

Druid Spell List

0-LEVEL DRUID SPELLS

Chameleon Scales: You temporarily alter the color of your skin, hide, or scales to another option legal for your race.

Create Water: Creates 2 gallons/level of pure water.

Detect Magic: Detects all spells and magic items within 60 ft.

Drench: A sudden downpour soaks a target creature or object.

Guidance: +1 on one attack roll, saving throw, or skill check.

Know Direction: You discern north.

Ignite: Ignites flammable objects.

Magical Cleaning: Clean a single object of all dirt.

Magical Hygiene: Clean a creature's body of filth, making them fit for a social gathering.

Mending: Makes minor repairs on an object.

Purify Food and Drink: Purifies 1 cu. ft./level of food or water.

Read Magic: Read magical scrolls.

Resistance: Subject gains +1 on saving throws.

Stabilize: Cause a dying creature to stabilize.

Torchlight: Object shines like a torch.

Virtue: Subject gains 1 temporary hp.

1ST-LEVEL DRUID SPELLS

Air Bubble: Provides breathable air for one creature.

Alter Winds: Increase/decrease strength of natural winds.

Aspect of the Falcon: Gives bonuses on Perception checks and ranged attacks.

Aspect of the Nightingale: You gain a +2 competence bonus on Perform (sing) checks and a +2 competence bonus on Diplomacy checks. Once per minute, if you are subject to a charm effect that allows a saving throw, you may roll twice and take the more favorable result.

Blend: Gain a bonus to Stealth and make checks without cover or concealment.

Bristle: Trade natural armor bonus for a bonus on attacks with natural weapons.

Call Animal: Calls the nearest wild animal of the designated type with CR equal to or less than your caster level.

Calm Animals: Calms 2d4 + level HD of animals.

Charm Animal: Makes one animal your friend.

Cheetah's Sprint: A wild surge of energy courses through your body and propels you into a sprint.

Choco Feather: Quick reaction to slow a creature's fall.

Cloak of Shade: Reduces effects of sun exposure and heat.

Commune with Birds: You can ask birds a question.

Deadeye's Lore: Gain +4 sacred bonus on all Survival checks and do not have to move at 1/2 speed while traveling through wilderness or while tracking.

Detect Animals or Plants: Detects kinds of animals or plants.

Detect Snares and Pits: Reveals natural or primitive traps.

Dragon Jump: Subject gains a +10 enhancement bonus on all Acrobatics checks to jump.

Endure Elements: Subject is protected from hot and cold environments.

Entangle: Plants entangle everyone in 40-ft. radius.

Faerie Fire: Outlines subjects with light, canceling blur, concealment, and the like.

Feather Step: Ignore movement penalty in difficult terrain.

Fire Maw: Your animal companion's bite attack deals an additional 1d4 points of fire damage, and the fire deals another 1d4 points of fire damage to the target on the next round.

Gentle Breeze: Light wind protects one target from clouds, gases, heat, and vapors.

Goodberry: 2d4 berries each cure 1 hp (max 8 hp/24 hours).

Heal Companion I: Heals an animal companion for 1d6 + CL + Wisdom modifier of damage.

Hidden Spring: Discover a temporary spring of fresh, flowing water.

Hide from Animals: Animals can't perceive one subject/level.

Keen Senses: Gain +2 Perception and low-light vision.

Leaf: Ranged touch attack that deals 1d6 points of (appropriate type) damage + 1 per caster level (max of +5) + your Wisdom modifier.

Longstrider: Your speed increases by 10 ft.

Magic Fang: One natural weapon of subject creature gets +1 on attack and damage rolls.

Monkey Fish: Gain a climb speed and a swim speed of 10 ft. for a time.

Nature's Paths: The target instinctively knows the shortest, easiest, and fastest way through the wilderness.

Negate Aroma: Subject cannot be tracked by scent.

Pass without Trace: One subject/level leaves no tracks.

Rain: 20-ft.-radius spread, inflicts Drenched status.

Shillelagh: Cudgel or quarterstaff becomes +1 weapon (2d6 damage) for 1 min./level.

Speak with Animals: You can communicate with animals.

Summon Minor Ally: Summon 1d3 Tiny animals.

Summon Nature's Ally I: Summons creature to fight.

Swim: Subject gains a swim speed of 30 feet.

Thorn Javelin: Wield a javelin that sickens opponents when it strikes.

Tracking Mark: You treat the DCs of all Survival checks made to track a target as if 5 lower than normal, and gain a +5 bonus on Perception checks to notice the target if it is using Stealth or to recognize it if it is using Disguise.

Underbrush Decoy: Create a rustling distraction to hide.

Water Blast: A blast of water pushes the target back.

Wave Shield: Water blunts one incoming attack or fire effect.

Whispering Lore: Gain a bonus to Knowledge checks about your environment from the land itself.

Wind Armor: Subject is surrounded by a field of wind, providing a +2 deflection bonus to AC.

Wind Runner: Caster increases his base land speed by 30 feet.

Wind Shield: Caster creates a field of ever-flowing gust of wind around him to deflect ranged attacks.

2ND-LEVEL DRUID SPELLS

Alpha Instinct: Gain bonuses when you're interacting with animals.

Animal Aspect: You gain some of the beneficial qualities of an animal.

Animal Messenger: Sends a Tiny animal to a specific place.

Animal Purpose Training: Animal gains a new general purpose.

Animal Trance: Fascinates 2d6 HD of animals.

Aspect of the Bear: +2 AC and combat maneuver rolls.

Barkskin: Grants +2 (or higher) enhancement to natural armor.

Beastpeak: Speak normally while in animal form.

Binding Earth: Target creature treats areas of earth and stone as difficult terrain.

Campfire Wall: Summons a shelter around a campfire.

Carry Companion: You transform a helpful animal or magical beast into a miniature stone figurine.

Certain Grip: You gain a +4 competence bonus on Acrobatics and Climb checks and to CMD.

Climbing Beanstalk: Summons a beanstalk that is easy to climb.

Companion Life Link: Sense whenever your companion is wounded and call out to it in a time of need.

Control Vermin: You and a number of allies less than or equal to your caster level designated upon casting can use Handle Animal and Ride checks to influence or control the targeted vermin as if they were animals and had animal-level intelligence.

Defoliate: You hurl a tiny ball of negative energy, destroying plant life either in a line 60 feet long or a 10-foot-radius spread.

Eagle Eye: Creates a magical sensor high above you.

Endure Elements, Communal: As *endure elements*, but may divide the duration among creatures touched.

Float: Subject floats a couple of feet off the ground.

Flotsam Vessel: Summons a sturdy raft and oars from driftwood, reeds, and other river detritus.

Forest Friend: Plants in a forested area become helpful instead of hindering you and your allies.

Gird Ally: You create a magical field around summoned creatures you control that deflects attacks made against them. The targets gain a deflection bonus to their AC equal to 1 + 1 for every 6 caster levels you possess (maximum +4 deflection bonus at 18th level).

Glide: Caster can fall slowly like *choco feather* and able to glide.

Greensight: Grant a target the ability to see through plant matter as if it were transparent.

Groundswell: Enable target to raise the ground he's standing on five feet, which negates flanking bonuses.

Gust of Wind: Blows away or knocks down smaller creatures.

Gusting Sphere: Ball of wind can bull rush creatures inflicting 1d6 wind damage.

Heal Companion II: Heals an animal companion for 3d6 + CL + Wisdom modifier of damage.

Hold Animal: Paralyzes one animal for 1 round/level.

Lay of the Land: In a flash of recognition, you learn about the geography of your surroundings within a radius of 1 mile per 2 caster levels (minimum 1 mile). This instant familiarity grants you an insight bonus equal to your caster level (maximum +5) on Knowledge (geography) checks and Survival checks to avoid getting lost so long as you remain in the affected area.

Leaf II: Ranged touch attack that deals 3d6 points of (appropriate type) damage + 1 per caster level (max of +10) + your Wisdom modifier.

Levitate: Subject is able to move up or down up to 20 feet each round.

Lockjaw: Creature gains grab ability with natural attack.

Natural Rhythm: +1 on damage rolls with each hit (max +5).

Plant Voice: You grant one plant creature the ability to speak, hear, and understand any of the languages you know.

Pouncing Fury: Make a full attack with your claws after a charge.

Riversight: You can view events transpiring along a natural watercourse you touch.

Savage Maw: Gain a bite attack.

Scale Spikes: When the target is affected by this spell, its scales grow jagged spikes. These spikes act like +1 armor spikes. The subject is automatically considered proficient with these scale spikes.

Scamper: Grant your animal companion astonishing agility.

Scent Trail: Leave trail for allies to follow.

Sea Steed: Your mount adapts to an aquatic environment.

Sickening Entanglement: As entangle, but plants have sickening sap.

Slipstream: Subject rides a low-cresting wave of water to travel along the surface of water or ground.

Soften Earth and Stone: Turns stone to clay, or dirt to sand or mud.

Spore Burst: You cause a willing plant creature's body to sprout small, puffy mushrooms that remain for 1 round per caster level or until the creature uses them.

Summon Nature's Ally II: Summons creature to fight.

Summon Swarm: Summons swarm of bats, rats, or spiders.

Tree Shape: You look exactly like a tree for 1 hour/level.

Vine Strike: Bristles burst from your body, lodging in your opponent and blossoming into entangling vines as you pummel your target.

Wall Climb: Subject gains a climb speed of 20 feet.

Warp Wood: Bends wood.

Wartrain Mount: Animal gains the combat training general purpose.

Water Lung: Targets gain the ability to breathe water but can no longer breathe air.

Web Shelter: Summons a comfortable shelter made of webbing.

Whip of Spiders: Summons a whip made of poisonous spiders.

Whispering Wind: Caster is able to send a message or sound on the wind to a designated spot.

Wilderness Soldiers: Nearby plants aid you in combat.

Wild Instinct: This spell sharpens your senses, allowing you to perceive threats you would otherwise miss.

Wind Barrier: Subject gains damage reduction 10/- against projectiles.

With the Wind: Protect a target from being blown away by wind of less than windstorm force.

Wood Shape: Reshapes wooden objects to suit you.

3RD-LEVEL DRUID SPELLS

Anchored Step: Vines beneath your feet stabilize you but slow you down.

Animal Aspect, Greater: As animal aspect, but you gain two animal qualities.

Anthropomorphic Animal: Animal becomes bipedal.

Ape Walk: Target gains climb 30 and +8 racial bonus on Climb skill checks.

Aqueous Orb: Creates rolling sphere of water.

Battering Blast: Target takes wind damage and subjects the target to a Bull Rush.

Beast Shape I: You take the form and some of the powers of a Small or Medium animal.

Bleed for Your Master: Compel a companion to take damage for you.

Blood Scent: Gain scent ability against injured creatures.

Burrow: Target gains a burrow speed of 15.

Choco Feather, Mass: As *choco feather*, but multiple creatures.

Clear Grove: Trees, shrubs, and other thick vegetation move out of the spell's area.

Cloak of Winds: Surrounds a creature with a shroud of wind to deflect ranged attacks.

Companion Mind Link: You can talk with your animal companion, and can handle it with supernatural ease.

Diminish Plants: Reduces size or blights the growth of normal plants.

Dominate Animal: One animal obeys your silent mental commands and orders.

Downpour: 40-ft.-radius spread, inflicts Drenched status.

Dragon Jump II: Subject gains a +20 enhancement bonus on all Acrobatics checks to jump.

Feather Step, Mass: As feather step, but multiple creatures.

Fey Form I: Assume the form of a Small or Medium fey creature.

Fly: Subject gains a flying speed of 20 feet.

Heal Companion III: Heals an animal companion for 5d6 + CL + Wisdom modifier of damage.

Hide Campsite: Hides all traces of your campsite.

Hurricane Blast: Creates a severe blast of wind.

Hydraulic Torrent: Creates torrent of water that bull rushes any creature in its path.

Insect Spies: Use magic beetles as spies.

Leaf III: Ranged touch attack that deals 5d6 points of (appropriate type) damage + 1 per caster level (max of +15) + your Wisdom modifier.

Leafra: 1d6 (of the appropriate type) damage per level, 20-ft. radius.

Lily Pad Stride: Walk across water on moving lily pads.

Longstrider, Greater: As longstrider, plus the speeds of other movement modes increase.

Mad Monkeys: Summon a swarm of mischievous monkeys.

Magic Fang, Greater: One natural weapon gets + 1/four levels (max +5).

Nature's Exile: Gives target -10 on Survival checks.

Plant Growth: Grows vegetation, improves crops.

Pocketful of Vipers: Ward a container with summoned vipers.

Quench: Extinguishes fires.

Raven's Flight: You can cast this spell only if it is the first action you take on your turn. In a burst of shadowy feathers, you turn into a Tiny blurred shape reminiscent of a black raven until the beginning of your next turn.

Scale Spikes, Greater: As scale spikes, except that the spikes growing out of the scales have an enhancement bonus on attack and damage rolls equal to +1 for every 4 caster levels (maximum +5). This bonus does not allow the spikes to bypass damage reduction aside from magic.

Shifting Sand: Creates difficult terrain and erases tracks; can carry creatures or objects along.

Signs of the Land: Learn up to three details about the surrounding territory.

Snare: Creates a magic booby trap.

Speak with Plants: You can talk to plants and plant creatures.

Spike Growth: Creatures in area take 1d4 damage, may be slowed.

Stench of Prey: Predatory animals must successfully save or attack the target.

Summon Nature's Ally III: Summons creature to fight.

Tail Current: Create a current in water to enhance or impede swimming.

Tailwind: Create a current of wind to enhance or impede flight.

Thorny Entanglement: As entangle, plus plants make ranged attacks.

Vermin Shape I: Take the form and some of the powers of a Small or Medium vermin.

Wall Climb, Communal: As *wall climb*, but may divide the duration among creatures touched.

Ward of the Season: Gain emergency healing (spring), extra speed (summer), a bonus on Fortitude saves (fall) or the ability to navigate across slick surfaces with ease (winter).

Water Breathing: Subjects gain the ability to breathe underwater.

Water Walk: Subjects gain the ability to walk upon water.

Wind Barrier, Communal: As *wind barrier*, but may divide the duration among creatures touched.

Wind Wall: Creates an invisible vertical curtain of wind to deflect projectiles.

4TH-LEVEL DRUID SPELLS

Aerial Tracks: Track flying creatures through the air.

Air Walk: Subject treads on air as if solid (climb or descend at 45-degree angle).

Alter River: You alter the flow of water in a natural freshwater channel such as a river, stream, or waterfall.

Animal Ambassador: Grant an animal messenger sentience to deliver your message.

Antiplant Shell: Keeps animated plants at bay.

Arboreal Hammer: Tree branches attack opponents.

Aspect of the Stag: +2 AC against attacks of opportunity and increases speed.

Atavism: Animal gains advanced creature simple template.

Beast Shape II: You take the form and some of the powers of a Tiny or Large animal.

Blight: Withers one plant or deals 1d6/level damage to plant creature.

Bloody Claws: Causes bleed damage with natural attacks.

Calm Air: You calm the air and disperse fog, dust, and other particles.

Cape of Wasps: Wasp swarm defends or carries you.

Cloud Shape: Subject becomes insubstantial and can fly slowly.

Command Plants: Sways the actions of plant creatures.

Control Water: Raises or lowers bodies of water.

Create Holds: You create a path of handholds on earthen, plaster, stone, or wooden walls.

Earth Glide: Gain the ability to pass through stone, dirt and earth.

Echolocation: Sonic sense gives you blindsight 40 ft.

Explosion of Rot: Call forth a burst of decay that damages and can stagger targets.

Floatga: As *float*, but multiple creatures.

Forest's Sense: Sense the location of a distant target that is near a plant or fungus.

Form Road: Creates a section of road made of rock or brick, decreasing the movement penalty of ill-suited terrain.

Freedom of Movement: Subject moves normally despite impediments to movement.

Gaseous Form: Subject becomes insubstantial and can fly slowly.

Geyser: Creates a geyser of boiling water.

Giant Vermin: Turns centipedes, scorpions, or spiders into giant vermin.

Globe of Tranquil Water: Upon casting this spell, a rippling bubble of calm water extends outward from you to a radius of 20 feet and remains centered on you when you move.

Grove of Respite: Creates trees and a small spring.

Heal Companion IV: Heals an animal companion for 7d6 + CL + Wisdom modifier of damage.

Heavy Water: You cause a volume of water to become heavier than normal.

Leaf IV: Ranged touch attack that deals 7d6 points of (appropriate type) damage + 1 per caster level (max of +20) + your Wisdom modifier.

Life Bubble: Protects from environmental effects.

Metallaxis: Increases a target's metallic equipment's weight by 3x, increases to 4x at CL10, 5x at CL 14, and 6x at CL 19.

Reincarnate: Brings dead subject back in a random body.

Repel Vermin: Insects, spiders, and other vermin stay 10 ft. away.

Ride the Waves: Target can breathe water and swim.

River of Wind: Creates a powerful tempest in a 120-ft.-line.

Sea Stallion: You and your mount adapt to an aquatic environment.

Spike Stones: Creatures in area take 1d8 damage, may also be slowed.

Strong Jaw: Natural attacks deal damage as if dealt by creature two sizes larger.

Summon Nature's Ally IV: Summons creature to fight.

Thorn Body: Your attackers take 1d6 +1 damage/level.

Vermin Shape II: As vermin shape, but Tiny or Large.

Watchful Animal: You place a scrying sensor on your animal companion or familiar.

Water Walk, Communal: As *water walk*, but may divide the duration among creatures touched.

5TH-LEVEL DRUID SPELLS

Air Walk, Communal: As *air walk*, but you may divide the duration among creatures touched.

Animal Growth: One animal doubles in size.

Aspect of the Wolf: +4 Str and Dex, +2 bonus on trip attacks.

Awaken: Animal or tree gains human intellect.

Baleful Polymorph: Transforms subject into harmless animal.

Beast Shape III: You take the form of a Diminutive or Huge animal, or Small or Medium magical beast.

Cave Fangs: Create a trap from stalactites and stalagmites.

Commune with Nature: Learn about terrain for 1 mile/level.

Companion Transposition: Swap places with your animal companion via teleportation.

Control Winds: Changes wind direction and speed.

Dragon Jump III: Subject gains a +30 enhancement bonus on all Acrobatics checks to jump.

Fey Form II: Assume the form of a Tiny or Large fey creature.

Fickle Winds: Wind walls selectively block attacks.

Flight: Caster gains a flying speed of 40 feet.

Form Highway: Creates a section of road made of concrete, decreasing the movement penalty of ill-suited terrain by 2 stages (to a max of normal speed).

Hungry Earth: The ground attempts to pull creatures beneath its surface as if hungry for the flesh of mortals.

Insect Plague: Wasp swarms attack creatures.

Jungle Mind: You merge your mind into the jungle's social hierarchy, mystically establishing yourself as a master of wild beasts and an apex predator.

Leafaga: 1d8 (of the appropriate type) damage per level, 30-ft. radius.

Oasis: This spell redirects the flow of water in the ground toward the surface at the designated point, creating a permanent water source similar to a natural spring. The spring discharges 5 gallons of pure drinking water per caster level each hour.

Passwall: Caster is able to pass through plaster and stone walls.

Plant Shape I: Turns you into a Small or Medium plant.

Raise Animal Companion: As *raise*, but only on an animal companion.

Release The Hounds: Summon a pack of canines that respond to your commands and act in perfect unison, causing them to function like a swarm.

Replay Tracks: Reconstruct past events from a set of tracks.

Snake Staff: Transforms wood into snakes to fight for you.

Stoneskin: Subject gains damage reduction 10/adamantine.

Sturdy Tree Fort: Summons a tree with a defensive fort within it.

Summon Nature's Ally V: Summons creature to fight.

Tidal Surge: Create a surge of water to bludgeon foes and extinguish fires.

Transmute Mud to Rock: Transforms two 10-ft. cubes per level.

Transmute Rock to Mud: Transforms two 10-ft. cubes per level.

Tree Stride: Step from one tree to another far away.

Vile Dog Transformation: Transform ordinary dogs into fiendish minions.

Vinetrapp: Vines burst to life in a radius around a target with a variety of effects.

Wall of Thorns: Thorns damage anyone who tries to pass.

Whip of Centipedes: Create a whip made of poisonous centipedes.

6TH-LEVEL DRUID SPELLS

Antilife Shell: 10-ft.-radius field hedges out living creatures.

Beast Shape IV: You take the form of a Diminutive to Huge animal or a Tiny to Large magical beast.

Binding Earth, Mass: Target creatures treats areas of earth and stone as difficult terrain.

Cyclic Reincarnation: This spell allows a dead creature that died no more than 1 year before the casting of the spell to return to life in a body that closely resembles its original body and functions as reincarnate except as noted.

Eagle Aerie: Summon 1 giant eagle/3 levels.

Enlightened Step: You are able to make your steps lighter than air.

Fey Form III: Assume the form of a Diminutive or Huge fey creature.

Find the Path: Shows most direct way to a location.

Green Caress: Slowly transform a creature into an inanimate plant.

Insect Spies, Greater: Use magic beetles as spies and also share their senses.

Ironwood: Magic wood is as strong as steel.

Liveoak: Oak becomes treant guardian.

Move Earth: Moves all kinds of dirt.

Path of the Winds: Winds sweep area clear of anything of Small or smaller size, and after act as wind wall.

Plant Shape II: Turns you into a Large plant creature.

Reincarnate Spy: As reincarnate, but creating a body similar to that of a chosen creature, and you secretly keep part of the body.

Repel Wood: Pushes away wooden objects.

Share Skin: Possess an animal.

Stoneskin, Communal: As *stoneskin*, but may divide the duration among creatures touched.

Summon Nature's Ally VI: Summons creature to fight.

Summon Stampede: Summons a herd of aurochs or similar herd animal that immediately stampedes in the indicated direction.

Swarm Skin: Turns your body into a swarm that can attack.

Transport via Plants: Move instantly from one plant to another of the same kind.

Unerring Tracker: Follow an entire trail unerringly.

Whip of Ants: Summons a whip made of army ants.

Wind Walk: You and your allies turn vaporous and travel fast.

7TH-LEVEL DRUID SPELLS

Animate Plants: One or more plants animate and fight for you.

Changestaff: Your staff becomes a treant on command.

Control Weather: Changes weather in local area.

Creeping Doom: Swarms of centipedes attack at your command.

Fairy Ring Retreat: Toadstool circle leads to an extradimensional meadow.

Fluid Form: Caster's body transforms into a liquid state.

Fly, Mass: As *fly*, except all creatures within 30 feet.

Legendary Proportions: You call upon the primordial power of ancient megafauna to boost the size of your target. The creature's height doubles and its weight increases by a factor of 8.

Planar Refuge: This spell enforces the rules of the Material Plane on other planes of existence. Upon casting this spell on another plane, a spherical pocket of wilderness terrain forms around the designated point.

Plant Shape III: Turns you into a Huge plant.

Rampart: Summons 5-ft.-thick earthen barrier.

Scouring Winds: Creates a windstorm of stinging sand, dealing 3d6 points of wind damage each round.

Siege of Trees: Transforms Large trees into arboreal catapults of the same size.

Summon Nature's Ally VII: Summons creature to fight.

Tectonic Communion: As commune with nature with an even greater range. In outdoor or natural underground settings, the spell operates on a radius of 100 miles per caster level, extending even underground without penalty.

Transmute Metal to Wood: Metal within 40 ft. becomes wood.

Vortex: Creates a powerful and immobile whirlpool in any body of liquid large enough.

8TH-LEVEL DRUID SPELLS

Animal Shapes: One ally/level polymorphs into chosen animal.

Atavism, Mass: One animal/level gains advanced template.

Control Plants: Controls actions of one or more plant creatures.

Earth Rupture: Intense tremor shakes 80-ft.-radius.

Fey Form IV: Assume the form of a powerful fey creature.

Repel Metal or Stone: Pushes away metal and stone.

Seamantle: Caster is sheathed in a churning column of elemental water.

Summon Nature's Ally VIII: Summons creature to fight.

Wandering Weather: Control weather in a large area that moves with you.

Whirlwind: Cyclone deals damage and can pick up creatures.

9TH-LEVEL DRUID SPELLS

Clashing Rocks: Creatures Colossal-sized rocks to crush a single creature for 20d6 points of damage (half earth/bludgeoning).

Sea of Dust: Permanently drive water out of a region to create a desert.

Shambler: Creates 1d4+2 shambling mounds to fight for you.

Shapechange: Transforms you into certain creatures, and you can change forms once per round.

Siege of Trees, Greater: As siege of trees, but can transform Huge and Gargantuan trees into arboreal catapults of the same size.

Summon Nature's Ally IX: Summons creature to fight.

Tsunami: Creates a massive wave of water to crash over creatures and objects.

Winds of Vengeance: Caster is surrounded by a buffeting shroud of supernatural, tornado-force winds, granting him a fly speed of 60 feet with perfect maneuverability.

World Wave: Caster is able to cause any sort of natural terrain to surge beneath his feet and safely propel him with devastating force over great distances.