

Ellasandra Du-ve

Character Name

d20E 1, d8E 3, Druid

CLASS

4 (4)

6000 / 10000

Character Level (CR)

EXP / NEXT LEVEL

Bekah

Player Name

Elf (Grey) / Humanoid

RACE

140

Female

GENDER

AGE

None

Region

Neutral Good

Alignment

Medium / 5 ft.

5' 0" / 94 lbs.

Low-light

SIZE / FACE

HEIGHT / WEIGHT

VISION

Blue

Blond, Braided

HAIR

EYES

ABILITY NAME	ABILITY SCORE	EQUIPPED SCORE	ABILITY MODIFIER	ABILITY DAMAGE	PENALTY
STR Strength	12		+1		
DEX Dexterity	12		+1		
CON Constitution	12		+1		
INT Intelligence	17		+3		
WIS Wisdom	17		+3		
CHA Charisma	14		+2		

HP
hit points

49

WOUNDS/CURRENT HP

AC
armor class

20

19

16

10

4

0

1

0

0

0

1

0

0

0

0

0

0

0

TOTAL

FLAT

TOUCH

BASE

ARMOR BONUS

SHIELD BONUS

STAT

SIZE

NATURAL ARMOR

REFLECTION

DODGE

Morale

Insight

Sacred

Profane

MISC

INITIATIVE
modifier

+1

+1

+0

MISS CHANCE

0

Arcane Spell Failure

+0

ARMOR CHECK PENALTY

0

SPELL RESIST

SAVING THROWS	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP	Conditional Modifiers +2 racial saving throw bonus against enchantment spells or effects.
FORTITUDE (constitution)	+4	+2	+1	+0	+1	+0		
REFLEX (dexterity)	+4	+2	+1	+0	+1	+0		
WILL (wisdom)	+5	+1	+3	+0	+1	+0		

	TOTAL	BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP
MELEE attack bonus	+2	+6	+1	+0	-5	+0	
RANGED attack bonus	+1	+6	+1	+0	-6	+0	
GRAPPLE attack bonus	+2	+6	+1	+0	-5	+0	

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	REACH
	+7/+7	1d3+2	20/x2	5 ft.

Touch Attack (Ray)	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	REACH
Ray	+7	As Spell	20 /x2	0>

*Produce Flame		HAND	TYPE	SIZE	CRITICAL	REACH
		Primary	F	M	20/x2	120 ft.
TOTAL ATTACK BONUS		DAMAGE				
+6/+6		1d6+1				
Special Properties	Produce Flame Spell - Deals 1d6+1 damage melee touch attack or ranged touch attack.					

Character: Ellasandra Du-ve
Player: Bekah

ARMOR	TYPE	AC	MAXDEX	CHECK	SPELL FAILURE
*Chosen One Robe	Light	+4		+0	0

TOTAL SKILLPOINTS: 39		SKILLS		MAX RANKS: 7/3.5				
SKILL NAME		KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER		
✓	Acrobatics	DEX	12	=	1	+	7 + 4	
✓	Appraise	INT	4	=	3		+ 1	
✓	Athletics	STR	9	=	1	+	7 + 1	
✓	Craft (Untrained)	INT	3	=	3			
✓	Deception	CHA	3	=	2		+ 1	
✓	Endurance	CON	2	=	1		+ 1	
✓	Gather Information	CHA	3	=	2		+ 1	
	Handle Animal	CHA	7	=	2	+	4 + 1	
✓	Heal	WIS	4	=	3		+ 1	
✓	Insight	WIS	4	=	3		+ 1	
	Martial Arts (Dexterity Based)	DEX	8	=	1	+	3.5 + 4	
✓	Perception	WIS	6	=	3		+ 3	
✓	Persuasion	CHA	3	=	2		+ 1	
✓	Ride	DEX	5	=	1		+ 4	
✓	Stealth	DEX	12	=	1	+	7 + 4	
✓	Survival	WIS	11	=	3	+	7 + 1	
✓	Survival (Find or follow tracks)	WIS	10	=	3	+	[7]	
✓	Thievery	DEX	5	=	1		+ 4	
✓	Use Rope	DEX	5	=	1		+ 4	
				=		+	+	
					=	+	+	
✓: can be used untrained. ✕: exclusive skills. *: Skill Mastery.								

EQUIPMENT				
ITEM	LOCATION	QTY	WT	COST
Produce Flame	Equipped	1	0	0
Produce Flame Spell - Deals 1d6+1 damage melee touch attack or ranged touch attack.				
Boots of the New Chosen Ones	Equipped	1	0	0
Chosen One Backpack of Holding	Equipped	1	0	0
Chosen One Orb	Equipped	1	0	0
Chosen One Robe	Equipped	1	0.5	1
TOTAL WEIGHT CARRIED/VALUE			0.5 lbs. / 1 gp	

WEIGHT ALLOWANCE			
Light	43	Medium	86
Lift over head	130	Lift off ground	260
		Push / Drag	650

LANGUAGES	
Common, Draconic, Druidic, Elven, Gnoll, Orc	

Special Attacks	
Warcraft +1 BAB	[Eclipse, p.10]
Warcraft / +1 to Weapon, with bab (Unarmed Strike, Unarmed Strike, Unarmed Strike, Unarmed Strike)	[Eclipse, p.10]
Warcraft / Spec for Melee	[Eclipse]

Special Qualities	
Death and Dying Disabled 0 HP till -1, Dying -2 and Dead -13	[Eclipse]
Elven Trance Elves do not sleep, as members of the other common races do. Instead, an elf meditates in a deep trance for 4 hours a day. An elf resting in this fashion gains the same beenefit that a human does from 8 hours of sleep. While meditating, an elf dreams, though these dreams are actually mental exercises that have become reflexive through years of practice.	[Is This It]
Humanoid Traits Humanoids eat/sleep/breathe	[Is This It, TypesSubtypesAbilities.rtf]
Immunity to magic sleep effects, and a +2 racial saving throw bonus against enchantment spells or effects. Immunity to magic sleep effects, and a +2 racial saving throw bonus against enchantment spells or effects.	[Is This It]
Low-Light Vision (Ex) You can see 2x as far as humans in low illumination. Characters with low-light vision have eyes that are so sensitive to light that they can see twice as far as normal in dim light. Low-light vision is color vision. A spellcaster with low-light vision can read a scroll as long as even the tiniest candle flame is next to her as a source of light. Characters with low-light vision can see outdoors on a moonlit night as well as they can during the day.	[Is This It]
Merely passing within 5 feet of a secret or concealed door entitles you to a Search check to notice it as if you were actively looking for it Merely passing within 5 feet of a secret or concealed door entitles you to a Search check to notice it as if you were actively looking for it	[Is This It]
Weapon Proficiency (All Simple Weapons) Grants Proficiency with all simple weapons.	[Eclipse, p.49]

Recurring Bonuses	
Duties ("Secret") (+2) A character with Duties has extensive obligations. These restrict his or her time and freedom of action, as well as draining his or her resources, but also mean getting a lot of practice or extra training. This typically includes Druids, Clerics, and Paladins. Ignoring your duties brings on various penalties. Strangely, this continues until the GM feels you have enough penalties to equal the points you got from Duties.	[Eclipse, p.17]
Fast Learner (Focused on Skills /Human) (Child) (+2) This ability grants 2 Skills per eclipse character level.	[Eclipse, p.17]

DISADVANTAGES	
Broke You start with only a third of the usual cash and equipment you would be entitled to by your level. You may have continuing money problems as well if you add Obligations, Compulsive, or a similar flaw.	[Eclipse, p.18]
History The player has a few pages of notes for the GM about the character's history, personality, and goals. This should include some mention of friends and family, old enemies or allies, and where the character got his or her training or equipment. The GM should to allow the player several sessions to come up with it all.	[Eclipse, p.19]
Valuable You are worth a lot of money. This usually means that there's a reward out on you, but it may mean that you will bring a vast price on the slave market, have some mystic quality about you which makes you priceless to a mage, or, for truly exotic character races, that your body parts are extremely valuable.	[Eclipse, p.20]

Spell Caster Information	
Druid Druid Level 5, Casterlevel is 5	[Eclipse, p.11]

Eclipse Abilities	
Character Points Total Character Points Total 162	[Eclipse]
Innate Enchantment / Dancing Lights 1/day (at will, 1000 GP),	[Eclipse]
Innate Enchantment / Force Armor I Grants +4 Armor Bonus to AC At Will	[Eclipse]
Innate Enchantment / Inspiring Word provides a +1 Morale Bonus on saves, attacks, checks, and damage (Unlimited Use-Activated, L1 at CL1, Personal Only, 1400 GP).	[Eclipse]
Innate Enchantment / Produce Flame 1d6 damage +1/ level, touch or thrown.	[Eclipse]
Spirit Child You are a spirit, and remain a spirit even when embodied in an animal host. Thus you can see and communicate with spirits - and will return as soon as you find another suitable body if your host is slain, as long as the anchor is intact. On the other hand, you're vulnerable to exorcisms, can be detected as an unnatural spirit, and will lose these powers if you are ever returned to true life as a human being. Thus these three powers are all Corrupted for reduced cost.	[Eclipse]
Returning (4 CP). As a form of haunt, you can only be prevented from returning to "life" by finding the sacred grove that anchors her spirit to the land and destroying it.	[Eclipse]
Occult Sense/Spirit Sight (4 CP). As a spirit, you can easily see other spirits.	[Eclipse]
Mindsight with Spirit Speech Specialized/only for communication with Spirits (4 CP).	[Eclipse]
Spirit Not Flesh Shapeshift with Attribute Modifiers and +4 Bonus Uses (12 CP). You can now override your "hosts" natural form to take the take the forms of normal animals of up to 5 hit dice. Sadly, you're still limited to taking the forms of animals that frequent the sacred grove or other anchor. Ergo, no penguins, seals, crocodiles, or other exotic forms. That's Corrupted for reduced cost.	[Eclipse]
Indomitable Will to Live Grant of Aid with +4 Bonus Uses, with the Bonus Uses specialized in hit points only for double effect (8 bonus uses and 12 CP total). Flesh is of little importance to a spirit, so it is easy enough for you to channel otherworldly energies into your current host to repair it on the fly.	[Eclipse]
Fey Training / Innate Enchantment (6 CP, for an effective value of up to 5000 GP). Your effects include Etheric Shield (Mage Armor, 1400), Spirit Fire (Produce Flame, 2000), Unquenched Spirit (Inspiring Word, +1 to attacks, saves, checks, and damage, 1400), and Dancing Lights (1/Day, 200).	[Eclipse]
Fey Training / Immunity to the XP cost for Innate Enchantments (Uncommon, Minor, Trivial, only covers L0 and L1 effects, 2 CP).	[Eclipse]

Martial Arts	
Martial Arts Basic / Defenses (4x) Gain additional +1 each time taken [currently +4] bonus to AC when you are unarmored or lightly armored.	[Eclipse, p.81]

PROFICIENCIES	
Chakram, Club, Crossbow (Heavy), Crossbow (Light), Cutlass, Dagger, Dagger (Punching), Dart, Gauntlet, Gauntlet (Spiked), Grapple, Halbspear, Hoopak, Javelin, Keyblade, Laser, Longbow, Longspear, Longsword, Mace (Heavy), Mace (Light), Magister's Staff, Maul, Morningstar, Quarterstaff, Rapier, Scourge, Shortbow, Shortspear, Sickle, Skirt Blades, Sling, Spear, Spells (Ray), Sword Staff, Unarmed, Unarmed Strike	

TEMPLATES	
03 - World Law ~ Feat Progression 0 - Gain Additional Bonus Feat at First Level	
03 - World Law ~ Feat Progression 1 - Gain Bonus Feat every Even Level	

Druid Spells

LEVEL	0	1	2	3	4	5	6	7	8	9
PER DAY	5	4	3	2	—	—	—	—	—	—

LEVEL 0 / Per Day:5 / Caster Level:5

Name	School	Time	Duration	Range	Source
■■■■■ Create Water	Conjuration (Creation) [Water]	Standard Action	Instantaneous	Close (35 ft.)	PHB:p.215
[V,S] TARGET: Up to 2 gallons/level of water; <i>EFFECT</i> : Creates 2 gallons/level of pure water. [SR:No]					
■■■■■ Cure Minor Wounds	Conjuration (Healing)	Standard Action	Instantaneous	Touch	PHB:p.216
[V,S] TARGET: Creature touched; <i>EFFECT</i> : Cures 1 point of damage. [SR:Yes (harmless); see text; DC:13, Will half (harmless); see text]					
■■■■■ Dawn	Abjuration	1 swift action	Instantaneous	15 ft.	SC:p.59
[V] TARGET: All creatures within a 15-ft.-radius burst centered on you; <i>EFFECT</i> : Awakens sleeping creatures and those knocked out from nonlethal damage [but staggered], [SR:Yes (harmless); DC:13, Fortitude negates (harmless)]					
■■■■■ Detect Magic	Divination	Standard Action	Concentration, up to 1 minutes/level [D]	60 ft.	PHB:p.219
[V,S] TARGET: Cone-shaped emanation; <i>EFFECT</i> : Detects spells and magic items within 60 ft. [SR:No]					
■■■■■ Detect Poison	Divination	Standard Action	Instantaneous	Close (35 ft.)	PHB:p.219
[V,S] TARGET: One creature, one object, or a 5-ft. cube; <i>EFFECT</i> : Detects poison in one creature or small object. [SR:No]					
■■■■■ Flare	Evocation [Light]	Standard Action	Instantaneous	Close (35 ft.)	PHB:p.232
[V] TARGET: Burst of light; <i>EFFECT</i> : Dazzles one creature [-1 on attack rolls]. [SR:Yes; DC:13, Fortitude negates]					
■■■■■ Guidance	Divination	Standard Action	1 minute or until discharged	Touch	PHB:p.238
[V,S] TARGET: Creature touched; <i>EFFECT</i> : +1 on one attack roll, saving throw, or skill check. [SR:Yes; DC:13, Will negates (harmless)]					
■■■■■ Know Direction	Divination	Standard Action	Instantaneous	Personal	PHB:p.246
[V,S] TARGET: You; <i>EFFECT</i> : You discern north. [SR:No]					
■■■■■ Light	Evocation [Light]	Standard Action	10 minutes/level [D]	Touch	PHB:p.248
[V, MDF] TARGET: Object touched; <i>EFFECT</i> : Object shines like a torch. [SR:No]					
■■■■■ Mending	Transmutation	Standard Action	Instantaneous	10 ft.	PHB:p.253
[V,S] TARGET: One object of up to 1 lb.; <i>EFFECT</i> : Makes minor repairs on an object. [SR:Yes (harmless, object); DC:13, Will negates (harmless, object)]					
■■■■■ Naturewatch	Necromancy	1 standard action	10 minutes/level	30 ft.	SC:p.146
[S] TARGET: Cone-shaped emanation; <i>EFFECT</i> : Same as deathwatch but only functions on plants and animals; see text. [SR:No]					
■■■■■ Purify Food and Drink	Transmutation	Standard Action	Instantaneous	10 ft.	PHB:p.267
[V,S] TARGET: 1 cu. ft./level. of contaminated food and water; <i>EFFECT</i> : Purifies 1 cu. ft./level of food or water. [SR:Yes (object); DC:13, Will negates (object)]					
■■■■■ Read Magic	Divination	Standard Action	10 minutes/level	Personal	PHB:p.269
[V,S,F] TARGET: You; <i>EFFECT</i> : Read scrolls and spellbooks. [SR:No]					
■■■■■ Resistance	Abjuration	Standard Action	1 minute	Touch	PHB:p.272
[V,S,MDF] TARGET: Creature touched; <i>EFFECT</i> : You imbue the subject with magical energy that protects it from harm, granting it a +1 resistance bonus on saves. Resistance can be made permanent with a permanency spell. Arcane Material - Component A miniature cloak. [SR:Yes (harmless); DC:13, Will negates (harmless)]					
■■■■■ Virtue	Transmutation	Standard Action	1 min.	Touch	PHB:p.298
[V,S, DF] TARGET: Creature touched; <i>EFFECT</i> : Subject gains 1 temporary hp. [SR:Yes (harmless); DC:13, Fortitude negates (harmless)]					

LEVEL 1 / Per Day:4 / Caster Level:5

Name	School	Time	Duration	Range	Source
■■■■■ Animate Fire	Transmutation [Fire]	1 round	Concentration, up to 1 round/level [D]	Close (35 ft.)	SC:p.12
[V,S,M] TARGET: One Small fire; <i>EFFECT</i> : Create a small fire elemental. [SR:No]					
■■■■■ Animate Water	Transmutation [Water]	1 round	Concentration, up to 1 round/level [D]	Close (35 ft.)	SC:p.13
[V,S,M] TARGET: Cube of water up to 5 ft on a side; <i>EFFECT</i> : Create a small water elemental. [SR:No]					
■■■■■ Animate Wood	Transmutation	1 round	Concentration, up to 1 round/level [D]	Touch	SC:p.13
[V,S,M] TARGET: One Small or smaller wooden object; <i>EFFECT</i> : Animates a wooden object to attack who you designate. [SR:No]					
■■■■■ Aspect of the Wolf	Transmutation	1 standard action	10 minutes/level	Personal	SC:p.16
[V,S,MDF] TARGET: You; <i>EFFECT</i> : You assume the physical appearance and many of the qualities of a wolf.					
■■■■■ Aura Against Flame	Abjuration	1 standard action	1 round/level	Personal	SC:p.18
[V,S] TARGET: You; <i>EFFECT</i> : Protects against first 10 points of fire damage, it also extinguishes flames; see text.					
■■■■■ Babau Slime	Transmutation	1 standard action	1 minute/level	Touch	SC:p.22
[V,S,MDF] TARGET: Creature touched; <i>EFFECT</i> : Layer of slime coats you, inflicting 1d8 damage to any creature hitting you with unarmed strikes, a touch attack or natural weapon. [SR:Yes (harmless); DC:14, Fortitude negates (harmless)]					
■■■■■ Beast Claws	Transmutation	1 Standard Action	1 hour/level	Personal	SC:p.25
[V,S,M] TARGET: You; <i>EFFECT</i> : Change your hands into claws. Damage 1d4; Threat range 19-20. See text.					
■■■■■ Beastland Ferocity	Evocation [Electricity]	1 standard action	1 minute/level	Touch	SC:p.25
[V,S,DF] TARGET: Creature touched; <i>EFFECT</i> : Subject continues to fight even at -1 to -9 and gains +4 enhancement to Str. [SR:Yes (harmless); DC:14, Fortitude negates (harmless)]					
■■■■■ Beget Bogun	Conjuration (Creation)	1 standard action	Instantaneous	Touch	SC:p.26
[V,S,M,XP] TARGET: Tiny Construct; <i>EFFECT</i> : Creates a natural homunculus. [SR:No]					
■■■■■ Branch to Branch	Transmutation	1 standard action	1 hour/level [D]	Personal	SC:p.38
[V,S] TARGET: You; <i>EFFECT</i> : Gain +10 competence bonus on Climb checks made in trees, also allows for brachiation.					
■■■■■ Breath of the Jungle	Transmutation	1 standard action	1 minute/level	Medium (150 ft.)	SC:p.39
[V,S,DF] TARGET: Mist spreads in a 40-ft. radius, 20 ft. high; <i>EFFECT</i> : DC of saves vs. poison or disease increases by 2 [SR:No]					
■■■■■ Buoyant Lifting	Evocation	1 immediate action	1 minute/level [D]; see text	Close (35 ft.)	SC:p.40
[S,DF] TARGET: One willing creature/level, no two of which are more than 20 ft. apart; <i>EFFECT</i> : Travel to the surface at 60 ft/round. [SR:No]					
■■■■■ Calm Animals	Enchantment (Compulsion) [Mind-Affecting]	Standard Action	1 minute/level	Close (35 ft.)	PHB:p.207
[V,S] TARGET: Animals within 30 ft. of each other; <i>EFFECT</i> : Calms 2d4 + 1/level HD of animals. [SR:Yes; DC:14, Will negates; see text]					
■■■■■ Camouflage	Transmutation	1 standard action	10 minutes/level	Personal	SC:p.43
[V,S] TARGET: You; <i>EFFECT</i> : Gain +10 circumstance bonus on Hide checks.					
■■■■■ Charm Animal	Enchantment (Charm) [Mind-Affecting]	Standard Action	1 hour/level	Close (35 ft.)	PHB:p.208
[V,S] TARGET: One animal; <i>EFFECT</i> : Makes one animal your friend. [SR:Yes; DC:14, Will negates]					
■■■■■ Claws of the Bear	Transmutation	1 standard action	1 round/level	Personal	SC:p.47
[V,S] TARGET: You; <i>EFFECT</i> : Your hands become natural weapons that deal 1d8 with each attack.					
■■■■■ Climb Walls	Transmutation	1 standard action	1 minute/level [D]	Touch	SC:p.47
[V,S,M] TARGET: Creature touched; <i>EFFECT</i> : Gain +10 enhancement bonus on climb check. Bonus increases to +20 @5th level and +30 @9th level. [SR:Yes (harmless); DC:14, Will negates (harmless)]					
■■■■■ Cloudburst	Evocation (Water)	1 round	10 minutes/level [D]	Long (600 ft.)	SC:p.49
[V,S] TARGET: 100-ft.-radius emanation; <i>EFFECT</i> : Heavy rain reduces visibility. -4 Spot & Search. [SR:No]					
■■■■■ Cold Fire	Transmutation [Cold]	1 standard action	1 minute/level [fire source] or Instantaneous [creature]	Close (35 ft.)	SC:p.50
[V,S,DF] TARGET: One fire source [up to a 20-ft. cube] or one creature; see text; <i>EFFECT</i> : Flames deal cold damage; see text [SR:Yes (creature); DC:14, No [fire] or Fortitude half]					
■■■■■ Crabwalk	Transmutation [Cold]	1 standard action	1 minute/level	Touch	SC:p.53
[V,S,M] TARGET: Creature touched; <i>EFFECT</i> : When the subject charges, it gains +4 to attack roll and no penalty to AC. Only affects first attack. [SR:No]					
■■■■■ Cure Light Wounds	Conjuration (Healing)	Standard Action	Instantaneous	Touch	PHB:p.215
[V,S] TARGET: Creature touched; <i>EFFECT</i> : Cures 1d8 +1/level [max +5] damage. [SR:Yes (harmless); see text; DC:14, Will half (harmless); see text]					
■■■■■ Deep Breath	Conjuration (Creation) [Air]	1 immediate action	1 round/level	Personal	SC:p.61
[V] TARGET: You; <i>EFFECT</i> : Your lungs are constantly filled with air for the duration of the spell.					
■■■■■ Delay Disease	Conjuration (Healing)	1 standard action	24 hours	Touch	SC:p.63
[V,S,DF] TARGET: Creature touched; <i>EFFECT</i> : Halts any nonmagical disease for the duration of the spell. [SR:Yes (harmless); DC:14, Will negates (harmless)]					
■■■■■ Detect Animals or Plants	Divination	Standard Action	Concentration, up to 10 minutes/level [D]	Long (600 ft.)	PHB:p.218
[V,S] TARGET: Cone-shaped emanation; <i>EFFECT</i> : Detects kinds of animals or plants. [SR:No]					
■■■■■ Detect Snares and Pits	Divination	Standard Action	Concentration, up to 10 minutes/level [D]	60 ft.	PHB:p.220
[V,S] TARGET: Cone-shaped emanation; <i>EFFECT</i> : Reveals natural or primitive traps. [SR:No]					
■■■■■ Endure Elements	Abjuration	Standard Action	24 hours	Touch	PHB:p.226
[V,S] TARGET: Creature touched; <i>EFFECT</i> : Exist comfortably in hot or cold environments. [SR:Yes (harmless); DC:14, Will negates (harmless)]					
* =Domain/Specialty Spell					

Druid Spells

■■■■■	Enrage Animal	Enchantment (Compulsion) [Mind-Affecting]	1 standard action	Concentration +1 round/level	Medium (150 ft.)	SC:p.81
[V,S] TARGET: One animal; EFFECT: Grants +4 morale bonus to Str, Con, Will Saves & -2 penalty to AC to affected animal. [SR:Yes]						
■■■■■	Entangle	Transmutation	Standard Action	1 minute/level [D]	Long (600 ft.)	PHB:p.227
[V,S,DF] TARGET: Plants in a 40-ft.-radius spread; EFFECT: Plants entangle everyone in 40-ft.-radius circle. [SR:No; DC:14, Reflex partial; see text]						
■■■■■	Faerie Fire	Evocation [Light]	Standard Action	1 minute/level [D]	Long (600 ft.)	PHB:p.229
[V,S,DF] TARGET: Creatures and objects within a 5-ft.-radius burst; EFFECT: A pale glow surrounds and outlines the subjects. Outlined subjects shed light as candles. Outlined creatures do not benefit from the concealment normally provided by darkness [though a 2nd-level or higher magical darkness effect functions normally], blur, displacement, invisibility, or similar effects. The light is too dim to have any special effect on undead or dark-dwelling creatures vulnerable to light. The faerie fire can be blue, green, or violet, according to your choice at the time of casting. The faerie fire does not cause any harm to the objects or creatures thus outlined. [SR:Yes]						
■■■■■	Foundation of Stone	Transmutation [Earth]	1 standard action	1 round/level	Close (35 ft.)	SC:p.99
[V,M] TARGET: One creature/level, no two of which are more than 30 ft. apart; EFFECT: As long as subjects don't move they gain +2 AC and +4 to Str against bull rush. [SR:Yes [harmless]]						
■■■■■	Goodberry	Transmutation	Standard Action	1 day/level	Touch	PHB:p.237
[V,S,DF] TARGET: 2d4 fresh berries touched; EFFECT: 2d4 berries each cure 1 hp [max 8 hp/24 hours]. [SR:Yes]						
■■■■■	Hawkeye	Transmutation	1 standard action	10 minutes/level [D]	Personal	SC:p.110
[V] TARGET: You; EFFECT: Increases range increment by 50% and +5 competence bonus on Spot checks.						
■■■■■	Healthful Rest	Conjuration (Healing)	10 minutes	24 hours	Close (35 ft.)	SC:p.111
[V,S] TARGET: One creature/level, no two of which can be more than 30 feet apart; EFFECT: Doubles the natural healing rate. [SR:Yes [harmless]; DC:14, Will negates [harmless]]						
■■■■■	Hide from Animals	Abjuration	Standard Action	10 minutes/level [D]	Touch	PHB:p.241
[S,DF] TARGET: 1 creature/level touched; EFFECT: Animals can't perceive 1 subject/level. [SR:Yes; DC:14, Will negates (harmless)]						
■■■■■	Horrible Taste	Transmutation	1 standard action	10 minutes/level	Touch	SC:p.116
[V,S,M] TARGET: Creature or object touched; EFFECT: Animals must save after biting or refuse to bite the subject. [SR:No; DC:14, Fortitude negates; see text]						
■■■■■	Jump	Transmutation	Standard Action	1 minute/level [D]	Touch	PHB:p.246
[V,S,M] TARGET: Creature touched; EFFECT: Subject gets bonus on Jump checks. [SR:Yes; DC:14, Will negates (harmless)]						
■■■■■	Junglerazer	Necromancy	1 standard action	Instantaneous	120 ft.	SC:p.127
[V,S,M] TARGET: 120-ft. line; EFFECT: Fey, vermin, plants and plant creatures and animals caught in the area take 1d10/caster level [max 10d10] negative energy. [SR:Yes; DC:14, Reflex half]						
■■■■■	Longstrider	Transmutation	Standard Action	1 hour/level [D]	Personal	PHB:p.249
[V,S,M] TARGET: You; EFFECT: Increases your speed. [SR:No]						
■■■■■	Low-light Vision	Transmutation	1 standard action	1 hour/level	Touch	SC:p.134
[V,M] TARGET: Creature touched; EFFECT: Target gains low-light vision. [SR:Yes [harmless]; DC:14, Will negates [harmless]]						
■■■■■	Magic Fang	Transmutation	Standard Action	1 minute/level	Touch	PHB:p.250
[V,S,DF] TARGET: Living creature touched; EFFECT: One natural weapon of subject creature gets +1 on attack and damage rolls. [SR:Yes (harmless); DC:14, Will negates (harmless)]						
■■■■■	Magic Stone	Transmutation	Standard Action	30 minutes or until discharged	Touch	PHB:p.251
[V,S,DF] TARGET: Up to three pebbles touched; EFFECT: Three stones gain +1 on attack rolls, deal 1d6+1 damage. [SR:Yes (harmless, object); DC:14, Will negates (harmless, object)]						
■■■■■	Obscuring Mist	Conjuration (Creation)	Standard Action	1 minute/level	20 ft.	PHB:p.258
[V,S] TARGET: Cloud spreads in 20-ft. radius from you, 20 ft. high; EFFECT: Fog surrounds you. [SR:No]						
■■■■■	Omen of Peril	Divination	1 round	Instantaneous	Personal	SC:p.149
[V,F] TARGET: You; EFFECT: Brief supplication gives you a vision that hints at how dangerous the immediate future is likely to be.; see text.						
■■■■■	Pass without Trace	Transmutation	Standard Action	1 hour/level [D]	Touch	PHB:p.259
[V,S,DF] TARGET: 1 creature/level touched; EFFECT: 1 subject/level leaves no tracks. [SR:Yes (harmless); DC:14, Will negates (harmless)]						
■■■■■	Produce Flame	Evocation [Fire]	Standard Action	1 minute/level [D]	0 ft.	PHB:p.265
[V,S] TARGET: Flame in your palm; EFFECT: 1d6 +1/level [max +5] damage, touch or thrown. [SR:Yes]						
■■■■■	Raging Flame	Transmutation [Fire]	1 standard action	1 minute	Medium (150 ft.)	SC:p.164
[V,S] TARGET: 30-ft.-radius spread; EFFECT: Causes existing fire to double their heat and radiance; see text. [SR:No]						
■■■■■	Ram's Might	Transmutation	1 standard action	1 minute/level	Personal	SC:p.166
[V,S] TARGET: You; EFFECT: Your hands harden +2 bonus to Str, inflict lethal damage, and you are considered armed.						
■■■■■	Rapid Burrowing	Transmutation	1 standard action	10 minutes/level	Touch	SC:p.166
[V,S,DF] TARGET: Creature touched; EFFECT: Improves existing burrow speed by 20 ft. [SR:Yes [harmless]; DC:14, Fortitude negates [harmless]]						
■■■■■	Remove Scent	Transmutation	1 standard action	10 minutes/level	Touch	SC:p.173
[V,S,M] TARGET: Creature touched; EFFECT: Hides the scent of the affected creature or removes potent affects from creatures such as ghosts or troglodytes. [SR:Yes; DC:14, Will negates]						
■■■■■	Resist Planar Alignment	Abjuration	1 standard action	1 round/level	Touch	SC:p.174
[V,S,DF] TARGET: Creature touched; EFFECT: Grants limited protection from a plane's alignment traits; see text. [SR:Yes [harmless]; DC:14, Will negates [harmless]]						
■■■■■	Sandblast	Evocation	1 standard action	Instantaneous	10 ft.	SC:p.180
[V,S,DF] TARGET: 10-ft.-radius burst centered on your hands; EFFECT: Creatures in area take 1d6 nonlethal damage, any creature that fails the save is also stunned for 1 round. [SR:Yes; DC:14, Reflex half]						
■■■■■	Shillelagh	Transmutation	Standard Action	1 minute/level	Touch	PHB:p.278
[V,S,DF] TARGET: One touched nonmagical oak club or quarterstaff; EFFECT: Cudgel or quarterstaff becomes +1 weapon dealing damage as if two size categories larger for 1 minutes/level. [SR:Yes (object); DC:14, Will negates (object)]						
■■■■■	Slow Burn	Transmutation [Fire]	1 standard action	1 minute	Medium (150 ft.)	SC:p.192
[V,S,M/DF] TARGET: 30-ft.-radius spread; EFFECT: Doubles the amount of time to put out a fire; see text. [SR:No]						
■■■■■	Snake's Swiftess	Transmutation	1 standard action	Instantaneous	Close (35 ft.)	SC:p.193
[V,S,M/DF] TARGET: One allied creature; EFFECT: Subject may make another single attack melee or ranged; see text. [SR:Yes [harmless]; DC:14, Will negates [harmless]]						
■■■■■	Snowshoes	Transmutation	1 standard action	1 hour/level [D]	Touch	SC:p.194
[V,S] TARGET: Creature touched; EFFECT: Speed increases by 10 ft. and no Balance checks or Reflex required to walk on snow. [SR:Yes [harmless]; DC:14, Will negates [harmless]]						
■■■■■	Speak with Animals	Divination	Standard Action	1 minute/level	Personal	PHB:p.281
[V,S] TARGET: You; EFFECT: You can communicate with animals. [SR:No]						
■■■■■	Summon Nature's Ally I	Conjuration (Summoning)	1 round	1 round/level [D]	Close (35 ft.)	PHB:p.288
[V,S,DF] TARGET: One summoned creature; EFFECT: Calls creature to fight. [SR:No]						
■■■■■	Surefooted Stride	Transmutation	1 standard action	1 minute/level	Personal	SC:p.216
[V,S] TARGET: You; EFFECT: Move through difficult terrain at full speed. Gain +2 Climb checks. [SR:No]						
■■■■■	Thunderhead	Evocation [Electricity]	1 standard action	1 round/level	Close (35 ft.)	SC:p.219
[V,S,M] TARGET: One creature; EFFECT: Minature thundercloud follows creature unerringly each round [even if it goes invisible or leaves the region] striking it with lightning that deals 1 pt of damage. [SR:Yes; DC:14, Reflex negates; see text]						
■■■■■	Traveler's Mount	Transmutation	1 standard action	1 hour/level	Touch	SC:p.223
[V,S] TARGET: Animal or magical beast touched; EFFECT: +10 feet enhancement bonus to speed but cannot attack during the duration of the spell. [SR:Yes; DC:14, Will negates]						
■■■■■	Updraft	Conjuration (Creation) [Air]	1 swift action	Instantaneous	Personal	SC:p.228
[V,S,M] TARGET: You; EFFECT: Gain 10 ft. per level of altitude, and then gently float back to the ground.						
■■■■■	Vigor, Lesser	Conjuration (Healing)	1 standard action	10 rounds + 1 round/level [max 15]	Touch	SC:p.229
[V,S] TARGET: Living creature touched; EFFECT: Grants target fast healing ability for the duration of the spell. Heals 1 hp automatically per round. [SR:Yes [harmless]; DC:14, Will negates [harmless]]						
■■■■■	Vine Strike	Divination	1 swift action	1 round	Personal	SC:p.230
[V,DF] TARGET: You; EFFECT: Allows sneak attacks against plants if you already have the ability.						
■■■■■	Wall of Smoke	Conjuration (Creation)	1 standard action	1 round/level	Close (35 ft.)	SC:p.235
[V,S] TARGET: A straight wall whose area is up to one 10-ft. square/level [S]; EFFECT: This spell creates a thin wall of black smoke. The wall is stationary once created. The wall blocks sight to a limited degree. Creatures on opposite sides of the wall that cannot see over it gain concealment from each other. A creature can pass through a wall of smoke, but it must make a Fortitude save to avoid being nauseated for 1 round. A moderate wind 11, such as from a gust of wind spell, destroys the wall in 1 round. This spell does not function underwater. [SR:No; DC:14, Fortitude partial; see text]						
■■■■■	Wings of the Sea	Transmutation	1 standard action	1 minute/level	Touch	SC:p.240
[S,M] TARGET: Creature touched; EFFECT: Increases creatures swim speed by 30 ft. [SR:Yes [harmless]; DC:14, Fortitude negates [harmless]]						
■■■■■	Winter Chill	Transmutation [Cold]	1 standard action	Instantaneous	Close (35 ft.)	SC:p.241
[V,S] TARGET: One creature; EFFECT: Creature must succeed on save or take 1d6 points of cold damage and become fatigued. [SR:Yes; DC:14, Fortitude negates]						
■■■■■	Wood Wose	Conjuration (Creation)	1 standard action	1 hour/level	Close (35 ft.)	SC:p.242
[V,S,DF] TARGET: One nature servant; EFFECT: Summon minor nature spirit to perform simple natural tasks. [SR:No]						

LEVEL 2 / Per Day:3 / Caster Level:5

Name	School	Time	Duration	Range	Source
■■■■■Align Fang	Transmutation	1 standard action	1 minute/level	Touch	SC:p.9
[V,S,DF] TARGET: Living creature touched; EFFECT: Aligns a creature's natural weapon to good-,evil-,lawful-,or chaotic. [SR:Yes [harmless]; DC:15, Will negates [harmless]]					
* =Domain/Specialty Spell					

Druid Spells

■■■■■ Animalistic Power	Transmutation	1 standard action	1 minute/level	Touch	Is This .p.101
[V,S,M] TARGET: Creature touched; <i>EFFECT</i> : Subject is imbued with +2 to Strength, Dexterity and Constitution. [SR:Yes [harmless]; DC:15, Will negates [harmless]]					
■■■■■ Animal Messenger	Enchantment (Compulsion) [Mind-Affecting]	Standard Action	1 day/level	Close (35 ft.)	PHB:p.198
[V,S,M] TARGET: One Tiny animal; <i>EFFECT</i> : Sends a Tiny animal to a specific place. [SR:Yes; DC:15, None; see text]					
■■■■■ Animal Trance	Enchantment (Compulsion) [Mind-Affecting, Sonic]	Standard Action	Concentration	Close (35 ft.)	PHB:p.198
[V,S] TARGET: Animals or magical beasts with Intelligence 1 or 2; <i>EFFECT</i> : Fascinates 2d6 HD of animals. [SR:Yes; DC:15, Will negates; see text]					
■■■■■ Avoid Planar Effects	Abjuration	1 immediate action	1 minute/level	20 ft.	SC:p.19
[V] TARGET: One creature/level in a 20-ft. radius burst centered on you; <i>EFFECT</i> : Gain temporary respite from the natural effects of a specific plane. [SR:Yes [harmless]]					
■■■■■ Balancing Lorecall	Divination	1 standard action	1 minute/level [D]	Personal	SC:p.23
[V,S,M/DF] TARGET: You; <i>EFFECT</i> : Gain +4 insight bonus to balance bonus; see text.					
■■■■■ Barkskin	Transmutation	Standard Action	10 minutes/level	Touch	PHB:p.203
[V,S, DF] TARGET: Living creature touched; <i>EFFECT</i> : Grants +2 Enhancement bonus to natural armor. Additional +1 per three levels above 3rd [max +5 at 12th level] [SR:Yes (harmless)]					
■■■■■ Bear's Endurance	Transmutation	Standard Action	1 minute/level	Touch	PHB:p.203
[V,S, DF] TARGET: Creature touched; <i>EFFECT</i> : Subject gains +4 to Con for 1 minutes/level. [SR:Yes; DC:15, Will negates (harmless)]					
■■■■■ Binding Winds	Evocation [Air]	1 standard action	Concentration	Medium (150 ft.)	SC:p.27
[V,S] TARGET: One creature; <i>EFFECT</i> : Subject can act normally, but it cannot move from it's current location. [SR:Yes; DC:15, Reflex negates]					
■■■■■ Bite of the Wererat	Transmutation	1 standard action	1 round/level	Personal	SC:p.28
[V,S,M] TARGET: You; <i>EFFECT</i> : Gain +6 bonus to Dex, +2 Con, +3 natural armor.					
■■■■■ Blinding Spittle	Transmutation	1 standard action	Instantaneous	Close (35 ft.)	SC:p.32
[V,S] TARGET: One missile of spit; <i>EFFECT</i> : Spit caustic saliva into foes eyes on successful ranged touch attack. Causes -4 penalty to attack roll. [SR:Yes]					
■■■■■ Blood Frenzy	Transmutation	1 standard action	Special; see text	Touch	SC:p.33
[V,S] TARGET: Any creature with the rage ability; <i>EFFECT</i> : Target enters a rage, as its rage special ability, but this rage doesn't count against it's total. [SR:Yes; DC:15, Will negates]					
■■■■■ Body of the Sun	Transmutation [Fire]	1 standard action	1 round/level	5 ft.	SC:p.35
[V,S,DF] TARGET: 5 ft.-radius emanation centered on you; <i>EFFECT</i> : Fire and light extend 5ft. from caster's body inflicting 1d4/2 levels [max 5d4] points of fire damage [Reflex save for half]. [SR:Yes; DC:15, Reflex half]					
■■■■■ Brambles	Transmutation	1 standard action	1 round/level	Touch	SC:p.38
[V,S,DF] TARGET: Wooden weapon touched; <i>EFFECT</i> : Small magical thorns/spikes protrude from wooden weapon; gains a +1 to hit enhancement and deals +1/level [max +10] damage. [SR:No]					
■■■■■ Briar Web	Transmutation	1 standard action	1 minute/level	Medium (150 ft.)	SC:p.39
[V,S,DF] TARGET: 40-ft-radius spread.; <i>EFFECT</i> : As entangle, but thorns deal damage each round. [SR:No]					
■■■■■ Bull's Strength	Transmutation	Standard Action	1 minute/level	Touch	PHB:p.207
[V,S,M/DF] TARGET: Creature touched; <i>EFFECT</i> : Subject gains +4 to Str for 1 minutes/level. [SR:Yes (harmless); DC:15, Will negates (harmless)]					
■■■■■ Burrow	Transmutation	1 standard action	1 minute/level [D]	Touch	SC:p.41
[V,S,F/DF] TARGET: Creature touched; <i>EFFECT</i> : Burrow through earth at 30 ft unless wearing Medium or heavier armor or a Medium load than it is 20 ft. [SR:Yes [harmless]; DC:15, Will negates [harmless]]					
■■■■■ Camouflage, Mass	Transmutation	1 standard action	10 minutes/level	Medium (150 ft.)	SC:p.43
[V,S] TARGET: Any number of creatures, no two of which can be more than 60 ft. apart; <i>EFFECT</i> : As camouflage, except the effect is mobile within the group. [Broken for creatures who more than 60 ft apart]. [SR:Yes [harmless]; DC:15, Will negates [harmless]]					
■■■■■ Cat's Grace	Transmutation	Standard Action	1 minute/level	Touch	PHB:p.208
[V,S,M] TARGET: Creature touched; <i>EFFECT</i> : Subject gains +4 to Dex for 1 minutes/level. [SR:Yes; DC:15, Will negates (harmless)]					
■■■■■ Chill Metal	Transmutation [Cold]	Standard Action	7 rounds	Close (35 ft.)	PHB:p.209
[V,S, DF] TARGET: Metal equipment of 1 creature/2 levels, no two of which can be more than 30 ft. apart; or 125 lbs of metal; <i>EFFECT</i> : Cold metal damages those who touch it. [SR:Yes (object); DC:15, Will negates (object)]					
■■■■■ Cloud Wings	Transmutation	1 standard action	1 hour/level	Touch	SC:p.49
[V,S] TARGET: Creature touched; <i>EFFECT</i> : Increases fly speed by 30 ft. [SR:Yes [harmless]; DC:15, Fortitude negates [harmless]]					
■■■■■ Countermoon	Abjuration	1 standard action	12 hours	Close (35 ft.)	SC:p.53
[V,S,M] TARGET: One lycanthrope; <i>EFFECT</i> : Stops lycanthropic shapechanging for 12 hours. [SR:Yes; DC:15, Will negates [D]]					
■■■■■ Creeping Cold	Transmutation [Cold]	1 standard action	3 rounds	Close (35 ft.)	SC:p.55
[V,S,F] TARGET: One creature; <i>EFFECT</i> : Deals progressive damage from cold [+1d6/round]. [SR:Yes; DC:15, Fortitude half]					
■■■■■ Daggerspell Stance	Abjuration	1 swift action	1 round/level [D]	Personal	SC:p.57
[V,F] TARGET: You; <i>EFFECT</i> : Gain +2 insight bonus to hit and damage when you make a full attack wielding two daggers. Can deflect spells [SR 5+level] and gain DR 5/magic when full defense.					
■■■■■ Decomposition	Necromancy	1 standard action	1 round/level	50 ft.	SC:p.61
[V,S,DF] TARGET: Living enemies within a 50-ft.-radius emanation centered on you; <i>EFFECT</i> : Wounded creatures suffer 3 extra hp/round. [SR:Yes]					
■■■■■ Delay Poison	Conjuration (Healing)	Standard Action	1 hour/level	Touch	PHB:p.217
[V,S, DF] TARGET: Creature touched; <i>EFFECT</i> : Stops poison from harming subject for 1 hour/level. [SR:Yes (harmless); DC:15, Fortitude negates (harmless)]					
■■■■■ Drifts of the Shalm	Evocation	1 standard action	1 round/level	Medium (150 ft.)	Is This .p.111
[V,S] TARGET: One 5-ft. square/level [S]; <i>EFFECT</i> : Delay enemies with a drift [double movement penalty] of snow, leaves or ash [your choice]; snow casues 3 cold damage; leaf can be ignited and cause 2d6 damage; ash causes 3 fire damage. [SR:No]					
■■■■■ Earthbind	Transmutation	1 standard action	1 minute/level [D]	Medium (150 ft.)	SC:p.76
[V,S] TARGET: One creature; <i>EFFECT</i> : Reduce a creatures fly speed to 0, airborne creatures fall to the ground as if by featherfall. [SR:Yes; DC:15, Fortitude negates]					
■■■■■ Earthfast	Transmutation	1 standard action	10 minutes/level [D]	Close (35 ft.)	SC:p.76
[V,S] TARGET: One stone structure or rock formation, up to 25 cu. ft./level; <i>EFFECT</i> : Doubles Structures HP and increases Hardness to 10. [SR:Yes [object]]					
■■■■■ Easy Trail	Abjuration	1 standard action	1 hour/level [D]	40 ft.	SC:p.76
[V,S] TARGET: 40-ft. radius emanation centered on you; <i>EFFECT</i> : Removes movement penalties through dense brush and increases track DC by 5 for any pursurers. [SR:Yes]					
■■■■■ Embrace the Wild	Transmutation	1 standard action	10 minutes/level [D]	Personal	SC:p.79
[V] TARGET: You; <i>EFFECT</i> : The caster gains an animal's sensory and skills, low-light vision and Scent or Blindsense 30' your choice. +2 spot and listen checks.					
■■■■■ Fins to Feet	Transmutation	1 standard action	1 hour/level	Touch	SC:p.92
[V,S] TARGET: Willing creature touched; <i>EFFECT</i> : Creatures lose swim speed but gain walk speed of 30 ft. [SR:Yes [harmless]; DC:15, Fortitude negates [harmless]]					
■■■■■ Fire Trap	Abjuration [Fire]	10 minutes	Permanent until discharged [D]	Touch	PHB:p.231
[V,S,M] TARGET: Object touched; <i>EFFECT</i> : Opened object deals 1d4+5 fire damage. [SR:Yes; DC:15, Reflex half; see text]					
■■■■■ Flame Blade	Evocation [Fire]	Standard Action	1 minute/level [D]	0 ft.	PHB:p.231
[V,S, DF] TARGET: Sword-like beam; <i>EFFECT</i> : Touch attack deals 1d8 +2 fire damage. [SR:Yes]					
■■■■■ Flaming Sphere	Evocation [Fire]	Standard Action	1 round/level	Medium (150 ft.)	PHB:p.232
[V,S,M/DF] TARGET: 5-ft.-diameter sphere; <i>EFFECT</i> : Creates rolling ball of fire, 2d6 damage, lasts 1 round/level. [SR:Yes; DC:15, Reflex negates]					
■■■■■ Fog Cloud	Conjuration (Creation)	Standard Action	10 minutes/level	Medium (150 ft.)	PHB:p.232
[V,S] TARGET: Fog spreads in 20-ft. radius, 20 ft. high; <i>EFFECT</i> : Fog obscures vision. [SR:No]					
■■■■■ Frost Breath	Evocation [Cold]	1 standard action	Instantaneous	30 ft.	SC:p.100
[V,S,M] TARGET: Cone-shaped burst; <i>EFFECT</i> : Breath a cone of cold that deal 1d4/2 caster levels [max 5d4] and creatures are also dazed if they failed the Reflex save. [SR:Yes; DC:15, Reflex half]					
■■■■■ Gust of Wind	Evocation [Air]	Standard Action	1 round	60 ft.	PHB:p.238
[V,S] TARGET: Line-shaped gust of severe wind emanating out from you to the extreme of the range; <i>EFFECT</i> : Blows away or knocks down smaller creatures. [SR:Yes; DC:15, Fortitude negates]					
■■■■■ Healing Lorecall	Divination	1 standard action	10 minutes/level	Personal	SC:p.110
[V,S,M] TARGET: You; <i>EFFECT</i> : Allows caster with Heal ranks to remove other ailments when using Conjuration [Healing] spells. Can also heal more; see text.					
■■■■■ Healing Sting	Necromancy	1 standard action	Instantaneous	Touch	SC:p.110
[V,S,M] TARGET: You and one living creature; <i>EFFECT</i> : Inflict 1d12 +1/caster level [max +10] to a living creature and gain an equal amount of HP. [SR:Yes]					
■■■■■ Heartfire	Evocation [Light, Fire]	1 standard action	1 round/level	Close (35 ft.)	SC:p.112
[V,S,DF] TARGET: living creatures within a 5-ft.-radius burst; <i>EFFECT</i> : Subjects do benefit from concealment, on failed save they also take 1d4 fire damage each round [half damage on save]. [SR:Yes; DC:15, Fortitude partial]					
■■■■■ Heat Metal	Transmutation [Fire]	Standard Action	7 rounds	Close (35 ft.)	PHB:p.239
[V,S, DF] TARGET: Metal equipment of 1 creature/2 levels, no two of which can be more than 30 ft. apart; or 25 lb./level of metal, all of which must be within a 30-ft. circle; <i>EFFECT</i> : Make metal so hot it damages those who touch it. [SR:Yes (object); DC:15, Will negates (object)]					
■■■■■ Hold Animal	Enchantment (Compulsion) [Mind-Affecting]	Standard Action	1 round/level [D]; see text	Medium (150 ft.)	PHB:p.241
[V,S] TARGET: One animal; <i>EFFECT</i> : Paralyzes one animal for 1 round/level. [SR:Yes; DC:15, Will negates; see text]					
■■■■■ Kelpstrand	Conjuration (Creation)	1 standard action	1 round/level	Close (35 ft.)	SC:p.128
[V,S,M] TARGET: One creature/3 levels, no two of which are more than 30 ft. apart; <i>EFFECT</i> : Make ranged attacks against each target; see text [SR:No]					
■■■■■ Linked Perception	Divination	1 standard action	1 minute/level [D]	20 ft.	Is This .p.117
[V,DF] TARGET: 20-ft.-radius emanation centered on you; <i>EFFECT</i> : All allies get a shared awareness. +2 bonus on Spot and Listen checks per ally in the area [example: you and three allies would make +6]. [SR:Yes (harmless); DC:15, Will negates (harmless)]					

* =Domain/Specialty Spell

Druid Spells

■■■■■Listening Lorecall	Divination	1 standard action	10 minutes/level	Personal	SC:p.133
[V,S,DF] TARGET: You; <i>EFFECT</i> : Gain +4 insight bonus on Listen checks; see text.					
■■■■■Mark of the Outcast	Necromancy	1 standard action	Permanent	Close (35 ft.)	SC:p.138
[V,S,DF] TARGET: One creature; <i>EFFECT</i> : Creates an indelible mark on the subjects face; see text. [SR:Yes; DC:15, Will negates]					
■■■■■Master Air	Transmutation	1 standard action	1 round/level	Personal	SC:p.139
[V,S,F] TARGET: You; <i>EFFECT</i> : Fly at 90 ft. [or 60 if med or hvvy armor].					
■■■■■Mountain Stance	Transmutation	1 standard action	1 minute/level	Touch	SC:p.144
[V,S] TARGET: One creature; <i>EFFECT</i> : As a free action you can root yourself to the ground. Gain bonus equal to the caster level against grapple, lift, push, bull rush, over-run, throw, trip or otherwise force the creature to move. [SR:No; DC:15, Will negates [harmless]]					
■■■■■Nature's Favor	Evocation	1 swift action	1 minute	Touch	SC:p.146
[V,S,DF] TARGET: Animal touched; <i>EFFECT</i> : Target animal gains attack and damage bonus of +1 for every 3 caster levels max of +5 at 15th level. [SR:Yes [harmless]; DC:15, Will negates [harmless]]					
■■■■■One With the Land	Transmutation	1 standard action	1 hour/level	Personal	SC:p.149
[V,S] TARGET: You; <i>EFFECT</i> : Gain +2 insight bonus to Move Silently, Search, Hide, Survival and Handle Animal checks.					
■■■■■Owl's Wisdom	Transmutation	Standard Action	1 minute/level	Touch	PHB:p.259
[V,S,M/DF] TARGET: Creature touched; <i>EFFECT</i> : Subject gains +4 to Wis for 1 minutes/level. [SR:Yes; DC:15, Will negates (harmless)]					
■■■■■Reduce Animal	Transmutation	Standard Action	1 hour/level [D]	Touch	PHB:p.269
[V,S] TARGET: One willing animal of Small, Medium, Large, or Huge size; <i>EFFECT</i> : Shrinks one willing animal. [SR:No]					
■■■■■Resist Energy	Abjuration	Standard Action	10 minutes/level	Touch	PHB:p.272
[V,S, DF] TARGET: Creature touched; <i>EFFECT</i> : Ignores first 10 points of damage/attack from specified energy type. [SR:Yes (harmless); DC:15, Fortitude negates (harmless)]					
■■■■■Restoration, Lesser	Conjuration (Healing)	3 rounds	Instantaneous	Touch	PHB:p.272
[V,S] TARGET: Creature touched; <i>EFFECT</i> : Dispels magical ability penalty or repairs 1d4 ability damage. [SR:Yes (harmless); DC:15, Will negates (harmless)]					
■■■■■Saltray	Evocation	1 standard action	Instantaneous	Close (35 ft.)	SC:p.179
[V,S] TARGET: Ray; <i>EFFECT</i> : Ranged touch attack deals 1d6 per two caster levels [max 5d6] and make a save or be stunned for 1 round. [SR:Yes; DC:15, Fortitude partial]					
■■■■■Scent	Transmutation	1 standard action	10 minutes/level	Touch	SC:p.180
[V,S,M] TARGET: Creature touched; <i>EFFECT</i> : Bestows Scent ability with all the same powers. [SR:Yes [harmless]]					
■■■■■Share Husk	Divination	1 standard action	1 minute/level	Touch	SC:p.187
[V,S,M] TARGET: Animal touched; <i>EFFECT</i> : You can sense all the stimuli the target animal senses. [SR:Yes; DC:15, Will negates [harmless]]					
■■■■■Snake's Swiftmess, Mass	Transmutation	1 standard action	Instantaneous	Medium (150 ft.)	SC:p.193
[V,S,M/DF] TARGET: Allied creatures in a 20-ft.-radius burst; <i>EFFECT</i> : The subjects can immediately make one melee or ranged attack. Taking this action doesn't affect the subject's normal place in the initiative order. This is a single attack and follows the standard rules for attacking. This spell does not allow the subject to make more than one additional attack in a round. If the subject has already made an additional attack, due to a prior casting of this spell, from the haste spell, or from any other source, this spell fails. Arcane Material Component: A few scales from a snake. [SR:Yes [harmless]; DC:15, Will negates [harmless]]					
■■■■■Soften Earth and Stone	Transmutation [Earth]	Standard Action	Instantaneous	Close (35 ft.)	PHB:p.280
[V,S, DF] TARGET: 10 ft./level square; see text; <i>EFFECT</i> : Turns stone to clay or dirt to sand or mud. [SR:No]					
■■■■■Spider Climb	Transmutation	Standard Action	10 minutes/level	Touch	PHB:p.283
[V,S,M] TARGET: Creature touched; <i>EFFECT</i> : The subject can climb and travel on vertical surfaces or even traverse ceilings as well as a spider does. The affected creature must have its hands free to climb in this manner. The subject gains a climb speed of 20 feet; furthermore, it need not make Climb checks to traverse a vertical or horizontal surface [even upside down]. A spider climbing creature retains its Dexterity bonus to Armor Class [if any] while climbing, and opponents get no special bonus to their attacks against it. It cannot, however, use the run action while climbing. Material Component - A drop of bitumen and a live spider, both of which must be eaten by the subject. [SR:Yes (harmless); DC:15, Will negates (harmless)]					
■■■■■Splinterbolt	Conjuration (Creation)	1 standard action	Instantaneous	Close (35 ft.)	SC:p.203
[V,S,M] TARGET: One or more streams of splinters; <i>EFFECT</i> : Make ranged attack to hit, on hit deal 4d6 piercing damage and threatens on 18-20. See text. [SR:No]					
■■■■■Summon Nature's Ally II	Conjuration (Summoning)	1 round	1 round/level [D]	Close (35 ft.)	PHB:p.288
[V,S, DF] TARGET: One or more creatures, no two of which can be more than 30 ft. apart; <i>EFFECT</i> : Calls creature to fight. [SR:No]					
■■■■■Summon Swarm	Conjuration (Summoning)	1 round	Concentration + 2 rounds	Close (35 ft.)	PHB:p.289
[V,S,M/DF] TARGET: One swarm of bats, rats, or spiders; <i>EFFECT</i> : A swarm of little creatures carpets the effect's area, viciously attacking all other creatures there. [Roll on the table below to see what sort of creature is summoned]. A creature in the swarm who takes no actions other than fighting off the creatures takes 1 point of damage on its turn. A creature in the swarm who takes any other action, including leaving the swarm, takes 1d4 points of damage +1 point per three caster levels. Spellcasting or concentrating on spells within the swarm is impossible. A swarm of poisonous creatures deals no damage to creatures who are immune to poison, though it still prevents spellcasting and concentration. The creatures' attacks are nonmagical. Damage reduction, being incorporeal, and other special abilities also make a creature immune to damage from the swarm. The swarm cannot be fought effectively with weapons, but fire and damaging area effects can force it to disperse. The swarm disperses when it has taken a total of 2 hit points of damage per caster level from these attacks. Certain area or effect spells, such as gust of wind and stinking cloud, disperse a swarm immediately if appropriate to the swarm summoned. [For example, only fliers are affected by a gust of wind]. The swarm is stationary once summoned: A druid caster, however, can [as a move-equivalent action] direct the swarm to move up to 30 feet per round [or 90 feet per round if she has summoned bats or beetles]. Arcane Material Component: A square of red cloth. [1-8= Rats; 9-14=Bats; 15-16=Spiders; 17-18 Centipedes; 19-20 Flying Beetles] [SR:No]					
■■■■■Swim	Transmutation [Water]	1 round	10 minutes/level [D]	Medium (150 ft.)	SC:p.217
[V,S,M] TARGET: One creature; <i>EFFECT</i> : Gain swim speed and +8 to Swim checks. [SR:Yes [harmless]]					
■■■■■Tiger's Tooth	Transmutation	1 swift action	1 round	Living creature touched	SC:p.221
[V] TARGET: You; <i>EFFECT</i> : As greater magic fang. [SR:No]					
■■■■■Train Animal	Enchantment (Charm) [Mind-Affecting]	10 minutes	1 hour/level	Touch	SC:p.221
[V,S,DF] TARGET: Animal touched; <i>EFFECT</i> : You temporarily boost the number of tricks that an animal knows. [SR:Yes [harmless]; DC:15, Will negates [harmless]]					
■■■■■Tree Shape	Transmutation	Standard Action	1 hour/level [D]	Personal	PHB:p.296
[V,S, DF] TARGET: You; <i>EFFECT</i> : You look exactly like a tree for 1 hour/level. [SR:No]					
■■■■■Warp Wood	Transmutation	Standard Action	Instantaneous	Close (35 ft.)	PHB:p.300
[V,S] TARGET: One Small wooden object/level, all within a 20-ft. radius; <i>EFFECT</i> : Bends wood [shaft, handle, door, plank]. [SR:Yes (object); DC:15, Will negates (object)]					
■■■■■Wings of Air	Transmutation	1 standard action	1 minute/level	Touch	SC:p.240
[V] TARGET: Winged creature touched; <i>EFFECT</i> : Manuverability improves by one step. [SR:No]					
■■■■■Winter's Embrace	Evocation [Cold]	1 standard action	1 round/level	Close (35 ft.)	SC:p.241
[V,S] TARGET: One creature; <i>EFFECT</i> : Creature fails it's save takes 1d8 cold damage each round; see text. [SR:Yes; DC:15, Fortitude negates]					
■■■■■Wood Shape	Transmutation	Standard Action	Instantaneous	Touch	PHB:p.303
[V,S, DF] TARGET: One touched piece of wood no larger than 10 cu. ft. + 1 ft./level; <i>EFFECT</i> : Rearranges wooden objects to suit you. [SR:Yes (object); DC:15, Will negates (object)]					
■■■■■Wracking Touch	Necromancy	1 standard action	Instantaneous	Touch	SC:p.243
[V,S] TARGET: Creature touched; <i>EFFECT</i> : Deal 1d6 +1 per caster level [max +10] plus you get sneak attack damage if you possess the ability. [SR:Yes; DC:15, Fortitude half]					
■■■■■Zone of Glacial Cold	Conjuration [Cold]	Standard Action	5 rounds	Medium (150 ft.)	FrstB:p.106
[V,S,M] TARGET: 20-ft.-radius; <i>EFFECT</i> : Zone deals 1d6 cold damage each round. [SR:No; DC:15, Fort half]					

LEVEL 3 / Per Day:2 / Caster Level:5

Name	School	Time	Duration	Range	Source
■■■■■Air Breathing	Transmutation	1 standard action	2 hours/level; see text	Touch	SC:p.8
[S,M/DF] TARGET: Living creatures touched; <i>EFFECT</i> : Grants creatures the ability to breath air. [SR:Yes [harmless]; DC:16, Will negates [harmless]]					
■■■■■Align Fang, Mass	Transmutation	1 standard action	1 minute/level	Close (35 ft.)	SC:p.9
[V,S,DF] TARGET: One or more creatures, no two of which are more than 30 ft. apart; <i>EFFECT</i> : Same as algin fang, but on multiple creatures. [SR:Yes [harmless]; DC:16, Will negates [harmless]]					
■■■■■Alter Fortune	Divination	1 immediate action	Instantaneous	Close (35 ft.)	Is This .p.101
[V,X] TARGET: One creature; <i>EFFECT</i> : Target must reroll any die roll it just made taking the second roll. [SR:No]					
■■■■■Attune Form	Transmutation	1 standard action	24 hours	Touch	SC:p.17
[V,S,M/DF] TARGET: One creature/3 levels; <i>EFFECT</i> : Attunes the affected creatures to the plane you are currently on, negating harmful effects.					
■■■■■Bite of the Werewolf	Transmutation	1 standard action	1 round/level	Personal	SC:p.29
[V,S,M] TARGET: You; <i>EFFECT</i> : Gain +2 bonus to Str, +4 Dex, +4 Con, +4 natural armor. Gain Bite attack.					
■■■■■Blindsight	Transmutation	1 standard action	1 minute/level	Touch	SC:p.32
[V,S] TARGET: Creature touched; <i>EFFECT</i> : Grant blindsight to 30 ft. [SR:Yes [harmless]; DC:16, Will negates [harmless]]					
■■■■■Call Lightning	Evocation [Electricity]	1 round	1 minute/level	Medium (150 ft.)	PHB:p.207
[V,S] TARGET: One or more 30-ft.-long vertical lines of lightning; <i>EFFECT</i> : Calls down one lightning bolt/level [max 10] over duration [3d6 per bolt] from sky; 3d10 in outdoors stormy area. [SR:Yes; DC:16, Reflex half]					
■■■■■Capricious Zephyr	Evocation [Air]	1 standard action	1 round/level	Medium (150 ft.)	SC:p.43
[V,S] TARGET: 5-ft.-diameter; <i>EFFECT</i> : Ball of swirling dust and air that bull rush attacks with a +6 any creature it encounters as directed by caster. Movement 30 ft; see text [SR:Yes; DC:16, None and Reflex partial; see text]					
■■■■■Charge of the Triceratops	Transmutation	1 standard action	1 round/level [D]	Touch	SC:p.45
[V,S,DF] TARGET: Living creature touched; <i>EFFECT</i> : Gain natural gore attack [S=1d6, M=1d8, L=2d6]. If gore is used as part of a charge it does double damage. Also gain +4 Natural Armor. [SR:Yes; DC:16, Will negates [harmless]]					
■■■■■Circle Dance	Divination	1 minute	Instantaneous	Personal	SC:p.46
[V,S] TARGET: You; <i>EFFECT</i> : Get direction and general status of a known target.					

* =Domain/Specialty Spell

Druid Spells

■■■■■ Corona of Cold	Evocation [Cold]	1 standard action	1 round/level [D]	10 ft.	SC:p.52
[V,S,DF] TARGET: 20-ft.-radius spread; EFFECT: Gain fire resistance 10, and deal 1d12 damage to all in your area of effect. Creatures so affected have -2 to Str & Dex, move at half speed for as long as they remain in the area. [SR:Yes; DC:16, Fortitude negates]					
■■■■■ Creaking Cacophony	Illusion (Figment) [Sonic]	1 standard action	1 round/level	Medium (150 ft.)	SC:p.55
[V,S] TARGET: 40-ft.-radius spread; EFFECT: All who are in the effect have -4 to listen. Spellcasters are distracted. [SR:Yes]					
■■■■■ Crown of Clarity	Divination	1 standard action	1 hour/level [D] or until discharged	Touch	Is This :p.107
[V,S,F] TARGET: Creature touched; EFFECT: +2 competence bonus to Listen and Spot checks or if subject discharges spell gain +8 on a single Spot or Listen check. [SR:Yes (harmless); DC:16, Will negates (harmless)]					
■■■■■ Crumble	Transmutation	1 standard action	Instantaneous	Medium (150 ft.)	SC:p.56
[V,S] TARGET: One structure or construct; EFFECT: Deal 1d8/level [max 10d8] damage to structure, ignoring hardness; see text. [SR:Yes (object); DC:16, Fortitude half (object)]					
■■■■■ Cure Moderate Wounds	Conjuration (Healing)	Standard Action	Instantaneous	Touch	PHB:p.216
[V,S] TARGET: Creature touched; EFFECT: Cures 2d8 +1/level [max +10] damage. [SR:Yes (harmless); see text; DC:16, Will half (harmless); see text]					
■■■■■ Daylight	Evocation [Light]	Standard Action	10 minutes/level [D]	Touch	PHB:p.216
[V,S] TARGET: Object touched; EFFECT: 60-ft. radius of bright light. The object touched sheds light as bright as full daylight in a 60-foot radius, and dim light for an additional 60 feet beyond that. Creatures that take penalties in bright light also take them while within the radius of this magical light. Despite its name, this spell is not the equivalent of daylight for the purposes of creatures that are damaged or destroyed by bright light. If daylight is cast on a small object that is then placed inside or under a light- proof covering, the spell's effects are blocked until the covering is removed. Daylight brought into an area of magical darkness [or vice versa] is temporarily negated, so that the otherwise prevailing light conditions exist in the overlapping areas of effect. Daylight counters or dispels any darkness spell of equal or lower level, such as darkness. [SR:No]					
■■■■■ Dehydrate	Necromancy	1 standard action	Instantaneous	Medium (150 ft.)	SC:p.62
[V,S,DF] TARGET: One living creature; EFFECT: Deal 1d6 plus 1/3 caster levels [max +5]. [SR:Yes; DC:16, Fortitude negates]					
■■■■■ Diminish Plants	Transmutation	Standard Action	Instantaneous	See text	PHB:p.221
[V,S, DF] TARGET: See text; EFFECT: Reduces size or blights growth of normal plants. [SR:No]					
■■■■■ Dominate Animal	Enchantment (Compulsion) [Mind-Affecting]	1 round	1 round/level	Close (35 ft.)	PHB:p.224
[V,S] TARGET: One animal; EFFECT: Subject animal obeys silent mental commands. [SR:Yes; DC:16, Will negates]					
■■■■■ Downdraft	Evocation [Air]	1 standard action	Instantaneous	Long (600 ft.)	SC:p.72
[V,S,M] TARGET: Cylinder [20-ft. radius, 100 ft. high]; EFFECT: Either send a flying creature down 50 ft. or 100 ft. They take fall damage if they collide with the ground [1d6 per 10 ft.]. [SR:Yes; DC:16, Reflex partial; see text]					
■■■■■ Earthen Grace	Abjuration [Earth]	1 standard action	1 minute/level	Touch	SC:p.76
[V,S,M] TARGET: Living creature touched; EFFECT: Earth and stone damage is treated as nonlethal [includes creatures with the subtype of earth/stone, falling onto stone]; see text. [SR:Yes [harmless]; DC:16, Will negates [harmless]]					
■■■■■ Energy Vortex	Evocation [Choose: Acid, Cold, Fire, Electricity, Sonic]	1 standard action	Instantaneous	20 ft.	SC:p.81
[V,S] TARGET: All creatures within a 20-ft.-radius burst centered on you; EFFECT: Choose a energy type and it causes 1d8 +1/caster level [max +20]. You may double the damage if you forgoe a save and take the damage as well. [SR:Yes; DC:16, Reflex half]					
■■■■■ Entangling Staff	Transmutation	1 swift action	1 round/level [D]	Touch	SC:p.83
[V,S,F] TARGET: Quarterstaff touched; EFFECT: Each time you successfully strike foe you can start a grapple as a free action, +8 grapple check. Deals an additional 2d6 damage for grapple [lethal or nonlethal]; see text [SR:Yes [harmless]; DC:16, Fortitude negates [harmless,object]]					
■■■■■ Evard's Manacing Tentacles	Transmutation	1 standard action	1 round/level	Personal	Is This :p.113
[V,S,M] TARGET: You; EFFECT: You create two tentacles with a 10-foot reach. As a free action direct each one to attack an opponent in range using your base attack bonus and Str Modifier. Bludgeoning Damage dealt is 1d8 +Str Modifier. Also gain +4 bonus on Climb checks					
■■■■■ Fire Wings	Transmutation [Fire]	1 round	1 minute/level	Personal	SC:p.93
[V,S,M,F] TARGET: You; EFFECT: Attack or Fly; see text.					
■■■■■ Fly, Swift	Transmutation	1 swift action	1 round	Personal	SC:p.96
[V] TARGET: You; EFFECT: This spell functions like fly [PH 232], except as noted above.					
■■■■■ Forestfold	Transmutation	1 standard action	1 hour/level [D]	Personal	SC:p.98
[V,S] TARGET: You; EFFECT: Grants +10 competence bonus on Hide and Move Silently checks.					
■■■■■ Giant's Wrath	Transmutation [Earth]	1 swift action	1 round/level	Personal	SC:p.105
[V,S,M] TARGET: One pebble/3 levels; EFFECT: Pebbles become boulders; see text [SR:No]					
■■■■■ Girallon's Blessing	Transmutation	1 standard action	10 minutes/level	Touch	SC:p.106
[V,S,M] TARGET: Creature touched; EFFECT: Gain an additional pair of arms; see text [SR:Yes [harmless]; DC:16, Fortitude negates [harmless]]					
■■■■■ Heatstroke	Transmutation	1 standard action	Instantaneous	Medium (150 ft.)	SC:p.113
[V,S] TARGET: One Creature; EFFECT: Target becomes fatigued [if fatigued it becomes exhausted], takes 2d6 nonlethal heat [with or without save]. [SR:Yes [harmless]; DC:16, Fortitude partial]					
■■■■■ Hypothermia	Evocation [Cold]	1 standard action	Instantaneous	Close (35 ft.)	SC:p.118
[V,S] TARGET: One creature; EFFECT: Deals 1d6 per caster level [max 10d6] and becomes fatigued. Save halves damage and negates fatigue. [SR:Yes; DC:16, Fortitude partial]					
■■■■■ Icelance	Conjuration (Creation)	1 standard action	Instantaneous	Medium (150 ft.)	SC:p.119
[V,S,F] TARGET: One lance of ice; EFFECT: You clutch the quartz in your hand, focusing the energy of the spell into a sharp spear. With a thought, you send it whistling through the air at your foe. You must succeed on a normal ranged attack to strike a target with an icelance. You gain a +4 bonus on your attack roll. If you hit, the icelance deals 6d6 points of damage to the target. Half of this damage is piercing damage; the rest is cold damage. In addition, the target must make a Fortitude save or be stunned for 1d4 rounds. Regardless of the result of the attack, the icelance shatters upon its first use. [Focus] A 50-gp clear quartz gemstone. Alternatively, if you are in a cold region, you can substitute 10 pounds of ice or snow for the quartz. [SR:Yes; DC:16, Fortitude partial]					
■■■■■ Infestation of Maggots	Necromancy	1 standard action	1 round/2 levels	Touch	SC:p.123
[V,S,M] TARGET: Creature touched; EFFECT: Deal 1d4 constitution per round. Save ends the spell and the effect. [SR:Yes; DC:16, Fortitude negates]					
■■■■■ Jagged Tooth	Transmutation	1 standard action	10 minutes/level	Close (35 ft.)	SC:p.127
[V,S] TARGET: One natural slashing or piercing weapon of target creatures; EFFECT: Doubles the critical threat range of one natural weapon. [SR:Yes [harmless]; DC:16, Will negates [harmless]]					
■■■■■ Lion's Charge	Transmutation	1 swift action	1 round	Personal	SC:p.133
[V] TARGET: You; EFFECT: Gain pounce ability [make full attack after a charge].					
■■■■■ Magic Fang, Greater	Transmutation	Standard Action	1 hour/level	Close (35 ft.)	PHB:p.250
[V,S, DF] TARGET: One living creature; EFFECT: One natural weapon of subject creature gets +1 on attack and damage rolls. [SR:Yes (harmless); DC:16, Will negates (harmless)]					
■■■■■ Meld into Stone	Transmutation [Earth]	Standard Action	10 minutes/level	Personal	PHB:p.252
[V,S, DF] TARGET: You; EFFECT: You and your gear merge with stone. [SR:No]					
■■■■■ Nature's Balance	Transmutation	1 standard action	10 minutes/level	Touch	SC:p.145
[V,S] TARGET: Creature touched; EFFECT: Take -4 to one ability score [Str, Dex, Con] and target gains like amount. [SR:Yes [harmless]; DC:16, Fortitude negates [harmless]]					
■■■■■ Nature's Rampart	Transmutation	10 minutes	Instantaneous	Medium (150 ft.)	SC:p.146
[V,S,F] TARGET: Structure up to 40 ft. square; EFFECT: Shapes natural setting into a formidable defense. [SR:No]					
■■■■■ Neutralize Poison	Conjuration (Healing)	Standard Action	10 minutes/level	Touch	PHB:p.257
[V,S,M,DF] TARGET: Creature or object of up to 1 cu. ft./level. touched; EFFECT: Immunizes subject against poison, detoxifies venom in or on subject. [SR:Yes (harmless, object); DC:16, Will negates (harmless, object)]					
■■■■■ Plant Growth	Transmutation	Standard Action	Instantaneous	See text	PHB:p.262
[V,S, DF] TARGET: See text; EFFECT: Grows vegetation, improves crops. [SR:No]					
■■■■■ Poison	Necromancy	Standard Action	Instantaneous; see text	Touch	PHB:p.262
[V,S, DF] TARGET: Living creature touched; EFFECT: Touch deals 1d10 Con damage, repeats in 1 minute. [SR:Yes; DC:16, Fortitude negates; see text]					
■■■■■ Primal Form	Transmutation	1 standard action	1 minute/level	Personal	SC:p.161
[V,S,DF] TARGET: You; EFFECT: You assume the physical appearance and many of the qualities and abilities of a chosen elemental [fire, water, earth, air]; see text					
■■■■■ Protection from Energy	Abjuration	Standard Action	10 minutes/level or until discharged	Touch	PHB:p.266
[V,S,DF] TARGET: Creature touched; EFFECT: Absorb 12 points of damage/level [max 120] from one kind of energy. [SR:Yes (harmless); DC:16, Fortitude negates (harmless)]					
■■■■■ Quench	Transmutation	Standard Action	Instantaneous	Medium (150 ft.)	PHB:p.267
[V,S, DF] TARGET: 20-ft. cube/level [S] or one fire-based magic item; EFFECT: Extinguishes nonmagical fires or one magic item. [SR:No or Yes (object); DC:16, None or Will negates (object)]					
■■■■■ Quillfire	Transmutation	1 standard action	1 round/level	Personal	SC:p.164
[V,S] TARGET: You; EFFECT: Quills inflict 1d8 or thrown range 10 ft; see text.					
■■■■■ Remove Disease	Conjuration (Healing)	Standard Action	Instantaneous	Touch	PHB:p.271
[V,S] TARGET: Creature touched; EFFECT: Cures all diseases affecting subject. [SR:Yes (harmless); DC:16, Fortitude negates (harmless)]					
■■■■■ Resist Energy, Mass	Abjuration	1 standard action	10 minutes/level	Close (35 ft.)	SC:p.174
[V,S,DF] TARGET: One creature/level, no two of which can be more than 30 ft. apart; EFFECT: As resist energy, except that it affects all targeted creatures. [SR:Yes [harmless]; DC:16, Fortitude negates [harmless]]					
■■■■■ Sink	Transmutation	1 standard action	1 round	Close (35 ft.)	SC:p.190
[V,S,DF] TARGET: One creature/level, no two of which are more than 30 ft. apart; EFFECT: Affect creatures sink 100 ft./round; see text. [SR:Yes; DC:16, Will negates]					
■■■■■ Sleet Storm	Conjuration (Creation) [Cold]	Standard Action	1 round/level	Long (600 ft.)	PHB:p.280
[V,S,M,DF] TARGET: Cylinder 40; EFFECT: Hampers vision and movement. [SR:No]					
■■■■■ Snakebite	Transmutation	1 standard action	1 round/level [D]	Personal	SC:p.193
[V,S] TARGET: You; EFFECT: Turns one of your arms into a venomous snake; see text.					
■■■■■ Snare	Transmutation	3 rounds	Until triggered or broken	Touch	PHB:p.280
[V,S, DF] TARGET: Touched nonmagical circle of vine, rope, or thong with a 2 ft. diameter + 2 ft./level; EFFECT: Creates a magic booby trap. [SR:No]					
* =Domain/Specialty Spell					

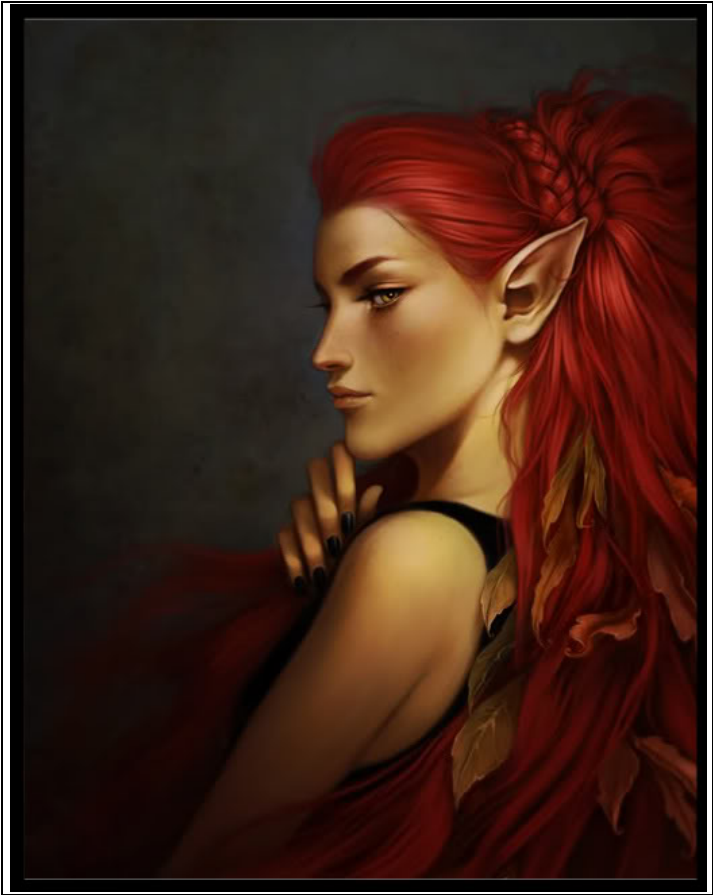
Druid Spells

☐☐☐☐☐	Snowshoes, Mass	Transmutation	1 standard action	1 hour/level [D]	Close (35 ft.)	SC:p.194
[V,S] TARGET: One creature/level, no two of which are more than 30 ft. apart; <i>EFFECT</i> : Same as Snowshoes, except as noted. [SR:Yes [harmless]; DC:16, Will negates [harmless]]						
☐☐☐☐☐	Speak with Plants	Divination	Standard Action	1 minute/level	Personal	PHB:p.282
[V,S] TARGET: You; <i>EFFECT</i> : You can talk to normal plants and plant creatures. [SR:No]						
☐☐☐☐☐	Spiderskin	Transmutation	1 standard action	10 minutes/level	Touch	SC:p.202
[V,S,M/DF] TARGET: Creature touched; <i>EFFECT</i> : Grants recipient +1 to natural AC, +1 save against poison and +1 bonus to Hide checks for every three caster levels [max +5]. [SR:Yes [harmless]; DC:16, Will negates [harmless]]						
☐☐☐☐☐	Spike Growth	Transmutation	Standard Action	1 hour/level [D]	Medium (150 ft.)	PHB:p.283
[V,S, DF] TARGET: 20-ft. squares/level; <i>EFFECT</i> : Creatures in area take 1d4 damage, may be slowed. [SR:Yes; DC:16, Reflex partial]						
☐☐☐☐☐	Spikes	Transmutation	1 standard action	1 hour/level	Touch	SC:p.202
[V,S,M] TARGET: Wooden weapon touched; <i>EFFECT</i> : As brambles, except affected weapon gains +2 enhancement bonus and threat range doubled. [SR:No]						
☐☐☐☐☐	Spiritjaws	Evocation [Force]	1 standard action	1 round/level [D]	Medium (150 ft.)	SC:p.202
[V,S,M] TARGET: Jaws of force; <i>EFFECT</i> : Jaws attempt to grapple the target; see text [SR:Yes]						
☐☐☐☐☐	Standing Wave	Transmutation	1 standard action	10 minutes/level [D]	Close (35 ft.)	SC:p.204
[V,S,DF] TARGET: Waves under a creature or object within range; <i>EFFECT</i> : Transports across water; see text. [SR:Yes; DC:16, Reflex negates]						
☐☐☐☐☐	Stone Shape	Transmutation [Earth]	Standard Action	Instantaneous	Touch	PHB:p.284
[V,S,M/DF] TARGET: Stone or stone object touched, up to 10 cu. ft. +1 cu. ft./level; <i>EFFECT</i> : Sculpts stone into any shape. [SR:No]						
☐☐☐☐☐	Summon Nature's Ally III	Conjuration (Summoning)	1 round	1 round/level [D]	Close (35 ft.)	PHB:p.288
[V,S, DF] TARGET: One or more creatures, no two of which can be more than 30 ft. apart; <i>EFFECT</i> : Calls creature to fight. [SR:No]						
☐☐☐☐☐	Thornskin	Transmutation	1 standard action	1 round/level [D]	Personal	SC:p.219
[V,S,M] TARGET: You; <i>EFFECT</i> : Sprout thorns from your skin that makes your unarmed deal lethal plus an extra 1d6 piercing damage on unarmed attacks.						
☐☐☐☐☐	Thunderous Roar	Evocation [Sonic]	1 standard action	Instantaneous	Long (600 ft.)	SC:p.220
[V,S,DF] TARGET: 20-ft.-radius burst; <i>EFFECT</i> : All creatures in the area take 1d6 sonic damage per two caster levels; see text. [SR:Yes; DC:16, Fortitude partial; see text]						
☐☐☐☐☐	Treasure Scent	Divination	1 standard action	1 hour/level	Personal	SC:p.223
[V,S] TARGET: You; <i>EFFECT</i> : Detect copper, silver, gold, platinum, and gems within 30 feet. See text.						
☐☐☐☐☐	Tremor	Evocation [Earth]	1 standard action	1 round/3 levels	Medium (150 ft.)	SC:p.223
[V,S,DF] TARGET: 40-ft.-radius spread; <i>EFFECT</i> : Disrupts concentration; see text. [SR:No; DC:16, See text]						
☐☐☐☐☐	Vigor, Mass Lesser	Conjuration (Healing)	1 standard action	10 rounds + 1 round/level [max 25]	20 ft.	SC:p.229
[V,S] TARGET: One creature/2 levels, no two of which can be more than 30 ft. apart; <i>EFFECT</i> : Same as lesser vigor except it grants all targets fast healing ability for the duration of the spell at 1 hp automatically healed per round. [SR:Yes [harmless]; DC:16, Will negates [harmless]]						
☐☐☐☐☐	Vine Mine	Conjuration (Creation)	1 standard action	10 minutes/level	Medium (150 ft.)	SC:p.230
[V,S,M] TARGET: 10-ft.-radius/level spread; <i>EFFECT</i> : Creates a rapid growth of vines, see text. [SR:Yes; DC:16, See text]						
☐☐☐☐☐	Walk the Mountain's Path	Transmutation	Standard Action	50 minutes	Touch	Race Sto:p.163
[V,S,M] TARGET: Creature touched; <i>EFFECT</i> : Target is not slowed by slopes, gains a climb speed equal to his normal movement and gains a +10 ehancement bonus to Jump and Balance checks. [SR:Yes (harmless); DC:16, Will negates (harmless)]						
☐☐☐☐☐	Water Breathing	Transmutation	Standard Action	2 hours/level; see text	Touch	PHB:p.300
[V,S,M/DF] TARGET: Living creatures touched; <i>EFFECT</i> : Subjects can breathe underwater. [SR:Yes (harmless); DC:16, Will negates (harmless)]						
☐☐☐☐☐	Weather Eye	Divination	1 hour	Instantaneous	1 mile + 1 mile/level	SC:p.238
[V,S,M,F] TARGET: 1-mile radius +1-mile/level centered on you; <i>EFFECT</i> : You may accurately predict the natural weather up to one week into the future. If unnatural forces currently affect the weather then the spell acts as detect magic. [SR:No]						
☐☐☐☐☐	Wind Wall	Evocation [Air]	Standard Action	1 round/level	Medium (150 ft.)	PHB:p.302
[V,S,M/DF] TARGET: Wall up to 10 ft./level long and 5 ft./level high [S]; <i>EFFECT</i> : Deflects arrows, smaller creatures, and gases. [SR:Yes; DC:16, None; see text]						

* =Domain/Speciality Spell

Ellasandra Du-ve

Elf (Grey)
RACE
140
AGE
Vision Test: Low-light
Female
GENDER
Low-light
VISION
Neutral Good
ALIGNMENT
Right
DOMINANT HAND
5' 0"
HEIGHT
94 lbs.
WEIGHT
Blue
EYE COLOUR
SKIN COLOUR
Blond, Braided
HAIR / HAIR STYLE
PHOBIAS
,
PERSONALITY TRAITS
INTERESTS
,
SPOKEN STYLE / CATCH PHRASE
RESIDENCE
LOCATION
None
REGION
DEITY
Humanoid
Race Type
Race Sub Type
Wizard
Favored Class
EXP Factor: 60%; EXP Penalty: 40%
Low-light



Description:
Biography:

Notes:

Animal Forms:

Your favorite combat-forms are:

Black Bear (for maximum raw strength and intimidation).

Str 22 (+6), Dex 16 (+3), and Con 20 (+5).

Move 40, Initiative +3, AC 19, Hit Points 47.

Fortitude +8, Reflex +5, and Will +2.

Attack: Claw, +11, 1d4+7, Crit 20/x2.

Full Attack: Claw +11/+11, 1d4+7, Crit 20/x2, Bite +6, 1d6+4, Crit 20/x2.

+4 to Swim. Scent and Low-Light Vision.

Leopard (for maximum armor class, agility, and stealth).

Str 20 (+5), Dex 22 (+6), Con 20 (+5).

Move 40, Climb 20, Initiative +6, AC 21, Hit Points 47.

Fortitude +8, Reflex +8, and Will +2.

Attack: Bite +10, 1d6+6, Crit 20/x2. May use Improved Grab if a bite attack hits.

Full Attack: Bite +10, 1d6+6, Crit 20/x2, Claw +5/+5, 1d3+3, Crit 20/x2. If both claws hit, she gets two more free claw attacks as a rake. Also gets full attacks on a charge.

Balance, Climb, and Jump +8, Hide and Move Silently +4. The Hide bonus improves to +8 in areas of tall grass or heavy undergrowth. Scent and Low-Light Vision.

Some Net Skills: Balance +14, Climb +19, Hide +16 (+20 in tall grass or heavy undergrowth), Move Silently +11, and Jump +14. This is, of course, Melinissa's favorite form for sneaking around.

Wolverine (for maximum durability and tunneling).

Str 18 (+4), Dex 18 (+4), Con 24 (+7).

Move 30, Burrow 10, Climb 10, Initiative +4, AC 20, Hit Points 53.

Fortitude +10, Reflex +6, and Will +2.

Attack: Claw +9, 1d4+5, Crit 20/x2.

Full Attack: Claw +9/+9, 1d4+5, Crit 20/x2, Bite +4, 1d6+3, Crit 20/x2.

Climb +8. Scent and Low-Light Vision.

If you're injured in combat in wolverine form, you will fly into a rage – not stopping until either you or your opponent is dead.

Raging Wolverine:

Str 22 (+6), Dex 18 (+4), Con 28 (+9),

Move 30, Burrow 10, Climb 10, Initiative +4, AC 18, Hit Points 59.

Fortitude +12, Reflex +6, and Will +2

Attack: Claw +11, 1d4+7, Crit 20/x2.

Full Attack: Claw +11/+11, 1d4+7, Crit 20/x2, Bite +6, 1d6+4, Crit 20/x2.

Climb +8. Scent and Low-Light Vision.