

Innate Racial Spells

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
<input type="checkbox"/> Dimension Door	10	None and Will negates (object)	1 standard action	Instantaneous	Long (440')	V	No and Yes (object)	Conjuration (Teleportation) [WuJenEarth]	phb: p.221 Caster Level: 1
<i>Effect:</i> You instantly transfer yourself from your current location to any other spot within range.					<i>Target:</i> You and touched objects or other touched willing creatures				
* =Domain/Specialty Spell									

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	6	5	3	2	0	0	0	0	0

LEVEL 0

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□ Analyze Fertility	16	Will negates (harmless)	1 standard action	Instantaneous	Touch	V, S, DF	No	Divination	[Sexual] BoEF: p.99
<i>Effect:</i> Determine how fertile target is and reveal conception-influencing spells					<i>Target:</i> Creature touched			<i>Caster Level:</i> 7	
□□□□ Create Water	16	None	1 standard action	Instantaneous	Close (40')	V, S	No	Conjuration (Creation)	[Water] phb: p.215
<i>Effect:</i> Generates wholesome, drinkable water - 14 gallons.					<i>Target:</i> Up to 14 gallons of water			<i>Caster Level:</i> 7	
□□□□ Cure Minor Wounds	16	Will half (harmless); see text	1 standard action	Instantaneous	Touch	V, S	Yes (harmless); see text	Conjuration (Healing)	phb: p.216
<i>Effect:</i> You channel positive energy through your hand that cures 1 point of damage.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 7	
□□□□ Dawn	16	Fortitude negates (harmless)	1 swift action	Instantaneous	15 ft.	V	Yes (harmless)	Abjuration	splcmp: p.59
<i>Effect:</i> Sleeping/unconscious creatures in area awaken.					<i>Target:</i> All creatures in a 15-ft.-radius burst centered on you			<i>Caster Level:</i> 7	
□□□□ Detect Crossroads	16	None	1 action	Concentration up to 70 mins	60 ft. or 1 mile	V, S	No	Divination	magfae: p.88
<i>Effect:</i> You can see fee crossroads within 60' if your visibility isn't blocked					<i>Target:</i> Quarter circle emanating from you to the extreme of the range			<i>Caster Level:</i> 7	
□□□□ Detect Magic	16	None	1 standard action	Concentration, up to 7 minutes	60 ft.	V, S	No	Divination	phb: p.219
<i>Effect:</i> You detect magical auras.					<i>Target:</i> Cone-shaped emanation			<i>Caster Level:</i> 7	
□□□□ Detect Poison	16	None	1 standard action	Instantaneous	Close (40')	V, S	No	Divination	phb: p.219
<i>Effect:</i> You determine whether a creature, object, or area has been poisoned or is poisonous.					<i>Target:</i> One creature, one object, or a 5-ft. cube			<i>Caster Level:</i> 7	
□□□□ Detect Pregnancy	16	Will negates (harmless)	1 standard action	Instantaneous	Touch	V, S, DF	No	Divination	BoEF: p.103
<i>Effect:</i> Determine if target creature is carrying natural or implanted young					<i>Target:</i> Creature touched			<i>Caster Level:</i> 7	
□□□□ Flare	16	Fortitude negates	1 standard action	Instantaneous	Close (40')	V	Yes	Evocation [Light, WuJenFire]	phb: p.232
<i>Effect:</i> This cantrip creates a burst of light. If you cause the light to burst directly in front of a single creature, that creature is dazzled for 1 minute unless it makes a successful Fortitude save. -1 on attack rolls					<i>Target:</i> Burst of light			<i>Caster Level:</i> 7	
□□□□ Guidance	16	Will negates (harmless)	1 standard action	1 minute or until discharged	Touch	V, S	Yes	Divination	phb: p.238
<i>Effect:</i> This spell imbues the subject with a touch of divine guidance. The creature gets a +1 competence bonus on a single attack roll, saving throw, or skill check. It must choose to use the bonus before making the roll to which it applies.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 7	
□□□□ Know Direction	16	None	1 standard action	Instantaneous	Personal	V, S	No	Divination	phb: p.246
<i>Effect:</i> You instantly know the direction of north from your current position.					<i>Target:</i> You			<i>Caster Level:</i> 7	
□□□□ Light	16	None	1 standard action	70 minutes	Touch	V, M/DF	No	Evocation [Light]	phb: p.248
<i>Effect:</i> This spell causes an object to glow like a torch, shedding bright light in a 20-foot-radius [and dim light for an additional 20 feet] from the point you touch. The effect is immobile, but it can be cast on a movable object.					<i>Target:</i> Object touched			<i>Caster Level:</i> 7	
□□□□ Mending	16	Will negates (harmless, object)	1 standard action	Instantaneous	10 ft.	V, S	Yes (harmless, object)	Transmutation	phb: p.253
<i>Effect:</i> Mending repairs small breaks or tears in objects [but not warps, such as might be caused by a warp wood spell]. It will weld broken metallic objects such as a ring, a chain link, a medallion, or a slender dagger, providing but one break exists.					<i>Target:</i> One object of up to 1 lb.			<i>Caster Level:</i> 7	
□□□□ Naturewatch	16	None	1 standard action	70 minutes	Close (40')	S	No	Necromancy	cmpdvn: p.170
<i>Effect:</i> As deathwatch, but on animals and plants.					<i>Target:</i> Quarter circle emanating from you to the extreme of the range			<i>Caster Level:</i> 7	
□□□□ Preserve Organ	16	Fortitude negates (harmless)	10 minutes	24 hours	Touch	V, S, DF	Yes	Necromancy	bkovd: p.101
<i>Effect:</i> A single severed organ from a living creature is preserved so it does not rot.					<i>Target:</i> One organ			<i>Caster Level:</i> 7	
□□□□ Purify Food and Drink	16	Will negates (object)	1 standard action	Instantaneous	10 ft.	V, S	Yes (object)	Transmutation	phb: p.267
<i>Effect:</i> This spell makes spoiled, rotten, poisonous, or otherwise contaminated food and water pure and suitable for eating and drinking.					<i>Target:</i> 7 cu. ft. of contaminated food and water			<i>Caster Level:</i> 7	
□□□□ Read Magic	16	None	1 standard action	70 minutes	Personal	V, S, F	No	Divination	phb: p.269
<i>Effect:</i> By means of read magic, you can decipher magical inscriptions on objects-books, scrolls, weapons, and the like-that would otherwise be unintelligible. This deciphering does not normally invoke the magic contained in the writing, although it may do so in the case of a cursed scroll.					<i>Target:</i> You			<i>Caster Level:</i> 7	
□□□□ Resistance	16	Will negates (harmless)	1 standard action	1 minute	Touch	V, S, M/DF	Yes (harmless)	Abjuration	phb: p.272
<i>Effect:</i> You imbue the subject with magical energy that protects it from harm, granting it a +1 resistance bonus on saves.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 7	
□□□□ Virtue	16	Fortitude negates (harmless)	1 standard action	1 minute	Touch	V, S, DF	Yes (harmless)	Transmutation	phb: p.298
<i>Effect:</i> The subject gains 1 temporary hit point..					<i>Target:</i> Creature touched			<i>Caster Level:</i> 7	

LEVEL 1

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□ Animate Water	17	None	1 round	Concentration, up to 7 rounds [D]	CLOSE (40')	V, S, M	No	Transmutation	[Water, WuJenWater] cmparc: p.96
<i>Effect:</i> Turn Small or smaller quantity of water into animated object					<i>Target:</i> Up to a 5-ft. cube of water			<i>Caster Level:</i> 7	
□□□□ Animate Wood	17	None	1 round	Concentration, up to 7 rounds [D]	Touch	V, S, M	No	Transmutation	[Wood, WuJenWood] cmparc: p.96
<i>Effect:</i> Turn Small or smaller wooden item into animated object					<i>Target:</i> One Small or smaller wooden object			<i>Caster Level:</i> 7	
□□□□ Aspect of the Wolf	17		1 standard action	70 minutes [D]	Personal	V, S, M/DF		Transmutation	splcmp: p.16
<i>Effect:</i> You change into a wolf and gain some of its abilities.					<i>Target:</i> You			<i>Caster Level:</i> 7	
□□□□ Aura Against Flame	17		1 standard action	7 rounds	Personal	V, S		Abjuration	splcmp: p.18
<i>Effect:</i> Ignores 10 fire damage/round and extinguishes fires.					<i>Target:</i> You			<i>Caster Level:</i> 7	
□□□□ Beastland Ferocity	17	Fortitude negates (harmless)	1 standard action	7 minutes	Touch	V, S, DF	Yes (harmless)	Enchantment (Compulsion) [Mind-Affecting]	plnrhb: p.95
<i>Effect:</i> Subject fights without penalty while disabled of dying					<i>Target:</i> Creature Touched			<i>Caster Level:</i> 7	

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Druid Spells

□□□□□	Beget Bogun	17	None	1 standard action	Instantaneous	Touch	V, S, M, XP	No	Conjuration (Creation)	cmpdvn: p.152
	<i>Effect:</i> You create a Tiny nature servant.					<i>Target:</i> Tiny construct			<i>Caster Level:</i> 7	
□□□□□	Breath of the Jungle	17	None	1 standard action	7 minutes	Medium (170')	V, S, DF	No	Transmutation	splcmp: p.39
	<i>Effect:</i> Fog makes poison and diseases harder to resist.					<i>Target:</i> Mist spreads in a 40-ft. radius, 20 ft. high			<i>Caster Level:</i> 7	
□□□□□	Buoyant Lifting	17	None	1 immediate action	7 minutes [D]; see text	Close (40')	S, DF	No	Evocation	splcmp: p.40
	<i>Effect:</i> Underwater creatures rise to surface.					<i>Target:</i> One willing creature/level, no two of which are more than 20 ft. apart			<i>Caster Level:</i> 7	
□□□□□	Calm Animals	17	Will negates; see text	1 standard action	7 minutes	Close (40')	V, S	Yes	Enchantment (Compulsion) [Mind-Affecting]	phb: p.207
	<i>Effect:</i> You soothe and quiet animals. Calms 2d4+7 HD of animals.					<i>Target:</i> Animals within 30 ft. of each other			<i>Caster Level:</i> 7	
□□□□□	Camouflage	17		1 standard action	70 minutes	Personal	V, S		Transmutation	cmpdvn: p.157
	<i>Effect:</i> Grants +10 bonus on Hide checks.					<i>Target:</i> You			<i>Caster Level:</i> 7	
□□□□□	Charm Animal	17	Will negates	1 standard action	7 hours	Close (40')	V, S	Yes	Enchantment (Charm) [Mind-Affecting]	phb: p.208
	<i>Effect:</i> As charm person but affects a creature of the animal type.					<i>Target:</i> One animal			<i>Caster Level:</i> 7	
□□□□□	Claws of the Bear	17		1 standard action	7 rounds	Personal	V, S		Transmutation	splcmp: p.47
	<i>Effect:</i> Your hands become weapons that deal 1d8 damage.					<i>Target:</i> You			<i>Caster Level:</i> 7	
□□□□□	Climb Walls	17	Will negates (harmless)		7 minutes [D]	Touch	V, S, M	Yes (harmless)	Transmutation	splcmp: p.47
	<i>Effect:</i> Touched creature gains increased climbing ability.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 7	
□□□□□	Cloak of Shade	17	None	1 standard action	7 hours [D]	Touch	V, S, DF	Yes (harmless)	Abjuration	sand: p. 112
	<i>Effect:</i> Touched creature gains protection from heat and sun.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 7	
□□□□□	Cold Fire	17	No (fire source) or Fortitude half (creature)	1 standard action	7 minutes [D] [fire source] or Instantaneous [creature]	Close (40')	V, S, DF	No (fire source) or	Transmutation [Cold]	splcmp: p.50
	<i>Effect:</i> Fire becomes blue and white, emits cold.					<i>Target:</i> One fire source [up to a 20-ft. cube] or one creature; see text			<i>Caster Level:</i> 7	
□□□□□	Conjure Ice Beast I	17	None	1 round	7 rounds [D]	Close (40')	V, S, DF	No	Conjuration (Creation) [Cold]	frstbn: p.91
	<i>Effect:</i> This spell creates a creature constructed from magical ice.					<i>Target:</i> One conjured ice creature			<i>Caster Level:</i> 7	
□□□□□	Crabwalk	17	None	1 standard action	7 minutes	Touch	V, S, M	No	Transmutation	splcmp: p.53
	<i>Effect:</i> Touched creature gains bonus while charging.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 7	
□□□□□	Crunchy Snow	17	None	1 standard action	7 hours	Medium (170')	V, S, Frostfell	No	Transmutation [Cold]	frstbn: p.92
	<i>Effect:</i> An area of fallen snow designated by you becomes hard and crumbly, generating a loud crunch when stepped upon.					<i>Target:</i> 7 20-ft. by 20-ft. squares of snow			<i>Caster Level:</i> 7	
□□□□□	Cure Light Wounds	17	Will half (harmless); see text	1 standard action	Instantaneous	Touch	V, S	Yes (harmless); see text	Conjuration (Healing)	phb: p.215
	<i>Effect:</i> You channel positive energy through your hand that cures 1d8+5 damage					<i>Target:</i> Creature touched			<i>Caster Level:</i> 7	
□□□□□	Darsson's Cooling Breeze	17	None	1 standard action	1 hour/level [D]	60 ft.	V, S	Yes	Evocation [Air]	shnsth: p.45
	<i>Effect:</i> You create a light breeze [approximately 9 mph] that originates from a point you designate, affecting all creatures, gasses, clouds, and fogs in its path. Any airborne vapors, fumes, clouds, smoke, and gasses drift away from the point at a speed of 80 feet per round and dissipate in one-fourth the normal time.					<i>Target:</i> See text			<i>Caster Level:</i> 7	
□□□□□	Deep Breath	17		1 immediate action	7 rounds	Personal	V		Conjuration (Creation) [Air]	splcmp: p.61
	<i>Effect:</i> Your lungs are filled with air.					<i>Target:</i> You			<i>Caster Level:</i> 7	
□□□□□	Delay Disease	17	Will negates (harmless)	1 standard action	24 hours	Touch	V, S, DF	Yes (harmless)	Conjuration (Healing)	splcmp: p.63
	<i>Effect:</i> Ravages of disease staved off for a day.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 7	
□□□□□	Detect Animals or Plants	17	None	1 standard action	Concentration, up to 70 minutes	Long (680')	V, S	No	Divination	phb: p.218
	<i>Effect:</i> You can detect a particular kind of animal or plant in a cone emanating out from you in whatever direction you face.					<i>Target:</i> Cone-shaped emanation			<i>Caster Level:</i> 7	
□□□□□	Detect Snares and Pits	17	None	1 standard action	Concentration, up to 70 minutes	60 ft.	V, S	No	Divination	phb: p.220
	<i>Effect:</i> You can detect simple pits, deadfalls, and snares as well as mechanical traps constructed of natural materials.					<i>Target:</i> Cone-shaped emanation			<i>Caster Level:</i> 7	
□□□□□	Divine Inspiration	17	None	1 standard action	1d4 rounds	Touch	Sacrifice	Yes (harmless)	Divination	bkoed: p.96
	<i>Effect:</i> Target gains +3 sacred bonus on attack rolls against evil creatures.					<i>Target:</i> One creature touched			<i>Caster Level:</i> 7	
□□□□□	Ease of Breath	17	None	1 standard action	7 hours	Touch	V, S, DF	No	Necromancy [Cold]	frstbn: p.93
	<i>Effect:</i> You grant the target the ability to survive in thin air.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 7	
□□□□□	Endure Elements	17	Will negates (harmless)	1 standard action	24 hours	Touch	V, S	Yes (harmless)	Abjuration	phb: p.226
	<i>Effect:</i> Subject suffers no harm from being in a hot or cold environment.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 7	
□□□□□	Engorged Gait	17	Fortitude negates	1 standard action	7 Rounds	Close (40')	V,S,DF	Yes	Transmutation	BoEF: p.104
	<i>Effect:</i> Target's speed reduced by one-half					<i>Target:</i> One living creature			<i>Caster Level:</i> 7	
□□□□□	Enrage Animal	17	None	1 standard action	Concentration +7 rounds	Medium (170')	V, S	Yes	Enchantment (Compulsion) [Mind-Affecting]	splcmp: p.82
	<i>Effect:</i> Animal rages like barbarian, not fatigued.					<i>Target:</i> One animal			<i>Caster Level:</i> 7	
□□□□□	Enrage Animals	17	Will negates, see text	1 standard action	7 minutes	Close (40')	V, S	Yes	Enchantment (Compulsion) [Mind-Affecting]	charui: p.31
	<i>Effect:</i> This spell incites and enrages animals making them hostile and vicious.					<i>Target:</i> Animals within 30ft of each other			<i>Caster Level:</i> 7	
□□□□□	Entangle	17	Reflex partial; see text	1 standard action	7 minutes	Long (680')	V, S, DF	No	Transmutation	phb: p.227
	<i>Effect:</i> Grasses, weeds, bushes and even trees wrap, twist and entwine about creatures within the area of effect, holding them fast and causing them to become entangled.					<i>Target:</i> Plants in a 40-ft. radius spread			<i>Caster Level:</i> 7	
□□□□□	Extract Drug	17	None	1 minute	Permanent	Touch	V, S, F	No	Conjuration (Creation)	bkovd: p.94
	<i>Effect:</i> The caster infuses a substance with energy and extracts a magical version of a drug.					<i>Target:</i> One dose of a drug			<i>Caster Level:</i> 7	
□□□□□	Eyes of the Avoral	17	Will negates (harmless)	1 standard action	70 minutes	Touch	S	Yes (harmless)	Transmutation	bkoed: p.99
	<i>Effect:</i> Subject gets +8 on Spot checks.					<i>Target:</i> One creature			<i>Caster Level:</i> 7	
□□□□□	Faerie Fire	17	None	1 standard action	7 minutes	Long (680')	V, S, DF	Yes	Evocation [Light]	phb: p.229
	<i>Effect:</i> A pale glow surrounds and outlines the subject. Cancels blur, concealment, and the like.					<i>Target:</i> Creatures and objects within a 5-ft. radius burst			<i>Caster Level:</i> 7	

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Druid Spells

Foundation of Stone	17	None	1 standard action	7 rounds	Close (40')	V, S, DF	No	Transmutation [Earth]	splcmp: p.99
<i>Effect:</i> +2 AC, +4 bonus to resist bull rush and trip attacks.					<i>Target:</i> One creature/level, no two of which are more than 30 ft. apart			<i>Caster Level:</i> 7	
Goodberry	17	None	1 standard action	7 days	Touch	V, S, DF	Yes	Transmutation	phb: p.237
<i>Effect:</i> Casting goodberry upon a handful of freshly picked berries makes 2d4 of them magical. Each cures 1 hp 0.					<i>Target:</i> 2d4 fresh berries touched			<i>Caster Level:</i> 7	
Han, dfire	17	None	1 action	Instantaneous	Touch	V, S	Yes	Evocation [Light]	magfae: p.98
<i>Effect:</i> You surround your hand with winking motes of light resembling a cluster of constantly renewed sparks					<i>Target:</i> Creature touched			<i>Caster Level:</i> 7	
Hawkeye	17	None	1 standard action	70 minutes [D]	Personal	V		Transmutation	cmpadv: 151
<i>Effect:</i> Increase range increments by 50%, +5 on Spot checks.					<i>Target:</i> You			<i>Caster Level:</i> 7	
Heathful Rest	17	Will negates (harmless)	10 minutes	24 hours	Close (40')	V, S	Yes (harmless)	Conjuration (Healing)	splcmp: p.111
<i>Effect:</i> Subjects heal at twice the normal rate.					<i>Target:</i> (Healing)			<i>Caster Level:</i> 7	
Healthful Rest	17	Will negates (harmless)	10 minutes	24 hours	Close (40')	V, S	Yes (harmless)	Conjuration (Healing)	cmpadv: 151
<i>Effect:</i> Subjects heal at twice the normal rate.					<i>Target:</i>			<i>Caster Level:</i> 7	
Hide from Animals	17	Will negates (harmless)	1 standard action	70 minutes	Touch	S, DF	Yes	Abjuration	phb: p.241
<i>Effect:</i> Animals cannot see, hear, or smell the warded creatures. Even extraordinary or supernatural sensory capabilities, such as blindsense, blindsight, scent, and tremorsense, cannot detect or locate warded creatures.					<i>Target:</i> 7 creatures touched			<i>Caster Level:</i> 7	
Horrible Taste	17	Fortitude negates; see 1 text	1 standard action	70 minutes	Touch	V, S, M	No	Transmutation	splcmp: p.116
<i>Effect:</i> Touched creature or object nauseates biting or swallowing foes.					<i>Target:</i> Creature or object touched			<i>Caster Level:</i> 7	
Ice Skate	17	Fortitude negates (harmless)	1 standard action	7*10 minutes [D]	Touch	V, S, DF	Yes (harmless)	Transmutation	frstbn: p.100
<i>Effect:</i> You allow a creature to skate across any icy surface, either level or inclined, increasing its base land speed by 60 feet.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 7	
Impede Sun's Brilliance	17	None	1 standard action	70 minutes [D]	Close (40')	S	No	Abjuration	sand: p. 117
<i>Effect:</i> Diminishes the heat and light of the sun in an area.					<i>Target:</i> Cylinder 10			<i>Caster Level:</i> 7	
Ivory Flesh	17	Will negates (harmless)	1 standard action	7 hours	Touch	V, S	Yes (harmless)	Transmutation	frstbn: p.101
<i>Effect:</i> The subjects flesh and all his equipment turn white, granting him a +5 circumstance bonus on Hide checks in heavy snow or ice areas. In any nonwhite-hued area (including ebony ice), ivory flesh instead incurs a 5 penalty on Hide checks.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 7	
Jump	17	Will negates (harmless)	1 standard action	7 minutes	Touch	V, S, M	Yes	Transmutation	phb: p.246
<i>Effect:</i> The subject gets a +10 enhancement bonus on Jump checks. The enhancement bonus increases to +20 at caster level 5th, and to +30 [the maximum] at caster level 9th.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 7	
Kuo-Toa Skin	17	Will negates (harmless)	1 standard action	7 hours	Touch	V, S, M/DF	Yes (harmless)	Transmutation	strmwrc: p.118
<i>Effect:</i> The subject's skin and worn items take on an oily sheen like the slippery skin of kuo-toas. The subject gains a +8 bonus on Escape Artist checks and cannot be snared by webs [magical or otherwise].					<i>Target:</i> Creature touched			<i>Caster Level:</i> 7	
Locate Touchstone	17	None	1 standard action	Instantaneous	See text	V, S	No	Divination	plnrhb: p.100
<i>Effect:</i> Find nearest planar touchstone on the plane you currently inhabit					<i>Target:</i>			<i>Caster Level:</i> 7	
Locate Water	17	None	1 standard action	Concentration, up to 70 minutes	Long (680')	V, S, F/DF	No	Divination	sand: p. 117
<i>Effect:</i> Reveals location, size, and quality of water sources.					<i>Target:</i> Cone-shaped emanation			<i>Caster Level:</i> 7	
Longstrider	17	None	1 standard action	7 hours	Personal	V, S, M	No	Transmutation	phb: p.249
<i>Effect:</i> This spell increases your base land speed by 10 feet. [This adjustment counts as an enhancement bonus.] It has no effect on other modes of movement, such as burrow, climb, fly, or swim.					<i>Target:</i> You			<i>Caster Level:</i> 7	
Low-Light Vision	17	Will negates (harmless)	1 standard action	7 hours	Touch	V, M	Yes (harmless)	Transmutation	splcmp: p.134
<i>Effect:</i> See twice as far as a human in poor illumination.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 7	
Magic Fang	17	Will negates (harmless)	1 standard action	7 minutes	Touch	V, S, DF	Yes (harmless)	Transmutation	phb: p.250
<i>Effect:</i> Magic fang gives one natural weapon of the subject a +1 enhancement bonus on attack and damage rolls.					<i>Target:</i> Living creature touched			<i>Caster Level:</i> 7	
Magic Stone	17	Will negates (harmless, object)	1 standard action	30 minutes or until discharged	Touch	V, S, DF	Yes (harmless, object)	Transmutation	phb: p.251
<i>Effect:</i> You transmute as many as three pebbles, which can be no larger than sling bullets, so that they strike with great force when thrown or slung.					<i>Target:</i> Up to three pebbles touched			<i>Caster Level:</i> 7	
Obscuring Mist	17	None	1 standard action	7 minutes	20 ft.	V, S	No	Conjuration (Creation) [WuJenWater]	phb: p.258
<i>Effect:</i> A misty vapor arises around you. It is stationary once created. The vapor obscures all sight, including darkvision, beyond 5 feet.					<i>Target:</i> Cloud spreads in 20-ft. radius from you, 20 ft. high			<i>Caster Level:</i> 7	
Omen of Peril	17	None	1 full round	Instantaneous	Personal	V, F		Divination	cmpdvn: p.171
<i>Effect:</i> You know how dangerous the future will be.					<i>Target:</i> You			<i>Caster Level:</i> 7	
Pass without Trace	17	Will negates (harmless)	1 standard action	7 hours	Touch	V, S, DF	Yes (harmless)	Transmutation	phb: p.259
<i>Effect:</i> The subject or subjects can move through any type of terrain mud, snow, dust, or the like and leave neither footprints nor scent. Tracking the subjects is impossible by nonmagical means.					<i>Target:</i> 7 creatures touched			<i>Caster Level:</i> 7	
Produce Flame	17	None	1 standard action	7 minutes	0 ft.	V, S	Yes	Evocation [Fire]	phb: p.265
<i>Effect:</i> Flames as bright as a torch appear in your open hand. The flames harm neither you nor your equipment. In addition to providing illumination, the flames can be hurled or used to touch enemies. You can strike an opponent with a melee touch attack, dealing fire damage equal to 1d6+5 points.					<i>Target:</i> Flame in your palm			<i>Caster Level:</i> 7	
Protection from Winged Flyers	17	Will negates	1 standard action	1 min./level	Touch	V, S, M/DF	No, see text	Anjuration	shnsth: p.48
<i>Effect:</i> The spell functions like protection from evil, except that the bonuses apply to attacks from creatures that have wings and a fly speed. Summoned creatures that fly with wings cannot touch the subject. Spell resistance can allow a creature to overcome this protection and touch the warded creature.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 7	
Quickswim	17	None	1 standard action	7 hours [D]	Personal	V, S, M/DF	No	Transmutation	strmwrc: p.120
<i>Effect:</i> This spell grants an enhancement bonus to your base swim speed of +10 feet. If you do not have a swim speed, you gain no benefit from this spell.					<i>Target:</i> You			<i>Caster Level:</i> 7	
Raging Flame	17	None	1 standard action	1 minute	Medium (170')	V, S	No	Transmutation [Fire]	splcmp: p.164
<i>Effect:</i> Fires burn twice as hot, half as long.					<i>Target:</i> 30-ft.-radius spread			<i>Caster Level:</i> 7	
Ram's Might	17	None	1 standard action	7 minutes	Personal	V, S		Transmutation	splcmp: p.166
<i>Effect:</i> Gain +2 to Strength and your unarmed attacks deal normal damage.					<i>Target:</i> You			<i>Caster Level:</i> 7	
Rapid Burrowing	17	Fortitude negates (harmless)	1 standard	70 minutes	Touch	V, S, DF	Yes (harmless)	Transmutation	splcmp: p.166

* = Domain/Specialty Spell

Druid Spells

Spell Name	Level	Material	Action	Duration	Target	Components	Save	Spell School	Caster Level	Source
Raptor's Sight	17	None	1 standard action	7 hrs [D]	Personal	V, S, DF	None	Transmutation	7	racwld: p.175
<i>Effect: +20 ft. to subject's burrow speed.</i>										
Remove Scent	17	Will negates	1 standard action	70 minutes	Touch	V, S, M	Yes	Transmutation	7	splcmp: p.173
<i>Effect: Your visual acuity improves dramatically. You gain a +5 competence bonus on Spot checks. If you have 5 or more ranks in Spot, you take only half the normal range increment penalty for ranged attacks (#1 per range increment instead of #2).</i>										
Resist Planar Alignment	17	Fortitude negates (harmless)	1 standard action	7*10 minutes	Touch	V, S, DF	Yes (harmless)	Abjuration	7	plnrhb: p.104
<i>Effect: Hides touched creature's scent.</i>										
Shillelagh	17	Will negates (object)	1 standard action	7 minutes	Touch	V, S, DF	Yes (object)	Transmutation	7	phb: p.278
<i>Effect: Subject can resist penalties for being of an opposed alignment on an aligned Outer Plane</i>										
Silvered Claws	17	Will negates (harmless)	1 standard action	7 minutes	Touch	V, S, DF	Yes (harmless)	Transmutation	7	bkoed: p.107
<i>Effect: Your own nonmagical club or quarterstaff becomes a weapon with a +1 enhancement bonus on attack and damage rolls.</i>										
Slow Burn	17	None	1 standard action	1 minute	Medium (170')	V, S, M/DF	No	Transmutation [Fire]	7	splcmp: p.192
<i>Effect: One creature's natural attacks are treated as silvered weapons.</i>										
Snake's Swiftness	17	Will negates (harmless)	1 standard action	Instantaneous	Close (40')	V, S, M/DF	Yes (harmless)	Transmutation	7	minihb: Miniatures Handbook, Pg.39
<i>Effect: Fires burn twice as long.</i>										
Snowdrift	17	None	1 standard action	Instantaneous	Touch	V, S, M/DF	No	Transmutation	7	frstbn: p.104
<i>Effect: Target immediately makes one attack.</i>										
Snowshoes	17	Will negates (harmless)	1 standard action	7 hours [D]	Touch	V, S	Yes (harmless)	Transmutation	7	splcmp: p.194
<i>Effect: You can form existing snow into any shape that suits your purpose.</i>										
Snowsight	17	None	1 standard action	7 hours	Touch	V, S, DF	Yes (harmless)	Transmutation	7	frstbn: p.104
<i>Effect: Subject walks easily on ice and snow.</i>										
Speak with Animals	17	None	1 standard action	7 minutes	Personal	V, S	No	Divination	7	phb: p.281
<i>Effect: The subject gains the ability to see to the normal limits of its vision even in whiteout conditions, and ignores all penalties due to snow glare and snow blindness.</i>										
Speed Swim	17	Yes (harmless)	1 action	7 minutes	Close (40')	V, S, F	Yes (harmless)	Transmutation	7	magfae: p.121
<i>Effect: You can comprehend and communicate with animals.</i>										
Spider Hand	17	None	1 action	Concentration [up to 7 rounds]	Personal	V, S	No	Transmutation	7	bkovd: p.104
<i>Effect: You give the subject creature the ability to swim at speed 30 feet without having to make swim checks.</i>										
Summon Desert Ally I	17	None	1 round	7 rounds [D]	Close (40')	V, S, DF	No	Conjuration (Summoning)	7	sand: p.122
<i>Effect: The caster detaches his hand, which transforms into a Small monstrous spider under his control.</i>										
Summon Nature's Ally I	17	None	1 round	7 rounds	Close (40')	V, S, DF	No	Conjuration (Summoning)	7	phb: p.288
<i>Effect: Calls dustform creature to fight.</i>										
Sunstroke	17	Fortitude partial; see text	1 standard action	Instantaneous	Close (40')	V, S	Yes	Necromancy	7	sand: p.123
<i>Effect: This spell summons a natural creature. It appears where you designate and acts immediately, on your turn. It attacks your opponents to the best of its ability. You conjure creatures from the 1st-level list on the Summon Nature's Ally table.</i>										
Surefooted Stride	17	None	1 standard action	7 minutes	Personal	V, S	No	Transmutation	7	splcmp: p.216
<i>Effect: Target takes 2d6 nonlethal damage and is fatigued.</i>										
Suspend Disease	17	Fortitude negates (harmless)	1 action	24 hours	Touch	V, S, M	Yes (harmless)	Abjuration	7	bkovd: p.106
<i>Effect: You can move over rubble as easily as you can over open ground.</i>										
Suspicion	17	Will negates	1 standard action	Instantaneous	Touch	V, S, DF	Yes	Divination [Sexual]	7	BoEF: p.116
<i>Effect: This spell keeps a disease already infecting the subject from harming him for that day.</i>										
Thunderhead	17	Reflex negates; see text	1 standard action	7 rounds	Close (40')	V, S, M	Yes	Evocation [Electricity]	7	splcmp: p.219
<i>Effect: Gain vision of target's last sexual encounter</i>										
Traveler's Mount	17	Will negates	1 standard action	7 hours	Touch	V, S	Yes	Transmutation	7	cmpdvn: p.184
<i>Effect: Small lightning bolts deal 1d6 damage/round.</i>										
Twilight Luck	17	None	1 standard action	7 minutes	Touch	V, Abstinence	Yes (harmless)	Abjuration [Good]	7	bkoed: p.110
<i>Effect: Creature moves faster but can't attack.</i>										
Updraft	17	None	1 swift action	Instantaneous	Personal	V, S, M	None	Conjuration (Creation) [Air]	7	splcmp: p.228
<i>Effect: Target gains +1 luck bonus on all saving throws.</i>										
Lesser Vigor	17	Will negates (harmless)	1 standard action	15 rounds	Touch	V, S	Yes (harmless)	Conjuration (Healing)	7	cmpdvn: p.186
<i>Effect: Column of wind lifts you aloft.</i>										
Vine Strike	17	None	1 swift action	1 round	Personal	V, DF	None	Divination	7	cmpadv: 158
<i>Effect: Gain fast healing 1 [max 15 rounds]</i>										
Wall of Smoke	17	Fortitude partial; see text	1 standard action	7 rounds	Close (40')	V, S	No	Conjuration (Creation)	7	splcmp: p.235
<i>Effect: Swift. You can sneak attack plant creatures for 1 round.</i>										
Waste Strider	17	Will negates (harmless)	1 standard action	7 hours [D]	Touch	V, S, DF	Yes (harmless)	Transmutation	7	sand: p.128
<i>Effect: Wall of black smoke obscures vision and nauseates those who pass through.</i>										
Webfoot	17	Will negates (harmless)	1 standard action	70 minutes	Touch	V, S, DF	Yes (harmless)	Transmutation	7	strmwrck: p.125
<i>Effect: Move through the wasteland without penalties.</i>										
Wings of the Sea	17	Fortitude negates (harmless)	1 standard action	7 minutes	Touch	S, M	Yes (harmless)	Transmutation	7	splcmp: p.240
<i>Effect: The transmuted creature gains a +4 bonus on Swim checks and is not hindered when moving through shallow bog terrain. It treats an area of deep bog as shallow bog for purposes of movement and Tumble checks.</i>										
<i>Effect: +30 ft. to subject's swim speed.</i>										

* = Domain/Specialty Spell

Druid Spells

□□□□□ Winter Chill	17	Fortitude negates	1 standard action	Instantaneous	Close (40')	V, S	Yes	Transmutation [Cold]	splcmp: p.241
<i>Effect:</i> Creature takes 1d6 cold damage and is fatigued.					<i>Target:</i> One creature		<i>Caster Level:</i> 7		
□□□□□ Wood Wose	17	None	1 standard action	7 hours	Close (40')	V, S, DF	No	Conjuration (Creation)	cmpdvn: p.190
<i>Effect:</i> Nature spirit does simple tasks for you.					<i>Target:</i> One nature servant		<i>Caster Level:</i> 7		
□□□□□ Woodwisp Arrow	17	None	1 swift action	7 minutes [D]	Touch	V, S, M	No	Transmutation	charui: p.37
<i>Effect:</i> This spell enables the masterwork arrow or bolt to pass through wood as though air, negating the cover benefits of doors, tables etc. as well as removing the AC modifier for wooden shields.					<i>Target:</i> One masterwork arrow or bolt		<i>Caster Level:</i> 7		

LEVEL 2

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□□ Animal Messenger	18	None; see text	1 standard action	7 days	Close (40')	V, S, M	Yes	Enchantment (Compulsion) [Mind-Affecting]	phb: p.198
<i>Effect:</i> You compel a Tiny animal to go to a spot you designate.					<i>Target:</i> One Tiny animal		<i>Caster Level:</i> 7		
□□□□□ Animal Spirit	18	Will negates (harmless)	1 standard action	7 hours or until discharged	Touch	V, S (E)	Yes (harmless)	Divination [Incarnum]	maginc: p.98
<i>Effect:</i> Subject can activate scent, low-light vision, and bonus on Wis-based checks for 1 minute.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 7		
□□□□□ Animal Trance	18	Will negates; see text	1 standard action	Concentration	Close (40')	V, S	Yes	Enchantment (Compulsion) [Mind-Affecting, Sonic]	phb: p.198
<i>Effect:</i> Your swaying motions and music compel animals and magical beasts [up to 2d6 HD] to do nothing but watch you.					<i>Target:</i> Animals or magical beasts with Intelligence 1 or 2		<i>Caster Level:</i> 7		
□□□□□ Animate Fire	18	None	1 round	Concentration, up to 7 rounds [D]	CLOSE (40')	V, S, M	No	Transmutation [Fire, WuJenFire]	cmparc: p.96
<i>Effect:</i> Turn Small or smaller fire into animated object					<i>Target:</i> Up to a 5-ft. cube of fire		<i>Caster Level:</i> 7		
□□□□□ Avoid Planar Effects	18	None	1 standard action	7 minutes	20ft	V	Yes (harmless)	Abjuration	plnrhb: p.94
<i>Effect:</i> Provides temporary protection against overtly damaging planar traits					<i>Target:</i> 7 creatures in a 20ft radius burst centred on you		<i>Caster Level:</i> 7		
□□□□□ Ayaila's Radiant Burst	18	Fortitude negates (blindness) and Reflex half (shards)	1 standard action	Instantaneous	60 ft.	V, S, Sacrifice	Yes	Evocation [Good]	bkoed: p.91
<i>Effect:</i> Evil creatures are blinded for 1 round and take 3d6 damage.					<i>Target:</i> Cone-shaped burst		<i>Caster Level:</i> 7		
□□□□□ Balancing Lorecall	18		1 standard action	7 minutes [D]	Personal	V, S, M/DF		Divination	cmpadv: 143
<i>Effect:</i> You gain a +4 bonus on Balance checks and can balance on impossible surfaces if you have 5 or more ranks in Balance.					<i>Target:</i> You		<i>Caster Level:</i> 7		
□□□□□ Barkskin	18	None	1 standard action	70 minutes	Touch	V, S, DF	Yes (harmless)	Transmutation	phb: p.203
<i>Effect:</i> Toughens a creatures skin. Grants a +3 enhancement bonus to natural armor.					<i>Target:</i> Living creature touched		<i>Caster Level:</i> 7		
□□□□□ Bear's Endurance	18	Will negates (harmless)	1 standard action	7 minutes	Touch	V, S, DF	Yes	Transmutation [WuJenEarth]	phb: p.203
<i>Effect:</i> The subject gains greater vitality and stamina [+4 enhancement bonus to Constitution].					<i>Target:</i> Creature touched		<i>Caster Level:</i> 7		
□□□□□ Bite of the Wererat	18		1 standard action	7 rounds	Personal	V, S, M		Transmutation	splcmp: p.28
<i>Effect:</i> You gain the Dexterity and attacks of a wererat.					<i>Target:</i> You		<i>Caster Level:</i> 7		
□□□□□ Blinding Spittle	18	None	1 action	Instantaneous	Close (40')	V, S	Yes	Transmutation	pgtfae: p.100
<i>Effect:</i> Ranged touch attack makes subject blind.					<i>Target:</i> One missile of spit		<i>Caster Level:</i> 7		
□□□□□ Blindsight	18	Will negates (harmless)	1 action	7 minutes	Touch	V, S	Yes (harmless)	Transmutation	pgtfae: p.100
<i>Effect:</i> Grants you the blindsight ability out to 30 feet.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 7		
□□□□□ Blindsight (UD)	18	Will negates (harmless)	1 standard action	7 minutes	Touch	V, S	Yes (harmless)	Transmutation	undrck: p.56
<i>Effect:</i> This spell grants the subject the blindsight ability to a range of 30 ft.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 7		
□□□□□ Blood Frenzy	18	Will negates	1 standard action	Special; see text	Touch	V, S	Yes	Transmutation	splcmp: p.33
<i>Effect:</i> Grants extra use of rage.					<i>Target:</i> Any creature with the rage ability		<i>Caster Level:</i> 7		
□□□□□ Blood Snow	18	Fortitude negates	1 standard action	7 rounds	Medium (170')	V, S	Yes	Necromancy [Cold]frstbn: p.89	
<i>Effect:</i> You corrupt an area of fallen snow, imbuing it with negative energy.					<i>Target:</i> 7*20 square feet		<i>Caster Level:</i> 7		
□□□□□ Body of the Sun	18		1 standard action	7 rounds	5 ft.	V, S, DF		Transmutation [Fire]	cmpdvn: p.155
<i>Effect:</i> Your body emanates fire, dealing 1d4+1 damage.					<i>Target:</i> 5-ft.-radius emanation centered on you		<i>Caster Level:</i> 7		
□□□□□ Brambles	18	None	1 standard action	7 rounds	Touch	V, S, M	No	Transmutation	cmpdvn: p.156
<i>Effect:</i> Wooden weapon grows spikes that deal +7 damage.					<i>Target:</i> Wooden weapon touched		<i>Caster Level:</i> 7		
□□□□□ Branch to Branch	18		1 standard action	70 minutes [D]	Personal	V, S		Transmutation	cmpadv: 144
<i>Effect:</i> You gain +10 competence bonus on Climb checks in trees and can brachiate through forest.					<i>Target:</i> You		<i>Caster Level:</i> 7		
□□□□□ Briar Web	18	Reflex negates; see text	1 standard action	7 minutes	Medium (170')	V, S, DF	No	Transmutation	cmpdvn: p.156
<i>Effect:</i> Area entangles creatures and thorns deal 2d6 damage.					<i>Target:</i> Plants in a 20-ft.-radius spread		<i>Caster Level:</i> 7		
□□□□□ Brumal Stiffening	18	Reflex negates	1 standard action	7 rounds	Close (40')	V, S	Yes	Transmutation [Cold]	frstbn: p.89
<i>Effect:</i> The targeted weapon becomes brittle, reducing its hardness by 5 for the duration of the spell.					<i>Target:</i> One weapon		<i>Caster Level:</i> 7		
□□□□□ Bull's Strength	18	Will negates (harmless)	1 standard action	7 minutes	Touch	V, S, M/DF	Yes (harmless)	Transmutation [WuJenEarth]	phb: p.207
<i>Effect:</i> The subject becomes stronger. [+4 to Str]					<i>Target:</i> Creature touched		<i>Caster Level:</i> 7		
□□□□□ Burrow	18	Will negates (harmless)	1 standard action	7 minutes [D]	Touch	V, S, F/DF	Yes (harmless)	Transmutation	splcmp: p.41
<i>Effect:</i> Subject can burrow with a speed of 30 feet.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 7		
□□□□□ Burrow (UD)	18	Will negates (harmless)	1 standard action	7 minutes [D]	Touch	V, S, F/DF	Yes (harmless)	Transmutation	undrck: p.56
<i>Effect:</i> Subject's hands sprout claws to burrow through the earth at speed of 10 ft. Claws deal 1d6 damage.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 7		
□□□□□ Cat's Grace	18	Will negates (harmless)	1 standard action	7 minutes	Touch	V, S, M	Yes	Transmutation [WuJenFire]	phb: p.208
<i>Effect:</i> The subject becomes more graceful, agile and coordinated [+4 to Dex].					<i>Target:</i> Creature touched		<i>Caster Level:</i> 7		
□□□□□ Chill Metal	18	Will negates (object)	1 standard action	7 rounds	Close (40')	V, S, DF	Yes (object)	Transmutation [Cold]	phb: p.209
<i>Effect:</i> Makes metal extremely cold.					<i>Target:</i> Metal equipment of 3 creatures, no two of which can be more than 30 ft. apart; or 175 lbs of metal		<i>Caster Level:</i> 7		

* =Domain/Specialty Spell

Druid Spells

□□□□□	Circle of Nausea	18	Fortitude negates	1 action	7 minutes	Personal	V, S, F	Yes	Evocation [Evil]	bkovd: p.88
	<i>Effect:</i> All in the area must save or take -2 to all attacks, saves, and skill checks until they exit the area. Those entering the circle must save or be nauseated until the duration expires.					<i>Target:</i> 20' emanation around a 2' circle with the caster in the center		<i>Caster Level:</i> 7		
□□□□□	Cloud Wings	18	Fortitude negates (harmless)	1 standard action	7 hours	Touch	V, S	Yes (harmless)	Transmutation	splcmp: p.49
	<i>Effect:</i> +30 ft. to subject's fly speed.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 7		
□□□□□	Cloudburst	18	None	1 full round	70 [D]	Long (680')	V, S	No	Evocation (Water)	cmpdvn: p.158
	<i>Effect:</i> Hampers vision and ranged attacks, puts out normal fires.					<i>Target:</i> 100-ft.-radius emanation		<i>Caster Level:</i> 7		
□□□□□	Conjure Ice Beast II	18	None	1 round	7 rounds [D]	Close (40')	V, S, DF	No	Conjuration (Creation) [Cold]	frstbn: p.91
	<i>Effect:</i> This spell creates a creature constructed from magical ice.					<i>Target:</i> One conjured ice creature		<i>Caster Level:</i> 7		
□□□□□	Conjure Ice Object	18	None (harmless)	1 standard action	7 minutes	Personal	V, S, DF	No	Conjuration (Creation) [Cold]	frstbn: p.91
	<i>Effect:</i> You conjure into being a block of transparent ice in the shape of any object you have seen at least once before, up to the weight limit of this spell.					<i>Target:</i> One object of up to 7*5 lbs.		<i>Caster Level:</i> 7		
□□□□□	Countermoon	18	Will negates (D)	1 standard action	12 hours	Close (40')	V, S, M	Yes	Abjuration	splcmp: p.53
	<i>Effect:</i> Forces lycanthrope to its natural form.					<i>Target:</i> One lycanthrope		<i>Caster Level:</i> 7		
□□□□□	Creeping Cold	18	Fortitude half	1 standard action	3 rounds	Close (40')	V, S, F	Yes	Transmutation [Cold]	cmpdvn: p.159
	<i>Effect:</i> Creature feels chill that increases with each round.					<i>Target:</i> One creature		<i>Caster Level:</i> 7		
□□□□□	Daggerspell Stance	18		1 swift action	7 rounds [D]	Personal	V, F		Abjuration	cmpadv: 145
	<i>Effect:</i> Swift. You gain +2 insight bonus on attack and damage if you make a full attack, SR 5 + caster level if you fight defensively, and DR 5/magic if you use the total defense action.					<i>Target:</i> You		<i>Caster Level:</i> 7		
□□□□□	Decomposition	18	None	1 standard action	7 rounds	50 ft.	V, S, DF	Yes	Necromancy	cmpdvn: p.161
	<i>Effect:</i> Wounds deal 1 extra point of damage each round.					<i>Target:</i> All enemies within a 50-ft.-radius emanation centered on you		<i>Caster Level:</i> 7		
□□□□□	Delay Poison	18	Fortitude negates (harmless)	1 standard action	7 hours	Touch	V, S, DF	Yes (harmless)	Conjuration (Healing)	phb: p.217
	<i>Effect:</i> The target becomes temporarily immune to poison.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 7		
□□□□□	Desiccate	18	Fortitude partial	1 standard action	Instantaneous	Close (40')	V, S, M	Yes	Necromancy	sand: p. 114
	<i>Effect:</i> Deals 3d6 levels of desiccation damage and dehydrates living creature.					<i>Target:</i> One living creature		<i>Caster Level:</i> 7		
□□□□□	Detect Aberration	18	None	1 standard action	Concentration, up to 7 minutes [D]	60ft	V,S	No	Divination	LrdMad: p.210
	<i>Effect:</i> You can detect the presence of all aberrations in the area. The amount of information revealed depends on how long you study a particular area or subject. [See book for more details]					<i>Target:</i> Quarter circle emanating from the character to the extreme of the range.		<i>Caster Level:</i> 7		
□□□□□	Detect Disease	18	Will negates (harmless)	1 standard action	Concentration, up to 70 Minutes	60 ft.	V,S,DF	No	Divination	BoEF: p.103
	<i>Effect:</i> Detects disease in one creature					<i>Target:</i> Cone-shaped emanation		<i>Caster Level:</i> 7		
□□□□□	Dispel Fog	18	See text	1 standard action	1 min/level	Medium (170')	V, S	Yes	Abjuration	shnsth: p.46
	<i>Effect:</i> You make normal or magical fog within the affected area instantly and completely vanish. This spell is effective against fog and mist from any source, including spells such as obscuring mist or cloudkill, but not against bodies of water, precipitation, or smoke. The dispelled area stays clear for 1 minute per level regardless of other conditions after that; it can fill in again if there is sufficient fog in the surrounding vicinity. Natural fog is automatically cleared in the affected area; natural fog reform within 1 minute after the expiration of the spell. Magical fog [such as that from a fog cloud spell] requires you to make a dispel check 10 against the spell to clear the area. The DC for this dispel check is 11 + the spell's caster level. Success means the spell is dispelled in the area you designate, but magic fogs covering large areas might not be completely cleared away by dispel fog.					<i>Target:</i> Up to four 10-foot cubes/level		<i>Caster Level:</i> 7		
□□□□□	Earthbind	18	Fortitude partial	1 standard action	7 minutes [D]	Close (40')	V, S	Yes	Transmutation	draco:
	<i>Effect:</i> You hamper the subject creature's ability to fly [whether through natural or magical means] for the duration of the spell. If the target fails its saving throw, its fly speed [if any] becomes 0 feet. An airborne creature subjected to this spell falls to the ground as if under the effect of a feather fall spell. Even if a new effect would grant the creature the ability to fly, that effect is suppressed for the duration of the earthbind spell. If the target makes a successful Fortitude save, its fly speed [including any new effect granted during the spell's duration] is reduced by 70 feet. This reduction can't bring the creature's fly speed down to less than 10 feet. Earthbind has no effect on other forms of movement, or even on effects that might grant airborne movement without granting a fly speed [such as jumping or levitate or air walk spells].					<i>Target:</i> One creature		<i>Caster Level:</i> 7		
□□□□□	Earthen Grace	18	Will negates (harmless)	1 standard action	7 minutes	Touch	V, S, M	Yes (harmless)	Abjuration [Earth]	splcmp: p.76
	<i>Effect:</i> Subject takes only nonlethal damage from stone and earth.					<i>Target:</i> Living creature touched		<i>Caster Level:</i> 7		
□□□□□	Earthfast	18	None	1 standard action	Instantaneous	Close (40')	V, S	Yes (object)	Transmutation	splcmp: p.76
	<i>Effect:</i> Doubles the hit points of stone structure or rock formation and increases hardness to 10.					<i>Target:</i> One stone structure or rock formation, up to 25 cubic ft./level		<i>Caster Level:</i> 7		
□□□□□	Easy Trail	18	None	1 standard action	7 hours [D]	40 ft.	V, S	Yes	Abjuration	cmpadv: 147
	<i>Effect:</i> You make a temporary trail through any kind of undergrowth.					<i>Target:</i> 40-ft. radius emanation		<i>Caster Level:</i> 7		
□□□□□	Embrace the Wild	18		1 standard action	70 minutes [D]	Personal	V		Transmutation	cmpadv: 147
	<i>Effect:</i> You gain an animals senses for 70 minutes.					<i>Target:</i> You		<i>Caster Level:</i> 7		
□□□□□	Engorged Strike	18	Will negates (harmless)	1 standard action	7 Hours	Touch	V,S,DF	Yes (harmless)	Transmutation	BoEF: p.104
	<i>Effect:</i> Target's unarmed strikes treated as one size category larger					<i>Target:</i> Living creature touched		<i>Caster Level:</i> 7		
□□□□□	Estanna's Stew	18	Will half (harmless); see text	1 round	Instantaneous [see text]	0 ft.	V, S, F	Yes (harmless)	Conjuration (Healing)	bkoed: p.99
	<i>Effect:</i> Conjures stew that heals 1d6+1 per serving.					<i>Target:</i> Fills pot with healing stew 0		<i>Caster Level:</i> 7		
□□□□□	Evergreen	18	None	1 standard action	7 hours and instantaneous; see text	Medium (170')	V, S, DF	No	Transmutation [Fire]	frstbn: p.93
	<i>Effect:</i> You imbue a 10-foot-radius area of plant life with magical heat, instantly healing 1d8+7 points of damage, granting immunity to cold for the duration of the spell.					<i>Target:</i> 10 ft. radius		<i>Caster Level:</i> 7		
□□□□□	Fins To Feet	18	Fortitude negates (harmless)	1 standard action	7 hours	Touch	V, S	Yes (harmless)	Transmutation	strmwrc: p.117
	<i>Effect:</i> This spell transforms tails, tentacles, or finned extremities into humanoid legs and feet. Creatures so affected lose any natural swim speed they possess but gain a land speed instead - Large and larger 40 feet, Medium 30 feet, Small and smaller creatures 20 feet. The creature loses any natural attacks based on its tail or tentacles.					<i>Target:</i> Willing creature touched		<i>Caster Level:</i> 7		
□□□□□	Fins to Feet	18	Fortitude negates (harmless)	1 standard action	7 hours	Touch	V, S	Yes (harmless)	Transmutation	splcmp: p.92
	<i>Effect:</i> Transforms tails and fins into legs and feet.					<i>Target:</i> Willing creature touched		<i>Caster Level:</i> 7		
□□□□□	Fire Trap	18	Reflex half; see text	10 minutes	Permanent until discharged	Touch	V, S, M	Yes	Abjuration [Fire, WuJenFire]	phb: p.231
	<i>Effect:</i> Creates a fiery explosion when an intruder opens the item that the trap protects. A fire trap can ward any object that can be opened and closed [book, box, bottle, chest, coffer, coffin, door, drawer, and so forth]. Opened object deals 1d4+7 damage.					<i>Target:</i> Object touched		<i>Caster Level:</i> 7		
□□□□□	Flame Blade	18	None	1 standard action	7 minutes	0 ft.	V, S, DF	Yes	Evocation [Fire]	phb: p.231
	<i>Effect:</i> A 3-foot-long, blazing beam of red-hot fire springs forth from your hand. You wield this bladelike beam as if it were a scimitar. Deals 1d8+3 damage.					<i>Target:</i> Sword-like beam		<i>Caster Level:</i> 7		

* =Domain/Specialty Spell

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□□□□□	Flaming Sphere	18	Reflex negates	1 standard action	7 rounds	Medium (170')	V, S, M/DF	Yes	Evocation [Fire]	phb: p.232
	<i>Effect:</i> A burning globe of fire rolls in whichever direction you point and burns those it strikes. It moves 30 feet per round. As part of this movement, it can ascend or jump up to 30 feet to strike a target. ~ 2d6 damage					<i>Target:</i> 5-ft.-diameter sphere		<i>Caster Level:</i> 7		
□□□□□	Flashfreeze	18	None	1 standard action	Instantaneous	Close (40')	V, S, DF	No	Transmutation [Cold, Earth]	frstbn: p.94
	<i>Effect:</i> All earth, stone, and water in the spells area is drained of heat. Earth, mud, and stone become everfrost and water freezes.					<i>Target:</i> 7*10 ft. square		<i>Caster Level:</i> 7		
□□□□□	Fog Cloud	18	None	1 standard action	70 minutes	Medium (170')	V, S	No	Conjuration (Creation) [WuJenWater]	phb: p.232
	<i>Effect:</i> A bank of fog billows out from the point you designate. The fog obscures all sight, including darkvision, beyond 5 feet.					<i>Target:</i> Fog spreads in 20-ft. radius, 20 ft. high		<i>Caster Level:</i> 7		
□□□□□	Freedom of Breath	18	Will negates (harmless)	1 standard action	70 minutes	Touch	V, S, M	Yes (harmless)	Abjuration	sand: p. 116
	<i>Effect:</i> Protects against suffocation and dangerous vapors.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 7		
□□□□□	Frost Breath	18	Reflex half	1 standard action	Instantaneous	30 ft.	V, S, M	Yes	Evocation [Cold]	splcmp: p.100
	<i>Effect:</i> Icy breath deals 1d4 damage/2 levels.					<i>Target:</i> Cone-shaped burst		<i>Caster Level:</i> 7		
□□□□□	Frost Weapon	18	Will negates (harmless, object)	1 standard action	7 rounds	Touch	V, S, M	No	Transmutation	frstbn: p.95
	<i>Effect:</i> You imbue a weapon with icy cold, granting it a power similar to the frost special ability.					<i>Target:</i> Weapon touched		<i>Caster Level:</i> 7		
□□□□□	Gust of Wind	18	Fortitude negates	1 standard action	1 round	60 ft.	V, S	Yes	Evocation [Air]	phb: p.238
	<i>Effect:</i> This spell creates a severe blast of air [approximately 50 mph] that originates from you, affecting all creatures in its path.					<i>Target:</i> Line-shaped gust of severe wind emanating out from you to the extreme of the range		<i>Caster Level:</i> 7		
□□□□□	Halo of Sand	18		1 standard action	70 minutes	Personal	V, S, DF		Abjuration [Earth]	sand: p. 117
	<i>Effect:</i> Swirling sand grants +2 deflection bonus.					<i>Target:</i> You		<i>Caster Level:</i> 7		
□□□□□	Healing Lorecall	18		1 standard action	7 minutes	Personal	V, S, M		Divination	cmpadv: 151
	<i>Effect:</i> If you have 5 or more ranks in Heal, you can remove harmful conditions with conjuration [healing] spells.					<i>Target:</i> You		<i>Caster Level:</i> 7		
□□□□□	Healing Sting	18	None	1 standard action	Instantaneous	Touch	V, S, M	Yes	Necromancy	splcmp: p.110
	<i>Effect:</i> Touch deals 1d12 damage +1/level; caster gains damage as hp.					<i>Target:</i>		<i>Caster Level:</i> 7		
□□□□□	Heartfire	18	Fortitude partial	1 standard action	7 rounds	Close (40')	V, S, DF	Yes	Evocation [Light, Fire]	splcmp: p.112
	<i>Effect:</i> Subjects outlined by fire, take 1d4 damage/round.					<i>Target:</i> Living creatures within a 5-ft.radius burst		<i>Caster Level:</i> 7		
□□□□□	Heat Metal	18	Will negates (object)	1 standard action	7 rounds	Close (40')	V, S, DF	Yes (object)	Transmutation [Fire]	phb: p.239
	<i>Effect:</i> Heat metal makes metal extremely warm. Unattended, nonmagical metal gets no saving throw. Magical metal is allowed a saving throw against the spell. An item in a creatures possession uses the creatures saving throw bonus unless its own is higher.					<i>Target:</i> Metal equipment of 3 creatures, no two of which can be more than 30 ft. apart; or 175 lb. of metal, all of which must be within a 30-ft. circle		<i>Caster Level:</i> 7		
□□□□□	Hold Animal	18	Will negates; see text	1 standard action	7 rounds; see text	Medium (170')	V, S	Yes	Enchantment (Compulsion) [Mind-Affecting]	phb: p.241
	<i>Effect:</i> The subject animal becomes paralyzed and freezes in place. It is aware and breathes normally but cannot take any actions, even speech. Each round on its turn, the subject may attempt a new saving throw to end the effect.					<i>Target:</i> One animal		<i>Caster Level:</i> 7		
□□□□□	Hydrate	18	Will half; see text	1 standard action	Instantaneous	Touch	V, S	Yes; see text	Conjuration (Healing)	sand: p. 117
	<i>Effect:</i> Heals desiccation damage.					<i>Target:</i> Living creature touched		<i>Caster Level:</i> 7		
□□□□□	Invoke the Cerulean Sign	18	Fortitude negates	1 standard action	Instantaneous	30ft	S	No	Evocation	LrdMad: p.211
	<i>Effect:</i> When you cast this spell, you trace the cerulean sign in the air with a hand, leaving a glowing blue rune in the air for a brief moment before it flashes and fills the area of effect with a pulse of cerulean light. Any aberrations within the area must make a Fortitude saving throw or suffer ill effects. [See Book for Details]					<i>Target:</i> Multiple aberrations who do not exceed 7*2 HD combined in a spread emanating from the character to the extreme of the range.		<i>Caster Level:</i> 7		
□□□□□	Jaws of the Moray	18	Will negates (harmless)	1 standard action	7 minutes	Touch	V, S	Yes (harmless)	Transmutation	strmwrc: p.117
	<i>Effect:</i> This spell grants a primary bite attack. Damage based on size 0 plus Strength modifier. Bite can be used as secondary natural attack in conjunction with a manufactured weapon with usual penalties. If the bite hits, the creature attaches itself [no grapple check needed, does not provoke atk of op, loses Dex bonus to AC, cannot use other weapons] and deals automatic bite damage each round. Attacks from foe require a successful grapple check and pin must be achieved to remove the attached creature.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 7		
□□□□□	Kelpstrand	18	None	1 standard action	7 rounds	Close (40')	V, S, M	No	Conjuration (Creation)	splcmp: p.128
	<i>Effect:</i> Strands of kelp grapple foes.					<i>Target:</i>		<i>Caster Level:</i> 7		
□□□□□	Lava Missile	18	Reflex half	1 standard action	Instantaneous	Medium (170')	V, S, DF	No	Conjuration (Creation) [Fire]	sptkng: p.157
	<i>Effect:</i> A missile of lava darts forth from your fingertip and strikes its target, dealing 1d4 points of fire damage, lighting the target on fire if they fail their save. 4 missiles.					<i>Target:</i> Up to five creatures, no two of which can be more than 15 ft. apart		<i>Caster Level:</i> 7		
□□□□□	Listening Lorecall	18		1 standard action	70 minutes	Personal	V, S, DF		Divination	cmpadv: 154
	<i>Effect:</i> You gain +4 on Listen checks, plus blindsense or blindsight if you have 5 or more ranks in Listen.					<i>Target:</i> You		<i>Caster Level:</i> 7		
□□□□□	Locate Node	18	None	1 standard action	7 minutes	1 mile/lvl	V, S, F/DF	No	Divination [Earth]	undrck: p.58
	<i>Effect:</i> You sense the direction of any earth node within range.					<i>Target:</i> Circle, centered on you, with a radius of 7 miles.		<i>Caster Level:</i> 7		
□□□□□	Luminous Armor	18	None	1 standard action	7 hours [D]	Touch	Sacrifice	Yes (harmless)	Abjuration	bkoed: p.102
	<i>Effect:</i> Shimmering light around target grants +5 armor bonus, dispels magical darkness, and imposes a -4 penalty on opponents' melee attacks.					<i>Target:</i> One good creature touched		<i>Caster Level:</i> 7		
□□□□□	Major Resistance	18	Will negates (harmless)	1 action	7 hours	Touch	V, S, M/DF	Yes (harmless)	Abjuration	svgspc: p.68
	<i>Effect:</i> Subject gains +3 on saving throws.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 7		
□□□□□	Mark of the Outcast	18	Will negates	1 standard action	Permanent	Close (40')	V, S, DF	Yes	Necromancy	splcmp: p.138
	<i>Effect:</i> Subject takes -5 penalty on Bluff and Diplomacy checks and -2 penalty to AC.					<i>Target:</i> One creature		<i>Caster Level:</i> 7		
□□□□□	Master Air	18		1 standard action	7 rounds	Personal	V, S, F		Transmutation	splcmp: p.139
	<i>Effect:</i> You sprout insubstantial wings and can fly.					<i>Target:</i> You		<i>Caster Level:</i> 7		
□□□□□	Mountain Stance	18	Will negates (harmless)	1 standard action	7 minutes	Touch	V, S	No	Transmutation	splcmp: p.144
	<i>Effect:</i> Subject becomes hard to move.					<i>Target:</i> One creature		<i>Caster Level:</i> 7		
□□□□□	Natures Favor	18	Will negates (harmless)	1 standard action	1 minute	Touch	V, S, DF	Yes (harmless)	Evocation	cmpadv: 155
	<i>Effect:</i> Animal touched gains luck bonus on attack and damage rolls of +2					<i>Target:</i> Animal touched		<i>Caster Level:</i> 7		
□□□□□	Numbing Sphere	18	Reflex negates	1 standard	7 rounds	Medium (170')	V, S, M/DF	Yes	Evocation [Cold, Ice]	frstbn: p.102

* =Domain/Specialty Spell

Druid Spells

Spell Name	Level	Prerequisites	Action	Duration	Range	Area of Effect	Target	Spell School	Special Features	Source
Obscuring Snow	18	None	1 standard action	7 hours	30 ft.	V, S	No	Conjuration (Creation) [Air, Cold]	frstbn: p.103	<i>Effect:</i> A sphere of intense cold energy rolls in whichever direction you point and damages those it strikes. It moves 30 feet per round. As part of this movement, it can ascend or jump up to 30 feet to strike a target. If it enters a space with a creature, it stops moving for the round and deals 1d6 cold damage as well as 1d4 Dexterity damage to that creature.
One with the Land	18	None	1 standard action	7 hours	Personal	V, S		Transmutation	splcmp: p.149	<i>Effect:</i> A swirling snow vapor arises around you, and follows you from that point on. The snow obscures all sight, including darkvision, beyond 5 feet. A creature 5 feet away has concealment. Creatures farther away have total concealment.
Owl's Wisdom	18	Will negates (harmless)	1 standard action	7 minutes	Touch	V, S, M/DF	Yes	Transmutation	phb: p.259	<i>Effect:</i> Link with nature gives a +2 bonus on nature-related skill checks.
Pressure Sphere	18	Fortitude half	1 standard action	Instantaneous	Medium (170')	V, S	Yes	Evocation [Water]	strmwrc: p.120	<i>Effect:</i> The transmuted creature becomes wiser. The spell grants a +4 enhancement bonus to Wisdom, adding the usual benefit to Wisdom-related skills.
Protection from Desiccation	18	Fortitude negates (harmless)	1 standard action	70 minutes or until discharged	Touch	V, S, DF	Yes (harmless)	Abjuration	sand: p. 119	<i>Effect:</i> The water in the target area becomes highly pressurized, dealing 4d6 points of damage. It has no effect on creatures or objects that are within the radius but not in the water, or in water less than 5 feet deep.
Razorscales	18	None	1 standard action	7 rounds	Personal	V, M/DF	No	Transmutation	sptkng: p.157	<i>Effect:</i> Absorb 70 points of desiccation damage.
Reduce Animal	18	None	1 standard action	7 hours	Touch	V, S	No	Transmutation	phb: p.269	<i>Effect:</i> Your scales become razor-sharp. While this spell is in effect, you deal lethal instead of nonlethal damage when grappling.
Remedy Moderate Wounds	18	Will negates (harmless)	1 action	13 rounds	Touch	V, S	Yes (harmless)	Conjuration (Healing)	magfae: p.113	<i>Effect:</i> This spell functions like reduce person, except that it affects a single willing animal.
Remove Addiction	18	Fortitude negates (harmless)	1 standard action	Instantaneous	Touch	V, S	Yes (harmless)	Conjuration (Healing)	bkoed: p.105	<i>Effect:</i> When laying your hand upon a living creature, you boost its life energy to grant it the fast healing ability.
Resist Energy	18	Fortitude negates (harmless)	1 standard action	70 minutes	Touch	V, S, DF	Yes (harmless)	Abjuration	phb: p.272 [WuJenEarth.WuJenFire.WuJenMetal.WuJenWater.WuJenWo]	<i>Effect:</i> Cures target of drug addictions.
Lesser Restoration	18	Will negates (harmless)	3 rounds	Instantaneous	Touch	V, S	Yes (harmless)	Conjuration (Healing)	phb: p.272	<i>Effect:</i> This abjuration grants a creature limited protection from damage of whichever one of five energy types you select: acid, cold, electricity, fire, or sonic. The subject gains energy resistance 10 against the energy type chosen, meaning that each time the creature is subjected to such damage [whether from a natural or magical source], that damage is reduced by 10 points before being applied to the creature's hit points.
Rockburst	18	Reflex half or Fortitude 1 negates; see text	1 standard action	Instantaneous	Medium (170')	V, S	No	Evocation	shnsth: p.48	<i>Effect:</i> any magical effects reducing one of the subjects ability scores [such as ray of enfeeblement] or cures 1d4 points of temporary ability damage to one of the subjects ability scores [such as from a shadows touch or from poison]. It also eliminates any fatigue suffered by the character, and improves an exhausted condition to fatigued.
Saltray	18	Fortitude partial	1 standard action	Instantaneous	Close (40')	V, S	Yes	Evocation	splcmp: p.179	<i>Effect:</i> You cause a stone object, with volume of at least 8 cubic feet, to explode. Rock shards fly outward from the detonation, and all creatures within the area of the spell take 1d4 points of damage plus 1 point per caster level 15. A successful Reflex save halves this damage.
Scent	18	None	1 standard action	70 minutes	Touch	V, S, M	Yes (harmless)	Transmutation	cmpdvn: p.178	<i>Effect:</i> Ray deals 1d6 damage/2 levels and stuns.
Scimitar of Sand	18	Fortitude partial	1 standard action	7 minutes [D]	0 ft.	V, S, M/DF	Yes	Evocation [Earth]	sand: p. 120	<i>Effect:</i> Grants the scent special ability.
Share Husk	18	Will negates (harmless)	1 standard action	7 minutes	Touch	V, S, M	Yes	Divination	splcmp: p.187	<i>Effect:</i> Sand sword deals 1d6+3 damage and renders target dehydrated.
Legion's Snake's Swiftess	18	Will negates (harmless)	1 standard action	Instantaneous	Medium (170')	V, S, M/DF	Yes (harmless)	Transmutation	minihb: Miniatures Handbook, Pg.39	<i>Effect:</i> See and hear through the senses of a touched animal.
Mass Snake's Swiftess	18	None	1 standard action	Instantaneous	Medium (170')	V, S, M/DF	Yes (harmless)	Transmutation	splcmp: p.193	<i>Effect:</i> Allies immediately makes one attack.
Snow Walk	18	Will negates (harmless)	1 standard action	7*10 minutes	Touch	V, S, DF	Yes (harmless)	Transmutation	frstbn: p.104	<i>Effect:</i> Allies each immediately make one attack.SP E L L I S T S
Soften Earth and Stone	18	None	1 standard action	Instantaneous	Close (40')	V, S, DF	No	Transmutation [Earth]	phb: p.280	<i>Effect:</i> The subjects can walk on top of snow rather than through it, avoiding the usual movement penalties and leaving neither footprints nor scent. Tracking the subject is impossible by nonmagical means, and the gliding along the surface of the snow adds 10 feet to the target creatures land speed.
Spider Climb	18	Will negates (harmless)	1 standard action	70 minutes	Touch	V, S, M	Yes (harmless)	Transmutation	phb: p.283	<i>Effect:</i> When this spell is cast, all natural, undressed earth or stone in the spells area is softened. Wet earth becomes thick mud, dry earth becomes loose sand or dirt, and stone becomes soft clay that is easily molded or chopped.
Splinterbolt	18	None	1 standard action	Instantaneous	Close (40')	V, S, M	No	Conjuration (Creation)	splcmp: p.203	<i>Effect:</i> The subject can climb and travel on vertical surfaces or even traverse ceilings as well as a spider does. The affected creature must have its hands free to climb in this manner. The subject gains a climb speed of 20 feet; furthermore, it need not make Climb checks to traverse a vertical or horizontal surface [even upside down].
Summon Desert Ally II	18	None	1 round	7 rounds [D]	Close (40')	V, S, DF	No	Conjuration (Summoning)	sand: p. 122	<i>Effect:</i> 4d6 piercing damage to subjects hit by ranged attack.
Summon Dire Hawk	18	None	1 round	7 mins [D]	Close (40')	V, S, DF	No	Conjuration (Summoning)	racwd: p.175	<i>Effect:</i> Calls dustform creature to fight.
Summon Nature's Ally II	18	None	1 round	7 rounds	Close (40')	V, S, DF	No	Conjuration (Summoning)	phb: p.288	<i>Effect:</i> This spell summons a dire hawk. It appears where you designate and acts immediately, on your turn. You may command the dire hawk telepathically as a free action, allowing you to direct its actions as you desire.
Summon Swarm	18	None	1 round	Concentration + 2 rounds	Close (40')	V, S, M/DF	No	Conjuration (Summoning)	phb: p.289	<i>Effect:</i> This spell summons a natural creature. It appears where you designate and acts immediately, on your turn. It attacks your opponents to the best of its ability. You conjure creatures from the 2nd-level list on the Summon Natures Ally table.
										<i>Effect:</i> You summon a swarm of bats, rats, or spiders [your choice], which attacks all other creatures within its area.

* =Domain/Specialty Spell

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□□□□	Swim	18	None	1 round	70 minutes [D]	MEDIUM (170')	V, S, M	Yes (harmless)	Transmutation [Water, WuJenWater]	cmparc: p.125
	<i>Effect:</i> Subject gains swim speed, +8 bonus on Swim checks.					<i>Target:</i> One creature			<i>Caster Level:</i> 7	
□□□□	Tern's Persistence	18	Will negates (harmless)	1 standard action	24 hours	Touch	V, S, M/DF	Yes (harmless)	Transmutation	strmwrc: p.123
	<i>Effect:</i>					<i>Target:</i> Creature touched			<i>Caster Level:</i> 7	
□□□□	Thaw	18	None	1 standard action	Instantaneous	Close (40')	V, S, DF	No	Transmutation [Earth, Fire]	frstbn: p.105
	<i>Effect:</i> All everfrost, slush, snow, mud, and ice in the spells area are filled with heat. Ice and snow become slush, slush becomes everfrost, and everfrost becomes bog.					<i>Target:</i> 7 10-ft. cubes			<i>Caster Level:</i> 7	
□□□□	Thin Air	18	Fortitude negates	1 standard action	7 minutes	Medium (170')	V, S	No	Necromancy [Cold]	frstbn: p.105
	<i>Effect:</i> This spell thins the oxygen in the area, causing creatures caught therein to suffer the effects of extreme altitude sickness.					<i>Target:</i> 30-ft-radiums emanation			<i>Caster Level:</i> 7	
□□□□	Tiger's Tooth	18		1 swift action	1 round		V		Transmutation	splcmp: p.221
	<i>Effect:</i> One natural weapon of subject gets +1/4 levels on attack rolls and damage rolls 5 for 1 round.					<i>Target:</i>			<i>Caster Level:</i> 7	
□□□□	Tiger's Touch	18	None	1 swift action	1 round	Personal	V	No	Transmutation	minihb: Miniatures Handbook, Pg.40
	<i>Effect:</i> One natural weapon of subject creature gets +2 on attack and damage rolls for 1 round.					<i>Target:</i> You			<i>Caster Level:</i> 7	
□□□□	Tojanida Sight	18	None	1 standard action	70 min [D]	Personal	S	No	Divination	strmwrc: p.123
	<i>Effect:</i> You gain all-around vision; +4 bonus on Spot and Search checks, cannot be flanked, however, you cannot avert your eyes when confronted by a creature with a gaze attack, though you can still close your eyes.					<i>Target:</i> You			<i>Caster Level:</i> 7	
□□□□	Train Animal	18	Will negates (harmless)	10 minutes	7 hours	Touch	V, S, DF	Yes (harmless)	Enchantment (Charm) [MindAffecting]	cmpadv: 157
	<i>Effect:</i> Affected animal gains 3 additional tricks for 7 hours.					<i>Target:</i> Animal touched			<i>Caster Level:</i> 7	
□□□□	Tree Shape	18	None	1 standard action	7 hours	Personal	V, S, DF	No	Transmutation	phb: p.296
	<i>Effect:</i> By means of this spell, you are able to assume the form of a Large living tree or shrub or a Large dead tree trunk with a small number of limbs.					<i>Target:</i> You			<i>Caster Level:</i> 7	
□□□□	Urchin#s Spines	18	Will negates;see text (harmless)	1 standard action	7 minutes	Touch	V, S, M/DF	Yes (harmless)	Transmutation	strmwrc: p.124
	<i>Effect:</i> The transmuted creature#s skin [including clothing and armor] is covered by 2-inch spines. An opponent who grapples the subject or strikes it with a natural weapon takes 1d3 points of piercing damage from the spines, which also inject a mildly irritating poison. The opponent must make a DC 13 Fortitude save or take initial and secondary damage of 1d2 Dexterity.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 7	
□□□□	Warp Wood	18	Will negates (object)	1 standard action	Instantaneous	Close (40')	V, S	Yes (object)	Transmutation [WuJenWood]	phb: p.300
	<i>Effect:</i> You cause wood to bend and warp, permanently destroying its straightness, form, and strength.					<i>Target:</i> 7 Small wooden objects, all within a 20-ft. radius			<i>Caster Level:</i> 7	
□□□□	Whip of Thorns	18	None	1 standard action	7 rounds, or until discharged	Personal	V, S, M	No	Transmutation	charui: p.36
	<i>Effect:</i> When you cast this spell, a piece of vine grows into a thorn studded whip capable of ripping your opponents flesh. Deals 1d8+1 points of lethal damage per strike.					<i>Target:</i> 15ft long whip covered with sharp thorns			<i>Caster Level:</i> 7	
□□□□	Wood Shape	18	Will negates (object)	1 standard action	Instantaneous	Touch	V, S, DF	Yes (object)	Transmutation [WuJenWood]	phb: p.303
	<i>Effect:</i> Wood shape enables you to form one existing piece of wood into any shape that suits your purpose.					<i>Target:</i> One touched piece of wood no larger than 17 cu. ft.			<i>Caster Level:</i> 7	
□□□□	Woodland Veil	18	Will negates (harmless)	1 standard action	7*10 mins [D]	Close (40')	V, S	Yes (harmless)	Illusion (Glamer)	racwid: p.176
	<i>Effect:</i> This spell makes its subjects blend in with natural surroundings, hiding them and quieting the sounds they make. All targets gain a +5 competence bonus on Hide and Move Silently checks while outdoors in a natural setting. The spell has no effect in urban settings or indoors [including dungeons].					<i>Target:</i> One or more creatures, no two of which can be more than 30 feet apart			<i>Caster Level:</i> 7	
□□□□	Wracking Touch	18	Fortitude half	1 standard action	Instantaneous	Touch	V, S	Yes	Necromancy	cmpadv: 158
	<i>Effect:</i> Deal 1d6+7 damage; you also deal sneak attack damage if you have any.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 7	
□□□□	Zone of Glacial Cold	18	Fortitude half	1 standard action	7 rounds	Medium (170')	V, S, M	No	Conjuration [Cold]	frstbn: p.106
	<i>Effect:</i> You create a zone of icy cold within the spells area, dealing 1d6 points of cold damage per round.					<i>Target:</i> 20-ft. radius			<i>Caster Level:</i> 7	

LEVEL 3

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source	
□□□□	Affliction	19	Fortitude negates	1 standard action	Instantaneous	Touch	V, S	Yes	Necromancy [Good]	bkoed: p.89
	<i>Effect:</i> Infects evil subject with chosen affliction.					<i>Target:</i> Evil creature touched			<i>Caster Level:</i> 7	
□□□□	Air Breathing	19	Will negates (harmless)	1 standard action	14 hours; see text	Touch	S, M/DF	Yes (harmless)	Transmutation	splcmp: p.8
	<i>Effect:</i> Subjects can breathe air freely.					<i>Target:</i> Living creatures touched			<i>Caster Level:</i> 7	
□□□□	Align Fang	19	Will negates (harmless)	1 standard action	7 mins	Touch	V, S, DF	Yes (harmless)	Transmutation	minihb: Miniatures Handbook, Pg.33
	<i>Effect:</i> Natural weapon becomes good, evil, lawful, or chaotic.					<i>Target:</i> Living Creature Touched			<i>Caster Level:</i> 7	
□□□□	Mass Align Fang	19				Close (40')			Transmutation [see text]	splcmp: p.9
	<i>Effect:</i> Allies' natural weapons become good, evil, lawful, or chaotic.					<i>Target:</i>			<i>Caster Level:</i> 7	
□□□□	Analyze Ancestry	19	Will negates (harmless)	1 standard action	24 hours	Touch	V,S,DF	No	Divination	BoEF: p.99
	<i>Effect:</i> Determine ten genealogical generations of creature					<i>Target:</i> Creature touched			<i>Caster Level:</i> 7	
□□□□	Arctic Haze	19	Fortitude half	1 standard action	7*10 minutes	Medium (170')	V, S	No	Conjuration (Creation) [Cold]	frstbn: p.88
	<i>Effect:</i> A bank of fog composed entirely of tiny, razor-sharp ice shards billows out from the targeted point, obscuring all sight beyond 5 ft. A creature 5 feet away has concealment [20% miss chance]. Creatures farther away have total concealment [50% miss chance, and the attacker cant use sight to locate the target], the sharp ice particles tear the skin of those moving through the area, causing 4 points of damage per round, half of which is cold damage.					<i>Target:</i> Fog spreads in a 30' radius, 20' high			<i>Caster Level:</i> 7	
□□□□	Attune Form	19	None	1 standard action	7*2 hours	Touch	V, S, M/DF	No	Transmutation	plnrhb: p.94
	<i>Effect:</i> Grant target creature temporary protection against overtly damaging planar traits					<i>Target:</i> One or more living creatures touched			<i>Caster Level:</i> 7	
□□□□	Augment Object	19	None (Object)	1 minute	7 days	Close (40')	V, S, M	Yes (Object)	Transmutation	sbgbk: p.41
	<i>Effect:</i> Adds +20 to the break DC of the object and doubles its hardness and hit points.					<i>Target:</i> Object of up to 200 cubic ft./level			<i>Caster Level:</i> 7	
□□□□	Aura of Cold (Lesser)	19	None	1 standard action	7 rounds	5'	V, S, DF	Yes	Transmutation [Cold]	frstbn: p.88
	<i>Effect:</i> You are covered in a thin layer of white frost and frigid cold emanates from your body, dealing 1 d6 points of cold damage at the start of your round to each creature within 5 feet.					<i>Target:</i> 5' radius sperical emanation, centered on you			<i>Caster Level:</i> 7	
□□□□	Babau Slime	19	Fortitude negates (harmless), Reflex negates; see text	1 standard action	7 minutes	Touch	V, S, M/DF	Yes (harmless)	Transmutation	plnrhb: p.95
	<i>Effect:</i> Secrete a body covering acid that damages foes' weapons					<i>Target:</i> Creature touched			<i>Caster Level:</i> 7	

* =Domain/Specialty Spell

Druid Spells

□□□□□	Beast Claws	19		1 standard action	7 rounds	Personal	V, S, M		Transmutation	cmpdvn: p.151
	<i>Effect:</i> Your hands become Slashing natural weapons.					<i>Target:</i> You			<i>Caster Level:</i> 7	
□□□□□	Binding Snow	19	Reflex negates	1 standard action	7 hours [D]	Medium (170')	V, S, DF, Frostfell	Yes	Transmutation [Cold]	frstbn: p.89
	<i>Effect:</i> This spell must be cast on a snow field which snow field instantly freezes, impeding movement through the area.					<i>Target:</i> 7*10 square feet			<i>Caster Level:</i> 7	
□□□□□	Bite of the Werewolf	19		1 standard action	7 rounds	Personal	V, S, M		Transmutation	splcmp: p.29
	<i>Effect:</i> You gain the Strength and attacks of a werewolf.					<i>Target:</i> You			<i>Caster Level:</i> 7	
□□□□□	Brilliant Emanation	19	Fortitude partial	1 standard action	1d4 rounds	Medium (170')	Sacrifice	Yes	Evocation [Good]	bkoed: p.92
	<i>Effect:</i> Reflective surfaces shed brilliant light that blinds evil creatures.					<i>Target:</i> 170 ft.-radius emanation			<i>Caster Level:</i> 7	
□□□□□	Brittleskin	19	Fortitude negates	1 standard action	7 rounds	Medium (170')	V, S	Yes	Transmutation	shnst: p.44
	<i>Effect:</i> You cause a creatures natural armor to crystallize and become brittle. Whenever the affected creature is hit in combat, part of the crystallized hide cracks and shatters, dealing it additional lethal damage equal to its natural armor bonus. Thus, if a creature with +3 natural armor is affected by this spell, it takes an extra 3 points of damage each time it is struck by a melee, ranged, or natural weapon. The creatures actual Armor Class does not change.					<i>Target:</i> One creature			<i>Caster Level:</i> 7	
□□□□□	Call Lightning	19	Reflex half	1 round	7 minutes	Medium (170')	V, S	Yes	Evocation [Electricity]	phb: p.207
	<i>Effect:</i> You call down lightning bolts [3d6 per bolt] from sky.					<i>Target:</i> One or more 30-ft.-long vertical lines of lightning			<i>Caster Level:</i> 7	
□□□□□	Capricious Zephyr	19	None or Reflex partial; see text	1 standard action	7 rounds	Medium (170')	V, S	Yes	Evocation [Air]	splcmp: p.43
	<i>Effect:</i> Gale-force winds push creatures.					<i>Target:</i> 5-ft.-diameter sphere			<i>Caster Level:</i> 7	
□□□□□	Celestial Aspect	19	Fortitude negates (harmless); see text	1 standard action	7 minutes	Touch	V, Sacrifice	Yes (harmless)	Transmutation [Good]	bkoed: p.93
	<i>Effect:</i> Target gains one of four celestial properties: sword archon's armblade, firre eyes, cervidal horns, or deva wings.					<i>Target:</i> One creature touched			<i>Caster Level:</i> 7	
□□□□□	Charge of the Triceratops	19	Will negates (harmless)	1 standard action	7 rounds [D]	Touch	V, S, DF	Yes	Transmutation	splcmp: p.45
	<i>Effect:</i> Subject grows horns and skull plate, gains gore attack.					<i>Target:</i> Living creature touched			<i>Caster Level:</i> 7	
□□□□□	Circle Dance	19		1 minute	Instantaneous	Personal	V, S		Divination	splcmp: p.46
	<i>Effect:</i> Indicates direction to known individual.					<i>Target:</i> You			<i>Caster Level:</i> 7	
□□□□□	Column of Ice	19	Reflex negates	1 standard action	Permanent	Close (40')	V, S, M	No	Conjuration (Creation) [Cold]	frstbn: p.90
	<i>Effect:</i> A column of ice rises from the ground, lifting any object or creature [including you] standing in the area into the air.					<i>Target:</i> One column of ice, 10 ft. radius and 7*5 ft. in height			<i>Caster Level:</i> 7	
□□□□□	Conjure Ice Beast III	19	None	1 round	7 rounds [D]	Close (40')	V, S, DF	No	Conjuration (Creation) [Cold]	frstbn: p.91
	<i>Effect:</i> This spell creates a creature constructed from magical ice.					<i>Target:</i> One conjured ice creature			<i>Caster Level:</i> 7	
□□□□□	Contagion	19	Fortitude negates	1 standard action	Instantaneous	Touch	V, S	Yes	Necromancy [Evil]	phb: p.213
	<i>Effect:</i> The subject contracts a disease which strikes immediately [no incubation period].					<i>Target:</i> Living creature touched			<i>Caster Level:</i> 7	
□□□□□	Control Sand	19	None; see text	1 standard action	70 minutes [D]	Long (680')	V, S, DF	No	Transmutation	sand: p.112
	<i>Effect:</i> Raise or lower the level of sand.					<i>Target:</i> Dust or sand in a volume of 70 ft. wide by 70 ft. long by 14 ft. deep [S]			<i>Caster Level:</i> 7	
□□□□□	Control Temperature	19	None	1 round	7 hours	Close (40')	V, S, M, DF	No	Transmutation [Cold, Fire]	frstbn: p.92
	<i>Effect:</i> You imbue an area with cold or fire energy, reducing or raising the temperature by 7/5 energy bands.					<i>Target:</i> 7*20 cu. ft. emanation, centered on you			<i>Caster Level:</i> 7	
□□□□□	Coral Growth	19	None	1 standard action	Permanent	Close (40')	V, S, M	No	Transmutation	shnst: p.45
	<i>Effect:</i> You cause living, submerged coral to grow at an accelerated pace in a shape you control. Since you control the form, you can cause the coral to grow into a wall, a large ball, and so forth. You are limited in the size of the new coral, but this is not dependent upon the amount of existing material a tiny piece can be used as a starter seed for the new growth, so long as that piece is alive.					<i>Target:</i> 5 ft/ cube of coral/level [S]			<i>Caster Level:</i> 7	
□□□□□	Corona of Cold	19	Fortitude negates	1 standard action	7 rounds [D]	10 ft.	V, S, DF	Yes	Evocation [Cold]	splcmp: p.52
	<i>Effect:</i> Aura of cold protects you, damages others.					<i>Target:</i> 10-ft.-radius emanation centered on you			<i>Caster Level:</i> 7	
□□□□□	Creaking Cacophony	19	None	1 standard action	7 rounds	Medium (170')	V, S	Yes	Illusion (Figment) [Sonic]	splcmp: p.55
	<i>Effect:</i> Sound distracts and makes foes vulnerable to sonic damage.					<i>Target:</i> 40-ft.-radius spread			<i>Caster Level:</i> 7	
□□□□□	Cure Moderate Wounds	19	Will half (harmless); see text	1 standard action	Instantaneous	Touch	V, S	Yes (harmless); see text	Conjuration (Healing)	phb: p.216
	<i>Effect:</i> You channel positive energy through your hand that cures 2d8+7 damage					<i>Target:</i> Creature touched			<i>Caster Level:</i> 7	
□□□□□	Daylight	19	None	1 standard action	70 minutes	Touch	V, S	No	Evocation [Light]	phb: p.216
	<i>Effect:</i> The object touched sheds light as bright as full daylight in a 60-ft. radius and dim light for an additiona 60 ft. beyond that.					<i>Target:</i> Object touched			<i>Caster Level:</i> 7	
□□□□□	Dehydrate	19	Fortitude negates	1 standard action	Instantaneous	Medium (170')	V, S, DF	Yes	Necromancy	splcmp: p.62
	<i>Effect:</i> Deals Con damage to subject.					<i>Target:</i> One living creature			<i>Caster Level:</i> 7	
□□□□□	Diminish Plants	19	None	1 standard action	Instantaneous	See text	V, S, DF	No	Transmutation	phb: p.221
	<i>Effect:</i> Reduces size or blights growth of normal plants.					<i>Target:</i> See text			<i>Caster Level:</i> 7	
□□□□□	Dominate Animal	19	Will negates	1 swift action	7 rounds	Close (40')	V, S	Yes	Enchantment (Compulsion) [Mind-Affecting]	phb: p.224
	<i>Effect:</i> You can enchant an animal and giveit simple mental commands.					<i>Target:</i> One animal			<i>Caster Level:</i> 7	
□□□□□	Downdraft	19	Reflex partial; see text	1 standard action	Instantaneous	Long (680')	V, S, M		Evocation [Air]	splcmp: p.72
	<i>Effect:</i> Flying creatures knocked down.					<i>Target:</i> Cylinder [20ft. radius, 100 ft. high]			<i>Caster Level:</i> 7	
□□□□□	Energize Potion	19	Reflex half	1 standard action	Instantaneous	Close (40')	V, S, M	Yes	Transmutation	bkoed: p.98
	<i>Effect:</i> Transforms potion into a grenade that deals energy damage in a 10-ft.-radius burst.					<i>Target:</i> 10-ft.-radius burst			<i>Caster Level:</i> 7	
□□□□□	Entangling Staff	19	Yes (harmless, object)	1 swift action	7 rounds [D]	Touch	V, F	Yes (harmless)	Transmutation	cmpadv: 147
	<i>Effect:</i> Swift. Quarterstaff gains improved grab and can constrict grappled foes.					<i>Target:</i> Quarterstaff touched			<i>Caster Level:</i> 7	
□□□□□	Favorable Wind	19	Fortitude negates	1 standard action	70 min [D]	60 ft.	V, S	No	Evocation [Air]	strmwrc: p.116
	<i>Effect:</i> This spell produces a stream of strong wind [30 mph] begining where you stand and blowing directly away from you. It can fill a ship's sails, disperse vapors and gases, fan large fires, extinguish unprotected flames, and keep small creatures at bay. Tiny or smaller creatures are knocked prone, those flying are blown back 1d6#10 feet. Small creatures are checked and cannot make headway, those flying are blown back 1d6x5 feet. Medium and larger creatures can move normally. All creatures take a #2 penalty on ranged attacks and Listen checks.					<i>Target:</i> Cone-shaped emanation			<i>Caster Level:</i> 7	
□□□□□	Fly (Swift)	19		1 swift action	1 round	Personal	V		Transmutation	cmpadv: 149
	<i>Effect:</i>					<i>Target:</i> You			<i>Caster Level:</i> 7	

* =Domain/Specialty Spell

Druid Spells

□□□□□	Giant's Wrath	19	None	1 swift action	7 rounds	Personal	V, S, M	None	Transmutation [Earth]	splcmp: p.105
	<i>Effect:</i> Pebbles you throw become boulders.					<i>Target:</i>			Caster Level: 7	
□□□□□	Girallon's Blessing	19	Fortitude negates (harmless)	1 standard action	70 minutes	Touch	V, S, M	Yes (harmless)	Transmutation	splcmp: p.106
	<i>Effect:</i> Subject gains one additional pair of arms.					<i>Target:</i> Creature touched			Caster Level: 7	
□□□□□	Greenfire	19	Reflex half (see text)	1 standard action	1 round	Medium (170')	V, S, DF	Yes	Evocation [Acid]	uneast: p.50
	<i>Effect:</i> Green energy deals 2d6 + 7 pts of acid damage.					<i>Target:</i> One 5-ft. cube/level [S]			Caster Level: 7	
□□□□□	Haboob	19	None or Reflex half; see text	1 standard action	7 minutes	Medium (170')	V, S, M	No	Conjuration (Creation) [Air,Earth]	sand: p. 117
	<i>Effect:</i> Cloud of dust obscures sight and abrades those passing through it.					<i>Target:</i> Abrasive dust spreads in 20-ft. radius, 20 ft. high			Caster Level: 7	
□□□□□	Hammer of Righteousness	19	Fortitude half	1 standard action	Instantaneous	Medium (170')	V, S, Sacrifice	Yes	Evocation [Force, Good]	bkoed: p.100
	<i>Effect:</i> Deals 7d6 points of damage, or 7d8 points of damage if the target is evil.					<i>Target:</i> Magic warhammer of force			Caster Level: 7	
□□□□□	Heatstroke	19	Fortitude partial	1 standard action	Instantaneous	Medium (170')	V, S	Yes	Transmutation	splcmp: p.113
	<i>Effect:</i> Subject creature takes nonlethal damage and becomes fatigued.					<i>Target:</i> One creature			Caster Level: 7	
□□□□□	Hypothermia	19	Fortitude partial	1 standard action	Instantaneous	Close (40')	V, S	Yes	Evocation [Cold]	splcmp: p.118
	<i>Effect:</i> Causes 1d6 cold damage/level, fatigue.					<i>Target:</i> One creature			Caster Level: 7	
□□□□□	Ice Shape	19	None	1 standard action	Instantaneous	Touch	V, S, M/DF	No	Transmutation [Cold]	frstbn: p.99
	<i>Effect:</i> You can form an existing piece of ice into any shape that suits your purpose.					<i>Target:</i> Ice touched, up to 7+10 cu.ft.			Caster Level: 7	
□□□□□	Infestation of Maggots	19	Fortitude negates	1 standard action	3 rounds	Touch	V, S, M	Yes	Necromancy	cmpdvn: p.166
	<i>Effect:</i> Touch attack deals 1d4 Con per round.					<i>Target:</i> Creature touched			Caster Level: 7	
□□□□□	Jagged Tooth	19	Will negates (harmless)	1 standard action	70 minutes	Close (40')	V, S	Yes (harmless)	Transmutation	splcmp: p.126
	<i>Effect:</i> Doubles the critical threat range of natural weapons.					<i>Target:</i> One natural slashing or piercing weapon of target creature			Caster Level: 7	
□□□□□	Mass Jump	19	Will negates (harmless)	1 standard action	7 minutes	Close (40')	V, S, M	Yes	Transmutation	shnsth: p.47
	<i>Effect:</i> The subject gets a +10 enhancement bonus on Jump checks. The enhancement bonus increases to +20 at caster level 5th, and to +30 [the maximum] at caster level 9th.					<i>Target:</i> One creature/level, no two of which can be more than 30 ft. apart.			Caster Level: 7	
□□□□□	Junglerazer	19	Reflex half	1 standard action	Instantaneous	120 ft.	V, S, M	Yes	Necromancy	splcmp: p.127
	<i>Effect:</i> Fey, vermin, plants, and animals take 1d70 damages.					<i>Target:</i> 120-ft. line			Caster Level: 7	
□□□□□	Liar's Curse	19	Will negates	1 standard action	Permanent	Close (40')	V, S	Yes	Transmutation	BoEF: p.109
	<i>Effect:</i> Body part grows when telling falsehoods					<i>Target:</i> One creature			Caster Level: 7	
□□□□□	Lion's Charge	19	Will negates (harmless)	1 swift action	1 round	Touch	V	Yes (harmless)	Transmutation	minihb: Miniatures Handbook, Pg.37
	<i>Effect:</i> target gains pounce ability for one round.					<i>Target:</i> Creature touched			Caster Level: 7	
□□□□□	Greater Magic Fang	19	Will negates (harmless)	1 standard action	7 hours	Close (40')	V, S, DF	Yes (harmless)	Transmutation	phb: p.250
	<i>Effect:</i> This spell functions like magic fang, except that the enhancement bonus on attack and damage rolls is +2.					<i>Target:</i> One living creature			Caster Level: 7	
□□□□□	Meld into Ice	19	None	1 standard action	7*10 minutes	Personal	V, S, DF	No	Transmutation	frstbn: p.102
	<i>Effect:</i> Meld into ice enables you to meld your body and possessions into a single block of ice. The ice must be large enough to accommodate your body in all three dimensions. When the casting is complete, you and not more than 100 pounds of nonliving gear merge with the ice.					<i>Target:</i> You			Caster Level: 7	
□□□□□	Meld into Stone	19	None	1 standard action	70 minutes	Personal	V, S, DF	No	Transmutation [Earth]	phb: p.252
	<i>Effect:</i> enables you to meld your body and possessions into a single block of stone. The stone must be large enough to accommodate your body in all three dimensions. When the casting is complete, you and not more than 100 pounds of nonliving gear merge with the stone.					<i>Target:</i> You			Caster Level: 7	
□□□□□	Nature's Favor	19	Will negates (harmless)	1 standard action	7 minutes	Touch	V, S, DF	Yes (harmless)	Evocation	cmpdvn: p.170
	<i>Effect:</i> Target animal gains an attack and damage bonus of +3					<i>Target:</i> Animal touched			Caster Level: 7	
□□□□□	Nature's Purity	19	None	1 standard action	Instantaneous	Medium (170')	V, S	Yes	Evocation	LrdMad: p.212
	<i>Effect:</i> A shimmering green beam of light springs forth from your outstretched hand. You can direct this ray at any target in range. If you hit the target, each ray deals 1d6 points of force damage [2d8 vs Undead, 5d6 + crit on 19-20 vs Aberrations]. You can generate 1 rays					<i>Target:</i> One or more rays			Caster Level: 7	
□□□□□	Nature's Rampart	19	None	10 minutes	Instantaneous	Medium (170')	V, S, F	No	Transmutation	splcmp: p.146
	<i>Effect:</i> You mold the terrain to provide fortifications.					<i>Target:</i> Structure up to 40 ft. square			Caster Level: 7	
□□□□□	Neutralize Poison	19	Will negates (harmless, object)	1 standard action	70 minutes	Touch	V, S, M/DF	Yes (harmless, object)	Conjuration (Healing)	phb: p.257
	<i>Effect:</i> You detoxify any sort of venom in the creature or object touched. A poisoned creature suffers no additional effects from the poison, and any temporary effects are ended, but the spell does not reverse instantaneous effects, such as hit point damage, temporary ability damage, or effects that don't go away on their own.					<i>Target:</i> Creature or object of up to 7 cu. ft. touched			Caster Level: 7	
□□□□□	Path of the Exalted	19		1 standard action	1 decision; see text	Personal	V, Abstinence		Divination	bkoed: p.103
	<i>Effect:</i> Caster receives divine guidance from a higher power.					<i>Target:</i>			Caster Level: 7	
□□□□□	Phantom Plow	19	See text	1 action	Permanent	(20*CASTERLEVEL), S, M		No	Evocation [Earth]	lrrdrk: p.187
	<i>Effect:</i> You turn aside raw earth in a furrow in a straight line from your feet to a distance of 140 feet					<i>Target:</i> Furrow in a straight line			Caster Level: 7	
□□□□□	Phieran's Resolve	19	Will negates (harmless)	1 standard action	7 minutes	20 ft.	V, S, DF, Sacrifice	Yes (harmless)	Abjuration [Good]	bkoed: p.103
	<i>Effect:</i> +4 sacred bonus on saves against spells with the evil descriptor.					<i>Target:</i> 7 good creatures in a 20-ft.-radius burst centered on you			Caster Level: 7	
□□□□□	Plant Growth	19	None	1 standard action	Instantaneous	See text	V, S, DF	No	Transmutation [WuJenWood]	phb: p.262
	<i>Effect:</i> Plant growth has different effects depending on the version chosen. Overgrowth: This effect causes normal vegetation [grasses, briars, bushes, creepers, thistles, trees, vines] within long range [400 feet + 40 feet per caster level] to become thick and overgrown. Enrichment: This effect targets plants within a range of one-half mile, raising their potential productivity over the course of the next year to one-third above normal.					<i>Target:</i> See text			Caster Level: 7	
□□□□□	Poison	19	Fortitude negates; see text	1 standard action	Instantaneous; see text	Touch	V, S, DF	Yes	Necromancy	phb: p.262
	<i>Effect:</i> Calling upon the venomous powers of natural predators, you infect the subject with a horrible poison by making a successful melee touch attack. The poison deals 1d10 points of temporary Constitution damage immediately and another 1d10 points of temporary Constitution damage 1 minute later.					<i>Target:</i> Living creature touched			Caster Level: 7	

* =Domain/Specialty Spell

Druid Spells

□□□□	Primal Form	19	1 standard action	7 minutes [D]	Personal	V, S, DF	Transmutation	splcmp: p.161
<i>Effect:</i> You change into elemental, gain some abilities.								
□□□□	Protection from Energy	19	Fortitude negates (harmless)	1 standard action	70 minutes or until discharged	Touch	V, S, DF Yes (harmless)	Abjuration [WuJenEarth.WuJenFire.WuJenMetal.WuJenWater.WuJenWo]
<i>Effect:</i> Protection from energy grants temporary immunity to the type of energy you specify when you cast it [acid, cold, electricity, fire, or sonic]. When the spell absorbs 84 points of energy damage, it is discharged.								
□□□□	Quench	19	None or Will negates (object)	1 standard action	Instantaneous	Medium (170')	V, S, DF No or Yes (object)	Transmutation phb: p.267
<i>Effect:</i> Extinguishes all nonmagical fires in its area. The spell also dispels any fire spells in its area, though you must succeed on a dispel check - 1d20+7 - against each spell to dispel it.								
□□□□	Quillfire	19		1 standard action	7 rounds	Personal	V, S	Transmutation splcmp: p.164
<i>Effect:</i> Your hand sprouts poisonous quills useful for melee or ranged attacks.								
□□□□	Remove Disease	19	Fortitude negates (harmless)	1 standard action	Instantaneous	Touch	V, S Yes (harmless)	Conjuration (Healing) phb: p.271
<i>Effect:</i> Remove disease cures all diseases that the subject is suffering from. The spell also kills parasites, including green slime and others.								
□□□□	Mass Resist Energy	19	Fortitude negates (harmless)	1 standard action	70 minutes	CLOSE (40')	V, S, DF Yes (harmless)	Abjuration cmparc: p.120
<i>Effect:</i> Targeted creatures ignore damage from specified energy type.								
□□□□	Least Revitalize Legacy	19	None	1 standard action	7 hours or until expended	Touch	V, S, F No	Transmutation weapleg: p.17
<i>Effect:</i> If you have already used an ability with one or more daily uses, you regain one daily use of an ability with a daily use limit which must be expended within the spell's duration, or it is lost.								
□□□□	Scales of the Sealord	19	None	1 standard action	7 hours [D]	Personal	V, S, M No	Transmutation strmwrc: p.121
<i>Effect:</i> You gain a swim speed of 15 feet [+8 racial bonus on any Swim check to perform special actions, can choose to take 10 on a Swim check, and use the run action while swimming]. If you already have a swim speed it increases by 10 feet. You also gain a +2 natural armor bonus and equivalent penalty to Charisma-based checks when dealing with nonaquatic creatures.								
□□□□	Sink	19	Will negates	1 standard action	1 round	Close (40')	V, S, DF Yes	Transmutation splcmp: p.190
<i>Effect:</i> Subject sinks in water, must make Swim checks.								
□□□□	Sleet Storm	19	None	1 standard action	7 rounds	Long (680')	V, S, M/DF No	Conjuration (Creation) [Cold] phb: p.280
<i>Effect:</i> Driving sleet blocks all sight [even darkvision] within it and causes the ground in the area to be icy.								
□□□□	Snakebite	19		1 standard action	7 rounds [D]	Personal	V, S	Transmutation splcmp: p.193
<i>Effect:</i> Your arm turns into poisonous snake you can use to attack.								
□□□□	Snare	19	None	3 rounds	Until triggered or broken	Touch	V, S, DF No	Transmutation phb: p.280
<i>Effect:</i> This spell enables you to make a snare that functions as a magic trap. The snare can be made from any supple vine, a thong, or a rope.								
□□□□	Mass Snowshoes	19				Close (40')		Transmutation splcmp: p.194
<i>Effect:</i> As snowshoes, affects one creature/level.								
□□□□	Soul of the Waste	19		1 standard action	70 minutes	Personal	V, S, DF	Transmutation [Earth] sand: p. 121
<i>Effect:</i> Meld into surrounding waste.								
□□□□	Speak with Plants	19	None	1 standard action	7 minutes	Personal	V, S No	Divination phb: p.282
<i>Effect:</i> You can comprehend and communicate with plants, including both normal plants and plant creatures.								
□□□□	Spiderskin	19	Will negates (harmless)	1 standard action	70 minutes	Touch	V, S, M/DF Yes (harmless)	Transmutation splcmp: p.202
<i>Effect:</i> Subject gains increasing bonus to natural armor bonus, saves against poison, and Hide checks.								
□□□□	Spike Growth	19	Reflex partial	1 standard action	7 hours	Medium (170')	V, S, DF Yes	Transmutation phb: p.283
<i>Effect:</i> Any ground-covering vegetation in the spells area becomes very hard and sharply pointed without changing its appearance. In areas of bare earth, roots and rootlets act in the same way. Typically, spike growth can be cast in any outdoor setting except open water, ice, heavy snow, sandy desert, or bare stone. Any creature moving on foot into or through the spells area takes 1d4 points of piercing damage for each 5 feet of movement through the spiked area.								
□□□□	Spikes	19	None	1 standard action	7 hours	Touch	V, S, M No	Transmutation cmpdvn: p.181
<i>Effect:</i> As brambles, but weapon gains +2 bonus and doubled threat range.								
□□□□	Spirit Jaws	19	None	1 standard action	7 rounds [D]	Medium (170')	V, S, M Yes	Evocation [Force] splcmp: p.202
<i>Effect:</i> Ghostly jaws grapple creature, deal 2d6 damage.								
□□□□	Standing Wave	19	Reflex negates	1 standard action	70 minutes	Close (40')	V, S, DF Yes	Transmutation cmpdvn: p.182
<i>Effect:</i> Magically propels boat or swimming creature.								
□□□□	Stone Shape	19	None	1 standard action	Instantaneous	Touch	V, S, M/DF No	Transmutation [Earth, WuJenEarth] phb: p.284
<i>Effect:</i> You can form an existing piece of stone into any shape that suits your purpose.								
□□□□	Storm Mote	19	Fortitude half	1 standard action	7 rounds	Medium (170')	V, S, M/DF Yes	Evocation [Air,Earth] sand: p. 121
<i>Effect:</i> Dust devil of flensing sand.								
□□□□	Storm Shield	19	See text	1 standard action	7 minutes or until discharged	Medium (170')	V, S, DF See text	Abjuration leofae: p.34
<i>Effect:</i> Glowing sphere absorbs 20 points per caster level of electricity damage from effects that pass within 30 ft.								
□□□□	Summon Desert Ally III	19	None	1 round	7 rounds [D]	Close (40')	V, S, DF No	Conjuration (Summoning) sand: p. 122
<i>Effect:</i> Calls dustform creature to fight.								
□□□□	Summon Nature's Ally III	19	None	1 round	7 rounds	Close (40')	V, S, DF No	Conjuration (Summoning) phb: p.288
<i>Effect:</i> This spell summons a natural creature. It appears where you designate and acts immediately, on your turn. It attacks your opponents to the best of its ability. You conjure creatures from the 3rd-level list on the Summon Natures Ally table.								
□□□□	Telepathy Tap	19	None	1 standard action	7 rounds [D]	Personal	Sacrifice No	Divination bkoe: p.109
<i>Effect:</i> Overhear creatures' telepathic communications.								
□□□□	Thornskin	19	None	1 standard action	7 rounds	Personal	V, S, M No	Transmutation [WuJenWood] cmparc: p.127
<i>Effect:</i> Your unarmed attacks deal +1d6 damage; natural and unarmed attacks against you take 1d4 damage								

* = Domain/Specialty Spell

Druid Spells

Thunderous Roar	19	Fortitude partial; see text	1 standard action	Instantaneous	Long (680')	V, S, DF	Yes	Evocation [Sonic]	splcmp: p.220
<i>Effect:</i> Roar deals 1d6 damage/2 levels, deafens.					<i>Target:</i> 20-ft.-radius burst		<i>Caster Level:</i> 7		
Treasure Scent	19		1 standard action	7 hours	Personal	V, S		Divination	splcmp: p.223
<i>Effect:</i> You detect valuable metals and gems.					<i>Target:</i> You		<i>Caster Level:</i> 7		
Tremor	19	See text	1 standard action	1 round/3 levels	Medium (170')	V, S, DF	No	Evocation [Earth]	splcmp: p.223
<i>Effect:</i> Subjects knocked prone.					<i>Target:</i> 40-ft.-radius spread		<i>Caster Level:</i> 7		
VenomFire	19	Fortitude negates (harmless)	1 standard action	7 hours	Touch	V, M	Yes (harmless)	Transmutation [Acid]	sptkng: p.158
<i>Effect:</i> You cause the subjects venom to become caustic, dealing an additional 7d6 points of acid damage with each use. This spell has no effect on creatures that do not naturally produce poison.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 7		
Mass Lesser Vigor	19	Will negates (harmless)	1 standard action	17 rounds	20 ft.	V, S	Yes	Conjuration (Healing)	cmpdvn: p.186
<i>Effect:</i> Creatures gain fast healing 1 [max 25 rounds]					<i>Target:</i> 3 creatures, no two of which can be more than 30 ft. apart		<i>Caster Level:</i> 7		
Vine Mine	19	See text	1 standard action	70 minutes	Medium (170')	V, S, M	Yes	Conjuration (Creation)	splcmp: p.230
<i>Effect:</i> Vines grow rapidly, giving various effects.					<i>Target:</i> 10-ft.-radius/level spread		<i>Caster Level:</i> 7		
Walk the Mountain's Path	19	Will negates (harmless)	1 standard action	7*10 mins	Touch	V, S, M	Yes (harmless)	Transmutation	racstrn: p.163
<i>Effect:</i> You infuse the subject with the strength and power of the earth, granting it great ability to climb, jump, and maneuver through mountain pathways.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 7		
Water Breathing	19	Will negates (harmless)	1 standard action	14 hours; see text	Touch	V, S, M/DF	Yes (harmless)	Transmutation [WuJenWater]	phb: p.300
<i>Effect:</i> The transmuted creatures can breathe water freely. Divide the duration evenly among all the creatures you touch.					<i>Target:</i> Living creatures touched		<i>Caster Level:</i> 7		
Weather Eye	19	None	1 hour	Instantaneous	(CASTERLEVEL+1)V, S, M, mile radius	DF	No	Divination	cmpdvn: p.189
<i>Effect:</i> You accurately predict weather up to one week ahead.					<i>Target:</i> 8 mile radius, centered on you		<i>Caster Level:</i> 7		
Whispering Sand	19	None	1 standard action	70 minutes [D]	See text	V, S, F	No	Transmutation [Language-Dependant]	sand: p. 128
<i>Effect:</i> Sand delivers your message.					<i>Target:</i> 7 creatures		<i>Caster Level:</i> 7		
Wind Wall	19	None; see text	1 standard action	7 rounds	Medium (170')	V, S, M/DF	Yes	Evocation [Air]	phb: p.302
<i>Effect:</i> An invisible vertical curtain of wind appears. It is 2 feet thick and of considerable strength.					<i>Target:</i> Wall up to 70 ft. long and 35 ft. high [S]		<i>Caster Level:</i> 7		
Winter's Embrace	19	Fortitude negates	1 standard action	7 rounds	Close (40')	V, S	Yes	Evocation [Cold]	frstbn: p.106
<i>Effect:</i> Winters embrace covers the victim with sheets of ice and lumps of snow.					<i>Target:</i> One creature		<i>Caster Level:</i> 7		

LEVEL 4

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
Air Walk	20	None	1 standard action	70 minutes	Touch	V, S, DF	Yes (harmless)	Transmutation [Air]	phb: p.196
<i>Effect:</i> Subject treads on air as if solid 0.					<i>Target:</i> Creature [Gargantuan or smaller] touched		<i>Caster Level:</i> 7		
Antiplant Shell	20	None	1 standard action	70 minutes	10 ft.	V, S, DF	Yes	Abjuration [WuJenWood]	phb: p.200
<i>Effect:</i> You create an invisible, mobile barrier that keeps all creatures within it protected from attacks by plant creatures or animated plants.					<i>Target:</i> 10-ft. radius emanation, centered on you		<i>Caster Level:</i> 7		
Arc of Lightning	20	Reflex half	1 standard action	Instantaneous	CLOSE (40')	V, S, M/DF	No	Conjuration (Creation) [Electricity]	cmparc: p.97
<i>Effect:</i> Line of electricity between two creatures – 7d6 damage					<i>Target:</i> A line between two creatures		<i>Caster Level:</i> 7		
Bite of the Wereboar	20		1 standard action	7 rounds	Personal	V, S, M		Transmutation	splcmp: p.28
<i>Effect:</i> You gain the Strength and attacks of a wereboar.					<i>Target:</i> You		<i>Caster Level:</i> 7		
Blast of Sand	20	Reflex half	1 standard action	Instantaneous	30 ft.	V, S, M	No	Conjuration (Creation) [Earth]	sand: p. 112
<i>Effect:</i> Cone deals 7d6 damage.					<i>Target:</i> Cone-shaped burst		<i>Caster Level:</i> 7		
Blight	20	Fortitude half; see text	1 standard action	Instantaneous	Touch	V, S, DF	Yes	Necromancy	phb: p.206
<i>Effect:</i> You wither one plant or deal 7d6 damage to a plant creature.					<i>Target:</i> one plant/plant-creature		<i>Caster Level:</i> 7		
Blinding Beauty	20		1 standard action	7 rounds	Personal	V, S, Abstinence		Transmutation [Good]	bkoed: p.92
<i>Effect:</i> You become as beautiful as a nymph, and can blind humanoids who look at you.					<i>Target:</i> You		<i>Caster Level:</i> 7		
Greater Blindsight	20							Transmutation	splcmp: p.32
<i>Effect:</i> Subject gains blindsight 60 ft. for 7 minutes.					<i>Target:</i>		<i>Caster Level:</i> 7		
Bloodbriars	20	Will negates	1 standard action	7 minutes	Medium (170')	V, S, M	Yes	Evocation	leofae: p.30
<i>Effect:</i> Wraps target in invisible briars that deal 1d8 points of damage per round if movement is attempted					<i>Target:</i> 1 creature		<i>Caster Level:</i> 7		
Boreal Wind	20	Fortitude negates	1 standard action	8/2 rounds	Long (680')	V, S, DF	Yes	Evocation [Cold]	frstbn: p.89
<i>Effect:</i> You create a strong blast of arctic air that originates from your fingertips and moves in the direction you are facing. All creatures caught in the area take 7d4 damage, and are pushed 7'3 ft. away from the caster.					<i>Target:</i> Gust of wind 20' wide, 20' high emanating out from you to the extreme of the range		<i>Caster Level:</i> 7		
Bottle of Smoke	20	None	10 minutes	7 hours	Touch	V, S, F	No	Conjuration (Creation)	cmpdvn: p.155
<i>Effect:</i> Uncorking bottle creates fast horse made of smoke.					<i>Target:</i> One smoky, horselike creature		<i>Caster Level:</i> 7		
Mass Burrow	20							Transmutation	splcmp: p.41
<i>Effect:</i> As burrow, but affects 1/level subjects.					<i>Target:</i>		<i>Caster Level:</i> 7		
Mass Camouflage	20		1 standard action	70 minutes	Medium (170')	V, S		Transmutation	cmpdvn: p.157
<i>Effect:</i> Grants +10 bonus on Hide checks.					<i>Target:</i> Any number of creatures, no two of which can be more than 60 ft. apart		<i>Caster Level:</i> 7		
Chain of Eyes	20	Will negates	1 standard action	7 hours	Touch	V, S	Yes	Divination	cmpdvn: p.158
<i>Effect:</i> You send magical sensor to infiltrate an area.					<i>Target:</i> Living creature touched		<i>Caster Level:</i> 7		
Claws of the Savage	20	None	1 action	70 minutes	Touch	V, S,	No	Transmutation [Evil]	bkovd: p.88
<i>Effect:</i> The target gains two long claws that deal damage based on its size. If it already has claws, they gain a +2 enhancement bonus, and do damage as if two sizes larger.					<i>Target:</i> One creature		<i>Caster Level:</i> 7		
Command Plants	20	Will negates	1 standard action	7 days	Close (40')	V	Yes	Transmutation [WuJenWood]	phb: p.211
<i>Effect:</i> Allows you some degree of control over one or more plant creatures.					<i>Target:</i> Up to 14 HD of plant creatures, no two of which can be more than 30 ft. apart		<i>Caster Level:</i> 7		

* =Domain/Specialty Spell

Druid Spells

Conjure Ice Beast IV	20	None	1 round	7 rounds [D]	Close (40')	V, S, DF	No	Conjuration (Creation) [Cold]	frstbn: p.91
<i>Effect:</i> This spell creates a creature constructed from magical ice.					<i>Target:</i> One conjured ice creature				
<i>Caster Level:</i> 7									
Contingent Energy Resistance	20		1 minute	7 hours [D]	Personal	V, S, M		Abjuration	draco:
<i>Effect:</i> This spell functions similarly to contingency, but with a more limited scope. While contingent energy resistance is in effect, if you are dealt damage associated with one of the five types of energy [acid, cold, electricity, fire, or sonic], the spell automatically grants you resistance 10 against that type of energy for the remainder of the spell's duration [just as if you were under the effect of a resist energy spell of the appropriate type]. Once the energy type protected against by a particular casting of this spell is determined, it can't be changed. You can't have more than one contingent energy resistance in effect on yourself at the same time-if you cast the spell a second time while an earlier casting is still in effect, the earlier spell automatically expires. The energy resistance granted by this spell does not stack with similar benefits against the same energy type [such as from the resist energy spell]. However, it is possible to be simultaneously under the effect of resist energy [fire] and contingent energy resistance [electricity], or any other two such spells that protect against different types of energy.					<i>Target:</i> You				
<i>Caster Level:</i> 7									
Control Currents	20	None	1 standard action	70 min	(CASTERLEVEL*20) V, S	No		Transmutation [Water]	strmwrc: p.114
<i>Effect:</i> You alter the flow of water in the area surrounding you. Current Direction: You can change the direction of an existing current to flow in one direction across the entire area from one side to the other or create clockwise or counterclockwise rotation around the center. Current Strength: You can increase or decrease the current's speed by 23 feet or create an area of calm water up to 80 feet in diameter.					<i>Target:</i> 140-ft. radius emanation centered on you				
<i>Caster Level:</i> 7									
Control Water	20	None; see text	1 standard action	70 minutes	Long (680')	V, S, M/DF	No	Transmutation [Water, WuJenWater]	phb: p.214
<i>Effect:</i> Raises or lowers water.					<i>Target:</i> Water in a volume of 70 ft by 70 ft by 14 ft [S]				
<i>Caster Level:</i> 7									
Cure Serious Wounds	20	Will half (harmless); see text	1 standard action	Instantaneous	Touch	V, S	Yes (harmless); see text	Conjuration (Healing)	phb: p.216
<i>Effect:</i> You channel positive energy through your hand that cures 3d8+7 damage					<i>Target:</i> Creature touched				
<i>Caster Level:</i> 7									
Diamond Spray	20	Reflex half	1 standard action	Instantaneous	60 ft.	V, S, M	Yes	Evocation [Good]	bkoad: p.96
<i>Effect:</i> Dazzles evil creatures for 2d6 rounds and deals 7d6 damage to evil creatures.					<i>Target:</i> Cone-shaped burst				
<i>Caster Level:</i> 7									
Dispel Magic	20	None	1 standard action	Instantaneous	Medium (170')	V, S	No	Abjuration	phb: p.223
<i>Effect:</i> Cancels magical spells and effects.					<i>Target:</i> One spellcaster, creature, or object; or 20-ft. radius burst centered on you				
<i>Caster Level:</i> 7									
Dispel Water	20	See text	1 standard action	Instantaneous	Medium (170')	V, S	See text	Abjuration	sand: p. 114
<i>Effect:</i> Cancels water spells and effects or dismisses water creatures.					<i>Target:</i> See text				
<i>Caster Level:</i> 7									
Energy Vortex	20	Reflex half	1 standard action	Instantaneous	20 ft.	V, S	Yes	Evocation [Acid, Cold, Fire, Electricity, Sonic]	cmpdvn: p.164
<i>Effect:</i> Burst of energy centered on you damages nearby creatures.					<i>Target:</i> All creatures within a 20-ft.-radius burst centered on you				
<i>Caster Level:</i> 7									
Enhance Wild Shape	20		1 minute	7 hours	Personal	V, S		Transmutation	splcmp: p.82
<i>Effect:</i> Your wild shape ability gains a bonus.					<i>Target:</i> You				
<i>Caster Level:</i> 7									
Essence of the Raptor	20		1 standard action	70 minutes [D]	Personal	V, S		Transmutation	splcmp: p.84
<i>Effect:</i> Base speed becomes 60 feet, gain skill bonuses and scent.					<i>Target:</i> You				
<i>Caster Level:</i> 7									
Eye of the Hurricane	20	Fortitude negates; see text	1 standard action	7 rounds	40 ft.	V, S	Yes	Abjuration [Air]	splcmp: p.86
<i>Effect:</i> Storm pushes creatures, calm at center.SP EL L L IS TS					<i>Target:</i> 40-ft.-radius emanation centered on you, with 10-ft.-radius quiet area centered on you				
<i>Caster Level:</i> 7									
Flame Strike	20	Reflex half	1 standard action	Instantaneous	Medium (170')	V, S, DF	Yes	Evocation [Fire]	phb: p.231
<i>Effect:</i> A flame strike produces a vertical column of divine fire roaring downward. The spell deals 7d6 points of damage.					<i>Target:</i> Cylinder 10				
<i>Caster Level:</i> 7									
Forestfold	20		1 standard action	70 minutes [D]	Personal	V, S		Transmutation	cmpadv: 149
<i>Effect:</i> Gain +20 competence bonus on Hide and Move Silently checks in one type of terrain.					<i>Target:</i> You				
<i>Caster Level:</i> 7									
Freedom of Movement	20	Will negates (harmless)	1 standard action	70 minutes	Personal or touch	V, S, M, DF	Yes (harmless)	Abjuration	phb: p.233
<i>Effect:</i> This spell enables you or a creature you touch to move and attack normally for the duration of the spell, even under the influence of magic that usually impedes movement, such as paralysis, solid fog, slow, and web. The subject automatically succeeds on any grapple check made to resist a grapple attempt, as well as on grapple checks or Escape Artist checks made to escape a grapple or a pin.					<i>Target:</i> You or creature touched				
<i>Caster Level:</i> 7									
Freeze Armor	20	Fortitude partial; see text	1 standard action	7 rounds	Close (40')	V, S	Yes	Transmutation [Cold]	frstbn: p.94
<i>Effect:</i> Freeze armor locks suits of metal armor and equipment into a layer of ice and extreme cold, immobilizing and damaging the armor's wearers.					<i>Target:</i> Metal equipment of 7 creatures				
<i>Caster Level:</i> 7									
Frostfell Slide	20	None	1 standard action	7 hours or until expended; see text	Personal	V, S, DF, Frostfell	No	Conjuration (Teleportation) [Cold]	frstbn: p.96
<i>Effect:</i> You gain the ability to instantly teleport from one area of slush, snow, or ice to any other area of slush, snow, or ice up to the distance indicated on the table below. Transport distance is based upon the substance touched at the point of departure, not at the point of arrival.					<i>Target:</i> You				
<i>Caster Level:</i> 7									
Giant Vermin	20	None	1 standard action	7 minutes	Close (40')	V, S, DF	Yes	Transmutation	phb: p.235
<i>Effect:</i> You turn three normal-sized centipedes, two normal-sized spiders, or a single normal-sized scorpion into larger forms. Only one type of vermin can be transmuted [so a single casting cannot affect both a centipede and a spider], and all must be grown to the same size.					<i>Target:</i> Up to three vermin, no two of which can be more than 30 ft. apart				
<i>Caster Level:</i> 7									
Healing Sphere	20	Will negates (harmless)	1 action	1 minute	Close (40')	V, S, DF	Yes (harmless)	Conjuration (Healing)	BoEF: p.106
<i>Effect:</i> Orb deals 2d8+10 point of damage					<i>Target:</i> One orb of positive energy				
<i>Caster Level:</i> 7									
Hibernal Healing	20	Fortitude half (harmless)	1 round	Instantaneous	Personal	V, S, Frostfell	Yes (harmless)	Transmutation [Cold]	frstbn: p.97
<i>Effect:</i> You absorb slush, snow, and ice, channeling the cold energy stored within to cure 7*10 points of damage. The spell melts all slush, snow, and ice within 10 feet of the caster.					<i>Target:</i> You				
<i>Caster Level:</i> 7									
Ice Storm	20	None	1 standard action	1 full round	Long (680')	V, S, M/DF	Yes	Evocation [Cold, WuJenWater]	phb: p.243
<i>Effect:</i> Great magical hailstones pound down for 1 full round, dealing 3d6 points of bludgeoning damage and 2d6 points of cold damage to every creature in the area.					<i>Target:</i> Cylinder 20				
<i>Caster Level:</i> 7									
Icelandance	20	See text	1 action	Instantaneous	Medium (170')	V, S, M	Yes	Transmutation	pgtfae: p.105
<i>Effect:</i> Changes ice into lance, which attacks target for 5d6 damage and stuns for 1d4 rounds.					<i>Target:</i> One lance of ice				
<i>Caster Level:</i> 7									
Improved Blindsight	20	Will negates (harmless)	1 action	7 minutes	Touch	V, S	Yes (harmless)	Transmutation	svgspe: p.67
<i>Effect:</i> Subject gains blindsight 30 ft. for 7 minutes					<i>Target:</i> Creature touched				
<i>Caster Level:</i> 7									
Irrational Attraction	20	Will negates	1 action	7 Rounds	Touch	V, S	Yes	Enchantment (Compulsion) [Mind-Affecting]	BoEF: p.108
<i>Effect:</i> Subject becomes enamored with any type of creature					<i>Target:</i> Creature touched				
<i>Caster Level:</i> 7									
Jaws of the Wolf	20	None	1 standard action	7 rounds [D]	Close (40')	V, S, F	No	Transmutation	splcmp: p.127
<i>Effect:</i> One carving/2 levels turns into a worg.					<i>Target:</i> One or more created worgs				
<i>Caster Level:</i> 7									
Land Womb	20	Will negates	1 standard action	10 minutes/level	Touch	V, S	Yes	Abjuration	shnsth: p.47
<i>Effect:</i> You descend into a protective bubble in the earth 10 feet below where you are standing. It appears as though the ground opened up and swallowed you. A land womb only opens through tillable soil, not rock.					<i>Target:</i> You and one other creature/level				
<i>Caster Level:</i> 7									

* =Domain/Specialty Spell

Druid Spells

□□□□□	Languor	20	Will negates	1 standard action	7 rounds	Close (40')	V, S	Yes	Transmutation	cmpdvn: p.167
	<i>Effect:</i> Ray slows target and diminishes its Strength.									
□□□□□	Last Breath	20	None; see text	1 standard action	Instantaneous	Touch	V, S	Yes (harmless)	Necromancy	cmpdvn: p.167
	<i>Effect:</i> You can return a dead creature to 0 hit points, provided it died within the last round.									
□□□□□	Lava Splash	20	Reflex half	1 standard action	Instantaneous	Close (40')	V, S, DF, F No		Conjuration (Creation) [Fire]	sptkng: p.157
	<i>Effect:</i> This spell creates a wave of lava that rises up and showers the designated area. Each creature in the area takes 7d4 damage									
□□□□□	Lay of the Land	20	None	3 rounds	Instantaneous	Personal	V, S, F	No	Divination	plnrhb: p.100
	<i>Effect:</i> You gain an overview of the geography around you									
□□□□□	Greater Luminous Armor	20	None	1 standard action	7 hours [D]	Touch		Sacrifice Yes (harmless)	Abjuration	bkoed: p.102
	<i>Effect:</i> Shimmering light around target grants +8 armor bonus, dispels magical darkness, and imposes a -4 penalty on opponents' melee attacks.									
□□□□□	Moon Bolt	20	Fortitude half (living target) or Will negates (undead target)	1 standard action	Instantaneous	Long (680')	V, S	Yes	Evocation	splcmp: p.143
	<i>Effect:</i> 1d4 Strength damage/3 levels; undead made helpless.									
□□□□□	Murderous Mist	20	Reflex half; see text	1 standard action	7 rounds	Close (40')	V, S	Yes	Evocation	cmpdvn: p.169
	<i>Effect:</i> Steam deals 2d6 damage, blinds creatures.									
□□□□□	Nature's Balance	20	Fortitude negates (harmless)	1 action	70 minutes	Touch	V, S	Yes (harmless)	Transmutation	pgtfae: p.107
	<i>Effect:</i> You transfer 4 ability score points to the target for 70 minutes.									
□□□□□	Perinarch	20	None (object) and Reflex negates; see text	1 standard action	7 rounds; see text	Close (40')	V, S, DF	No	Transmutation	plnrhb: p.101
	<i>Effect:</i> Gain greater control over Limbo's morphic essence									
□□□□□	Planar Tolerance	20	None	1 standard action	7 hours	20ft	V	Yes (harmless)	Abjuration	plnrhb: p.103
	<i>Effect:</i> Provides long-term protection against overtly damaging planar traits									
□□□□□	Reincarnate	20	None; see text	10 minutes	Instantaneous	Touch	V, S, M, DF	Yes (harmless)	Transmutation	phb: p.270
	<i>Effect:</i> With this spell, you bring back a dead creature in another body, provided that its death occurred no more than one week before the casting of the spell and the subjects soul is free and willing to return.									
□□□□□	Repel Vermin	20	None or Will negates; see text	1 standard action	70 minutes	10 ft.	V, S, DF	Yes	Abjuration	phb: p.271
	<i>Effect:</i> An invisible barrier holds back vermin. A vermin with Hit Dice of less than one-third your level cannot penetrate the barrier. A vermin with Hit Dice of one-third your level or more can penetrate the barrier if it succeeds on a Will save. Even so, crossing the barrier deals the vermin 2d6 points of damage, and pressing against the barrier causes pain, which deters most vermin.									
□□□□□	Greater Resistance	20			24 hours				Abjuration	splcmp: p.174
	<i>Effect:</i> Subject gains +3 on saving throws.									
□□□□□	Rushing Waters	20	None; see text	1 standard action	Instantaneous	Medium (170')	V, S, DF	No	Conjuration (Creation) [Water]	splcmp: p.178
	<i>Effect:</i> Wave makes bull rush attack.									
□□□□□	Rusting Grasp	20	None	1 standard action	See text	Touch	V, S, DF	No	Transmutation [WuJenMetal]	phb: p.273
	<i>Effect:</i> Any iron or iron alloy item you touch becomes instantaneously rusted, pitted, and worthless, effectively destroyed.									
□□□□□	Sandform	20		1 standard action	7 minutes	Personal	V, S, M		Transmutation	sand: p. 119
	<i>Effect:</i> You become an ooze-like being of sand.									
□□□□□	Scrying	20	Will negates	1 hour	7 minutes	Target: You	See text	V, S, M/DF, F	Yes	Divination (Scrying) [WuJenEarth.WuJenFire.WuJenMetal.WuJenWater.WuJenWo] Caster Level: 7 phb: p.274
	<i>Effect:</i> You can see and hear some creature, which may be at any distance.									
□□□□□	Searing Exposure	20	Fortitude partial; see text	1 standard action	Instantaneous	Target: Magical sensor	Medium (170')	V, S, M/DF	Yes	Evocation [Fire,Light] sand: p. 120
	<i>Effect:</i> Target suffers hours of wasteland exposure in a moment.									
□□□□□	Shadowblast	20	Fortitude negates	1 standard action	Instantaneous	Target: One living creature	Long (680')	V, S, M	Yes	Caster Level: 7 Evocation [Light] splcmp: p.186
	<i>Effect:</i> Blast of light stuns and damages natives to the Plane of Shadow.									
□□□□□	Sheltered Vitality	20	Fortitude negates (harmless)	1 standard action	7 minutes	Target: 20-ft.-radius spread	Touch	V, S, DF	Yes (harmless)	Caster Level: 7 Abjuration LIBMOR: p.71
	<i>Effect:</i> Subject gains immunity to fatigue, exhaustion, ability damage, and ability drain.									
□□□□□	Skin of the Cactus	20	None	1 standard action	70 minutes	Target: Living creature touched	Touch	V, S, M	Yes (harmless)	Caster Level: 7 Abjuration sand: p. 120
	<i>Effect:</i> Grants natural armor, thorns, and resistance to dehydration.									
□□□□□	Slipsand	20	See text	1 standard action	Permanent	Target: Living creature touched	Close (40')	V, S, M	No	Caster Level: 7 Transmutation sand: p. 121
	<i>Effect:</i> Creates a volume of slipsand.									
□□□□□	Spike Stones	20	Reflex partial	1 standard action	7 hours	Target: 7 10-ft. cube regions of slipsand	Medium (170')	V, S, DF	Yes	Caster Level: 7 Transmutation [Earth] phb: p.283
	<i>Effect:</i> Rocky ground, stone floors, and similar surfaces shape themselves into long, sharp points that blend into the background. Spike stones impede progress through an area and deal damage. Any creature moving on foot into or through the spells area moves at half speed. In addition, each creature moving through the area takes 1d8 points of piercing damage for each 5 feet of movement through the spiked area.									
□□□□□	Stars of Arvandor	20	None	1 standard action	7 minutes [D]	Target: Up to three creatures or objects per round	Close (40')	V, S	Yes	Caster Level: 7 Evocation [Force, Good] bkoed: p.108
	<i>Effect:</i> Tiny starbursts each deal 1d8 damage [half nonlethal], or 1d8 damage [all lethal] to evil creatures.									
□□□□□	Starvation	20	Fortitude partial	1 standard action	Instantaneous	Target: One living creature	Close (40')	V, S, M	Yes	Caster Level: 7 Transmutation splcmp: p.206
	<i>Effect:</i> Hunger pangs deal 1d42 damages, cause fatigue.									
□□□□□	Stone Metamorphosis	20	None	1 standard action	Instantaneous	Target: Stone object touched, up to 17 ft.	Touch	V, S, M/DF	No	Caster Level: 7 Transmutation [Earth] undrck: p.61
	<i>Effect:</i> You can transform one type of rock into another type of rock.									
□□□□□	Sudden Stalagmite	20	Reflex half	1 standard action	Instantaneous	Target: One creature	Medium (170')	V, S	No	Caster Level: 7 Conjuration (Creation) [Earth] splcmp: p.213
	<i>Effect:</i> Impaling stalagmite damages and holds foes.									

* =Domain/Specialty Spell

Druid Spells

□□□□□	Summon Desert Ally IV	20	None	1 round	7 rounds [D]	Close (40')	V, S, DF	No	Conjuration (Summoning)	sand: p. 123
	<i>Effect:</i> Calls dustform creature to fight.								<i>Target:</i> One or more creatures, no two of which can be more than 30 ft. apart	<i>Caster Level:</i> 7
□□□□□	Summon Elementite Swarm	20	None	1 round	Concentration [maximum 7 rounds] plus 1 round	Close (40')	V, S	No	Conjuration (Summoning) [See text]	plnrhb: p.105
	<i>Effect:</i> Summon an elementite swarm to follow your commands								<i>Target:</i> One summoned elementite swarm	<i>Caster Level:</i> 7
□□□□□	Summon Nature's Ally IV	20	None	1 round	7 rounds	Close (40')	V, S, DF	No	Conjuration (Summoning)	phb: p.288
	<i>Effect:</i> This spell summons a natural creature. It appears where you designate and acts immediately, on your turn. It attacks your opponents to the best of its ability. You conjure creatures from the 4th-level list on the Summon Natures Ally table.								<i>Target:</i> One or more creatures, no two of which can be more than 30 ft. apart	<i>Caster Level:</i> 7
□□□□□	Sunmantle	20	None	1 standard action	7 rounds	Touch	S, Sacrifice	Yes	Abjuration	bkoed: p.109
	<i>Effect:</i> Illuminates as a daylight spell; target gains damage reduction 5/-; lashes foe for 5 points of damage each time target takes damage in melee.								<i>Target:</i> One creature touched	<i>Caster Level:</i> 7
□□□□□	Mass Surefooted Stride	20				Close (40')			Transmutation	splcmp: p.216
	<i>Effect:</i> As surefooted stride but multiple subjects.								<i>Target:</i> One creature/level, no two of which are more than 30 ft. apart	<i>Caster Level:</i> 7
□□□□□	Mass Swim	20							Transmutation [Water]	splcmp: p.217
	<i>Effect:</i> As swim, but one creature/level.								<i>Target:</i>	<i>Caster Level:</i> 7
□□□□□	Thalassemia	20	Fortitude half; see text	1 standard action	Instantaneous	Touch	V, S	Yes	Necromancy	strmwrc: p.123
	<i>Effect:</i> Deals 7d6 damage to living creatures with a circulatory system that and subject critical hits. Creatures with the fire subtype instead take 7d8 damage.								<i>Target:</i> Living creature touched	<i>Caster Level:</i> 7
□□□□□	Touchstone Lightning	20	None	1 standard action	Instantaneous	Medium (170')	V, S	No	Transmutation [Electricity]	plnrhb: p.106
	<i>Effect:</i> Use your Planar Touchstone-granted higher-order abilities to fuel damaging rays								<i>Target:</i> One or more rays of electricity	<i>Caster Level:</i> 7
□□□□□	Unholy Beast	20	Fortitude negates	1 standard action	7 rounds	Close (40')	V, S	Yes	Transmutation [Evil]	charui: p.36
	<i>Effect:</i> When you cast this spell, the subject creature temporarily transforms into a being of evil, serving you for the duration of the spell.								<i>Target:</i> One animal of up to 7 HD	<i>Caster Level:</i> 7
□□□□□	Vortex of Teeth	20	None	1 standard action	7 rounds [D]	Medium (170')	V, S, M	Yes	Evocation [Force]	splcmp: p.232
	<i>Effect:</i> 3d8 points of damage due to force per round to all creatures in the area.								<i>Target:</i> Hollow cylinder 40	<i>Caster Level:</i> 7
□□□□□	Wake Trailing	20	None	1 standard action	24 hours	Touch	V, S, M	No	Divination [Water]	strmwrc: p.124
	<i>Effect:</i> You are able to track a vessel over open water by following flotsam and other signs of a ship's recent presence as though you were tracking a Huge, Gargantuan, or Colossal creature [depending on the size of the ship] over soft ground. See text for special Survival DC modifiers. If multiple ships have passed in a given area, you can track a specific ship only if you have some specific knowledge of the ship or its crew.								<i>Target:</i> One ship	<i>Caster Level:</i> 7
□□□□□	Wall of Salt	20	See text	1 standard action	Instantaneous	Medium (170')	V, S, M/DF	No	Conjuration (Creation) [Earth]	sand: p. 127
	<i>Effect:</i> Wall of salt that can be shaped.								<i>Target:</i> Salt wall whose area is up to 7 5-ft. squares [S]	<i>Caster Level:</i> 7
□□□□□	Wall of Water	20	None	1 standard action	7 minutes [D]	Close (40')	V, S, M/DF	No	Conjuration (Creation) [Water]	sand: p. 128
	<i>Effect:</i> Wall impedes movement and can drown creatures.								<i>Target:</i> Wall of water 1 ft. thick whose area is up to 7 10-ft. squares [S]	<i>Caster Level:</i> 7
□□□□□	Wild Runner	20		1 standard action	70 minutes [D]	Personal	V, S, DF		Transmutation	splcmp: p.239
	<i>Effect:</i> Change into centaur, gain some abilities.								<i>Target:</i> You	<i>Caster Level:</i> 7
□□□□□	Wind at Back	20	Fortitude negates (harmless)	1 standard action	12 hours	Medium (170')	V, S	Yes (harmless)	Evocation	splcmp: p.239
	<i>Effect:</i> Doubles overland speed of subjects for 12 hours.								<i>Target:</i>	<i>Caster Level:</i> 7

* =Domain/Speciality Spell

Innate

Dimension Door (DC:10)

Spellbook: Prepared Spells

Druid

Level 0

- Detect Crossroads (DC:16)
- Detect Magic (DC:16)
- Mending (DC:16)
- Purify Food and Drink (DC:16)
- Read Magic (DC:16)

Level 1

- Animate Wood (DC:17)
- Camouflage (DC:17)
- Charm Animal (DC:17)
- Cure Light Wounds (DC:17)

Level 2

- Freedom of Breath (DC:18)
- Healing Sting (DC:18)
- Splinterbolt (DC:18)

Level 3

- Cure Moderate Wounds (DC:19)
- Water Breathing (DC:19)

Level 4

- Arc of Lightning (DC:20)
- Cure Serious Wounds (DC:20)

Xararia



Nymph

RACE

140

AGE

Female

GENDER

Low-light

VISION

Chaotic Neutral

ALIGNMENT

Right

DOMINANT HAND

5' 6"

HEIGHT

134 lbs.

WEIGHT

Blue

EYE COLOUR

Brown

SKIN COLOUR

Copper, Wild

HAIR

Losing her beauty

PHOBIAS

Sensual, Nudist

PERSONALITY TRAITS

Whatever strikes her fancy

INTERESTS

Chultan, Leave him to me

SPOKEN STYLE

RESIDENCE

Cormyr

LOCATION

Chult

REGION

Description: Biography:

Diasonna the succubus was assigned to eliminate a member of an adventuring party. She selected a wild elf fighter by the name of Vararias. The plan was to seduce him and lead him into a trap. During the seduction, she started to have second thoughts about sending him to his death; however, duty prevailed and she led him into the trap.

Unbeknownst to her, the sorcerer was on to her ruse. When she led him to the ambush point, she had a last minute change of heart. As she attempted to take him away, the trap was sprung. Several mercenaries jumped him. From their hiding spots, his comrades sprung to action. Diasonna grabbed him and fled into the woods. When the party caught up to them, they entered into a heated argument about what to do with her. After all was said, the succubus was invited into the group. Disguised as an elven sorcerer, she shared many adventures with her consort.

Eventually, they were wed, and settled down in an off-the-road house several miles away from the closest town. There, she preferred to stay in her succubus form, without clothing. When visitors came by, or they headed to town, she would resume her disguise.

Over ten years later, Xararia was born. Her mother insisted that she not wear clothing while at home as befitting her succubus heritage. She was taught to suppress her more positive emotions, such as kindness, love and sympathy, while training her to manipulate, scheme, and feign emotions.

On her tenth birthday, her mother began training her in the sensual arts of the succubi, which was marked by her father taking her for her first time. Her training disconnected her emotions from the physical act of love. Her mother enlisted several humans, humanoids, monsters, and animals to act as her training partners. Each one would be around for no longer than a few sessions, as Diasonna did not want her to become attached to any of them. Training scenarios varied in form. Some would be exercises in seduction or being seduced. Others would be practicing the techniques of foreplay and intercourse. Still, others would consist of one or a group of boys ambushing her and forcing themselves on her (or visa versa). Her mother tried to expose her to as many circumstances as possible, and she learned to enjoy them all.

During this childhood, Xararia witnessed the death of her succubus aunt, Killonni. Xararia knew which path her aunt would take their home, so she climbed up a tree to surprise her. Instead, she saw a wounded Killonni run into view; followed by a mounted paladin. The paladin skewered her with his lance. He then dismounted and decapitated her, taking her head with him. She also watched her elven grandmother die of old age with only a shadow of her former beauty remaining. These experiences caused her to begin her search for true immortality, for she would not allow herself to end like them.

Elves were almost immortal, yet still died of natural causes. Demons live for an infinite amount of time, but are in constant danger of having it ended in a violent manner. She is determined to find a way to protect her beauty from the ravages of the natural world. Thus, she chose the field of necromancy as her specialty. For it is the most likely one to grant her the knowledge she seeks.

Notes:

Character Sheet Notes: