

Level	Type	Title	Description	Previous in line	Next in line
20	Shape of Wolf	Protector of the Forest	The warden takes on the form of a wolf, increasing physical resistances against slashing, piercing, and crushing attacks, as well as increased focus. While in this form, the warden also gains the ability to see invisible creatures		Warden of the Forest (34)
21	Root	Ensnaring Roots	Roots the warden's target in place, preventing them from movement. Every hostile spell or damage received by the target has a chance at breaking the effect. When the root effect expires, the target's movement speed is reduced for a short duration		Grasping Roots (35)
22	Heal & HoT	Nature's Healing	Instantly heals some of target ally's health, and replenishes their health over time for a short duration	Bloom (15)	Nature's Caress (29)
22	Combat Rez	Nature's Touch	Resurrects a fallen ally and replenishes their health over time. This spell can be used in combat.		
23	Damage over Time	Cold Snap	Deals cold damage over time and decreases the elemental resistance of the target.		FrostBite (37)
23	Water Breath	Nereid's Boon	Augmentation which grants the warden's group the ability to clearly see and breathe under water.		
24	Damage Shield	Barbcoat	An augmentation placed on the warden's ally, that deals instant piercing damage to any attacker of that ally. This spell does not require any concentration, but can only be maintained on a single ally	NettleShield (10)	Bramblecoat (38)
25	Direct Damage	Frost	Deals instant cold damage to an enemy. Additional damage is done to Elemental enemies.	Chill (11)	Bitter Frost (39)
26	Heal Over Time	Blessing of the Grove	Heals a large amount of target ally's health over time for a short duration.	Greater Regrowth (19)	Chloroplast (40)
26	Buff	Primeval Instinct	Augmentation cast by the warden that greatly increases all offensive skills of an ally. This spell does not require any concentration, but can only be maintained on a single ally		Primal Instinct (40)
27	Root	Wisp	Roots all enemies near the warden and reduces their hate towards the warden. Any hostile actions taken on them have a chance at breaking the root effect.	Subterfuge (13)	Sylph (41)
28	Cure	Arcane Purification	Cures arcane impairments on the target ally. This includes magic, mental, and divine effects		
28	Health Over Time	Blessing of Earth	Replenishes health over time for a short duration to the warden's group.	Winds of Renewal (14)	Chlorostorm (42)
28	Group HoT	Healing Breeze	Heals all allies near the warden, and replenishes their health over time for a short duration	Sylvan Wind (14)	Gale of Healing (42)
29	Group & Solo Buff	Favor of the Untamed	A group augmentation that places a protective barrier over the warden's group, that increases elemental resistance and wards elemental sources of damage for a limited duration		Praise of the Untamed (43)
29	Heal & HoT	Nature's Caress	Instantly heals some of target ally's health, and replenishes their health over time for a short duration	Nature's Healing (22)	Sylvan Waters (43)
30	Buff	Oakskin	An augmentation that increases the wisdom and power pool of an ally.	Vigor (16)	Aspect of the Owl (44)

30	Group & Solo Buff	Perennial Essence	A group augmentation that increases the elemental resistance and health pool of the warden's group. The elemental resistance protects more against cold than it does heat.	Vedure (16)	Essence of the Kodiak (44)
31	Direct Damage	Summer's Flame	Deals instant heat damage to an enemy.	Provoking Swarm (17)	Winter's Bite (45)
32	Group & Solo Buff	Blessing of Wild	A group augmentation that increases the agility and wisdom of the warden's group.	Wild Spirit (18)	Benison of the Wild (46)
32	Heal & HoT	Nature's Embrace	Replenishes a large amount of target ally's health, and replenishes their health over time for a short duration	Effloresce (18)	Verdane Rapture (46)
32	E-AoE	Winds of Frost	Deals instant cold damage to an enemy and nearby encounter members.		Winds of Winter (46)
33	Group & Solo Buff	Protection of the Seasons	A group augmentation that increases the physical and magical damage resistance of the warden's group.	Willowskin (19)	Spirit of the Oak (47)
34	Shape of Wolf & buff	Warden of the Forest	The warden takes on the form of a wolf, increasing physical resistances against slashing, piercing, and crushing attacks, as well as increased focus. While in this form, the warden also gains the ability to see invisible creatures	Protector of the Forest (20)	Steward of the Forest (48)
35	Root	Grasping Roots	Roots the warden's target in place, preventing them from movement. Every hostile spell or damage received by the target has a chance at breaking the effect. When the root effect expires, the target's movement speed is reduced for a short duration	Ensnaring Roots (21)	Seizing Vines (49)
35	Heal Proc Buff	Numbing Spores	An augmentation which grants an ally the chance to replenish health over time whenever they receive damage. This spell does not require any concentration, but can only be maintained on a single ally		Tranquilizing Spores (49)
35	Buff	Spirit of the Bat	Boots an ally's in combat power regeneration, Powerpool, and Agility. This spell can only be maintained on a single ally.		
36	Combat REZ	Equinox	Resurrects nearby fallen allies and replenishes their health over time. This spell can be used in combat.		
37	Damage over Time	Frostbite	Deals cold damage over time and decreases the elemental resistance of the target.	Cold Snap (23)	Wintery Cold (51)
38	Damage Shield	Bramblecoat	An augmentation placed on the warden's ally, that deals instant piercing damage to any attacker of that ally. This spell does not require any concentration, but can only be maintained on a single ally	Barbcoat (24)	ThornCoat (52)
39	Direct Damage	Bitter Frost	Deals instant cold damage to an enemy. Additional damage is done to Elemental enemies.	Frost (25)	HoarFrost (53)
39	EVAC	Verdurous Journey	Teleports the warden and all nearby group members to the nearest designated safe spot in the current adventuring area.		
40	Heal Over Time	Chloroplast	Heals a large amount of target ally's health over time for a short duration.	Blessing of the Grove (26)	Wild Growth (54)

40	Primal Instinct	Augmentation cast by the warden that greatly increases all offensive skills of an ally. This spell does not require any concentration, but can only be maintained on a single ally	Pimeval I+F80nstinct (26)+F112	Natural Instinct (54)
Buff				
41	Nature's Reprive	If target ally receives damage that would be fatal, that ally is healed instead over time and their wisdom is increased. This spell cannot be interrupted, does not require any power and has a very fast casting time		Nature's Respite (55)
Prevent Death				
41	Sylph	Roots all enemies near the warden and reduces their hate towards the warden. Any hostile actions taken on them have a chance at breaking the root effect.	Wisp (27)	Silver Sylph (55)
AOE Root				
42	Chlorostorm	Replenishes health over time for a short duration to the warden's group.	Blessing of Earth (28)	Wild Chlorostorm (56)
Health Over Time				
42	Gale of Healing	Heals all allies near the warden, and replenishes their health over time for a short duration	Healing Breeze (28)	Winds of Healing (56)
Group HoT				
42	Verdant Sigh	Cures elemental and trauma impairments on the warden's group.		Verdant Whisper (56)
Cure				
43	Praise of the Untamed	A group augmentation that places a protective barrier over the warden's group, that increases elemental resistance and wards elemental sources of damage for a limited duration	Favor of the Untamed (29)	Exhalation of the Untamed (57)
Group & Solo Buff				
43	Sylvan Waters	Instantly heals some of target ally's health, and replenishes their health over time for a short duration	Nature's Caress (29)	Sylvan Streams (57)
Heal & HoT				
44	Aspect of the Owl	An augmentation that increases the wisdom and power pool of an ally.	Oakskin (30)	Aspect of the Hawk (58)
Buff				
44	Essence of the Kodiak	A group augmentation that increases the elemental resistance and health pool of the warden's group. The elemental resistance protects more against cold than it does heat.	Perennial Essence (30)	Essence of the Great Bear (58)
Group & Solo Buff				
45	Duststorm	A group augmentation which increases defense and grants a chance that any enemy attacking an ally in melee will be stunned for a short duration. To maintain this spell, the warden must continually pay a power upkeep and remain stationary in place		Sandstorm (59)
Stun proc				
45	Solar Burn	Deals instant Heat damage to an enemy.	Summer's Flame (31)	Solar Flame (59)
Direct Damage				
46	Benison of the Wild	A group augmentation that increases the agility and wisdom of the warden's group.	Blessing of the Wild (32)	Benediction of the Wild (60)
Group & Solo Buff				
46	Verdant Rapture	Replenishes a large amount of target ally's health, and replenishes their health over time for a short duration	Nature's Embrace (32)	Verdant Bliss (60)
Heal & HoT				
46	Winds of Winter	Deals instant cold damage to an enemy and nearby encounter members.	Winds of Frost (32)	Winds of Arctic Cold (60)
E-AOE Damage				
47	Spirit of the Oak	A group augmentation that increases the physical and magical damage resistance of the warden's group.	Protection of the Seasons (33)	Protection of the Oak (61)
Group & Solo Buff				

47	Undergrowth	Roots the target and the surrounding encounter members and decreases their agility. When the root effect wears off, it slows their movement for a short duration. Every hostile spell or damage received by the target has a chance at breaking the effect. Upgrades to this spell reduce the target's resistance to the full duration of the effect		Bracken (61)
E-AOE ROOT				
48	Steward of the Forest	The warden takes on the form of a wolf, increasing physical resistances against slashing, piercing, and crushing attacks, as well as increased focus. While in this form, the warden also gains the ability to see invisible creatures	Warden of the Forest (34)	Patron of the Forest (62)
Shape of Wolf & buff				
48	Sylvan Embrace	Replenishes health over time for a short duration to the warden's group. This spell does not require any power and does not have a casting time.		
Instant Health Over Time				
49	Seizing Vines	Roots the warden's target in place, preventing them from movement. Every hostile spell or damage received by the target has a chance at breaking the effect. When the root effect expires, the target's movement speed is reduced for a short duration	Grasping Roots (35)	Trapping Vines (64)
Root				
49	Tranquilizing Spores	An augmentation which grants an ally the chance to replenish health over time whenever they receive damage. This spell does not require any concentration, but can only be maintained on a single ally	Numbing Spores (35)	Regenerative Spores (63)
Proc health Over Time				
50	Hierophantic Genesis	Replenishes a large amount of health over time. The warden is stunned as long as the spell is maintained, but the spell can be toggled off early if desired.		Hierophantic Advent (70)
Large Health Over Time				
50	Reincarnate	Resurrects a fallen ally and shapechanges them into a wolf, granting increased attributes, attack speed, combat attack damage, offensive melee skills, and health regeneration. After the shapechange effect expires, the ally will get resurrection sickness. This spell can be used in combat		
Combat Rez				
51	Wintry Cold	Deals cold damage over time and decreases the elemental resistance of the target.	FrostBite (37)	Glacial Cold (65)
Damage over Time				
52	Thorncoat	An augmentation placed on the warden's ally, that deals instant piercing damage to any attacker of that ally. This spell does not require any concentration, but can only be maintained on a single ally.	Bramblecoat (38)	SpikeCoat (66)
Damage Shield				
52	Tunare's Watch	If any group member receives damage that would be fatal, that ally is healed instead and their wisdom is increased. This spell cannot be interrupted, does not require any power and has a very fast casting time		
Group Death prevent				
53	Hoarfrost	Deals instant cold damage to an enemy. Additional damage is done to Elemental enemies.	Bitter Frost (39)	SubZero (67)
Direct Damage				
54	Natural Instinct	Augmentation cast by the warden that greatly increases all offensive skills of an ally. This spell does not require any concentration, but can only be maintained on a single ally	Primal Instinct (40)	Primitive Instinct (68)
Buff				
54	Wild Growth	Heals a large amount of target ally's health over time for a short duration.	Chloroplast (40)	Greater Chloroplast (68)
Health Over Time				
55	Nature's Ally	Summons a pack of wolves on the warden's target.		
Summon Wolves				

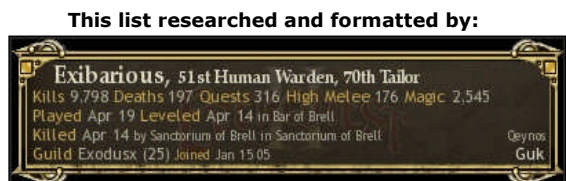
55	Nature's Respite	If target ally receives damage that would be fatal, that ally is healed instead over time and their wisdom is increased. This spell cannot be interrupted, does not require any power and has a very fast casting time	Nature's Reprive (41)	Nature's Regrowth (69)
Prevent Death				
55	Silver Sylph	Roots all enemies near the warden and reduces their hate towards the warden. Any hostile actions taken on them have a chance at breaking the root effect.	Sylph (41)	Ancient Sylph (69)
AOE Root				
56	Verdant Whisper	Cures elemental and trauma impairments on the warden's group.	Verdant Sigh (42)	Verdant Gasp (70)
Cure				
56	Wild Chlorostorm	Replenishes health over time for a short duration to the warden's group.	Chlorostorm (42)	Fierce Chlorostorm (70)
Health Over Time				
56	Winds of Healing	Heals all allies near the warden, and replenishes their health over time for a short duration	Gale of Healing (42)	Wave of Healing (70)
Group HoT				
57	Exhaltation of the Untamed	A group augmentation that places a protective barrier over the warden's group, that increases elemental resistance and wards elemental sources of damage for a limited duration	Praise of the Untamed (43)	
Group & solo Buff				
57	Sylvan Streams	Instantly heals some of target ally's health, and replenishes their health over time for a short duration	Sylvan Waters (43)	
Instant HoT				
58	Aspect of the Hawk	An augmentation that increases the wisdom and power pool of an ally.	Aspect of the Owl (44)	
Buff				
58	Essence of the Great Bear	A group augmentation that increases the elemental resistance and health pool of the warden's group. The elemental resistance protects more against cold than it does heat.	Essence of the Kodiak (44)	
Group & Solo buff				
58	Protecting Grove	Summons a protective grove around the warden. Any allies within the grove gain health replenishment over time. This spell has a small recurrent power cost.		
summon Wall of vines				
59	Sandstorm	A group augmentation which increases defense and grants a chance that any enemy attacking an ally in melee will be stunned for a short duration. To maintain this spell, the warden must continually pay a power upkeep and remain stationary in place	Duststorm (45)	
Stun Proc				
59	Solar Flame	Deals instant heat damage to an enemy.	Solar Burn (45)	
Direct Damage				
60	Benediction of the Wild	A group augmentation that increases the agility and wisdom of the warden's group.	Benison of the Wild (46)	
Group & Solo Buff				
60	Verdant Bliss	Replenishes a large amount of target ally's health, and replenishes their health over time for a short duration	Verdant Rapture (46)	
Heal & Hot				
60	Winds of Arctic Cold	Deals instant cold damage to an enemy and nearby encounter members.	Winds of Winter (46)	
E-AOE				
61	Protection of the Oak	A group augmentation that increases the physical and magical damage resistance of the warden's group.	Spirit of the Oak (47)	
Group & Solo Buff				
61	Bracken	Roots the target and the surrounding encounter members and decreases their agility.	Undergrowth (47)	
E-AOE Root				

62	Shape of wolf and Buff	Patron of the Forest	The warden takes on the form of a wolf, increasing physical resistances against slashing, piercing and crushing attacks, as well as increased focus. Grants see invisible as well	Steward of the forest (48)
63	Proc'd Heal over Time	Regenerative Spores	An augmentation which grants an ally the chance to replenish health over time whenever they receive damage. If that ally is below 50%, the amount healed is doubled.	Tranquilizing Spores (49)
64	Root	Trapping Vines	Roots the warden's target in place, preventing them from movement.	Siezing Vines (49)
65	Damage over Time	Glacial Cold	Deals cold damage over time and decreases the elemental resistance of the target.	Wintry Cold (51)
65	Cure ALL	Tranquillity	Removes all hostile effects from an ally. That ally is healed for each hostile effect that was removed.	
66	Damage Shield	Spikecoat	An augmentation placed on the warden's ally, that deals instant piercing damage to any attacker of that ally. This spell does not require any concentration, but can only be maintained on a single ally.	Thorncoat (52)
67	Direct Damage	Subzero	Deals instant cold damage to an enemy. Additional damage is done to Elemental enemies.	Hoarfrost (53)
68	Heal Over Time	Greater Chloroplast	Heals a large amount of target ally's health over time for a short duration.	Wild Growth (54)
68	Buff	Primitive Instinct	Augmentation cast by the warden that greatly increases all offensive skills of an ally. This spell does not require any concentration, but can only be maintained on a single ally	Natural Instinct (54)
69	AOE Root	Ancient Sylph	Roots all enemies near the warden and reduces their hate towards the warden. Any hostile actions taken on them have a chance at breaking the root effect.	Silver Sylph (55)
69	Prevent Death	Nature's Regrowth	If target ally receives damage that would be fatal, that ally is healed instead over time and their wisdom is increased. This spell cannot be interrupted, does not require any power and has a very fast casting time	Nature Respite (55)
70	Group Heal and HoT	Wave of Healing	Heals all allies near the warden, and replenishes their health over time for a short duration	Winds of Healing (56)
70	Group HoT	Fierce Chlorostorm	Replenishes health over time for a short duration to the warden's group.	Wild Chlorostorm (56)
70	Cure	Verdant Gasp	Cures elemental and trauma impairments on the warden's group.	Verdant Whisper (56)
70	Large HoT	Hierophantic Advent	Replenishes a large amount of health over time. The warden is stunned as long as the spell is maintained, but the spell can be toggled off early if desired.	Hierophantic Genesis (50)

Training Choices for Master II Spells:

Level 14:
 Regrowth (12)
 Nettleshield (10)
 Chill (11)
 Winds of Renewal (14)

Level 24:



Contact me for changes:

Warden For Fun Spells:

Level 20: Dustcloud
 Makes Leaves swirl around target

Level 30: Rowyl's Form of the Vale
 Self only, Hornet form

Level 35: Call of the Fae
 Self only, Fae form (like in EL)

Exibar@thelair.com

If you see me on Guk, stop by and say hi!
Exibarious WolfHeart

Level 40: Form the the Strange Bear
OwlBear form

Level 45: Warden's Gentle Reminder

Make "lots" of rocks fall on target

Level 50: Reebo's Circling Runes

Self Only - Runes swirl around Target

Available in North Qeynos in the Temple of Life

Emma Healtor

<Warden Trainer>

Greater Regrowth (19)
Protector of the Forest (20)
Barbcoat (24)
Cold Snap (23)

Level 34:

Summer's Flame (31)
Nature's Embrace (32)
Protection of the Seasons (33)
Warden of the Forest (34)

Level 44:

Bitter Frost (39)
Chloroplast (40)
Chlorostorm (42)
Sylvan Waters (43)

Level 54:

Steward of the Forest (48)
Thorncoat (52)
Hoarfrost (53)
Wild Growth (54)

Level 64:

Verdant Bliss (60)
Winds of Arctic Cold (60)
Bracken (61)
Regenerative Spores (63)

