

Druid

Spell level 0

Clarity of Mind	Grants +1 to Concentration checks
Clearwater	Allows caster to see through minute floating obstructions in the water
Create Water	Creates 2 gallons/level of pure water
Cure Minor Wounds	Cures 1 point of damage
Dawn	Sleeping/unconscious creatures in area awaken.
Detect Disease	Detects the presence and type of disease
Detect Doorway	Detect presence of Fey backroads within 60 ft.
Detect Magic	Detects spells and magic items within 60 ft
Detect Poison	Detects poison in one creature or object
Flare	Dazzles one creature (-1 on attack rolls).
Guidance	+1 on one attack roll, saving throw, or skill check
Hygiene	Cleans creature of dirt and odors
Keep Dry	One object resists water
Keep Fresh	1 lb. of food does not spoil
Know Direction	You discern north
Learn Heritage	Conveys details about a subject's family and ancestry
Light	Object shines like a torch
Mending	Makes minor repairs on an object.
Naturewatch	As deathwatch, but on animals and plants
Preserve Organ	Protects one detached organ from decay for 24 hours
Purify Food and Drink	Purifies 1 cu. ft./level of food or water
Read Magic	Read scrolls and spellbooks
Resistance	Subject gains +1 on saving throws
Virtue	Subject gains 1 temporary hp.

Spell level 1

Animal Messenger	Sends a Tiny animal to a specific place
Animate Fire	Turns Small or smaller fire into small elemental
Animate Water	Turns Small or smaller quantity of water into small elemental
Animate Wood	Turns Small or smaller wooden item into animated object
Aspect of the Wolf	You change into a wolf and gain some of its abilities.
Aura Against Flame	Ignores 10 fire damage/round and extinguishes fires.

Babau Slime	Secrete a body-covering acid that damages foes weapons
Beast Claws	Your hands become slashing natural weapons
Beastland Ferocity	Subject fights without penalty while disabled or dying
Beget Bogun	You create a tiny nature servant
Betray the Years	Object becomes immune to aging.
Blissful Sleep	Target can sleep even in uncomfortable conditions.
Blood Bond	Targets share damage
Branch to Branch	You gain a +10 competence bonus on Climb checks in trees and can brachiate through forest
Breath of the Jungle	Fog makes poison and diseases harder to resist.
Buoyant Lifting	Underwater creatures rise to surface.
Burning Brand	Burning torch inflicts 1d6 points of damage as a touch attack (2d6 points of damage to undead)
Calm Animals	Calms (2d4 + level) HD of animals
Camouflage	Grants +10 bonus on Hide checks
Charm Animal	Makes one animal your friend
City's Whispers	City spirits bring you information and rumors
Claws of the Bear	Your hands become weapons that deal 1d8 damage.
Climb Walls	Touched creature gains increased climbing ability.
Cloak of Shade	Touched creature gains protection from heat and sun
Cloudburst	Hampers vision and ranged attacks, puts out normal fires
Cold Fire	Fire becomes blue and white, emits cold.
Compass	The caster can determine directions with perfect accuracy.
Conjure Ice Beast I	Conjures ice creature to fight for you
Crabwalk	Touched creature gains bonus while charging.
Crunchy Snow	-20 penalty on Move Silently checks in the area
Crystal Shard	Launches crystal that inflicts 1d8+2 damage
Cure Light Wounds	Cures 1d8 damage +1/level (max +5).
Deep Breath	Your lungs are filled with air.
Delay Disease	Ravages of disease staved off for a day.
Detect Animals or Plants	Detects kinds of animals or plants
Detect Fey	Reveals fey creatures within range
Detect Fey Doorway	Reveals doorways to fey sideroads within 60 ft.
Detect Snares and Pits	Reveals natural or primitive traps

Discern Fey Influence	Detects whether a fey creature had been active in an area	Produce Flame	1d6 damage +1/level, touch or thrown
Eagle Eyes	Grants subject a +10 bonus to Spot checks	Quickswim	Your swim speed increases by 10 ft.
Ease of Breath	+20 inherent bonus on Fortitude saves to resist altitude sickness	Raging Flame	Fires burn twice as hot, half as long.
Endure Elements	Exist comfortably in hot or cold environments	Ram's Might	Gain +2 to Strength and your unarmed attacks deal normal damage.
Enrage Animal	Animal rages like barbarian, not fatigued.	Rapid Burrowing	+20 ft. to subject's burrow speed.
Entangle	Plants entangle everyone in 40-ft.-radius	Recent Occupant	Learn name and race of last creature in area.
Extract Drug	Creates drug from inanimate object	Remove Scent	Hides touched creature's scent.
Eyes of the Avoral	Subject gains +8 on Spot checks	Resist Planar Alignment	Subject can resist penalties for being of an opposed alignment on an aligned Outer Plane
Faerie Fire	Outlines subjects with light, canceling blur, concealment, and the like	Sandblast	You fire hot sand that deals 1d6 nonlethal damage, stuns enemies
Foundation of Stone	+2 AC, +4 bonus to resist bull rush and trip attacks.	Shillelagh	Cudgel or quarterstaff becomes +1 weapon (1d10 damage) for 1 min./level.
Goodberry	2d4 berries each cure 1 hp (max 8 hp/24 hours)	Silvered Claws	One creature's natural attacks are treated as silvered weapons
Hawkeye	Increase range increments by 50%, +5 on Spot checks	Slow Burn	Fires burn twice as long.
Healthful Rest	Subject heals at twice the normal rate	Snake's Swiftess	Subject immediately makes one attack
Hide from Animals	Animals can't perceive one subject/level	Snowdrift	Forms existing snow into another shape
Horrible Taste	Touched creature or object nauseates biting or swallowing foes.	Snowshoes	Subject walks easily on ice and snow.
Ice Skate	While on ice, your speed increases by 60 feet	Snowsight	Normal vision in winter weather conditions
Impede Sun's Brilliance	Diminishes the heat and light of the sun in an area	Speak with Animals	You can communicate with animals
Ivory Flesh	Flesh turns white, granting +5 circumstance bonus to Hide checks in snow and ice	Spider Hand	Caster's hand becomes a Small monstrous spider
Jump	Subject gets bonus on Jump checks	Summon Desert Ally I	Calls dustform creature to fight
Keen Ear	Grants subject a +10 bonus to Listen checks	Summon Fey I	Calls Fey creature to fight for you
Kuo-Toa Skin	Subject gains +8 on Escape Artist checks and cannot be snared by webs.	Summon Nature's Ally I	Calls creature to fight
Locate Touchstone	Find nearest planar touchstone on the plane you currently inhabit	Sunstroke	Target takes 2d6 nonlethal damage and is fatigued
Locate Water	Reveals location, size, and quality of water sources	Surefooted Stride	You can move over rubble as easily as you can over open ground.
Longstrider	Your speed increases by 10 ft.	Suspend Disease	Keeps disease from harming creature for 24 hours
Low-Light Vision	See twice as far as a human in poor illumination	Thunderhead	Small lightning bolts deal 1d6 damage/round.
Lucius's Rustling Leaves	Creates a zone of dry leaves that imposes penalties to opponent's Move Silently checks	Traveler's Mount	Creature moves faster, but can't attack
Magic Fang	One natural weapon of subject creature gets +1 on attack and damage rolls	Tunnel	You gain burrow speed.
Magic Stone	Three stones gain +1 on attack, deal 1d6 +1 damage	Updraft	Column of wind lifts you aloft.
Nature's Aspect	Temporarily gain an Aspect of Nature	Vigor, Lesser	Creature heals 1 hp/round (max 15 rounds)
Obscuring Mist	Fog surrounds you	Vine Strike	You can sneak attack plant creatures for 1 round
Omen of Peril	You know how dangerous the future will be	Wall of Smoke	Wall of black smoke obscures vision and nauseates those who pass through.
Pass Without Trace	One subject/level leaves no tracks	Waste Strider	Move through the wasteland without penalties
		Web Walking	Caster may walk through natural and magical webs as if they were not there
		Webfoot	Target gains +4 on Swim and is less hindered by bog terrain.

Whirlwind of Ice	Causes 1d4 slashing and 1d4 cold damage to creatures within the area
Whispering Branches	Caster gains knowledge of recent events in the surrounding area
Wings of the Sea	+30 ft. to subject's swim speed.
Winter Chill	Creature takes 1d6 cold damage and is fatigued.
Wood Wose	Nature spirit does simple tasks for you

Spell level 2

Align Fang	Natural weapon becomes good, evil, lawful, or chaotic
Animal Trance	Fascinates 2d6 HD of animals
Animalistic Power	Subject gains +2 bonus to Str, Dex, and Con
Avoid Planar Effects	Provides temporary protection against overtly damaging planar traits.
Balancing Lorecall	You gain a +4 bonus on Balance checks and can balance on impossible surfaces if you have 5 or more ranks in Balance
Barkskin	Grants +2 (or higher) enhancement to natural armor
Bear's Endurance	Subject gains +4 to Con for 1 min./level
Binding Winds	Air prevents target from moving, hinders ranged attacks
Bite of the Wererat	You gain the Dexterity and attacks of a wererat.
Blaze of Light	60 ft cone of light dazzles creatures
Blinding Spittle	Ranged touch attack blinds subject.
Blood Frenzy	Grants extra use of rage.
Blood Snow	Area of fallen snow drains 1d2 points of Con/round and causes nausea
Body of the Sun	Your body emanates fire, dealing 1d4/2 levels damage
Brambles	Wooden weapon grows spikes that deal +1 damage/ caster level (max +10)
Briar Web	Area entangles creatures and thorns deal 2d6 damage
Brumal Stiffening	Brittle weapon's hardness reduced by 5
Bull's Strength	Subject gains +4 to Str for 1 min./level
Burrow	Subject can burrow with a speed of 30 feet.
Camouflage, Mass	As camouflage, but multiple targets
Cat's Grace	Subject gains +4 to Dex for 1 min./level
Chameleon Skin	Target gains partial concealment and +10 on Hide checks
Chill Metal	Cold metal damages those who touch it
Circle of Nausea	Foes are denied all actions or take -2 penalty on attacks, saving throws, and skill checks
Cloud Wings	+30 ft. to subject's fly speed.
Cone of Dust	Wind blows dust in a cone, blinding opponents.

Conjure Ice Beast II	Conjures ice creature to fight for you
Conjure Ice Object	Conjures an object made of ice
Countermoon	Forces lycanthrope to its natural form.
Creeping Cold	Creature feels chill that increases with each round
Crystal of Reflection	Reflects ray attacks back at attacker
Daggerspell Stance	You gain a +2 insight bonus on attack and damage if you make a full attack; SR 5 + caster level if you fight defensively; and DR 5/magic if you use the total defense action
Decomposition	Wounds deal 1 extra point of damage each round
Delay Poison	Stops poison from harming subject for 1 hour/ level
Dessicate (II)	Deals 1d6/2 levels of dessication damage and dehydrates living creature
Detect Aberration	Detects the presence of Aberrations
Dig	Creates a hole in the earth, or deals 2d6+1/level points of damage to earth creatures
Earthbind	Flying creature loses flying ability.
Earthen Grace	Subject takes only nonlethal damage from stone and earth.
Earthfast	Doubles the hit points of stone structure or rock formation and increases hardness to 10.
Easy Trail	You make a temporary trail through any kind of undergrowth
Embrace the Wild	You gain an animal's senses for 10 minutes/level
Estanna's Stew	Conjures stew that heals 1d6+1 per serving
Evergreen	Magical heat warms plant life, healing 1d8 damage +1/level (max +10) and granting immunity to cold
Filter	Makes subject resistant to inhaled toxins
Fins to Feet	Transforms tails and fins into legs and feet.
Fire Trap	Opened object deals 1d4 +1/level damage
Flame Blade	Touch attack deals 1d8 +1/two levels damage
Flaming Sphere	Creates rolling ball of fire, 2d6 damage, lasts 1 round/level
Flash-Freeze	Earth, stone, and water become frozen
Fleet Feet	Adds 10 ft to the land movement speed of target creatures
Fog Cloud	Fog obscures vision
Freedom of Breath	Protects against suffocation and dangerous vapors
Frost Breath	Icy breath deals 1d4 damage/2 levels.
Frost Weapon	Weapon gains frost special ability, +1d6 cold damage

Gaze Screen	Subject has 50% chance to avoid gaze attacks	Resist Energy	Ignores 10 (or more) points of damage/attack from specified energy type
Halo of Sand	Swirling sand grants +1 deflection bonus /3 levels	Restoration, Lesser	Dispels magical ability penalty or repairs 1d4 ability damage
Healing Lorecall	If you have 5 or more ranks in Heal, you can remove harmful conditions with Conjunction (Healing) spells	Saltrag	Ray deals 1d6 damage/2 levels and stuns.
Healing Sting	Touch deals 1d12 damage +1/level; caster gains damage as hp.	Scent	Grants the scent special ability
Heartfire	Subjects outlined by fire, take 1d4 damage/round.	Scimitar of Sand	Sand sword deals 1d6 damage +1/2 levels and renders target dehydrated
Heat Metal	Make metal so hot it damages those who touch it	Share Husk	See and hear through the senses of a touched animal.
Hold Animal	Paralyzes one animal for 1 round/level	Snake's Swiftmess, Legion's	Subjects immediately make one attack each
Hydrate	Heals dessication damage	Snow Walk	Increase your speed and walk effortlessly on top of snow without leaving tracks or scent
Icebolt	Ranged attack. 2d6 plus 1d6+1/level cold damage.	Soften Earth and Stone	Turns stone to clay or dirt to sand or mud
Instant Trap	Converts a weapon into a trap warding a single 5 ft square.	Spider Climb	Grants ability to walk on walls and ceilings
Invoke the Cerulean Sign	Aberrations become sickened, nauseated, dazed, or stunned	Splinterbolt	4d6 piercing damage to subjects hit by ranged attack.
Jaws of the Moray	Subject gains a bite attack.	Stone Sanctuary	You take shelter inside a temporary hollow stone.
Kelpstrand	Strands of kelp grapple foes.	Summon Desert Ally II	Calls dustform creature to fight
Listening Lorecall	Gain +4 on Listen checks, plus blindsense or blindsight if you have 5 or more ranks in Listen	Summon Fey II	Summons fey creature to fight for you
Local Tremor	Light tremor shakes in a 30-ft line	Summon Nature's Ally II	Calls creature to fight
Mark of the Outcast	Subject takes -5 penalty on Bluff and Diplomacy checks and -2 penalty to AC.	Summon Swarm	Summons swarm of bats, rats, or spiders
Master Air	You sprout insubstantial wings and can fly.	Surface	Affected creature is unable to submerge itself in liquid
Mire	Stone and earth entangle foes.	Swim	Subject gains swim speed, +8 bonus on swim checks
Mountain Stance	Subject becomes hard to move.	Tales of Stone and Wood	You gain information about a building you touch.
Nature's Favor	Target animal gains an attack and damage bonus of +1/3 levels	Tern's Persistence	Subject can travel overland 50% longer without fatigue.
Numbing Sphere	Creates rolling ball of intense cold that deals 1d6 cold damage plus 1d4 Dex damage, lasts 1 round/level	Thaw	Transforms one 10-ft cube/level of everfrost, slush, snow, and ice
Obscuring Snow	Obscures sight in a 30 ft radius around the caster	Thin Air	Creatures suffer from altitude sickness
One with the Land	Link with nature gives a +2 bonus on nature-related skill checks.	Tiger's Tooth	One natural weapon of subject creature gets +1/three levels on attack and damage rolls (max +5) for 1 round
Owl's Wisdom	Subject gains +4 to Wis for 1 min./level	Tojanida Sight	Gain all-around vision.
Peaceful Serenity of Io	Grant subject +4 bonus on Concentration checks and against compulsions and fear effects.	Train Animal	Affected animal gains additional tricks equal to 1/2 your caster level for 1 hour/level
Pressure Sphere	Water pressure deals 4d6 damage to submerged targets.	Tree Shape	You look exactly like a tree for 1 hour/level
Protection from Dessication	Absorb 10 points/level of dessication damage	Trip Vine	Plants trip creatures entering area
Reduce Animal	Shrinks one willing animal	Urchin's Spines	Target grows spines that damage opponents.
Remove Addiction	Cures target of drug addictions	Warp Wood	Bends wood (shaft, handle, door, plank).
		Wild Stealth	Grants +10 bonus to Move Silently and Hide checks outdoors

Wings of Air	Subject's flight maneuverability improves by one step.
Winter's Embrace	Subject takes 1d8 damage/round; can cause fatigue
Wood Shape	Rearranges wooden objects to suit you
Wracking Touch	Deal 1d6 damage +1/level, you also deal sneak attack damage if you have any
Zone of Glacial Cold	Deals 1d6 cold damage to all creatures in area

Spell level 3

Activate Bloodline Power	Certain subjects gain ability based on heritage.
Affliction	Infects evil subject with chosen affliction
Air Breathing	The target creature or creatures can breathe air
Align Fang, Mass	Allies' natural weapons becomes good, evil, lawful, or chaotic
Alter Fortune	Cause one creature to reroll any die roll
Arctic Haze	Fog obscures vision and deals 4 cold damage/round
Attune Form	Grant target creature temporary protection against overtly damaging planar traits
Aura of Cold, Lesser	Intense cold deals 1d6 damage to creatures within 5 ft
Binding Snow	Snow freezes, impeding movement
Bite of the Werewolf	You gain the Strength and attacks of a werewolf.
Blindsight	Subject gains blindsight 30 ft. for 1 minute/level.
Bottle of Smoke	Uncorking bottle creates fast horse made of smoke
Boulder	Boulder moves through battlefield knocking creatures prone
Call Lightning	Calls down lightning bolts (3d6 per bolt) from sky
Capricious Zephyr	Gale-force winds push creatures.
Carnivorous Defender	Plant wraps around caster and attacks those that attack her.
Charge of the Triceratops	Subject grows horns and skull plate, gains gore attack.
Circle Dance	Indicates direction to known individual.
Circle of Secrets	Multiple casters disguise those they surround as natural terrain
Column of Ice	Column of Ice erupts from the ground, lifting anything in its area into the air
Conjure Ice Beast III	Conjures ice creature to fight for you
Contagion	Infects subject with chosen disease
Control Sand	Raise or lower the level of sand

Control Temperature	Raise or lower temperature by one band/5 levels
Corona of Cold	Aura of cold protects you, damages others.
Creaking Cacophony	Sound distracts and makes foes vulnerable to sonic damage.
Crown of Clarity	+2 to Listen and Spot, discharge spell to gain +8
Crumble	You erode building or other structure
Cure Moderate Wounds	Cures 2d8 damage +1/level (max +10)
Daylight	60-ft. radius of bright light
Dehydrate	Deals Con damage to subject.
Diminish Plants	Reduces size or blights growth of normal plants
Dominate Animal	Subject animal obeys silent mental commands
Doom Fog	Creates a bank of fog that provides concealment and imposes a -2 penalty to the attack rolls, skill checks, and saving throws of those inside
Downdraft	Flying creatures knocked down.
Energize Potion	Transforms potion into a grenade that deals energy damage in a 10-ft-radius burst
Energy Vortex	Burst of energy centered on you damages nearby creatures
Entangling Staff	Quarterstaff gains improved grab and can constrict grappled foes
Favorable Wind	Produces a strong wind that lasts 10 min./level.
Fey Mask	As invisibility, plus selected creatures can see targets
Fey Ward	Barrier keeps out fey creatures
Fire Wings	Your arms become wings that enable flight, deal 2d6 fire damage
Fly, Swift	Gain fly speed of 60 ft for 1 round
Forestfold	You gain +10 on Hide and Move Silently checks in one type of terrain
Giant's Wrath	Pebbles you throw become boulders.
Girallon's Blessing	Subject gains one additional pair of arms.
Haboob	Cloud of dust obscures sight and abrades those passing through it
Heatstroke	Subject creature takes nonlethal damage and becomes fatigued.
Hypothermia	Causes 1d6 cold damage/level, fatigue.
Ice Lance	Changes ice into lance, which attacks subject for 6d6 damage and stuns for 1d4 rounds.
Ice Shape	Sculpts ice into any shape
Infestation of Maggots	Touch attack deals 1d4 Con per round
Jagged Tooth	Doubles the critical threat range of natural weapons.

Junglerazer	Fey, vermin, plants, and animals take 1d10 damage/level.	Second Sight	See creatures concealed by invisibility or fey mask
Know the Earth	You gain knowledge of the dungeon areas around you.	Sink (SC)	Subject sinks in water, must make Swim checks.
Lion's Charge	You can make a full attack on a charge for 1 round (swift)	Sleet Storm	Hampers vision and movement
Luck of the Fey	Target rerolls last die roll and takes new result	Snakebite	Your arm turns into poisonous snake you can use to attack.
Magic Fang, Greater	One natural weapon of subject creature gets +1/three levels on attack and damage rolls (max +5).	Snare	Creates a magic booby trap
Mark of Air	Subject has +2 Dex plus other power.	Snowshoes, Mass	As snowshoes, affects one creature/level.
Mark of Earth	Subject has +2 Strength plus other power.	Soul of the Waste	Meld into surrounding sand
Mark of Fire	Subject has +2 Dex and other power.	Speak with Plants	You can talk to normal plants and plant creatures
Mark of Frost	Subject has +1 AC plus other power	Spiderskin	Subject gains increasing bonus to natural armor bonus, saves against poison, and Hide checks.
Mark of Water	Subject has +2 Con plus other power.	Spike Growth	Creatures in area take 1d4 damage, may be slowed
Meld Into Ice	You and your gear merge with ice	Spikes	As brambles, but weapon gains +2 bonus and doubled threat range
Meld Into Stone	You and your gear merge with stone	Spiritjaws	Ghostly jaws grapple creature, deal 2d6 damage.
Nature's Balance	You transfer 4 ability score points to the subject for 10 minutes/level.	Standing Wave	Magically propels boat or swimming creature
Nature's Bounty	+1 bonus / 2 levels on Survival checks	Stone Shape	Sculpts stone into any shape
Nature's Purity	Ray deals 2d6 force damage, 2d8 to undead and 5d6 to aberrations	Stonelore	Caster gains abilities similar to th dwarven stonecunning racial trait
Nature's Rampart	You mold the terrain to provide fortifications.	Storm Mote	Dust Devil of flensing sand
Neutralize Poison	Immunizes subject against poison, detoxifies venom in or on subject	Strength of the Earth	Transforms the target into a powerful, stony-skinned warrior.
Outcast's Curse	You cause minor tribulations to hinder the actions of a single creature	Strongoak's Affinity with Nature	Caster gains the ability to survive in harsh environmental conditions or new movement speed
Plant Growth	Grows vegetation, improves crops	Summon Desert Ally III	Calls dustform creature to fight
Poison	Touch deals 1d10 Con damage, repeats in 1 min	Summon Fey III	Summons fey creature to fight for you
Primal Form	You change into elemental, gain some abilities.	Summon Nature's Ally III	Calls creature to fight
Protection from Energy	Absorb 12 points/level of damage from one kind of energy	Thornskin	Your unarmed attacks deal +1d6 damage; natural and unarmed attacks against you take 1d4 damage
Quench	Extinguishes nonmagical fires or one magic item	Thunderous Roar	Roar deals 1d6 damage/2 levels, deafens.
Quillfire	Your hand sprouts poisonous quills useful for melee or ranged attacks.	Treasure Scent	You detect valuable metals and gems.
Remove Disease	Cures all diseases affecting subject	Tremor	Subjects knocked prone.
Rescue	Brings an ailing comrade to the side of the cleric	Vigor	As lesser vigor, but 2 hp/round (max 25 rounds)
Resist Energy, Mass	Targeted creatures ignore damage from specified energy type	Vigor, Mass Lesser	As lesser vigor, but multiple targets (max 25 rounds)
Resist Nature	The target creature or creatures are highly resistant to non-magic heat and cold.	Vine Mine	Vines grow rapidly, giving various effects.
Resist Taint	Bestows +4 bonus on saves against taint.	Walk the Mountain's Path	Grants agility and prowess for mountaineering-related skills
Revitalize Legacy, Least	Get extra use of chosen least legacy ability	Water Breathing	Subjects can breathe underwater
Scales of the Sealord	Add 10 ft. to swim speed or gain swim speed of 15 ft.; add natural armor bonus +1/3 levels.		

Weather Eye	You accurately predict the weather up to one week ahead
Whispering Sand	Sand delivers your message
Wind Wall	Deflects arrows, smaller creatures, and gases

Spell level 4

Acid Burst	A spray of acid bursts from your body
Acid Form	Your body turns into a thick, acidic gel
Air Walk	Subject treads on air as if solid (climb at 45-degree angle)
Antilife Filter	As antilife shell, except effective against only one creature type
Antiplant Shell	Keeps animated plants at bay
Arc of Lightning	Line of electricity between two creatures (1d6/level damage)
Battlefield Illumination	Improve light in an 80 ft radius cylinder
Bind with Plants	Plants hold 1 creature helplessly.
Bite of the Wereboar	You gain the Strength and attacks of a wereboar.
Black Mulching	Plants 3HD or less die, others take 1d10 damage.
Blast of Sand	Cone delivers 1d6 damage/level
Blight	Withers one plant or deals 1d6/level damage to plant creature
Blinding Beauty	You become as beautiful as a nymph, and can blind humanoids who look at you
Blindsight, Greater	Subject gains blindsight 60 ft. for 1 minute/level.
Boreal Wind	Gust of cold wind deals 1d4 cold damage/level and knocks creatures back
Burrow, Mass	As burrow, but affects 1/level subjects.
Call of Stone	Slowly turn subject to stone
Chain of Eyes	You send magical sensor to infiltrate an area
City Elemental I	Summons an enhanced earth elemental
Claws of the Savage	Subject gains claws that deal damage based on size
Command Plants	Sway the actions of one or more plant creatures
Conjure Ice Beast IV	Conjures ice creature to fight for you
Contagious Touch	You infect one creature/round with chosen disease
Contingent Energy Resistance	Energy damage triggers protection from that energy for a limited time
Control Creature of the Mist	Creature of the mist obeys caster's commands
Control Currents	Changes current direction and speed.
Control Water	Raises or lowers bodies of water

Create Lesser Creature of the Mist	Creates creature of the mist up to CR5
Creeping Cold, Greater	As creeping cold, but longer duration and more damage
Cure Serious Wounds	Cures 3d8 damage +1/level (max +15)
Discern Route	Learn destination of a Fey road
Dispel Magic	Cancels magical spells and effects
Dispel Water	Cancels water spells and effects or dismisses water creatures
Enhance Wild Shape	Your wild shape ability gains a bonus.
Essence of the Raptor	Base speed becomes 60 feet, gain skill bonuses and scent.
Eye of the Hurricane	Storm pushes creatures, calm at center.
Flame Strike	Smite foes with divine fire (1d6/level damage).
Floor of Fire	Creates a horizontal sheet of flames above the ground, causing 1d6+1 points of damage to creatures within
Freedom of Movement	Subject moves normally despite impediments
Freeze Armor	Locks up suits of metal armor and equipment, dealing damage and impeding movement
Frostfell Slide	Move instantly from one area of frostfell to another
Giant Vermin	Turns centipedes, scorpions, or spiders into giant vermin
Hibernal Healing	You absorb ice, slush, and snow, curing 10 points/level of damage (max 150)
Hurling Stone	Stone deals 6d6 damage, knocks enemies prone
Ice Storm	Hail deals 5d6 damage in cylinder 40 ft. across
Improved Water Breathing	The target creature or creatures gain enhanced underwater survival abilities.
Jaws of the Wolf	One carving/2 levels turns into a worg.
Land Womb	You and one creature/level hide within the earth.
Languor	Ray slows target and diminishes its strength
Last Breath	You return a just-killed creature to life
Lay of the Land	You gain an overview of the geography around you
Magic Fang, Superior	Your natural weapons gain +1 enhancement bonus/4 levels.
Miasma of Entropy	Rot all natural materials in a 30-foot cone-shaped burst
Moon Bolt	1d4 Strength damage/3 levels; undead made helpless.
Murderous Mist	Steam deals 2d6 damage, blinds creatures

Perinarch	Gain greater control over Limbo's morphic essence
Planar Tolerance	Provides temporary protection against overtly damaging planar traits.
Poison Vines	Plants entangle everyone in 40-ft.-radius
Reincarnate	Brings dead subject back in a random body
Repel Vermin	Insects, spiders, and other vermin stay 10 ft. away
Resistance, Greater	Subject gains +3 on saving throws for 24 hours
Ring Dance, Lesser	Allows participants to pool experience points for item creation and spell casting
Rumor of the Earth	Allows the caster to sense the presence of creatures within an expanding area of effect
Rushing Waters	Wave makes bull rush attack.
Rusting Grasp	Your touch corrodes iron and alloys
Sailor's Call	A large porpoise is summoned to aid the caster
Sandform	You become an ooze-like being of sand
Scrying	Spies on subject from a distance
Searing Exposure	Target suffers hours of wasteland exposure in a moment
Shadowblast	Blast of light stuns and damages natives to the Plane of Shadow.
Shape Reef	The Druid can alter the shape of a coral reef
Sheltered Vitality	Subject gains immunity to fatigue, exhaustion, ability damage, and ability drain
Sirine's Grace	You gain bonuses to Charisma and Dexterity, AC, and Perform checks, and can breathe water.
Skin of the Cactus	Grants natural armor, thorns, and resistance to dehydration
Sleepwalking	As suggestion, but cast upon sleeping targets
Slipsand	Creates a volume of slipsand
Spark of Life	Undead creature loses most immunities
Spike Stones	Creatures in area take 1d8 damage, may be slowed
Stars of Arvandor	Tiny starbursts each deal 1d8 damage (half nonlethal), or 1d8 lethal damage to evil creatures
Starvation	Hunger pangs deal 1d6 damage/level, cause fatigue.
Sudden Stalagmite	Impaling stalagmite damages and holds foes.
Summon Desert Ally IV	Calls dustform creature to fight
Summon Elementite Swarm	Summon an elementite swarm to follow your commands
Summon Fey IV	Summons fey creature to fight for you
Summon Nature's Ally IV	Calls creature to fight

Surefooted Stride, Mass	As surefooted stride but multiple subjects.
Swift Journey	Travel at twice normal speed for 12 hours
Swim, Mass	Subject gains swim speed, +8 bonus on swim checks
Thalassemia	Turns blood to seawater, dealing 1d6/level damage.
Touchstone Lightning	Use your Planar Touchstone granted higher-order abilities to fuel damaging rays
Tremorsense	You gain the tremorsense ability for 1 hour / level
Venomous Spray	Allows the caster to spit black lotus venom as a ranged touch attack
Vortex of Teeth	3d8 points of damage due to force per round to all creatures in the area.
Wake Trailing	You can track a ship across the sea.
Wall of Earth	A wall of dirt springs up as directed by the caster
Wall of Salt	Wall of salt that can be shaped
Wall of Water	Wall impedes movement and can drown creatures
Wild Runner	Change into centaur, gain some abilities.
Wind at Back	Doubles overland speed of subjects for 12 hours.
Wind Tunnel	Knocks enemies back and to the ground
Wings of Air, Greater	Subject's flight maneuverability improves by two steps.
Wood Rot	Destroy wooden items or deal 3d6+1/level damage (max +15) to plant creatures
Woodlands Prison	Imprisons one helpless or willing creature in the woods.

Spell level 5

Animal Growth	One animal/two levels doubles in size
Anticold Sphere	Mobile energy field provides immunity to cold
Apolioth's Condemnation	Burst inflicts subdual damage and entangles foes.
Atonement	Removes burden of misdeeds from subject
Awaken	Animal or tree gains human intellect
Baleful Polymorph	Transforms subject into harmless animal
Bite of the Weretiger	You gain the Strength and attacks of a weretiger.
Blackwater Tentacle	Create blackwater tentacle that attacks your foe.
Blizzard	Temperature drops and powerful blizzard reduces visibility to zero
Blood Creepers	Vines deal 1/level damage for multiple rounds and entangle creatures
Call Avalanche	Avalanche of ice and snow falls from the sky, burying objects

Call Lightning Storm	As call lightning, but 5d6 damage per bolt	Ironblight	Destroys ferrous metals in cloud area
Choking Sands	Touched creature begins to suffocate on sand	Jungle's Rapture	Curse causes 1d6 Dexterity drain.
Cloak of the Sea	Gain blur, freedom of movement, and water breathing while in water	Mantle of the Icy Soul	Gives subject the cold subtype
Cold Snap	You lower temperature in area.	Mark of Air, Greater	Subject can fly at speed 40 and has other power.
Commune with Nature	Learn about terrain for 1 mile/level	Mark of Earth, Greater	Subject has DR 10/+1 and has other power
Conjure Ice Beast V	Conjures ice creature to fight for you	Mark of Fire, Greater	Subject has fire resistance 20 and other power.
Contagion, Mass	Infects subject with chosen disease	Mark of Frost, Greater	Subject has cold resistance 20 and other power.
Control Winds	Change wind direction and speed	Mark of Water, Greater	Subject can breathe water and has other power.
Cure Critical Wounds	Cures 4d8 damage +1/level (max +20)	Memory Rot	Spores deal 1d6 Int damage to subject, plus 1 Int drain/round.
Dance of the Unicorn	Purifying mist washes the air clean of smoke, dust, and poisons	Owl's Insight	Subject gains Wis bonus equal to half your level for 1 hour.
Dancing Web	Energy strands deal 1d6/level non-lethal damage plus entangle evil creatures for 1d6 rounds	Panacea	Removes most afflictions.
Death Ward	Grants immunity to death spells and negative energy effects	Pass Through Ice	Subject can pass through ice or snow like water
Dire Hunger	Subject grows fangs, attacks creatures near it.	Perivax's Poison Pillar	Conjures a pillar of poison that spills down on the target area, dealing 1d10/1d10 temporary Constitution damage
Echo Skull	See, hear, and speak through a prepared animal skull for 1 hour/level.	Phantom Stag	Magic stag appears for 1 hour/level
Energetic Healing	Target is immune to one energy type and gains 10% of the energy damage as healing.	Plant Body	Subject's type changes to plant.
Finger of Life	Allows the caster to cast healing spells of 3rd level or lower at range	Poison Thorns	You grow thorns that poison your attackers
Fireward	As quench, but also suppresses magical fire effects in affected area.	Quill Blast	You fling quills in a spread, dealing 1d6 damage and imposing penalties
Flaywind Burst	Cone blows away and knocks down smaller creatures and deals 1d6 damage/level	Rejuvenation Cocoon	Energy cocoon shields creature, then heals it.
Flesh to Salt	Turns creature into a statue of salt	Revitalize Legacy, Lesser	Get extra use of chosen lesser legacy ability
Flowsight	You can scry creatures in contact with a body of water.	Sleep Mote	Dust devil of magic sand puts foes to sleep
Focus Touchstone Energy	Convert unused touchstone abilities into temporary hit points	Sleepless Curse	Ability damage until death or curse is dispelled
Fuse Sand	Hardens sand and may trap creatures	Spear of Valarian	Transforms a nonmagical weapon into a +1 silvered spear (+3 against magical beasts, which take +2d6 points of damage)
Glory of the Beast	Animal or beast gains celestial template, maximum hit points, and +2 to all ability scores	Stone Shape, Greater	Sculpts stone into any shape
Hallow	Designates location as holy	Stoneskin	Ignore 10 points of damage per attack
Heal Animal Companion	As heal on your animal companion.	Summon Desert Ally V	Calls dustform creature to fight
Hibernate	Sends subject into state of hibernation for one week/level	Summon Fey V	Summons Fey creature to fight for you
Ice Flowers	Ice and earth deal 1d6 damage/level.	Summon Nature's Ally V	Calls creature to fight
Ice Shield	Subject gains damage reduction 15/-	Swamp Stride	As tree stride, but with bodies of water.
Inferno	Creature bursts into flames and takes fire damage per round.	Transformation of the Deeps	Grant water breathing, darkvision, and pressure immunity to one creature/ 3 levels.
Insect Plague	Locust swarms attack creatures	Transmute Mud to Rock	Transforms two 10-ft. cubes per level

Transmute Rock to Mud	Transforms two 10-ft. cubes per level
Transmute Sand to Glass	Transforms two 10-foot cubes per level
Transmute Sand to Stone	Transforms two 10-foot cubes per level
Transmute Stone to Sand	Transforms two 10-foot cubes per level
Tree Stride	Step from one tree to another far away
Unhallow	Designates location as unholy
Vigor, Greater	As lesser vigor, but 4 hp/round, max 35 rounds
Voice of Authority	You charm others into obeying you as if you were a governmental figure.
Wall of Coldfire	Deals 2d4 of cold damage out to 10 ft and 1d4 out to 20 ft. Passing through wall deals 2d6 frostburn damage + 1/level
Wall of Fire	Deals 2d4 fire damage out to 10 ft. and 1d4 out to 20 ft. Passing through wall deals 2d6 damage +1/level
Wall of Sand	Wall impedes movement, obscures vision, and blocks some attacks
Wall of Thorns	Thorns damage anyone who tries to pass
Wall of Vermin	Creates a wall of stinging, biting vermin that damages creatures attempting to pass through it
Watery Travel	The caster becomes water and flows through water to cover great distances quickly
Wind Tunnel (SC)	Ranged weapons gain +5 bonus and double range increment.

Spell level 6

Anger of the Noonday Sun	Blinds creatures within 20 ft
Animate Snow	Turns snow into creatures to fight for you
Antilife Shell	10-ft. field hedges out living creatures
Aspect of the Earth Hunter	Change into bulette and gain some of its abilities.
Awaken Sand	A region of sand forms into a Huge, sentient creature
Bear's Endurance, Mass	As bear's endurance, affects one subject/level
Bite of the Werebear	You gain the Strength and attacks of a werebear.
Blood Sirocco	Wind bowls over foes and draws away their blood.
Bones of the Earth	Create pillars of stone
Bull's Strength, Mass	As bull's strength, affects one subject/level
Cat's Grace, Mass	As cat's grace, affects one subject/level
Chasing Perfection	Subject gains +4 to all abilities

City Elemental II	Summons an enhanced Medium earth elemental
Cometfall	Comet falls atop foes, damaging them and knocking them prone
Conjure Ice Beast VI	Conjures ice creature to fight for you
Cure Light Wounds, Mass	Cures 1d8 damage +1/level for many creatures.
Death Hail	Summons a storm of death hail
Dessicate, Mass	Dessicates several creatures
Dinosaur Stampede	Spectral dinosaurs deal 1d12 damage +1/level.
Dispel Magic, Greater	As dispel magic, but +20 on check
Drown (2)	Subject immediately begins to drown.
Energy Immunity	Subject and equipment gain immunity to damage of specified energy type
Entomb	Captures subjects in blocks of ice, suffocating them
Enveloping Cocoon	Entraps target creature and denies save for attached spell
Extract Water Elemental	Pulls water from victim, forms water elemental.
Find the Path	Shows most direct way to a location
Fire Seeds	Acorns and berries become grenades and bombs
Fires of Purity	Target bursts into magical flame, becoming a dangerous weapon
Freeze	Ray immobilizes subject and deals 6d6 cold damage/round.
Freezing Claw	Ranged touch attack. 3d6 damage and freezes subject solid.
Hall of Fire	Creates a hollow tube of fire, damaging creatures attempting to enter the hall
Hide the Path	Area warded against divinations.
Hungry Gizzard	Gizzard engulfs victim, grapples and deals damage.
Ice Rift	Intense quake shakes 40 ft radius spread of ice
Ironwood	Magic wood is strong as steel
Light of the Earth	Light shines up through cracks in the ground, inflicting 3d8 points of damage to evil creatures and 5d8 points of damage to undead
Liveoak	Oak becomes treant guardian
Mephit Mob	Summons 2d6 mephits of a kind you designate
Miasma	Gas fills creature's mouth, suffocating it
Move Earth	Digs trenches and builds hills
Move Snow and Ice	Digs trenches and builds hills in ice and snow

Mudslide	Landslide buries, mires creatures within a 40-ft. radius.
Mummify	Touched living creature dies and is mummified.
Open Doorway	Open doorway without meeting conditions of entry
Owl's Wisdom, Mass	As owl's wisdom, affects one subject/level
Phantasmal Disorientation	Fools creature's sense of direction, making movement difficult
Pox	One creature/level takes 1d4 Con damage
Recurring Nightmare	Creatures gain negative energy levels until death or curse is removed
Repel Wood	Pushes away wooden objects
Resistance, Superior	Subject gains +6 on saving throws for 24 hours
Sandstorm	Creates a controlled duststorm
Scalding Mud	Transmute rock or earth into boiling muck
Snow Wave	Knocks creatures prone and deals 4d6 crushing damage and 1d6 cold damage
Spellstaff	Stores one spell in wooden quarterstaff
Stone Tell	Talk to natural or worked stone
Stonehold	Stony arm trap grapples and damages creatures.
Stormwalk	Teleport yourself and one creature/2 levels from a storm.
Sudden Wave	Creates a wave of water that sweeps away creatures or objects.
Summon Desert Ally VI	Calls dustform creature to fight
Summon Fey VI	Summons Fey creature to fight for you
Summon Greater Elemental	Summon a Greater Elemental to follow your commands
Summon Nature's Ally VI	Calls creature to fight
Tidal Surge	Wave of water deals 1d8/two levels damage and bull rushes
Tortoise Shell	Creature gains +6 natural armor, +1/three caster levels above 11th
Touch of Adamantine	Weapon gains the properties of an adamantine weapon
Transport via Plants	Move instantly from one plant to another of the same kind
Vigorous Circle	As mass lesser vigor except 3 hp/round max 40 rounds
Wall of Magma	Deals 2d6 fire damage out to 10 ft and 1d6 out to 20 ft. Passing through wall deals 5d6 damage +1/level
Wall of Stone	Creates a stone wall that can be shaped

Spell level 7

Animalistic Power, Mass	As animalistic power, but multiple subjects
Animate Plants	One or more plants animate and fight for you
Aura of Cold, Greater	Intense cold deals 2d6 damage to creatures within 10 ft
Aura of Vitality	Subjects gain +4 to Str, Dex, and Con.
Brilliant Blade	Weapon or projectiles shed light, ignore armor
Call Loyal Servant	You summon a human with the skills and equipment for the task at hand
Changestaff	Your staff becomes a treant on command
Cloudwalkers	Targets can walk on clouds, flying at high altitudes
Conjure Ice Beast VII	Conjures ice creature to fight for you
Control Weather	Changes weather in local area
Create Creature of the Mist	Creates creature of the mist up to CR9
Create Crossroads and Backroad	Creates a crossroads and backroad
Create Doorways and Backroad	Same as create crossroads and backroad, but for arcane casters
Creeping Doom	Swarms of centipedes attack at your command
Crystal Eruption	Crystal shards burst from the ground, inflicting 1d6 damage/level and stun
Cure Moderate Wounds, Mass	Cures 2d8 damage +1/level for many creatures
Fey Decree	Wounds, frightens, cowers, or deafens creatures of different alignment
Fire Storm	Deals 1d6/level fire damage
Flesh to Salt, Mass	Turns several creatures into statues of salt
Heal	Cures 10 points/level of damage, all diseases and mental conditions
Master Creature of the Mist	Creature of the mist obeys caster's commands
Master Earth	Travel through the earth to any location.
Pestilence	Subject gains a disease, as do all who touch him
Rain of Roses	Roses fall from the sky; evil creatures take 1d4 Wisdom damage per round and are sickened.
Raise Ice Forest	Conjures trees of ice
Ring Dance, Greater	As Lesser Ring Dance, but 2 participants/level
Scrying, Greater	As scrying, but faster and longer
Shifting Paths	Illusion hides path, creates false new path.
Slime Wave	Creates 15-ft radius spread of green slime
Storm of Elemental Fury	Magic cloud creates windstorm, then hail of stones, then rainstorm, then flame

Storm Tower	Swirling clouds absorb electricity and magic missiles and prevent ranged attacks
Summon Desert Ally VII	Calls dustform creature to fight
Summon Fey VII	Summons Fey creature to fight for you
Summon Nature's Ally VII	Calls creature to fight
Sunbeam	Beam blinds and deals 4d6 damage
Swamp Lung	Water in lungs makes subject helpless, diseased.
Transmute Metal to Wood	Metal within 40 ft. becomes wood
True Seeing	Lets you see all things as they really are
Unfurl the Mortal Coil	Deal Constitution damage via poisonous spell touch
Waterspout	Column of water sucks in and batters Medium or smaller things
Whiteout	Snow and wind obscure sight; creatures affected may become lost
Wind Walk	You and your allies turn vaporous and travel fast
Word of Balance	Kills, paralyzes, weakens, or nauseates nonneutral creatures.

Spell level 8

Animal Shapes	One ally/level polymorphs into chosen animal
Awaken, Mass	As awaken, but multiple creatures
Bombardment	Falling rocks deal 1d8 damage/level and bury subjects.
Brilliant Aura	Allies weapons become brilliant energy, ignoring armor
City Elemental III	Summons an enhanced Huge earth elemental
Cocoon	Preserves a corpse and reincarnates with no loss of level.
Conjure Ice Beast VIII	Conjures ice creature to fight for you
Control Plants	Control actions of one or more plant creatures
Create Doorway and Sideroad	As create doorway and backroad except creates a fey road from a mortal world to faerieland
Cure Serious Wounds, Mass	Cures 3d8 damage +1/level for many creatures
Deadfall	Falling wood causes damage and knocks foes prone.
Depthsurge	Water slam deals 2d6 + caster level damage to all within 20-ft. radius, pushes targets back, sinks ships.
Earth Glide	Grant the ability to move easily through dirt and stone
Earthquake	Intense tremor shakes 5-ft./level radius
Fey Curtain	As fey mask, but affects 1 creature/level

Fimbulwinter	Creates winter weather for miles around you that lasts for months
Finger of Death	Kills one subject
Flashflood	Wave of water smashes everything in its path and floods area
Frostfell	Intense cold turns all subjects in area into ice
Fuse Line	Two subjects share traits with future offspring.
Glacier	Conjures glaciers that attack your enemies
Leonal's Roar	Kills, paralyzes, weakens, or dazes nongood subjects, and deals 2d6 sonic damage
Maelstrom	You create a whirlpool that damages swimmers and vessels
Mantle of the Fiery Spirit	Permanently grants one creature the fire subtype
Megalodon Empowerment	Gain scent, water breathing, swim speed for 1 hour/level.
Phantom Wolf	Incorporeal wolf fights for you
Red Tide	Creates a surge of tainted water that sickens, weakens, and nauseates.
Repel Metal or Stone	Pushes away metal and stone
Reverse Gravity	Objects and creatures fall upward
Squamous Pulse	Halves natural armor bonus and deals 1d6 damage / natural armor bonus point.
Stormrage	You can fly and fire lightning from your eyes
Summon Desert Ally VIII	Calls dustform creature to fight
Summon Fey VIII	Summons Fey creature to fight for you
Summon Nature's Ally VIII	Calls creature to fight
Sunburst	Blinds all within 10 ft., deals 6d6 damage
Tidal wave	Caster creates huge wall of water.
Unearthly Beauty	As blinding beauty, but creatures must save or die
Unyielding Roots	Creature grows roots that keep it stationary and heal it every round
Whirlpool	A powerful underwater maelstrom is created.
Whirlwind	Cyclone deals damage and can pick up creatures
Word of Recall	Teleports you back to designated place

Spell level 9

Antipathy	Object or location affected by spell repels certain creatures
Cast in Stone	Petrifying gaze attack.
Cometstrike	Three comets per round strike targets, each dealing 3d6 bludgeoning damage and 1d4/level cold damage
Conjure Ice Beast IX	Conjures ice creature to fight for you

Create Greater Creature of the Mist	Creates creature of the mist up to CR12
Cure Critical Wounds, Mass	Cures 4d8 damage +1/level for many creatures
Death Ward, Mass	As death ward, but more targets
Doom of the Seas	Summons a fiendish kraken under your command.
Drown, Mass	As drown, but affects multiple subjects.
Elemental Swarm	Summons multiple elementals
Foresight	"Sixth sense" warns of impending danger
Lord of the City	You charm a city into treating you as an honored guest
Magma Burst	Creates a huge volcanic pit that inflicts 20d6 damage.
Nature's Avatar	Animal gains +10 on attack and damage, extra attack, and 1d8 hp/caster level
Perinarch, Planar	Gain control over a small area of any divinely morphic plane
Phantom Bear	Incorporeal bear fights for you
Rain of Black Tulips	Black Tulips fall from the sky; evil creatures take 5d6 damage per round and are nauseated
Regenerate	Subject's severed limbs grow back, cures 4d8 damage +1/level (max +35)
Revitalize Legacy, Greater	Get extra use of chosen greater legacy ability
Shadow Landscape	Makes natural terrain more dangerous, creates guardians that you command
Shambler	Summons 1d4+2 shambling mounds to fight for you
Shapechange	Transforms you into any creature, and change forms once per round
Storm of Vengeance	Storm rains acid, lightning, and hail
Summon Desert Ally IX	Calls dustform creature to fight
Summon Elemental Monolith	Calls powerful elemental creature to fight for you
Summon Fey IX	Summons Fey creature to fight for you
Summon Nature's Ally IX	Calls creature to fight
Sunfire Tomb	Imprisons target in the sun
Sympathy	Object or location attracts certain creatures
Transmute Rock to Lava	Transforms one 10-ft cube with subsequent fire damage and effects
Tsunami	Massive wave deals 1d6 damage/level.
Undermaster	You gain earth-related spell-like abilities.
Were-Doom	1d4 creatures infected with Lycanthropy
Whirlwind, Greater	As whirlwind, but larger and more destructive