

Druid

CASTER LVL

12

SPELL SAVE

+7

DC MOD

SPELL
SAVE DC

LEVEL

SPELLS
PER DAY

17	18	19	20	21	22	23			
0	1ST	2ND	3RD	4TH	5TH	6TH	7TH	8TH	9TH
6	7	6	6	4	4	3			

Character: **Ulræd the Traveler**

SPELL RANGES

CLOSE RANGE (25 ft. + 5 ft. / 2 levels)	55 ft.
MEDIUM RANGE (100 ft. + 10 ft. / level)	220 ft.
LONG RANGE (400 ft. + 40 ft. / level)	880 ft.

SPELL LIST

prep	spell name	school	comp	cast time	range	duration	save	SR	description	ref
— 0-Level Spells (Orisons) —										
	Create Water	con[creation][water]	vs	1sa	Close	Inst	None	No	Creates 24 gallons of pure water.	ph:215
	Cure Minor Wounds	con[healing]	vs	1sa	Touch	Inst	Will half(h)*	Yes(h)*	Cures 1 point of damage.	ph:216
	Dawn	abj	v	1 swift	15 ft.	Inst	Fort neg(h)	Yes(h)	All sleeping creatures in a 15 ft radius burst awoken.	spc:59
	Detect Magic	div	vs	1sa	60 ft.	[c]->12 min(D)	None	No	Detects spells and magic items within 60 ft.	ph:219
	Detect Poison	div	vs	1sa	Close	Inst	None	No	Detects poison in one creature or object.	ph:219
	Flare	evo[light]	v	1sa	Close	Inst	Fort neg	Yes	Dazzles one creature (-1 on attack rolls).	ph:232
	Guidance	div	vs	1sa	Touch	1 min(D)	Will neg(h)	Yes	+1 on one attack roll, saving throw, or skill check.	ph:238
	Know Direction	div	vs	1sa	Personal	Inst			You discern north.	ph:246
	Light	evo[light]	vm/df	1sa	Touch	120 min(D)	None	No	Object shines like a torch.	ph:248
	Mending	tra	vs	1sa	10 ft.	Inst	Will neg(h,o)	Yes(h,o)	Makes minor repairs on an object.	ph:253
	Naturewatch	nec	s	1sa	30 ft.	120 min	None	No	Reveals the genral health & how near death animal & plants within 30 ft. are.	spc:146
	Purify Food and Drink	tra	vs	1sa	10 ft.	Inst	Will neg(o)	Yes(o)	Purifies 12 cu. ft. of food or water.	ph:267
	Read Magic	div	vsf	1sa	Personal	120 min			Read scrolls and spellbooks.	ph:269
	Resistance	abj	vsm/df	1sa	Touch	1 min	Will neg(h)	Yes(h)	Subject gains +1 on saving throws.	ph:272
	Virtue	tra	vsdf	1sa	Touch	1 min	Fort neg(h)	Yes(h)	Subject gains 1 temporary hp.	ph:298
— 1st-Level Spells —										
	Animate Fire	tra[fire]	vsm	1r	Close	[c]->12 rd(D)	None	No	Able to animate fire (use sm. fire elemental MM pg 98)	spc:12
	Animate Water	tra[water]	vsm	1r	Close	[c]->12 rd(D)	None	No	Able to animate water (use sm. water elemental MM pg 100)	spc:13
	Animate Wood	tra	vsm	1r	Touch	[c]->12 rd(D)	None	No	Able to animate wood (use sm. Animated object in MM pg 13)	spc:13
	Aspect of the Wolf	tra	vsm/df	1sa	Personal	120 min(D)			You assume the physical appearance and many of the qualities and abilities of a wolf.	spc:16
	Aura Against Flame	abj	vs	1sa	Personal	12 rd			Ignore 10 fire dam/rd and extinguish fires. Touch to snuff out fires.	spc:18
	Babau Slime	tra	vsm/df	1sa	Touch	12 min	Fort neg(h)	Yes(h)	Secrete a body-covering acid does 1d8 points of damages foes' weapons.	spc:22
	Beast Claws	tra	vsm	1sa	Personal	12 hrs			Your hands become slashing natural weapons.	spc:25
	Beastland Ferocity	en[comp][mind]	vsdf	1sa	Touch	12 min	Fort neg(h)	Yes(h)	Subject fights without penalty while disabled or dying.	spc:25
	Beget Bogun	con[creation]	vsmxp	1sa	Touch	Inst	None	No	You create a Tiny nature servant.	spc:26
	Branch to Branch	tra	vs	1sa	Personal	12 hr(D)			+10 on Climb in trees, swing like monkey.	spc:38
	Breath of the Jungle	tra	vsdf	1sa	Med	12 min	None	No	Create mist, DC of saves made in this mist against poison & disease increased by +2.	spc:39
	Buoyant Lifting	evo	sdf	1 imm	Close	12 min(D)*	None	No	Target float to the surface of water at 60 ft/rd until they are floating.	spc:40
	Calm Animals	en[comp][mind]	vs	1sa	Close	12 min	Will neg*	Yes	Calms 2d4+12 HD of animals.	ph:207
	Camouflage	tra	vs	1sa	Personal	120 min			Grants +10 bonus on Hide checks.	spc:43
	Charm Animal	en[charm][mind]	vs	1sa	Close	12 hr	Will neg	Yes	Makes one animal your friend.	ph:208
	Claws of the Bear	tra	vs	1sa	Personal	12 rd			Your hands become weapons dealing 1d8 damage each.	spc:47
	Climb Walls	tra	vsm	1sa	Touch	12 min(D)	Will neg(h)	Yes(h)	Enhancement bonus on Climb checks.	spc:47
	Climbing Tree	con[creation]	vsdf	1 full	0 ft	12 mins(D)	None	No	Temporarily grow a tall tree for use as a ladder.	cm:99
	Cloak of Shade	abj	vsdf	1sa	Touch	12 hr(D)	None	Yes	Touched creature gains protection from heat and sun.	sa:112
	Cloudburst	evo[water]	vs	1rd	Long	120 min(D)	None	No	Hampers vision and ranged attacks, puts out normal fires.	spc:49
	Cold Fire	tra[cold]	vsdf	1sa	Close	12 min(D)(fire sour	No(fire); Fort half(c	No(fire); Ye	Turn fires cold. Creatures with the fire subtype or cold vulnerability, take 5d6 damage.	spc:50
	Conjure Ice Beast I	con[creation][cold]	vsdf	1r	Close	12 rd(D)	None	No	Creates ice creature to fight for you.	fr:91
	Crabwalk	tra	vsm	1sa	Touch	12 min.	None	No	When the subject charges it gains a +4 attack roll and takes no penalty to AC.	spc:55
	Crunchy Snow	tra[cold]	vsFrostfell	1sa	Med	12 hr	None	No	Area of snow becomes crunchy penalizing Move Silently -20.	fr:92
	Cure Light Wounds	con[healing]	vs	1sa	Touch	Inst	Will half(h)*	Yes(h)*	Cures 1d8+5 damage.	ph:215
	Deep Breath	con[creation][air]	v	1r	Personal	12 rd			Fill your lungs with air for the duration of the spell.	spc:61
	Delay Disease	con[healing]	vsdf	1sa	Touch	24 hrs	Will neg(h)	Yes(h)	The progress of any nonmagical disease is halted for the spell duration.	spc:62

Druid

CASTER LVL

12

SPELL SAVE

+7

DC MOD

SPELL
SAVE DC

LEVEL

SPELLS
PER DAY

17	18	19	20	21	22	23				
0	1ST	2ND	3RD	4TH	5TH	6TH	7TH	8TH	9TH	
6	7	6	6	4	4	3				

Character: **Ulræd the Traveler**

SPELL RANGES

CLOSE RANGE (25 ft. + 5 ft. / 2 levels)	55 ft.
MEDIUM RANGE (100 ft. + 10 ft. / level)	220 ft.
LONG RANGE (400 ft. + 40 ft. / level)	880 ft.

SPELL LIST

prep	spell name	school	comp	cast time	range	duration	save	SR	description	ref
	Detect Animals or Plants	div	vs	1sa	Long	[c]->120 min(D)	None	No	Detects kinds of animals or plants.	ph:218
	Detect Snares and Pits	div	vs	1sa	60 ft.	[c]->120 min(D)	None	No	Reveals natural or primitive traps.	ph:220
	Divine Inspiration	div	Sac	1sa	Touch	1d4 rds	None	Yes	Target gains +3 sacred bonus on attack rolls against evil creatures.	be:96
	Ease of Breath	nec[cold]	vsdf	1sa	Touch	12 hr	None	No	+20 Fort save to resist altitude sickness and altitude saves against fatigue	fr:93
	Endure Elements	abj	vs	1sa	Touch	24 hrs	Will neg(h)	Yes(h)	Exist comfortably in hot or cold environments.	ph:226
	Enrage Animal	en[comp][mind]	vs	1sa	Med	(c) + 12 rd	None	Yes	Enrages an animal	spc:82
	Entangle	tra	vsdf	1sa	Long	12 min(D)	Ref prtll*	No	Plants entangle everyone in 40-ft.-radius.	ph:227
	Extract Drug	con[creation]	vsf	1 min	Touch	Perm	None	No	Creates drug from inanimate object.	be:94
	Eyes of the Avoral	tra	s	1sa	Touch	12 rd	Will neg	Yes	Subject gets +8 on Spot checks.	be:99
	Faerie Fire	evol[light]	vsdf	1sa	Long	12 min(D)	None	Yes	5 ft. radius burst outlines subjects w/ light, canceling blur, concealment, etc.	ph:229
	Foundation of Stone	tra[earth]	vsdf	1sa	Close	12 rd	None	No	Unmoving subject receives a +2 to AC & +4 bonus to Str vs bull rush & trip.	spc:99
	Goodberry	tra	vsdf	1sa	Touch	12 days	None	Yes	2d4 berries each cure 1 hp (max 8 hp/24 hours).	ph:237
	Hawkeye	tra	v	1sa	Personal	120 min(D)			Increase range by 50%; +5 on Spot.	spc:110
	Healthful Rest	con[healing]	vs	10 mins	Close	24 hrs	Will neg(h)	Yes(h)	Heal at twice normal rate.	spc:111
	Hide from Animals	abj	sdf	1sa	Touch	120 min(D)	Will neg(h)	Yes	Animals can't perceive 12 subject(s).	ph:241
	Horrible Taste	tra	vsm	1sa	Touch	120 min	Fort neg*	No	Creature biting you are nauseated and will not willingly bite you again.	spc:116
	Ice Skate	tra	vsdf	1sa	Touch	120 min(D)	Fort neg	Yes	Allows a creature to skate on ice increasing its speed by 60ft.	fr:100
	Impede Sun's Brilliance	abj	s	1sa	Close	120 min(D)	None	No	Diminishes the heat and light of the sun in an area.	sa:117
	Impeding Stones	tra	vsdf	1sa	Med	12 mins(D)	Ref prtll: see text	No	Stones, bricks, hard dirt etc. cracks and shift in its foundations making fooling treacherous.	city:66
	Ivory Flesh	tra	vs	1sa	Touch	12 hr(D)	Will neg	Yes	Turns the subject white granting a +5 circumstance bonus to hide in snow.	fr:101
	Jump	tra	vsm	1sa	Touch	12 min(D)	Will neg(h)	Yes	Subject gets +30 bonus on Jump checks.	ph:246
	Kuo-Toa Skin	tra	vsmdf	1sa	Touch	12 hrs.	Will neg(h)	Yes(h)	Subject gains +8 on Escape Artist checks and cannot be snared by webs.	sto:118
	Locate Touchstone	div	vs	1sa	see text	Inst	None	No	Find Nearest planar touchstone on the plane you currently inhabit.	ph:100
	Locate Water	div	vs/df	1sa	Long	[c]->120 min(D)	None	No	Reveals location, size, and quality of water sources.	sa:117
	Longstrider	tra	vsm	1sa	Personal	12 hr(D)			Grants a +10 enhancement bonus to your speed.	ph:249
	Low-Light Vision	tra	vm	1sa	Touch	12 hr	Will neg(h)	Yes(h)	Target gains low-light vision	spc:134
	Magic Fang	tra	vsdf	1sa	Touch	12 min	Will neg(h)	Yes(h)	One natural weapon of subject creature gets +1 on attack and damage rolls.	ph:250
	Magic Stone	tra	vsdf	1sa	Touch	30 min(D)	Will neg(h,o)	Yes(h,o)	Three stones gain +1 on attack, deal 1d6 +1 damage.	ph:251
	Obscuring Mist	con[creation]	vs	1sa	20 ft.	12 min	None	No	Fog surrounds you.	ph:258
	Omen of Peril	div	vf	1r	Personal	Inst			Vision hints at danger in immediate future.	spc:149
	Pass without Trace	tra	vsdf	1sa	Touch	12 hr(D)	Will neg(h)	Yes(h)	12 subject(s) leaves no tracks.	ph:259
	Produce Flame	evol[fire]	vs	1sa	0 ft.	12 min(D)	None	Yes	1d6+5 damage, touch or thrown.	ph:265
	Quickswim	tra	vsmdf	1sa	Personal	12 hr(D)	None	No	Your swim speed increases by 10 ft.	sto:120
	Raging Flame	tra[fire]	vs	1sa	Med	1 min	None	No	Fires in a 30' radius burn twice as bright & twice as hot.	spc:164
	Ram's Might	tra	vs	1sa	Personal	12 min			+2 to Str, unarmed attacks inflict lethal damage, considered armed.	spc:166
	Rapid Burrowing	tra	vsdf	1sa	Touch	120 min	Fort neg(h)	Yes(h)	Increase target's burrow speed by +20'.	spc:166
	Raptor's Sight	tra	vsdf	1sa	Personal	12 hr			+5 bonus to Spot plus additional effects for ranged attacks.	rw:175
	Remove Scent	tra	vsm	1sa	Touch	120 min	Will neg	Yes	Hides the scent of spell recipient.	spc:173
	Resist Planar Alignment	abj	vsdf	1sa	Touch	120 min	Fort neg (h)	Yes (h)	Subject can resist penalties for having an opposed alignment on an aligned plane	spc:174
	Sandblast	evo	vsdf	1sa	10 ft.	Inst	Ref half	Yes	You fire sand that deals 1d6 nonlethal damage, stuns enemies.	spc:180
	Shillelagh	tra	vsdf	1sa	Touch	12 min	Will neg(o)	Yes(o)	Your nonmagical club or quarterstaff gains a +1 enhancement bonus on attack and damage rolls. It deals damage	ph:278
	Silvered Claws	tra	vsdf	1sa	Touch	12 min	Will neg	Yes	One creature's natural attacks are treated as silvered weapons.	be:107
	Slow Burn	tra[fire]	vsm/df	1sa	Med	1 min	None	No	Fire burns twice as long w/ half the light & takes twice as long to put out.	spc:192
	Snake's Swiftess	tra	vsm/df	1sa	Close	Inst	Will neg(h)	Yes(h)	Subject immediately makes one attack.	spc:193

Druid

CASTER LVL

12

SPELL SAVE

+7

DC MOD

SPELL
SAVE DC

LEVEL

SPELLS
PER DAY

17	18	19	20	21	22	23			
0	1ST	2ND	3RD	4TH	5TH	6TH	7TH	8TH	9TH
6	7	6	6	4	4	3			

Character: **Ulræd the Traveler**

SPELL RANGES

CLOSE RANGE (25 ft. + 5 ft. / 2 levels)	55 ft.
MEDIUM RANGE (100 ft. + 10 ft. / level)	220 ft.
LONG RANGE (400 ft. + 40 ft. / level)	880 ft.

SPELL LIST

prep	spell name	school	comp	cast time	range	duration	save	SR	description	ref
	Snowdrift	tra	vsm/df	1sa	Touch	Inst	None	No	Shapes existing snow.	fr:104
	Snowshoes	tra	vs	1sa	Touch	12 hr(D)	Will neg(h)	Yes(h)	Subject can walk on ice and snow at +10' speed w/o Balance or Reflex save.	spc:194
	Snowsight	tra	vsdf	1sa	Touch	24 hr	None	Yes	Subject can see despite whiteout, snow, snow glare and snow blindness.	fr:104
	Speak with Animals	div	vs	1sa	Personal	12 min			You can communicate with animals.	ph:281
	Spider Hand	tra	vs	1sa	Personal	[c]			Your hand becomes a Small monstrous spider.	bv:104
	Summon Desert Ally I	con[summon]	vsdf	1r	Close	12 rd(D)	None	No	Calls dustform creature to fight.	sa:122
	Summon Nature's Ally I	con[summon]	vsdf	1r	Close	12 rd(D)	None	No	Calls creature to fight.	ph:288
	Sunstroke	nec	vs	1sa	Close	Inst	Fort prt	Yes	Target takes 2d6 nonlethal damage and is fatigued.	sa:123
	Surefooted Stride	tra	vs	1sa	Personal	12 min	None	No	Move through difficult terrain at full speed.	spc:216
	Suspend Disease	abj	vsm	1sa	Touch	24 hrs	Fort neg	Yes	Keeps disease from harming creature for 24 hours.	bv:106
	Thunderhead	evo[electricity]	vsm	1sa	Close	12 rd	Reflex neg, see tex	Yes	Cloud moves with subject dealing 1 electricity damage per round.	spc:219
	Traveler's Mount	tra	vs	1sa	Touch	12 hr	Will neg	Yes	Creature moves faster but can't attack.	spc:223
	Twilight Luck	abj[good]	vFeat	1sa	Touch	12 min	None	Yes	Grants +1 luck bonus on all saving throws.	be:110
	Updraft	con[creation][air]	vsm	1 swift	Per	Inst			You gain 120 ft of altitude then gently float back down with optional 5 ft lateral move.	spc:228
	Vigor, Lesser	con[healing]	vs	1sa	Touch	15 rd	Will neg(h)	Yes(h)	Creature heals 1 hp/round.	spc:229
	Vine Strike	div	vdf	1 swift	Personal	1 rd			Sneak attack plant creatures.	spc:230
	Wall of Smoke	con[creation]	vs	1sa	Close	12 rd	Fort prt	No	Wall gives concealment and causes nausea.	spc:235
	Waste Strider	tra	vsdf	1sa	Touch	12 hr(D)	Will neg(h)	Yes	Move through the wasteland without pnalities.	sa:128
	Webfoot	tra	vsdf	1sa	Touch	120 min	Will neg(h)	Yes(h)	Target gains +4 on Swim and is less hindered by bog terrain.	sto:125
	Wings of the Sea	tra	sm	1sa	Touch	12 min	Fort neg(h)	Yes(h)	Improves swim speed of creature by 30 ft.	spc:240
	Winter Chill	tra[cold]	vs	1sa	Close	Inst	Fort neg	Yes	Creature takes 1d6 cold damage and becomes fatigued.	spc:241
	Wood Wose	con[creation]	vsdf	1sa	Close	12 hr	None	No	Nature spirit does simple tasks for you.	spc:242
--- 2nd-Level Spells ---										
	Align Fang	tra[see text]	vsdf	1sa	Touch	12 min	Will neg(h)	Yes(h)	Natural weapon becomes good, evil, lawful, or chaotic.	spc:9
	Animal Messenger	en[comp][mind]	vsm	1sa	Close	12 days	None*	Yes	Sends a Tiny animal to a specific place.	ph:198
	Animal Trance	en[comp][mind,sonic]	vs	1sa	Close	[c]	Will neg*	Yes	Fascinates 2d6 HD of animals.	ph:198
	Animalistic Power	tra	vsm	1a	Touch	12 min	Will neg (h)	Yes (h)	+2 enhancement to STR, DEX, CON	phb2:101
	Avoid Planar Effects	abj	v	1 imm	20 ft.	12 min	None	Yes(h)	Provides temporary protection against overtly damaging planar traits.	spc:19
	Ayalla's Radiant Burst	evo[good]	vsSac	1sa	60 ft.	Inst	Fort neg, Ref half*	Yes	Evil creatures are blinded for 1 round and take 5d6 damage.	be:91
	Balancing Lorecall	div	vsm/df	1sa	Personal	12 min(D)			+4 on balance, can balance on impossible if 5 ranks.	spc:23
	Barkskin	tra	vsdf	1sa	Touch	120 min	None	Yes(h)	Grants a +5 enhancement bonus to the target's existing natural armor bonus.	ph:203
	Bear's Endurance	tra	vsdf	1sa	Touch	12 min	Will neg(h)	Yes	Subject gains +4 to Con.	ph:203
	Binding Winds	evo[air]	vs	1sa	Med	[c]	Ref neg	Yes	Air prevents target from moving, hinders ranged attacks.	spc:27
	Bite of the Wererat	tra	vsm	1sa	Personal	12 rd			Become like a wererat.	spc:28
	Blackrot	nec	cs	1sa	Touch	12 rds	Fort partial	Yes	Deal damage to plant creatures, or use wooden weapon to sicken foes.	cm:96
	Blaze of Light	evo[light]	vs	1sa	60 ft.	Inst	Fort neg.	Yes	60-ft. cone of light dazzles creatures.	hb:125
	Blinding Spittle	tra	vs	1sa	Close	Inst	None	Yes	Ranged touch at -4, subject is blinded until his eyes are washed out.	spc:32
	Blood Frenzy	tra	vs	1sa	Touch	Special see text	Will neg	Yes	Rage gives +2 Str & Con, +1 Will saves, and -1 to AC.	spc:33
	Blood Snow	nec[cold]	vs	1sa	Med	12 rd	Fort neg	Yes	Corrupts snow field draining 1d2 Con each round and nausea to all within.	fr:89
	Body of the Sun	tra[fire]	vsdf	1sa	5 ft.	12 rd	Reflex half	Yes	Your body emanates fire 5 ft in all directions dealing 6d4 damage.	spc:35
	Brambles	tra	vsm	1sa	Touch	12 rd	None	No	Wooden weapon gains a +1 enhancement and grows spikes that deal 10 damage.	spc:38
	Briar Web	tra	vsdf	1sa	Med	12 min	None	No	40 ft. radius spread entangles creatures and thorns deal 1 pt of damage for each 5 ft moved.	spc:39
	Brumal Stiffening	tra[cold]	vs	1sa	Close	12 rd	Ref neg	Yes	Makes weapon brittle.	fr:89
	Bull's Strength	tra	vsm/df	1sa	Touch	12 min	Will neg(h)	Yes(h)	Subject gains +4 to Str.	ph:207

Druid

CASTER LVL

12

SPELL SAVE

+7

DC MOD

SPELL
SAVE DC

LEVEL

SPELLS
PER DAY

17	18	19	20	21	22	23			
0	1ST	2ND	3RD	4TH	5TH	6TH	7TH	8TH	9TH
6	7	6	6	4	4	3			

Character: **Ulræd the Traveler**

SPELL RANGES

CLOSE RANGE (25 ft. + 5 ft. / 2 levels)	55 ft.
MEDIUM RANGE (100 ft. + 10 ft. / level)	220 ft.
LONG RANGE (400 ft. + 40 ft. / level)	880 ft.

SPELL LIST

prep	spell name	school	comp	cast time	range	duration	save	SR	description	ref
	Burrow	tra	vs/df	1sa	Creature touched	12 min(D)	Will neg(h)	Yes(h)	Subject grows claws and gains burrow speed of 30 ft.	spc:41
	Camouflage, Mass	tra	vs	1sa	Med	120 min	Will neg(h)	Yes(h)	Grants +10 on Hide checks to a group.	spc:43
	Cat's Grace	tra	vsm	1sa	Touch	12 min	Will neg(h)	Yes	Subject gains +4 to Dex.	ph:208
	Chill Metal	tra[cold]	vsdf	1sa	Close	7 rds	Will neg(o)	Yes(o)	Cold metal damages those who touch it over seven rounds (0,1d4,2d4x3,1d4,0).	ph:209
	Cloud Wings	tra	vs	1sa	Touch	12 hr	Fort neg(h)	Yes(h)	Increases subjects fly speed by 30 ft.	spc:49
	Conjure Ice Beast II	con[creation][cold]	vsdf	1r	Close	12 rd(D)	None	No	Creates ice creature to fight for you.	fr:91
	Conjure Ice Object	con[creation][cold]	vsdf	1sa	Personal	12 min			Conjure an object made of ice.	fr:91
	Countermoon	abj	vsm	1sa	Close	12 hours	Will neg(D)	Yes	Forces a lycanthrope back to its natural form and keeps it from changing.	spc:53
	Creeping Cold	tra[cold]	vsf	1sa	Close	3 rds	Fort half	Yes	Creature feels chill that increases each round(1d6,2d6,3d6).	spc:55
	Daggerspell Stance	abj	vf	1 swift	Personal	12 rd(D)			+2 attack & damage (full attack), SR+17 (defensive), DR5/magic (total defense).	spc:57
	Decomposition	nec	vsdf	1sa	50 ft.	12 rd	None	Yes	Wounds deal 3 extra point of damage each round.	spc:61
	Delay Poison	con[healing]	vsdf	1sa	Touch	12 hr	Fort neg(h)	Yes(h)	Stops poison from harming subject.	ph:217
	Desiccate	nec	vsm	1sa	Close	Inst	Fort prt	Yes	Deals 5d6 of desiccation damage and dehydrates 1 living creature.	sa:114
	Detect Aberration	div	vs	1sa	60 ft.	[c]->120 min(D)	None	No	Detects the presence of aberrations.	lm:210
	Drifts of the Shalm	evo	vs	1a	Medium	12 rd	None	No	Create difficult, damaging terrain made of snow, leaves, or ash.	phb2:111
	Earthbind	tra	vs	1sa	Med	12 min(D)	Fort neg	Yes	You hamper the subject creature's ability to fly.	spc:76
	Earthen Grace	abj[earth]	vsm	1sa	Touch	12 min	Will neg(h)	Yes(h)	Any damage caused by stone is nonlethal damage.	spc:76
	Earthfast	tra	vs	1sa	Close	Inst	None	Yes(o)	Doubles hp of stone structure or rock and increases hardness to 10.	spc:76
	Easy Trail	abj	vs	1sa	40 ft.	12 hr(D)	None	Yes	Temporary trail through any growth.	spc:77
	Embrace The Wild	tra	v	1sa	Personal	120 min(D)			Gain low-light vision, blindsense (30 ft) or scent, and +2 Listen & Spot checks.	spc:79
	Eslanna's Stew	con[healing]	vsf	1r	0 ft.	Inst	Will half(h)	Yes	Conjures stew that heals 1d6+1 per serving.	be:99
	Evergreen	tra[fire]	vsdf	1sa	Med	see text	None	No	Imbues area of plants with heat, heals, and makes immune to cold.	fr:93
	Fins to Feet	tra	vs	1sa	Touch	12 hrs.	Fort neg(h)	Yes(h)	Transform tails, tentacles, or finned extremities into humanoid legs and feet.	spc:92
	Fire Trap	abj[fire]	vsm	10 mins	Touch	Perm(D)	Ref half*	Yes	Opened object deals 1d4+12 damage.	ph:231
	Flame Blade	evo[fire]	vsdf	1sa	0 ft.	12 min(D)	None	Yes	Touch attack deals 1d8 +6 damage.	ph:231
	Flaming Sphere	evo[fire]	vsm/df	1sa	Med	12 rd	Ref neg	Yes	Creates rolling ball of fire, 2d6 damage.	ph:232
	Flash-Freeze	tra[cold,earth]	vsdf	1sa	Close	Inst	None	No	All non-living matter in area is drained of heat.	fr:94
	Fog Cloud	con[creation]	vs	1sa	Med	120 min	None	No	Fog obscures vision.	ph:232
	Freedom of Breath	abj	vsm	1sa	Touch	120 min	Will neg(h)	Yes	Protects against suffocation and dangerous vapors.	sa:116
	Frost Breath	evo[cold]	vsm	1sa	30 ft.	Inst	Ref half	Yes	Breath a cone of cold doing 6d4 points of damage & dazes targets.	spc:100
	Frost Weapon	tra	vsm	1sa	Touch	12 rd	Will neg	No	Imbues weapon with frost.	fr:95
	Gust of Wind	evo[air]	vs	1sa	60 ft.	1 rd	Fort neg	Yes	Blows away or knocks down smaller creatures.	ph:238
	Halo of Sand	abj[earth]	vsdf	1sa	Personal	120 min			Swirling sand grants a +4 deflection bonus.	sa:117
	Healing Lorecall	div	vsm	1sa	Personal	120 min			When casting healing spells, remove harmful conditions and heal more damage.	spc:110
	Healing Sting	nec	vsm	1sa	Touch	Inst	None	Yes	Touch deals 1d12+12 damage, You gain damage as hp.	spc:110
	Heart of Air	tra[air]	vs	1sa	Personal	12 hrs(D)	None	No	Gain +10 on jump checks, +10 to fly speed; feather fall once.	cm:106
	Heartfire	evo[light,fire]	vsdf	1sa	Close	12 rds	Fort prt	Yes	Outlines target in flame that negates concealment from darkness, blur, displacement, & invisibility & does 1d4	spc:112
	Heat Metal	tra[fire]	vsdf	1sa	Close	7 rds	Will neg(o)	Yes(o)	Make metal so hot it damages those who touch it(0,1d4,2d4x3,1d4,0).	ph:239
	Hold Animal	en[comp][mind]	vs	1sa	Med	12 rd(D)*	Will neg*	Yes	Paralyzes one animal.	ph:241
	Hydrate	con[healing]	vs	1sa	Touch	Inst	Will half	Yes	Heals desiccation damage.	sa:117
	Invoke the Cerulean Sign	evo	see text	1sa	30 ft.	Inst	Fort neg	No	Aberrations become sickened, nauseated, dazed or stunned.	lm:211
	Jaws of the Moray	tra	vs	1sa	Touch	12 min	Will neg(h)	Yes(h)	Subject gains bite attack.	sto:117
	Kelpstrand	con[creation]	vsm	1sa	Close	12 rd	None	No	Grapple 4 creatures as a free action using your caster level and Wis bonus as modifiers.	spc:128
	Linked Perception	div	vdf	1a	20 ft	12 min(D)	Will neg (h)	Yes (h)	Allies gain +2 bonus/ally in spell area on Listen and Spot checks.	phb2:117

Druid

CASTER LVL

12

SPELL SAVE

+7

DC MOD

SPELL
SAVE DC

LEVEL

SPELLS
PER DAY

17	18	19	20	21	22	23			
0	1ST	2ND	3RD	4TH	5TH	6TH	7TH	8TH	9TH
6	7	6	6	4	4	3			

Character: **Ulræd the Traveler**

SPELL RANGES

CLOSE RANGE (25 ft. + 5 ft. / 2 levels)	55 ft.
MEDIUM RANGE (100 ft. + 10 ft. / level)	220 ft.
LONG RANGE (400 ft. + 40 ft. / level)	880 ft.

SPELL LIST

prep	spell name	school	comp	cast time	range	duration	save	SR	description	ref
	Listening Lorecall	div	vsdf	1sa	Personal	120 min			+4 on Listen, plus blindsense or blindsight if 5 or more ranks in Listen.	spc:133
	Local Tremor	evo[earth]	vs	1sa	30 ft.	12 min	Ref neg	No	Light Tremor shakes in a 30-ft. line.	rdr:114
	Luminous Armor	abj	Sac	1sa	Touch	12 hr	None	Yes	Light grants +5 armor bonus, dispels magical darkness; -4 to enemy melee attacks.	be:102
	Mark of the Outcast	nec	vsdf	1sa	Close	Perm	Will neg	Yes	Creates an indelible mark on subjects face. -5 to Bluff & Diplomacy & -2 to AC.	spc:138
	Master Air	tra	vsf	1sa	Personal	12 rd			You sprout insubstantial wings and can fly.	spc:139
	Mountain Stance	tra	vs	1sa	Touch	12 min	Will neg(h)	No	Subject receives a +12 bonus against any attempt to move him against his will.	spc:144
	Nature's Favor	evo	vsdf	1 swift	Touch	1 min	Will neg(h)	Yes(h)	Animal gains +4 luck bonus on attack and damage.	spc:146
	Numbing Sphere	evo[cold]	vsmdf	1sa	Med	12 rd	Ref neg	Yes	Creates rolling ball of cold, 1d6 cold and 1d4 Dex damage.	fr:102
	Obscuring Snow	con[creation][air,cold]	vs	1sa	30 ft.	##	None	No	Snow obscures vision.	fr:103
	One with the Land	tra	vs	1sa	Personal	12 hr			+2 bonus on Handle Animal, Hide, Move Silently, Search, Survival, & wild empathy checks.	spc:149
	Owl's Wisdom	tra	vsm/df	1sa	Touch	12 min	Will neg(h)	Yes	Subject gains +4 to Wis.	ph:259
	Peaceful Serenity of Io	abj	v	1sa	Close	10 mins	Will neg (h)	Yes (h)	Grant subject +4 bonus on Concentration checks vs fear and compulsion	rdr:115
	Pressure Sphere	evo[water]	vs	1sa	Med	Inst	Fort half	Yes	Water pressure deals 4d6 damage to submerged targets.	sto:120
	Protection from desiccation	abj	vsdf	1sa	Touch	120 min	Fort neg(h)	Yes	Prevents 120 points of desiccation damage.	sa:119
	Reduce Animal	tra	vs	1sa	Touch	12 hr(D)	None	No	Shrinks one willing animal.	ph:269
	Remove Addiction	con[healing]	vs	1sa	Touch	Inst	Fort neg	Yes	Cures target of drug addictions.	be:105
	Resist Energy	abj	vsdf	1sa	Touch	120 min	Fort neg(h)	Yes(h)	Subject ignores 30 points of damage/attack from specified energy type.	ph:272
	Restoration, Lesser	con[healing]	vs	3 rds	Touch	Inst	Will neg(h)	Yes(h)	Dispels magical ability penalty or repairs 1d4 ability damage.	ph:272
	Sallray	evo	vs	1sa	Close	Inst	Fort prt	Yes	Ray doing 5d6 damage.	spc:179
	Scent	tra	vsm	1sa	Touch	120 min	None	Yes(h)	Grants the scent special ability.	spc:180
	Scimitar of Sand	evo[earth]	vsmdf	1sa	0 ft.	12 min(D)	Fort prt	Yes	Sand sword deals 1d6+6 damage and renders target dehydrated.	sa:120
	Share Husk	div	vsm	1sa	Touch	12 min	Will neg(h)	Yes	See and hear through the senses of a touched animal.	spc:187
	Snake's Swiftmess, Mass	tra	vsm/df	1sa	Med	Inst	Will neg(h)	Yes(h)	Allies in a 20' radius each immediately make one attack.	spc:193
	Snow Walk	tra	vsdf	1sa	Touch	120 min	Will neg	Yes	Subject glides on top of snow with base land speed increased by 10 ft.	fr:104
	Soften Earth and Stone	tra[earth]	vsdf	1sa	Close	Inst	None	No	Turns 120 ft.-square of stone to clay or dirt to sand or mud.	ph:280
	Spider Climb	tra	vsm	1sa	Touch	120 min	Will neg(h)	Yes(h)	Grants ability to walk on walls and ceilings.	ph:283
	Splinterbolt	con[creation]	vsm	1sa	Close	Inst	None	No	Fire 3 Splinter bolts. Range Attacks: 4d6(18-20).	spc:203
	Summon Desert Ally II	con[summon]	vsdf	1r	Close	12 rd(D)	None	No	Calls dustform creature to fight.	sa:122
	Summon Dire Hawk	con[summon]	vsdf	1r	Close	12 min(D)	None	No	Summons a dire hawk (see page 189 RotW) that you command telepathically.	rw:175
	Summon Nature's Ally II	con[summon]	vsdf	1r	Close	12 rd(D)	None	No	Calls creature to fight.	ph:288
	Summon Swarm	con[summon]	vsm/df	1r	Close	[c]+2 rds	None	No	Summons swarm of bats, rats, or spiders.	ph:289
	Swim	tra[water]	vsm	1r	Med	120 min(D)	None	Yes(h)	Subject gains swim speed of 30' and a +8 bonus on Swim checks.	spc:217
	Terr's Persistence	tra	vsmdf	1sa	Touch	24 hr	Will neg(h)	Yes(h)	Subject can travel overland 50% longer without fatigue.	sto:123
	Thaw	tra[earth,fire]	vsdf	1sa	Close	Inst	None	No	Heats up areas of everfrost, slush, snow, mud and ice.	fr:105
	Thin Air	nec[cold]	vs	1sa	Med	12 min	Fort neg	No	Creates an area of thin air causing altitude sickness.	fr:105
	Tiger's Tooth	tra	v	1 swift	Touch	1 rd	Will neg(h)	Yes(h)	One natural weapon of subject gets +1 on attack and damage rolls for 1 rd (swift).	spc:221
	Tojanida Sight	div	s	1sa	Personal	120 min(D)	None	No	Gain all-around vision.	sto:123
	Train Animal	en[charm][mind]	vsdf	10 mins	Touch	12 hr	Will neg(h)	Yes(h)	Animal gains 5 tricks.	spc:221
	Tree Shape	tra	vsdf	1sa	Personal	12 hr(D)			You look exactly like a tree.	ph:296
	Trip Vine	tra	vsdf	1sa	Med	12 hr	Ref neg	No	Plants trip creatures entering area.	hb:128
	Urchin's Spines	tra	vsmdf	1sa	Touch	12 min	Will neg	Yes(h)	Target grows spines that damage opponents.	sto:124
	Warp Wood	tra	vs	1sa	Close	Inst	Will neg(o)	Yes(o)	Bends 12 small wooden objects (shaft, handle, etc.) in a 20-ft. radius.	ph:300
	Wings of Air	tra	v	1sa	Touch	12 min	None	No	Target's flight maneuverability improves by one step.	spc:240
	Winter's Embrace	evo[cold]	vs	1sa	Close	12 rd	Fort neg	Yes	Covers the victim in ice and snow causing damage.	spc:241

Druid

CASTER LVL

12

SPELL SAVE

+7

DC MOD

SPELL
SAVE DC

LEVEL

SPELLS
PER DAY

17	18	19	20	21	22	23			
0	1ST	2ND	3RD	4TH	5TH	6TH	7TH	8TH	9TH
6	7	6	6	4	4	3			

Character: **Ulræd the Traveler**

SPELL RANGES

CLOSE RANGE (25 ft. + 5 ft. / 2 levels)	55 ft.
MEDIUM RANGE (100 ft. + 10 ft. / level)	220 ft.
LONG RANGE (400 ft. + 40 ft. / level)	880 ft.

SPELL LIST

prep	spell name	school	comp	cast time	range	duration	save	SR	description	ref
	Wood Shape	tra	vsdf	1sa	Touch	Inst	Will neg(o)	Yes(o)	Rearranges a 22 cu ft. wooden object to suit you.	ph:303
	Woodland Veil	Ill[glam]	vs	1sa	Close	120 min(D)	Will neg(h)	Yes(h)	Bonuses for a number of creatures to move silently and hide in natural settings.	rw:176
	Wracking Touch	nec	vs	1sa	Touch	Inst	Fort half	Yes	Deal 1d6 +10 damage plus sneak attack.	spc:243
	Zone of Glacial Cold	con[creation][cold]	vsm	1sa	Med	12 rd	Fort half	No	Creates a zone of cold doing 1d6 cold damage each round.	fr:106
	--- 3rd-Level Spells ---									
	Affliction	nec[good]	vs	1sa	Touch	Inst	Fort neg	Yes	Infects evil subject with chosen affliction.	be:89
	Air Breathing	tra	smdf	1sa	Touch	24 hrs.	Will neg(h)	Yes(h)	Subject can breathe air as easily as water.	spc:8
	Align Fang, Mass	tra[see text]	vsdf	1sa	Close	12 min	Will neg(h)	Yes(h)	Allies' natural weapons become good, evil, lawful, or chaotic.	spc:9
	Alter Fortune	div	vx	imm	Close	inst	None	No	Reroll any die roll	phb2:101
	Arctic Haze	con[creation][cold]	vs	1sa	Med	120 min	Fort half	No	Fog cloud obscures vision and causes damage.	fr:88
	Attune Form	tra	vsmdf	1sa	Touch	24 hrs	None	No	Grant target creature protection against damaging planar traits.	spc:17
	Aura of Cold, Lesser	tra[cold]	vsdf	1sa	5 ft.	12 rd(D)	None	Yes	Cold emanates from you dealing 1d6 cold damage to all within range.	fr:88
	Binding Snow	tra[cold]	vsdfFrostfe	1sa	Med	12 hr(D)	Ref neg	Yes	Snow field freezes impeding movement	fr:89
	Bite of the Werewolf	tra	vsm	1sa	Personal	12 rd			Become like a werewolf.	spc:29
	Blindsight	tra	vs	1sa	Touch	12 min	Will neg(h)	Yes(h)	Grants blindsight (mm 306) out to 30 ft.	spc:32
	Bottle of Smoke	con[creation]	vsf	10 mins	Touch	12 hr	None	No	Uncorking bottle creates fast horse made of smoke.	spc:37
	Brilliant Emanation	evo[good]	Sac	1sa	Med	1d4 rds	Fort prt	Yes	Wearer blinds evil creatures.	be:92
	Call Lightning	evo[electricity]	vs	1r	Med	12 min	Ref half	Yes	Calls down lightning bolts (3d6 per bolt) from sky.	ph:207
	Capricious Zephyr	evo[air]	vs	1sa	Med	12 rds	None or Ref prt*	Yes	Ball of wind pushes targets around.	spc:43
	Celestial Aspect	tra[good]	vSac	1sa	Touch	12 min	Fort neg	Yes	Target gains one of four celestial properties.	be:93
	Charge of the Triceratops	tra	vsdf	1sa	Touch	12 rd(D)	Will neg(h)	Yes	Target gains horns and a gore attack.	spc:45
	Circle Dance	div	vs	1 min	Personal	Inst			Indicates direction and condition of a known target.	spc:46
	Column of Ice	con[creation][cold]	vsm	1sa	Close	Perm	Ref neg	No	Creates an ice pillar that rises from the ground lifting creatures into the air.	fr:90
	Conjure Ice Beast III	con[creation][cold]	vsdf	1r	Close	12 rd(D)	None	No	Creates ice creature to fight for you.	fr:91
	Control Sand	tra	vsdf	1sa	Long	120 min(D)	None	No	Raise or lower the level of sand.	sa:112
	Control Temperature	tra[cold,fire]	vsmdf	1r	240 ft.	12 hr	None	No	Raises or lowers the temperature.	fr:92
	Corona of Cold	evo[cold]	vsdf	1sa	10 ft.	12 rd(D)	Fort neg	Yes	Aura of cold deals 1d12 to others. They shiver (-2 to Str & Dex) & move at half speed.	spc:52
	Creaking Cacophony	Ill[fig][sonic]	vs	1sa	Med	12 rd	None	Yes	-4 penalty on Listen & concentration check to cast spells.	spc:55
	Crown of Clarity	div	vsf	1a	Touch	12 hr(D)	Will neg (h)	Yes (h)	+2 on listen and spot checks, discharge for +5 on final check	phb2:107
	Crumble	tra	vs	1sa	Med	Inst	Fort half(o)	Yes(o)	You erode building or other structure doing 12d8 points of damage by passing hardness.	spc:56
	Cure Moderate Wounds	con[healing]	vs	1sa	Touch	Inst	Will half(h)*	Yes(h)*	Cures 2d8+10 points of damage.	ph:216
	Daylight	evo[light]	vs	1sa	Touch	120 min(D)	None	No	60-ft. radius of bright light.	ph:216
	Dehydrate	nec	vsdf	1sa	Med	Inst	Fort neg	Yes	Deal 1d6+4 Con damage.	spc:62
	Diminish Plants	tra	vsdf	1sa	see text	Inst	None	No	Reduces size or blights growth of normal plants.	ph:221
	Dominate Animal	en[comp][mind]	vs	1r	Close	12 rd	Will neg	Yes	Subject animal obeys silent mental commands.	ph:224
	Downdraft	evo[air]	vsm	1sa	Long	Instant	Reflex prt*	Yes	Flying creatures caught in the area plummet up to 100 ft./50 ft if save	spc:72
	Energize Potion	tra	vsm	1sa	Close	Inst	Ref half	Yes	Transforms potion into a grenade that deals energy damage in a 10-ft. radius burst.	be:98
	Energy Vortex	evo[see text]	vs	1sa	20 ft.	Inst	Ref half	Yes	Burst of energy doing 1d8+12 points. Double if you take damage yourself.	spc:81
	Entangling Staff	tra	vsf	1 swift	Touch	12 rd(D)	Fort neg(h,o)	Yes(h)	Quarterstaff grapples with +8 bonus & constrict grappled opponents doing 2d6 damage	spc:83
	Evard's Menacing Tentacles	tra	vsm	1a	Personal	12 rd			Grow two tentacles with 10-ft. reach that deal 1d8 + 2 damage each.	phb2:113
	Favorable Wind	evo[air]	vs	1sa	60 ft.	120 mins.(D)	Fort neg	No	Produce a strong wind.	sto:117
	Fire Wings	tra[fire]	vsmf	1r	Personal	120 min			Your arms become wings that enable flight, deal 2d6 fire damage.	spc:93
	Fly, Swift	tra	v	1 swift	Personal	1 rd			Gain fly speed of 60 feet.	spc:96
	Forestfold	tra	vs	1sa	Personal	12 hr(D)			+10 competence bonus on Hide and Move Silently.	spc:98

Druid

CASTER LVL

12

SPELL SAVE

+7

DC MOD

SPELL
SAVE DC

LEVEL

SPELLS
PER DAY

17	18	19	20	21	22	23				
0	1ST	2ND	3RD	4TH	5TH	6TH	7TH	8TH	9TH	
6	7	6	6	4	4	3				

Character: **Ulræd the Traveler**

SPELL RANGES

CLOSE RANGE (25 ft. + 5 ft. / 2 levels)	55 ft.
MEDIUM RANGE (100 ft. + 10 ft. / level)	220 ft.
LONG RANGE (400 ft. + 40 ft. / level)	880 ft.

SPELL LIST

prep	spell name	school	comp	cast time	range	duration	save	SR	description	ref
	Giant's Wrath	tra[earth]	vsm	1 swift	Personal	12 rd	None	None	Toss pebbles that turn into boulders. Range 120', 2d6+12 Bludgeoning Damage.	spc:105
	Girallon's Blessing	tra	vsm	1sa	Touch	120 min	Fort neg(h)	Yes(h)	Subject gains 2 new arms. All arms have claw attacks doing 1d4, w/ possible rend.	spc:106
	Habooob	con[creation][air, earth]	vsm	1sa	Med	12 min	Ref half	No	Cloud of dust obscures sight and abrades those passing through it.	sa:117
	Hammer of Righteousness	evo[force,good]	vsSac	1sa	Med	Inst	Fort half	Yes	8d6 damage or 8d8 damage if the target is evil.	be:100
	Heart of Water	tra[water]	vs	1sa	Personal	12 hrs(D)	None	No	Gain Temp. hit points, +8 to resist bull rush, overrun and trip; use stoneskin once.	cm:107
	Heatstroke	tra	vs	1sa	Med	Inst	Fort prtl	No	Target becomes fatigued & takes 2d6 points of heat damage.	spc:113
	Hypothermia	evo[cold]	vs	1sa	Close	Inst	Fort prtl	Yes	Target takes 10d6 points of cold damage & becomes fatigued.	spc:118
	Ice Shape	tra[cold]	vsmdf	1sa	Touch	Inst	None	No	Shapes ice into form of a useful object.	fr:99
	Icelandce	con[creation]	vsf	1sa	Med	Inst	Fort prtl	Yes	Creates a +4 ranged attack dealing 6d6 points of damage (1/2 cold, 1/2 piercing) and stunning the target.	spc:119
	Infestation of Maggots	nec	vsm	1sa	Touch	6 rd	Fort neg	Yes	Touch attack deals 1d4 Con per round.	spc:123
	Jagged Tooth	tra	vs	1sa	Close	120 min	Will neg(h)	Yes(h)	Doubles the threat range of one natural weapon doing slashing or piercing damage.	spc:126
	Junglerazer	nec	vsm	1sa	120 ft.	Inst	Ref half	Yes	Fey, vermin, plant, & plant creatures take 10d10 pts of negative energy damage.	spc:127
	Lion's Charge	tra	v	1 swift	Personal	1 rd			You gain the pounce special ability and can make a full attack on a charge.	spc:133
	Magic Fang, Greater	tra	vsdf	1sa	Close	12 hr	Will neg(h)	Yes(h)	One natural weapon of subject creature gets +4 on attack and damage rolls.	ph:250
	Meld into Ice	tra	vsdf	1sa	Personal	120 min			Melds your body and possessions into a block of ice.	fr:102
	Meld into Stone	tra[earth]	vsdf	1sa	Personal	120 min			You and your gear merge with stone.	ph:252
	Nature's Balance	tra	vs	1sa	Touch	120 min	Fort neg(h)	Yes(h)	You transfer 4 of your ability score points from Str, Dex, or Con points to the target.	spc:145
	Nature's Purity	evo	vs	1sa	Med	Inst	None	Yes	Ray deals 2d6 force damage to undead and 5d6 to aberrations.	lm:212
	Nature's Rampart	tra	vsf	10 mins	Med	Inst	None	No	Creates a defensive position.	spc:146
	Neutralize Poison	con[healing]	vsm/df	1sa	Touch	120 min	Will neg(h,o)	Yes(h,o)	Immunizes subject against poison, detoxifies venom in or on subject.	ph:257
	Path of the Exalted	div	vFeat	1sa	Personal	see text			You receive divine guidance from a higher power.	be:103
	Phieran's Resolve	abj[good]	vsdf	1sa	20 ft.	12 min	Will neg	Yes	Grants +4 sacred bonus on saves against spells with the evil descriptor.	be:103
	Plant Growth	tra	vsdf	1sa	see text	Inst	None	No	Grows vegetation, improves crops.	ph:262
	Poison	nec	vsdf	1sa	Touch	Inst*	Fort neg*	Yes	Touch deals 1d10 Con damage, repeats in 1 min.	ph:262
	Prickling Torment	nec	vs	1sa	Med	5 rds	Fort neg	Yes	Target is sickened, takes damage whenever it acts.	cm:113
	Primal Form	tra	vsdf	1sa	Personal	12 min(D)			You assume the appearance & many of the qualities of a medium elemental.	spc:161
	Protection from Energy	abj	vsdf	1sa	Touch	120 mins*	Fort neg(h)	Yes(h)	Absorb 120 of damage from one kind of energy.	ph:266
	Quench	tra	vsdf	1sa	Med	Inst	None, Will neg(o)	No, Yes(o)	Extinguishes nonmagical fires or one magic item, deals 12d6 to fire creatures.	ph:267
	Quillfire	tra	vs	1sa	Personal	12 rd			Poisonous quills sprout from hands for melee or ranged (1d8+poison 1d6 Str/1d6 Str).	spc:164
	Remove Disease	con[healing]	vs	1sa	Touch	Inst	Fort neg(h)	Yes(h)	Cures all diseases affecting subject.	ph:271
	Resist Energy, Mass	abj	vsdf	1sa	Close	120 min	Fort neg(h)	Yes(h)	As resist energy (PHB:272), affects up to 12 creatures, no two >30' apart	spc:174
	Resist Taint	abj	vsdf	1sa	Touch	120 mins	Fort neg	Yes	Bestows +4 bonus on saves against taint.	hh:132
	Rusted Blade	tra	vs	1sa	Touch	12 rds(D)	Will neg/Fort neg	Yes	Touched weapon delivers filth fever.	cm:116
	Scales of the Sealord	tra	vsm	1sa	Personal	12 hr.(D)	None	No	Add 10 ft. to swim speed, or gain swim speed 15 ft. +4 NA bonus.	sto:121
	Sink	tra	vsdf	1sa	Close	1 rd	Will neg	Yes	4 swimming targets w/in 30' of each other sink 100' down.	spc:190
	Sleet Storm	con[creation][cold]	vsm/df	1sa	Long	12 rd	None	No	40 ft. radius 20 ft. high cylinder hampers vision and movement.	ph:280
	Snakebite	tra	vs	1sa	Personal	12 rd			Your arm turns into poisonous snake you can attack with.	spc:193
	Snare	tra	vsdf	3 rds	Touch	Trigger/broke	None	No	Creates a magic booby trap.	ph:280
	Snowshoes, Mass	tra	vs	1sa	Close	12 hr(D)	Will neg(h)	Yes(h)	12 subjects w/in 30' of ea other, can walk on ice and snow at +10' speed w/o Balance or Reflex save.	spc:194
	Soul of the Waste	tra[earth]	vsdf	1sa	Personal	120 min(D)			Meld into surrounding sand.	sa:121
	Speak with Plants	div	vs	1sa	Personal	12 min			You can talk to normal plants and plant creatures.	ph:282
	Spiderskin	tra	vsm/df	1sa	Touch	120 min	Will neg (h)	Yes(h)	You gain a +4 bonus to natural armor, saves vs poison, and Hide checks.	spc:202
	Spike Growth	tra	vsdf	1sa	Med	12 hr(D)	Ref prtl	Yes	Creatures in area take 1d4 damage, may be slowed.	ph:283
	Spikes	tra	vsm	1sa	Touch	12 rd	None	No	As brambles, but weapon gains +2 bonus and doubled threat range.	spc:202

Druid

CASTER LVL

12

SPELL SAVE

+7

DC MOD

SPELL
SAVE DC

LEVEL

SPELLS
PER DAY

17	18	19	20	21	22	23				
0	1ST	2ND	3RD	4TH	5TH	6TH	7TH	8TH	9TH	
6	7	6	6	4	4	3				

Character: **Ulræd the Traveler**

SPELL RANGES

CLOSE RANGE (25 ft. + 5 ft. / 2 levels)	55 ft.
MEDIUM RANGE (100 ft. + 10 ft. / level)	220 ft.
LONG RANGE (400 ft. + 40 ft. / level)	880 ft.

SPELL LIST

prep	spell name	school	comp	cast time	range	duration	save	SR	description	ref
	Spiritjaws	evo[force]	vsm	1sa	Med	12 rd(D)	None	Yes	Jaws of force attack target doing 2d6 & a grapple as a free action doing an additional 2d6 ea round target is	spc:202
	Standing Wave	tra	vsdf	1sa	Close	120 min(D)	Ref neg	Yes	Magically lifts and moves an object or creature 60' per round over water.	spc:204
	Stone Shape	tra[earth]	vsm/df	1sa	Touch	Inst	None	No	Sculpts 22 cu. ft. of stone into any shape.	ph:284
	Storm Mote	evo[air,earth]	vsm/df	1sa	Med	12 min	Fort prt	Yes	Dust devil of flensing sand.	sa:121
	Summon Desert Ally III	con[summon]	vsdf	1r	Close	12 rd(D)	None	No	Calls dustform creature to fight.	sa:122
	Summon Nature's Ally III	con[summon]*	vsdf	1r	Close	12 rd(D)	None	No	Calls creature to fight.	ph:288
	Telepathy Tap	div	Sac	1sa	Personal	12 rd			Overhear creatures' telepathic communications.	be:110
	Thornskin	tra	vsm	1sa	Personal	12 rd			Skin sprouts, adds 1d6 damage to unarmed strike, damages opponents	spc:219
	Thunderous Roar	evo[sonic]	vsdf	1sa	Long	20 ft. radius burst	Fort prt, see text	Yes	Roar deals 5d6 sonic damage. Double dmg to Crystalline.	spc:220
	Treasure Scent	div	vs	1sa	Personal	12 hr			You can detect precious metals within 30 ft.	spc:223
	Tremor	evo[earth]	vsdf	1sa	Med	4 rd	see text	No	Cause minor earthquake forcing concentration checks	spc:223
	Unicorn Horn	tra[good]	vs	1sa	Personal	12 mins	None	No	Gain immunity to poison, compulsion, charm effects; bestow temp hp onces.	cm:121
	Vigor	con[healing]	vs	1sa	Touch	22 rd	Will neg(h)	Yes(h)	As lesser vigor, but 2 hp/round.	spc:229
	Vigor, Mass Lesser	con[healing]	vs	1sa	20 ft.	22 rd	Will neg(h)	Yes(h)	As lesser vigor, but multiple targets.	spc:229
	Vine Mine	con[creation]	vsm	1sa	Med	120 min	see text	Yes	Vines grow rapidly, giving various effects.	spc:230
	Walk the Mountain's Path	tra	vsm	1sa	Touch	120 min(D)	Will neg(h)	Yes(h)	Removes some hindrances to movement, improves Jump and Balance checks.	rs:163
	Water Breathing	tra	vsm/df	1sa	Touch	24 hrs*	Will neg(h)	Yes(h)	Subjects can breathe underwater.	ph:300
	Weather Eye	div	vsmf	1 hr	13 miles	Inst	None	No	You accurately predict weather up to one week ahead.	spc:238
	Whispering Sand	tra[lang]	vsf	1sa	see text	120 min(D)	None	No	Sand delivers your message.	sa:128
	Wind Wall	evo[air]	vsm/df	1sa	Med	12 rd	None*	Yes	Deflects arrows, smaller creatures, and gases.	ph:302
	---- 4th-Level Spells ----									
	Air Walk	tra[air]	vsdf	1sa	Touch	120 min	None	Yes(h)	Subject treads on air as if solid (climb at 45-degree angle).	ph:196
	Aniplant Shell	abj	vsdf	1sa	10 ft.	120 min(D)	None	Yes	Keeps animated plants at bay.	ph:200
	Arc of Lightning	con[creation][electricity]	vsm/df	1sa	Close	Inst	Ref half	No	Causes 12d6 electricity damage to two or more creatures	spc:15
	Battlefield Illumination	evo[light]	vs	1r	Long	120 min	None	No	Improve light in 80-ft.-radius cylinder.	hb:125
	Bite of the Wereboar	tra	vsm	1sa	Personal	12 rd			Become like a wereboar.	spc:28
	Blast of Sand	con[creation][earth]	vsm	1sa	30 ft.	Inst	Ref half	No	Cone deals 10d6 damage.	sa:112
	Blight	nec	vsdf	1sa	Touch	Inst	Fort half*	Yes	Withers one plant or deals 12d6 damage to plant creature.	ph:206
	Blinding Beauty	tra[good]	vsFeat	1sa	Personal	12 rd			You become as beautiful as a nymph, and can blind humanoids who look at you.	be:92
	Blindsight, Greater	tra	vs	1sa	Touch	12 min	Will neg(h)	Yes(h)	Grants blindsight (mm 306) out to 60 ft.	spc:32
	Boreal Wind	evo[cold]	vsdf	1sa	Long	7 rd	Fort neg	Yes	Stronger Gust of Wind that also does cold damage	fr:89
	Burrow, Mass	tra	vsf/df	1sa	Creature touched	12 min(D)	Will neg(h)	Yes(h)	Subjects grows claws and gains burrow speed of 30 ft.	spc:41
	Call of Stone	tra	vs	1a	Medium	6 rd	Fort part	Yes	On missed save speed drops 10'/rd, DEX -2/rd, 4 missed saves and turn to stone	phb2:105
	Chain of Eyes	div	vs	1sa	Touch	12 hr	Will neg	Yes	You can see through another creatures eyes.	spc:45
	Command Plants	tra	v	1sa	Close	12 days	Will neg	Yes	Sway the actions of one or more plant creatures.	ph:211
	Conjure Ice Beast IV	con[creation][cold]	vsdf	1r	Close	12 rd(D)	None	No	Creates ice creature to fight for you.	fr:91
	Contagious Touch	nec	vs	1sa	Touch	12 rd	Fort neg	Yes	You can infect one creature per round with chosen disease.	spc:52
	Contingent Energy Resistance	abj	vsm	1 min	Personal	12 hr(D)			Ignores 10 points of damage/attack from first encountered elemental energy type.	spc:52
	Control Currents	tra[water]	vs	1sa	240 ft.	120 min	None	No	Changes current direction and speed.	sto:112
	Control Water	tra[water]	vsm/df	1sa	Long	120 min(D)	None*	No	Raises or lowers bodies of water.	ph:214
	Creeping Cold, Greater	tra[cold]	vsf	1sa	Close	see text	Fort half	Yes	As creeping cold, but longer duration and more damage.	spc:56
	Cure Serious Wounds	con[healing]	vs	1sa	Touch	Inst	Will half(h)*	Yes(h)*	Cures 3d8+12 damage.	ph:216
	Diamond Spray	evo[good]	vsm	1sa	60 ft.	Inst	Ref half	Yes	Dazzles evil creatures for 2d6 rounds and deals 10d6 damage to evil creatures.	be:96
	Dispel Magic	abj	vs	1sa	Med	Inst	None	No	Cancels magical spells and effects with dispell check of 1d20+10.	ph:223

Druid

CASTER LVL

12

SPELL SAVE

+7

DC MOD

SPELL
SAVE DC

LEVEL

SPELLS
PER DAY

17	18	19	20	21	22	23			
0	1ST	2ND	3RD	4TH	5TH	6TH	7TH	8TH	9TH
6	7	6	6	4	4	3			

Character: **Ulræd the Traveler**

SPELL RANGES

CLOSE RANGE (25 ft. + 5 ft. / 2 levels)	55 ft.
MEDIUM RANGE (100 ft. + 10 ft. / level)	220 ft.
LONG RANGE (400 ft. + 40 ft. / level)	880 ft.

SPELL LIST

prep	spell name	school	comp	cast time	range	duration	save	SR	description	ref	
	Dispel Water	abj	vs	1sa	Med	Inst	see text	see text	Cancels water spells and effects or dismisses water creatures.	sa:114	
	Enhance Wild Shape	tra	vs	1 min	Personal	12 hr			Grants you special abilities when you assume wild shape.	spc:82	
	Essence of the Raplor	tra	vs	1sa	Personal	120 min(D)			Speed increases to 60 ft, gain scent, & +8 to Hide, Jump, Listen, Spot, & Survival.	spc:84	
	Eye of the Hurricane	abj[air]	vs	1sa	40 ft.	12 rd	Fort neg*	Yes	Hurricane force winds 40 ft emanation centered on you & a 10 ft radius quite area.	spc:86	
	Flame Strike	evo[fire]	vsdf	1sa	Med	Inst	Ref half	Yes	10 ft. radius, 40 ft. high cylinder smites foes with divine fire (12d6 damage).	ph:231	
	Freedom of Movement	abj	vsmdf	1sa	Per or Tch	120 min	Will neg(h)	Yes(h)	Subject moves normally despite impediments, auto-succeed grapple checks.	ph:233	
	Freeze Armor	tra[cold]	vs	1sa	Close	12 rd	see text	Yes	Freezes metal armor causing penalties and damage.	fr:94	
	Frostfell Slide	con[teleport][cold]	vsdf	Frostfell	Personal	12 hr			Teleports between areas of slush, snow and ice.	fr:96	
	Giant Vermin	tra	vsdf	1sa	Close	12 min	None	Yes	Turns centipedes, scorpions, or spiders into giant vermin.	ph:235	
	Healing Spirit	con[healing]	vs	1a	Close	24 rd	Will half (h); see te	Yes (h)	Ball of light heals 1d8/round	phb2:114	
	Heart of Earth	tra[earth]	vs	1sa	Personal	12 hrs(D)	None	No	Gain Temp. hit points, +8 to resist bull rush, overrun and trip; use stoneskin once.	cm:106	
	Hibernal Healing	tra[cold]	vs	Frostfell	1r	Personal	Inst	Fort half	Yes	Absorbs slush, snow and ice and heals the caster by 120 hps.	fr:97
	Hurling Stone	con[creation]	vs	1sa	60 ft.	Inst	Ref neg	No	Stone deals 6d6 damage, knocks targets prone.	hb:127	
	Ice Storm	evo[cold]	vsm/df	1sa	Long	1 rd	None	Yes	Hail deals 5d6 damage in cylinder 40 ft. across.	ph:243	
	Jaws of the Wolf	tra	vsf	1sa	Close	12 rd(D)	None	No	6 carvings turn into worgs (MM 256).	spc:127	
	Land Womb	abj	vs	1sa	Touch	120 min(D)	Will neg	Yes	You and 12 others hide within the earth.	spc:130	
	Langnor	tra	vs	1sa	Close	12 rd	Will prt	Yes	Ray slows target and causes it of have a 1d6+6 Str penalty.	spc:130	
	Last Breath	tra	vs	1sa	Touch	Inst	None	Yes(h)	Return a creature that died in the last round back to life in a reincarnated body.	spc:130	
	Lay of the Land	div	vs/df	3 rds	Personal	Inst			You gain an overview of the geography around you for 50 miles.	spc:131	
	Luminous Armor, Greater	abj	Sac	1sa	Touch	12 hr	None	Yes	Light grants +8 armor bonus, dispels magical darkness, -4 to enemy melee atkcs.	be:102	
	Magic Fang, Superior	tra	vs	1sa	Personal	12 rd			Your natural weapons gain a +3 enhancement bonus.	spc:136	
	Meteoric Strike	tra[fire]	vs	swift	0	1rd or until dischar	None or Ref half, s	see text	Melee attack deals an extra 4d6 damage, adjacent creatures take half damage.	phb2:120	
	Miasma of Entropy	nec	vs	1sa	30 ft.	Inst	see text	Yes (o)	Rot all natural materials in 30-ft. cone-shaped burst.	spc:141	
	Moon Bolt	evo	vs	1sa	Long	Inst	see text	Yes	A moon bolt unerringly strikes doing 4d4 Str damage, undead fall helpless for 1d4 rds.	spc:143	
	Murderous Mist	con[creation]	vs	1sa	Close	12 rd	Ref prt*	No	Create a 30' radius steam cloud 20' high that moves away from you 10'/rd and deals 2d6 damage, & blinds or spc:145		
	Perinarch	tra	vsdf	1sa	Close	12 rd*	None(o),Ref neg*	No	Gain greater control over Limbo's morphic essence.	spc:153	
	Planar Tolerance	abj	v	1 inm	20 ft.	12 hrs	None	Yes (h)	Provide long-term protection against overtly damaging planar effects.	spc:159	
	Poison Vines	con[creation]	vsm	1sa	Med	120 min	Fort neg*	Yes	Grow vine with contact poison (1d6/2d6 Dex). You and & up to 12 others are immune to this poison.	spc:160	
	Reincarnate	tra	vsmdf	10 mins	Touch	Inst	None*	Yes(h)	Brings dead subject back in a random body.	ph:270	
	Renewed Vigor	tra	vs	1a	30 ft	inst; see text	Fort neg (h)	Yes (h)	Remove fatigue and +2 bonus to Constitution for 1 round/level	phb2:123	
	Repel Vermin	abj	vsdf	1sa	10 ft.	120 min(D)	None, Will neg*	Yes	Insects, spiders, and other vermin stay 10 ft. away.	ph:271	
	Resistance, Greater	abj	vsm/df	1sa	Touch	24 hrs	Will neg(h)	Yes(h)	Subject gains +3 on saving throws.	spc:174	
	Rushing Waters	con[creation][water]	vsdf	1sa	Med	Inst	None*	No	A wave gushes outward in a 15' radius, bull rushing with a +15, & drenching in the area.	spc:178	
	Rustling Grasp	tra	vsdf	1sa	Touch	see text	None	No	Your touch corrodes iron and alloys.	ph:273	
	Sandform	tra	vsm	1sa	Personal	12 min(D)			You become an ooze like being of sand.	sa:119	
	Scrying	div[scrying]	vsm/df	1 hr	see text	12 min	Will neg	Yes	Spies on subject from a distance.	ph:274	
	Searing Exposure	evo[fire,light]	vsmdf	1sa	Med	Inst	Fort prt	Yes	Target suffers hours of wasteland exposure in a moment.	sa:120	
	Shadowblast	evo[light]	vsm	1sa	Long	Inst	Fort neg	Yes	Natives of the plane of Shadows are stunned 1d6 rd. Those that are undead or vulnerable to light take 2d10.	spc:186	
	Sheltered Vitality	abj	vsdf	1sa	Touch	12 min	Fort neg(h)	Yes(h)	Subject gains immunity to fatigue, exhaustion, ability damage, and ability drain.	spc:188	
	Skin of the Cactus	abj	vsm	1sa	Touch	120 min	None	Yes	Grants natural armor, thorns, and resistance to dehydration.	sa:120	
	Slipsand	tra	vsm	1sa	Close	Perm	see text	No	Creates a volume of slipsand.	sa:121	
	Spark of Life	nec	vs	1sa	Touch	12 rd	Will neg	Yes	Undead creature loses most immunities.	spc:196	
	Spike Stones	tra[earth]	vsdf	1sa	Med	12 hr(D)	Ref prt	Yes	Creatures in area take 1d8 damage, may be slowed.	ph:283	
	Stars of Arvandor	evo[force,good]	vs	1sa	Close	12 min	None	Yes	Starbursts deal 1d8 damage to evil creatures(all others take half nonlethal).	be:108	

Druid

CASTER LVL

12

SPELL SAVE

+7

DC MOD

SPELL
SAVE DC

LEVEL

SPELLS
PER DAY

17	18	19	20	21	22	23			
0	1ST	2ND	3RD	4TH	5TH	6TH	7TH	8TH	9TH
6	7	6	6	4	4	3			

Character: **Ulræd the Traveler**

SPELL RANGES

CLOSE RANGE (25 ft. + 5 ft. / 2 levels)	55 ft.
MEDIUM RANGE (100 ft. + 10 ft. / level)	220 ft.
LONG RANGE (400 ft. + 40 ft. / level)	880 ft.

SPELL LIST

prep	spell name	school	comp	cast time	range	duration	save	SR	description	ref
	Starvation	tra	vsm	1sa	Close	Inst	Fort prt	Yes	Target is inflicted with wracking hunger pains, taking 10 points of damage & becoming fatigued.	spc:206
	Sudden Stalagmite	con[creation][earth]	vs	1sa	Med	Inst	Ref half	No	A stalagmite burst from the ground impaling a target and doing 10d6 points of damage.	spc:213
	Summon Desert Ally IV	con[summon]	vsdf	1r	Close	12 rd(D)	None	No	Calls dustform creature to fight.	sa:123
	Summon Elementite Swarm	con[summon][see text]	vs	1r	Close	[c]-> + 13 rd.	None	No	Summon an elementite swarm (Planar Handbook 114) to follow your commands.	spc:214
	Summon Nature's Ally IV	con[summon]*	vsdf	1r	Close	12 rd(D)	None	No	Calls creature to fight.	ph:288
	Summon Pest Swarm	con[summoning]	vsm	1r	Long	12 rds(D)	None	No	Creates a horde of small mammals, birds and vermin that appear throughout the target area.	city:67
	Sunmantle	abj	sSac	1sa	Touch	12 rd	None	No	As Daylight spell, plus DR 5/-, and deals attackers 5 damage per strike.	be:109
	Surefooted Stride, Mass	tra	vs	1sa	Close	12 min	None	No	Up to 12 creatures can move through difficult terrain at full speed.	spc:216
	Swim, Mass	tra[water]	vsm	1r	Med	120 min(D)	None	Yes(h)	12 subjects w/in 30' of each other gain a swim speed of 30' and a +8 bonus on Swim checks.	spc:217
	Thalassemia	nec	vs	1sa	Touch	Inst	Fort half	Yes	Turns blood to seawater, dealing 12d6 damage.	sto:123
	Touchstone Lightning	tra[electricity]	vs	1sa	Med	Inst	None	Yes	Use your Planar Touchstone-granted higher-order abilities to fuel damaging rays.	ph:106
	Vortex of Teeth	evo[force]	vsm	1sa	Med	12 rd(D)	None	Yes	Creatures in the area take 3d8 points of force damage per round.	spc:232
	Wake Trailing	div[water]	vsm	1sa	Touch	24 hr	None	No	You can track a ship across the sea.	sto:124
	Wall of Salt	con[creation][earth]	vsmdf	1sa	Med	Inst	see text	No	Wall of salt that can be shaped.	sa:127
	Wall of Water	con[creation][water]	vsm	1sa	Med	120 min	Ref neg; see text	No	Wall impedes movement and can drown creatures.	spc:235
	Wild Runner	tra	vsdf	1sa	Personal	120 rd(D)			You take the form of an average centaur.	spc:239
	Wind at Back	evo	vs	1sa	Med	12 hrs	Fort neg(h)	Yes(h)	Doubles overland speed of all targets.	spc:239
	Wings of Air, Greater	tra	v	1sa	Touch	12 min	None	No	Target's flight maneuverability improves by two steps.	spc:240
	Wood Rot	tra	vsm	1sa	Touch	Inst/12 rd	None	No	Rots one non-magical wooden object, volume of wood, or plant	spc:241
	— 5th-Level Spells —									
	Animal Growth	tra	vs	1sa	Med	12 min	Fort neg	Yes	6 animals double in size.	ph:198
	Anticold Sphere	abj[cold]	vs	1sa	10 ft.	120 min(D)	None	Yes	Mobile sphere grants immunity to cold. Hedges out cold subtype creatures.	spc:13
	Atonement	abj	vsmfdxp	1 hr	Touch	Inst	None	Yes	Removes burden of misdeeds from subject.	ph:201
	Awaken	tra	vsdfxp	24 hrs	Touch	Inst	Will neg	Yes	Animal or tree gains human intellect.	ph:202
	Baleful Polymorph	tra	vs	1sa	Close	Perm	Fort neg, Will prt*	Yes	Transforms subject into harmless animal.	ph:202
	Bite of the Weretiger	tra	vsm	1sa	Personal	12 rd			Become like a weretiger.	spc:28
	Blizzard	tra[cold]	vs	1r	Long	12 rd	Fort prt	No	Blizzard obscures vision, impedes movement and causes cold damage.	fr:89
	Blood Creepers	con[creation]	vsdf	1a	Medium	12 rd	Fort neg	Yes	Entangles creature, 12/rd damage	phb2:104
	Call Avalance	evo[cold]	vs	1r	Long	Inst	Ref half*	No	Causes an avalanche to fall from sky crushing and burying creatures	fr:90
	Call Lightning Storm	evo[electricity]	vs	1r	Long	12 min	Ref half	Yes	As call lightning, but 5d6 damage per bolt.	ph:207
	Choking Sands	nec	vsm	1sa	Touch	Inst	Fort neg	Yes	Touched creature begins to suffocate on sand.	sa:112
	Cloak of the Sea	tra	vsdf	1sa	Touch	12 hr(D)	Will neg(h)	Yes(h)	Blur, Freedom of Movement and Water Breating and no non-lethal damage while in water.	spc:48
	Cold Snap	tra[cold]	vs	1 min	1 mile	2d4 hrs	None	No	A powerful cold front lowers temperatures 50 degrees.	spc:50
	Commune with Nature	div	vs	10 mins	Personal	Inst			Learn about terrain for 12 miles.	ph:211
	Conjure Ice Beast V	con[creation][cold]	vsdf	1r	Close	12 rd(D)	None	No	Creates ice creature to fight for you.	fr:91
	Control Winds	tra[air]	vs	1sa	480 ft.	120 min	Fort neg	No	Change wind direction and speed.	ph:214
	Cure Critical Wounds	con[healing]	vs	1sa	Touch	Inst	Will half(h)*	Yes(h)*	Cures 4d8+12 damage.	ph:215
	Curtain of Light	evo[light]	vsSac	1sa	Med	12 rd	see text	No	Light deals 2d4 to evil out to 10 ft, 1d4 out to 20 ft. Passing through deals 2d6+12.	be:96
	Dance of the Unicorn	abj	vs	1sa	60 ft.	12 min(D)	None	No	Mist washes air clean. +4 save vs magical & supernatural gas effects.	spc:58
	Dancing Web	evo[good]	vsmdf	1sa	Med	Inst	Ref half	Yes	Energy strands deal 12d6 nonlethal damage plus entangles evil for 1d6 rounds	be:96
	Death Ward	nec	vsdf	1sa	Touch	12 min	Will neg(h)	Yes(h)	Grants immunity to death spells and negative energy effects.	ph:217
	Dire Hunger	tra	vs	1sa	Close	12 rd	Fort neg	Yes	Subject maddened by hunger gains a bite attack with 1 1/2 time Str bonus.	spc:65
	Echo Skull	div	vsf	1sa	Touch	12 hr	None	Yes(o)	See/hear/speak through a prepared animal skull.	spc:77
	Energetic Healing	con[healing]	vsdf	1sa	Touch	120 mins/di(D)	None	Yes	Immune to one type of energy and heal 1/10th the damage done by that type.	be:98

Druid

CASTER LVL

12

SPELL SAVE

+7

DC MOD

SPELL
SAVE DC

LEVEL

SPELLS
PER DAY

17	18	19	20	21	22	23			
0	1ST	2ND	3RD	4TH	5TH	6TH	7TH	8TH	9TH
6	7	6	6	4	4	3			

Character: **Ulræd the Traveler**

SPELL RANGES

CLOSE RANGE (25 ft. + 5 ft. / 2 levels)	55 ft.
MEDIUM RANGE (100 ft. + 10 ft. / level)	220 ft.
LONG RANGE (400 ft. + 40 ft. / level)	880 ft.

SPELL LIST

prep	spell name	school	comp	cast time	range	duration	save	SR	description	ref
	Fireward	tra	vsdf	1sa	Med	12 hr	None	No	As quench, but also suppresses magical fire effects in affected area.	spc:94
	Flaywind Burst	evo[air,earth]	vsm	1r	60 ft.	Inst	see text	No	Blows away & knocks down smaller creatures & deals 10d6 points of damage.	sa:115
	Flesh to Salt	tra	vsm	1sa	Med	Inst	Fort prtl	Yes	Turns 1 creature into a statue of salt.	sa:116
	Flowsight	div[scrying]	vsmdf	1 min	Touch	12 rd(D)	Will neg	Yes	You can scry creatures in contact with a body of water.	sto:117
	Focus Touchstone Energy	tra	vs	1sa	Touch	12 min	None	Yes(h)	Convert unused touchstone abilities into temporary hit points.	ph:98
	Fuse Sand	tra[earth]	vsm	1sa	Close	Inst	see text	No	Hardens sand and may trap creatures.	sa:116
	Hallow	evo[good]	vsmdf	24 hrs	Touch	Inst	see text	see text	Designates location as holy.	ph:238
	Heal Animal Companion	con[healing]	vs	1sa	Touch	Inst	Will neg(h)	Yes(h)	As heal, affecting only your animal companion.	spc:110
	Heart of Fire	tra[fire]	vs	1sa	Personal	12 hrs(D)	None	No	Gain Temp. hit points, +8 to resist bull rush, overrun and trip; use stoneskin once.	cm:107
	Hibernate	nec	vsdf	1sa	Touch	12 week(D)	Will neg	Yes	Puts a creature into suspended animation.	fr:97
	Ice Flowers	tra[cold]	vs	1sa	Long	Inst	Reflex half	No	Causes a 20' radius burst of rock and ice shards doing 12d6 points of damage & turning the area into dense ice.	spc:119
	Ice Shield	abj	vsmColdfire	1sa	Touch	12 min	Will neg	Yes	DR 15/- to a total of 120 points of damage but vulnerable to fire.	fr:99
	Inferno	tra[fire]	vsm	1sa	Close	6 rd*	see text	Yes	Creature bursts into flames and takes 6d6 fire damage the 1st round and one less die of damage each subsequent round.	spc:123
	Inquisition	en[comp][mind]	Sac	1sa	Close	see text	Will neg	Yes	Compels target to divulge information truthfully.	be:101
	Insect Plague	con[summon]	vsdf	1r	Long	12 min	None	No	Locust swarms attack creatures.	ph:244
	Jungle's Rapture	tra	vs	1sa	Close	Permanent(D)	Will neg	Yes	Curse creature to turn into a plant (1d6 points of Dex drain per day).	spc:128
	Longstrider, Mass	tra	v	swift	60 ft.	12 hr(D)	Fort neg	Yes (h)	Allies within 60 ft. gain +10 ft. bonus to speed.	phb2:117
	Magic Convalescence	con[healing]	vsm	1a	20 ft	12 rd	None	No	Spells cast nearby heal you 1 hp/spell level	phb2:118
	Mantle of the Icy Soul	tra[cold]	vsm	1sa	Touch	12 hr	Will neg	Yes	Adds cold subtype to targeted creature.	spc:138
	Memory Rot	evo	vs	1sa	Close	Inst	Fort neg	Yes	Spores deal 1d6 Int drain to target +1 Int/rd.	spc:140
	Owl's Insight	tra	vs	1sa	Touch	1 hr	Fort neg(h)	Yes(h)	Subject gains +6 Wis.	spc:152
	Panacea	con[healing]	vs	1sa	Touch	Inst	Will half(h)	Yes(h)	Removes most afflictions.	spc:152
	Pass through Ice	tra	vsdf	1sa	Touch	12 rd(D)	None	Yes	Subject can pass through ice like it was water.	fr:103
	Phantom Slag	con[creation]	vs	1sa	0 ft.	12 hr(D)	None*	No	Magic slag w/ magical powers appears to be riden.	spc:157
	Plant Body	tra	vsdf	1sa	Personal	120 min			Gain characteristics of Plant type.	spc:159
	Poison Thorns	tra	vsm	1sa	Personal	12 rd(D)			You grow thorns that damage (1d6 piercing) & poison (1d4 Str/1d4 Str) your attackers.	spc:159
	Quill Blast	con[creation]	vsm	1sa	20 ft.	Inst	Ref half*	Yes	You fling quills in a 20' radius spread, dealing damage and a -1 penalties on attacks & saves.	spc:164
	Radiance	evo[good,light]	vsdf	1a	60 ft.	12 rd(D); see text	None	No	Creates daylight that dazzles undead	phb2:122
	Rejuvenation Cocoon	con[healing]	vsm	1sa	Touch	2 rds	Will neg(h)	Yes(h)	Energy cocoon shields creature, then heals it 120 points & purges poison & disease.	spc:172
	Sicken Evil	nec[good]	vsSac	1sa	Personal	12 min			Evil creatures are sickened by your presence.	be:107
	Sirine's Grace	evo	vsm	1sa	Personal	12 rd			Gain a +4 bonus to Cha & Dex, a +1 to AC, a +8 to Perform, & a 60' swim speed.	spc:191
	Sleep Mote	en[comp][mind]	vsmdf	1sa	Med	12 min	Will prtl	Yes	Dust devil of magic sand puts foes to sleep.	sa:121
	Spear of Valarian	tra	vs	1sa	Touch	12 rd	Fort neg	Yes	Nonmagical weapon -> a +1 silvered spear(+3 vs. magical beasts, +2d6 damage).	be:107
	Stone Shape, Greater	tra[earth]	vsmdf	1sa	Touch	Inst	None	No	Sculpts 130 cu. ft. of stone into any shape.	spc:208
	Stoneskin	abj	vsm	1sa	Touch	120 mins*	Will neg(h)	Yes(h)	Ignore 10 points of damage per attack, up to 120 total.	ph:285
	Summon Desert Ally V	con[summon]	vsdf	1r	Close	12 rd(D)	None	No	Calls dustform creature to fight.	sa:123
	Summon Nature's Ally V	con[summon]*	vsdf	1r	Close	12 rd(D)	None	No	Calls creature to fight.	ph:289
	Swamp Stride	con[teleport]	vsdf	1sa	Personal	12 hr or until expended*			Teleport from pool of water to pool of water w/in 500' of each other.	spc:217
	Transformation of the Deep	tra	vsm	1sa	Touch	12 hr(D)	None	Yes(h)	Grant water breathing, darkvision, and pressure immunity to 4 creatures.	sto:123
	Transmute Mud to Rock	tra[earth]	vsmdf	1sa	Med	Perm	see text	No	Transforms 24 10-ft. cubes.	ph:295
	Transmute Rock to Mud	tra[earth]	vsmdf	1sa	Med	Perm*	see text	No	Transforms 24 10-ft. cubes.	ph:295
	Transmute Sand to Glass	tra[earth]	vsmdf	1sa	Med	Perm	see text	No	Transforms 24 10 foot cubes of sand into glass.	sa:124
	Transmute Sand to Stone	tra[earth]	vsmdf	1sa	Med	Perm	see text	No	Transforms 24 10 foot cubes of sand into stone.	sa:124
	Transmute Stone to Sand	tra[earth]	vsmdf	1sa	Med	Perm	see text	No	Transforms 24 10 foot cubes of stone into sand.	sa:125

Druid

CASTER LVL

12

SPELL SAVE

+7

DC MOD

SPELL
SAVE DC

LEVEL

SPELLS
PER DAY

17	18	19	20	21	22	23				
0	1ST	2ND	3RD	4TH	5TH	6TH	7TH	8TH	9TH	
6	7	6	6	4	4	3				

Character: **Ulræd the Traveler**

SPELL RANGES

CLOSE RANGE (25 ft. + 5 ft. / 2 levels)	55 ft.
MEDIUM RANGE (100 ft. + 10 ft. / level)	220 ft.
LONG RANGE (400 ft. + 40 ft. / level)	880 ft.

SPELL LIST

prep	spell name	school	comp	cast time	range	duration	save	SR	description	ref
	Tree Stride	con[teleport]	vsdf	1sa	Personal	12 hr(D)*			Step from one tree to another far away.	ph:296
	Unicorn Blood	tra[good]	vs	1sa	Personal	120 mins(D)	None	No	Gain immunity to poison, compulsion, charm effects: bestow temp hp onces.	cm:121
	Vigor, Greater	con[healing]	vs	1sa	Touch	22 rd	Will neg(h)	Yes(h)	As lesser vigor, but 4 hp/round.	spc:229
	Wall of Coldfire	evo[cold]	vsColdfire	1sa	Med	[c]>12 rd	None	Yes	Creates an opaque wall of coldfire.	fr:106
	Wall of Fire	evo[fire]	vsm/df	1sa	Med	[c]+12 rd	None	Yes	Deal 2d4 fire damage out to 10 ft., 1d4 out to 20 ft. Passing through: 2d6+12 dmg.	ph:298
	Wall of Sand	con[creation][earth]	vsmdf	1sa	Med	[c]+12 rd	None	No	Wall impedes movement, obscures vision, and block some attacks.	spc:235
	Wall of Thorns	con[creation]	vs	1sa	Med	120 min(D)	None	No	Thorns damage anyone who tries to pass.	ph:300
	Wind Tunnel	evo	vs	1sa	Close	12 rd	Fort neg(h)	Yes(h)	Ranged weapons gain +5 bonus, double range increment.	spc:239
	— 6th-Level Spells —									
	Anger of the Noonday Sun	evo[light]	vs	1sa	20 ft.	Inst	Ref neg*	Yes	Blinds creatures within 20 ft. for 12 min. Damages or destroys undead.	spc:11
	Animate Snow	tra[cold]	vs	1sa	Med	12 rd	None	No	Animates snow to become animated object (MM 14) to fight for you.	spc:12
	Antilife Shell	abj	vsdf	1r	10 ft.	120 min(D)	None	Yes	10-ft. field hedges out living creatures.	ph:199
	Aspect of the Earth Hunter	tra	vsmdf	1sa	Personal	120 min(D)			You assume the physical appearance and many of the qualities and abilities of a bulette.	spc:16
	Awaken Sand	tra	vsdfxp	24 hrs	Touch	Inst	None	No	A region of sand forms into a Huge, sentient creature.	sa:111
	Bear's Endurance, Mass	tra	vsdf	1sa	Close	12 min	Will neg(h)	Yes	As bear's endurance, affects 12 subjects.	ph:203
	Bite of the Werewolf	tra	vsm	1sa	Personal	12 rd			Become like a werewolf.	spc:28
	Blood Sirocco	evo	vs	1sa	60 ft.	12 rd	Fort neg*	No	A windstorm (DMG 95) knocks creature prone doing damage.	spc:33
	Bones of the Earth	con[creation][earth]	vsdf	1a	60'	6 rd	Ref neg	No	Pillars erupt from wall or floor, knocking over creatures or smashing them	phb2:104
	Bull's Strength, Mass	tra	vsm/df	1sa	Close	12 min	Will neg(h)	Yes(h)	As bull's strength, affects 12 subjects.	ph:207
	Cat's Grace, Mass	tra	vsm	1sa	Close	12 min	Will neg(h)	Yes	As cat's grace, affects 12 subjects.	ph:208
	Chasing Perfection	tra	vsm	1a	Touch	12 min	Will neg(h)	Yes(h)	+4 to each attribute	phb2:106
	Cometfall	con[creation]	vsdf	1sa	Med	Inst	Ref half	No	Comet falls atop foes doing 12d6 points of damage and knocking them prone.	spc:50
	Conjure Ice Beast VI	con[creation][cold]	vsdf	1r	Close	12 rd(D)	None	No	Creates ice creature to fight for you.	fr:91
	Cure Light Wounds, Mass	con[healing]	vs	1sa	Close	Inst	Will half(h), Will hal	Yes(h), Yes	Cures 1d8+12 damage for many creatures.	ph:216
	Death Hail	con[creation][cold,death]	vsdf	1r	Med	12 rd	Fort half	No	Calls a hailstorm causing 1d2 of Str and Con damage.	fr:92
	Desiccate, Mass	nec	vsm	1sa	Close	Inst	Fort prtl	Yes	Deals 5d6 of desiccation damage and dehydrates 12 living creatures.	sa:114
	Dinosaur Stampede	evo[force]	vsm	1sa	Med	12 rd(D)	Ref half	Yes	Creatures in a 20 ft radius spread take 1d12+12 points of damage.	spc:64
	Dispel Magic, Greater	abj	vs	1sa	Med	Inst	None	No	Cancels magical spells and effects with dispell check of 1d20+12.	ph:223
	Drown	con[creation][water]	vs	1sa	Close	Inst	Fort neg	Yes	Subject's lungs fill with water and he begins to drown (DMG 304).	spc:74
	Energy Immunity	abj	vs	1sa	Touch	24 hrs	None	Yes(h)	Grants creature & equipment immunity to 1 type of energy	spc:80
	Entomb	evo[cold]	vsm	1sa	Med	see text	Fort neg	Yes	Traps creatures in a block of ice.	fr:93
	Enveloping Cocoon	evo[force]	vsm	1sa	Med	12 rd(D)	Ref neg	Yes	Entraps target creature and denies save for attached spell.	spc:83
	Exalted Raiment	abj	vdfSac	1sa	Touch	12 min	Will neg	Yes	Gain +2 sacred bonus to AC, DR 10/evil, SR 17, reduce ability damage by 1 (min 1).	be:99
	Extract Water Elemental	tra[water]	vs	1sa	Close	Inst	Fort half	Yes	Extract moisture from a creature doing 12d6 points of damage.	spc:86
	Find the Path	div	vsf	3 rds	Per or Tch	120 min	None, Will neg(h)	No, Yes(h)	Shows most direct way to a location.	ph:230
	Fire Seeds	con[creation][fire]	vsm	1sa	Touch	120 min/used	None, Ref half*	No	Acorns and berries become grenades and bombs.	ph:230
	Fires of Purity	evo[fire]	vsdf	1sa	Touch	12 rd	see text	Yes(h)*	Target bursts into magical flame. Target can deal an extra 12 pts of fire damage.	spc:94
	Freeze	con[creation][cold]	vsdf	1sa	Med	6 rd.	Ref prtl*	Yes	Ranged touch attack, 2d6 cold damage & encase target in ice, 2d6 cold per round.	spc:99
	Hide the Path	abj	vsf	10 min	200 ft.	24 rd(D)	None	No	Wards of 200 sq. ft. area from divinations	spc:114
	Hungry Gizzard	con[creation]	vsm	1sa	Med	12 rd(D)	Reflex neg	Yes	Target is engulfed by a gizzard taking 2d8+8 crushing and 1d8 acid damage.	spc:117
	Ice Rift	evo[cold]	vsmdf	1sa	Long	1 rd	see text	No	Creates tremor in ice terrain.	fr:99
	Ironwood	tra	vsm	1 min/lb.	0 ft.	12 day(D)	None	No	Magic wood is strong as steel.	ph:246
	Liveoak	tra	vs	10 mins	Touch	12 day(D)	None	No	Oak becomes treant guardian.	ph:248
	Mephitis Mob	con[summon]	vs	1 min	Med	120 min(D)	None	No	Summons 2d6 mephitis of a kind you choose.	sa:118

Druid

CASTER LVL

12

SPELL SAVE

+7

DC MOD

SPELL
SAVE DC

LEVEL

SPELLS
PER DAY

17	18	19	20	21	22	23			
0	1ST	2ND	3RD	4TH	5TH	6TH	7TH	8TH	9TH
6	7	6	6	4	4	3			

Character: **Ulræd the Traveler**

SPELL RANGES

CLOSE RANGE (25 ft. + 5 ft. / 2 levels)	55 ft.
MEDIUM RANGE (100 ft. + 10 ft. / level)	220 ft.
LONG RANGE (400 ft. + 40 ft. / level)	880 ft.

SPELL LIST

prep	spell name	school	comp	cast time	range	duration	save	SR	description	ref
	Miasma	evo	vsdf	1sa	30 ft.	36 rd	Fort neg*	Yes	Gas fills creature's mouth, suffocating it.	spc:141
	Move Earth	tra[earth]	vsm	see text	Long	Inst	None	No	Digs trenches and builds hills.	ph:257
	Move Snow and Ice	tra[cold,ice]	vsm	see text	Long	Inst	None	No	Moves snow and ice.	fr:102
	Mudslide	con[creation][earth,water]	vsmdf	1sa	Med	Inst	Ref half	No	Landslide buries, mires creatures within a 40-ft. radius.	sto:119
	Mummify	nec	vsmdf	1sa	Touch	Inst	Fort prtl	Yes	Touched living creature dies and is mummified.	sa:118
	Owl's Wisdom, Mass	tra	vsm/df	1sa	Close	12 min	Will neg(h)	Yes	As owl's wisdom, affects 12 subjects.	ph:259
	Phantasmal Disorientation	ill[phan][mind]	vs	1sa	Med	12 min(D)	Will neg*	Yes	Fools creature's sense of direction, making movement & ranged attacks difficult.	spc:155
	Repel Wood	tra	vs	1sa	60 ft.	12 min(D)	None	No	Pushes away wooden objects.	ph:271
	Resistance, Superior	abj	vsm/df	1sa	Touch	24 hrs	Will neg(h)	Yes(h)	Subject gains +6 on saving throws.	spc:174
	Sandstorm	con[creation][air,earth]	vs	1sa	480 ft.	120 min	Fort neg	No	Creates a controlled duststorm.	sa:119
	Scalding Mud	tra[earth,fire]	vsmdf	1sa	Med	Perm*	see text	No	Transmute rock or earth into boiling muck.	sa:120
	Snow Wave	con[creation][cold]	vs	1r	30 ft.	Inst	see text	No	Creates a crushing wave of snow.	fr:104
	Spellstaff	tra	vsf	10 mins	Touch	Perm(D)	Will neg(o)	Yes(o)	Stores one spell in wooden quarterstaff.	ph:283
	Stone Tell	div	vsdf	10 mins	Personal	12 min			Talk to natural or worked stone.	ph:284
	Stonehold	con[creation][earth]	vs	1sa	Med	12 days	see text	Yes(o)	Stony arm trap grapples and damages (1d6+5) creatures.	spc:209
	Storm of Fire and Ice	evo[cold/fire]	vs	1sa	Long	1 rd	Ref half	Yes	Storm provides concealment, slows movement, deals cold and fire damage.	cm:118
	Storm of Shards	evo[good]	vsSac	1sa	0 ft.	Inst	Fort neg, Ref half*	Yes	Evil creatures blinded for 1 round; evil outsiders and undead take 10d6 damage.	be:108
	Stormwalk	con[teleport]	vsdf	1r	Touch	Inst	Will neg(o)	Yes(o)	Teleport yourself and one creature/2 levels from a storm.	sto:122
	Summon Desert Ally VI	con[summon]	vsdf	1r	Close	12 rd(D)	None	No	Calls dustform creature to fight.	sa:123
	Summon Greater Elemental	con[summon][see text]	vsdf	1r	Close	[c]-> + 13 rd.	None	No	Summon a greater elemental (MM 96 - 100) to follow your commands.	spc:214
	Summon Nature's Ally VI	con[summon]*	vsdf	1r	Close	12 rd(D)	None	No	Calls creature to fight.	ph:289
	Thunder Field	evo[sonic]	vs	1a	Medium	12 rd	see text	Yes	Creatures in area take 1d8 sonic damage, round, knocked prone.	phb2:126
	Tidal Surge	evo[water]	vs	1sa	Med	Inst	Ref half	Yes	Wave of water deals 12d6 damage and bull rushes.	spc:220
	Tortoise Shell	tra	vsdf	1sa	Touch	120 min	None	Yes(h)	Creature gains +6 natural armor and slows movement.	spc:221
	Touch of Adamantine	tra	vs	1sa	Touch	12 min	Will neg	Yes	Weapon gains the properties of an adamantite weapon.	be:110
	Transport via Plants	con[teleport]	vs	1sa	Unlimited	1 rd	None	No	Move instantly from one plant to another of the same kind.	ph:295
	Valiant Steed	con[calling][good]	vsFeat	1 hr	Close	Inst	None	No	Calls a pegasus or unicorn, which serves you for up to 1 year.	be:110
	Vigorous Circle	con[healing]	vs	1sa	20 ft.	22 rd	Will neg(h)	Yes(h)	As mass lesser vigor except 3 hp/round.	spc:229
	Wall of Magma	con[creation][earth,fire]	vsmdf	1sa	Med	12 min	see text	Yes	Deals 2d6 fire damage out to 10 ft., 1d6 out to 20 ft. Passing through: 5d6+12 dmg.	sa:126
	Wall of Stone	con[creation][earth]	vsm/df	1sa	Med	Inst	see text	No	Creates a stone wall that can be shaped.	ph:299