

Lelia

NAME

Point3 Drd

CLASS

3/4

Character Level/ECL

6000

EXPERIENCE

10000

NEXT LEVEL

ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD
STR Strength	16	+3	16	+3	16	+3
DEX Dexterity	16	+3	16	+3	16	+3
CON Constitution	14	+2	14	+2	14	+2
INT Intelligence	12	+1	12	+1	12	+1
WIS Wisdom	16	+3	16	+3	16	+3
CHA Charisma	16	+3	16	+3	16	+3

Human

RACE

18

AGE

Medium

SIZE

Female

GENDER

6' 3"

HEIGHT

205 lbs.

WEIGHT

EYES

HAIR

Rebekah

PLAYERNAME

DEITY

Neutral Good

ALIGNMENT

Darkvision (60 ft.),

VISION

-1

POINTS

HP

hit points

28

AC

armor class

18

WOUNDS/CURRENT HP

SUBDUAL DAMAGE

DAMAGE REDUCTION

SPEED

Walk 35 ft.

INITIATIVE

modifier

+7

TOTAL

FLAT

15

TOUCH

14

BASE

10

ARMOR BONUS

4

SHIELD BONUS

0

STAT

3

SIZE

0

NATURAL ARMOR

0

DEFLEC-TION

1

MISC

1

MISS CHANCE

ARCANE SPELL FAILURE

0

ARMOR CHECK PENALTY

+0

SPELL RESIST

0

BASE ATTACK

bonus

+6/+1

DEX MODIFIER

+3

MISC MODIFIER

+4

SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	MAX RANKS	6/3
✓ Acrobatics	DEX	3	= 3	+	+
✓ Appraise	INT	1	= 1	+	+
✓ Athletics	STR	3	= 3	+	+
✓ Craft (Untrained)	INT	1	= 1	+	+
✓ Deception	CHA	3	= 3	+	+
✓ Endurance	CON	4	= 2	+	2.0
✓ Gather Information	CHA	3	= 3	+	+
✓ Heal	WIS	9	= 3	+	6.0
Knowledge (Nature)	INT	7	= 1	+	4.0
✓ Perception	WIS	11	= 3	+	6.0
✓ Persuasion	CHA	3	= 3	+	+
✓ Ride	DEX	3	= 3	+	+
✓ Sense Motive	WIS	3	= 3	+	+
✓ Stealth	DEX	6	= 3	+	3.0
✓ Survival	WIS	9	= 3	+	6.0
Survival (Find or follow tracks)	WIS	11	= 3	+	6.0
✓ Thievery	DEX	3	= 3	+	+
✓ Use Rope	DEX	3	= 3	+	+
			=	+	+
			=	+	+

✓: can be used untrained. X: exclusive skills. *: Skill Mastery.

SAVING THROWS

TOTAL

BASE SAVE

ABILITY

MAGIC

MISC

EPIC

TEMP

conditional modifiers

FORTITUDE

(constitution)

+3

=

+1

+

+2

+

+0

+

+0

+

+0

+

REFLEX

(dexterity)

+3

=

+0

+

+3

+

+0

+

+0

+

+0

+

WILL

(wisdom)

+5

=

+2

+

+3

+

+0

+

+0

+

+0

+

MELEE

attack bonus

+7

RANGED

attack bonus

+7

GRAPPLE

attack bonus

+7

TOTAL

=

BASE ATTACK BONUS

+

STAT

+

SIZE

+

MISC

+

EPIC

+

TEMP

+6

+3

+0

-2

+0

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	REACH
	+7/+7	1d3+3	20/x2	5 ft.

Claw

HAND

TYPE

SIZE

CRITICAL

REACH

Carried

S

M

20/x2

5 ft.

TOTAL ATTACK BONUS

DAMAGE

+7/+7

1d3+3

Special Properties

*Longsword +1

HAND

TYPE

SIZE

CRITICAL

REACH

Primary

S

M

19-20/x2

5 ft.

To Hit

Dam

1H-P

+8/+8

1d8+4

2W-P-(OH)

+2/+2

1d8+4

To Hit

Dam

1H-O

+4/+4

1d8+2

2W-P-(OL)

+4/+4

1d8+4

To Hit

Dam

2H

+8/+8

1d8+5

2W-OH

-2

1d8+2

Special Properties

*: weapon is equipped

1H-P: One handed, in primary hand. 1H-O: One handed, in off hand. 2H: Two handed. 2W-P-(OH): 2 weapons, primary hand (off hand weapon is heavy). 2W-P-(OL): 2 weapons, primary hand (off hand weapon is light). 2W-OH: 2 weapons, off hand.

ARMOR	TYPE	AC	MAXDEX	CHECK	SPELL FAILURE
*Faerie Garb +3	Light	+4	+8	+0	0

EQUIPMENT					
ITEM	LOCATION	QTY	WT	COST	
Claw	Carried	1	0.0	0.0	
Faerie Garb +3	Equipped	1	0.5	9151.0	
Longsword +1	Equipped	1	4.0	2315.0	
Sentient Rod of Any Weapon	Equipped	1	0.0	0.0	
Special Backpack of Holding	Equipped	1	0.0	0.0	
0 lbs.					
Special Boots	Equipped	1	0.0	0.0	
TOTAL WEIGHT CARRIED/VALUE			4.5 lbs.	11466.0 gp	

WEIGHT ALLOWANCE					
Light	76	Medium	153	Heavy	230
Lift over head	230	Lift off ground	460	Push / Drag	1150

SPECIAL ATTACKS	
Any Weapon Rod	[Is This It]
Quicksilver metal rod can become any weapon of a non-complex nature, up to a crossbow. It will form the desired weapon as a Free Action. May have other properties that as of yet are undiscovered.	
Natural Weapon (Claw)	[Is This It]
You can use your sharp claws to deal lethal (slashing) damage instead of nonlethal damage with an unarmed attack. Attacks made with natural weapons do not provide attacks of opportunity. The damage of this attack is the base creature's normal unarmed combat damage.	
Warcraft	[Eclipse, p.10]
+6 BAB	

SPECIAL QUALITIES	
Weapon Prof ~ All Simple and Martial Weapons	[Eclipse, p.49]
Grants Proficiency with all simple and martial weapons.	

FEATS	
Feat Conversion to CP ~ 6 (4x)	[Eclipse, p.9]
Covert regular feat to six Character Points	
Dragonblood	[ds, web]
Sorcerer is a favored class for you. This is in addition to your favored class based on race.	

PROFICIENCIES
Axe (Throwing), Battleaxe, Chakram, Claw, Club, Crossbow (Heavy), Crossbow (Light), Cutlass, Dagger, Dagger (Punching), Dart, Falchion, Flail, Flail (Heavy), Gauntlet, Gauntlet (Spiked), Glaive, Grapple, Greataxe, Greatclub, Greatsword, Guisarme, Halberd, Halfspear, Hammer (Light), Handaxe, Hoopak, Javelin, Keyblade, Kukri, Lance, Laser, Longbow, Longspear, Longsword, Mace (Heavy), Mace (Light), Magister's Staff, Maul, Morningstar, Pick (Heavy), Pick (Light), Quarterstaff, Ranseur, Rapier, Sap, Scimitar, Scourge, Scythe, Shieldbash (Heavy), Shieldbash (Light), Shortbow, Shortsword, Sickle, Skirt Blades, Sling, Spear, Spells(Ray), Spiked Armor, Sword (Bastard), Sword (Short), Sword Staff, Trident, Unarmed, Unarmed Strike, Waraxe (Dwarven), Warhammer

LANGUAGES
Common, Draconic, Druidic, Elven

TEMPLATES

Recurring Bonuses

Duties	[Eclipse, p.17]
(+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.	
Fast Learner	[Eclipse, p.17]
(+1) Actually purchased as a feat for 6 CP, this ability grants extra CP as the character rises in level. Specialized versions are available and encouraged. No one may take Fast Learner more than once unless it's been built into a template, race, or class by the Game Master.	
















Eclipse Abilities

Base Caster Level ~ Specialized ~ Druid	[Eclipse, p.11]
Companion	[Eclipse, p.27]
(6 CP). Used to gain familiars, psicrystals, animal companions, and sometimes mounts. Companion empowers a sidekick - usually an animal. You may choose to apply the standard d20 Druid's Animal Companion bonuses, Wizard's Familiar bonuses, Paladin's Mount bonuses, get a Psi-Crystal, or use any similar progression. The base creature may not have an ECL of more than 1/3 your character level.	
Template	[Eclipse, p.27]
(+6 CP) adds a template of up to +2 ECL to the companion. Only one Template can be applied to a given companion, but you may pay the cost multiple times to add a more powerful template. The ECL addition is cumulative up to a maximum of +6.	
Great Form	[Eclipse, p.27]
(+6 CP) allows you to apply Righteous Might (at a Caster Level equal to your level) to a companion as a Free Action up to three times per day.	
Might	[Eclipse, p.27]
(+6 CP) allows you to grant your companion the benefits of two Positive Levels (see page 86) or of a continuously active second level spell or psychic effect.	
Corrupted for Decreased Cost (Companion, Companion ~ Great Form, Companion ~ Might, Companion ~ Template)	[Eclipse, p.22]
Deep Sleep	[Eclipse, p.30]
Many ascetics study meditation and mysticism. In d20, these skills are as useful as any. With Deep Sleep, a character gains the benefits of a full night's rest in only four hours and may ignore minor (up to 15 minutes total) interruptions in that interval.	
Improved Initiative (6x)	[Eclipse, p.53]
The character gains +2 to Initiative per 3 CP invested, up to a maximum +8 bonus.	
Animal Companion	[Eclipse, p.27]
You have an Animal Companion, Handling or "pushing" an animal companion is a free action and the master gains a +4 bonus on Handle Animal checks or "social" checks involving the companion., Their master opt to share the effects of spells and powers used on him or her with them if they're within five feet.	
+4 racial bonus on saves against sleep and paralysis	[Is This It, p.]
Mental Link	[Is This It]
You are automatically in Mental Contact with your companions	












Druid Spells

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

LEVEL 0

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
 Create Water		None	1 standard action	Instantaneous	Close (40 ft.)	V,S	No	Conjuration (Creation) [Water]	PHB: p.215
<i>Effect:</i> Creates 2 gallons/level of pure water.					<i>Target:</i> Up to 2 gallons/level of water			<i>Caster Level:</i> 7	
 Cure Minor Wounds	16	Will half (harmless); see text	1 standard action	Instantaneous	Touch	V,S	Yes (harmless); see text	Conjuration (Healing)	PHB: p.216
<i>Effect:</i> Cures 1 point of damage.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 7	
 Dawn	16	Fortitude negates [harmless]	1 swift action	Instantaneous	15 ft.	V	Yes [harmless]	Abjuration	SC: p.59
<i>Effect:</i> Awakens sleeping creatures and those knocked out from nonlethal damage [but staggered].					<i>Target:</i> All creatures within a 15-ft.-radius burst centered on you			<i>Caster Level:</i> 7	
 Detect Magic		None	1 standard action	Concentration, up to 1 minutes/level [D]	60 ft.	V,S	No	Divination	PHB: p.219
<i>Effect:</i> Detects spells and magic items within 60 ft.					<i>Target:</i> Cone-shaped emanation			<i>Caster Level:</i> 7	
 Detect Poison		None	1 standard action	Instantaneous	Close (40 ft.)	V,S	No	Divination	PHB: p.219
<i>Effect:</i> Detects poison in one creature or small object.					<i>Target:</i> One creature, one object, or a 5-ft. cube			<i>Caster Level:</i> 7	
 Flare	16	Fortitude negates	1 standard action	Instantaneous	Close (40 ft.)	V	Yes	Evocation [Light]	PHB: p.232
<i>Effect:</i> Dazzles one creature [-1 on attack rolls].					<i>Target:</i> Burst of light			<i>Caster Level:</i> 7	
 Guidance	16	Will negates (harmless)	1 standard action	1 minute or until discharged	Touch	V,S	Yes	Divination	PHB: p.238
<i>Effect:</i> +1 on one attack roll, saving throw, or skill check.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 7	
 Know Direction		None	1 standard action	Instantaneous	Personal	V,S	No	Divination	PHB: p.246
<i>Effect:</i> You discern north.					<i>Target:</i> You			<i>Caster Level:</i> 7	
 Light		None	1 standard action	10 minutes/level [D]	Touch	V, M/DF	No	Evocation [Light]	PHB: p.248
<i>Effect:</i> Object shines like a torch.					<i>Target:</i> Object touched			<i>Caster Level:</i> 7	
 Mending	16	Will negates (harmless, object)	1 standard action	Instantaneous	10 ft.	V,S	Yes (harmless, object)	Transmutation	PHB: p.253
<i>Effect:</i> Makes minor repairs on an object.					<i>Target:</i> One object of up to 1 lb.			<i>Caster Level:</i> 7	
 Naturewatch		None	1 standard action	10 minutes/level	30 ft.	S	No	Necromancy	SC: p.146
<i>Effect:</i> Same as deathwatch but only functions on plants and animals; see text.					<i>Target:</i> Cone-shaped emanation			<i>Caster Level:</i> 7	
 Purify Food and Drink	16	Will negates (object)	1 standard action	Instantaneous	10 ft.	V,S	Yes (object)	Transmutation	PHB: p.267
<i>Effect:</i> Purifies 1 cu. ft./level of food or water.					<i>Target:</i> 1 cu. ft./level. of contaminated food and water			<i>Caster Level:</i> 7	
 Read Magic		None	1 standard action	10 minutes/level	Personal	V,S,F	No	Divination	PHB: p.269
<i>Effect:</i> Read scrolls and spellbooks.					<i>Target:</i> You			<i>Caster Level:</i> 7	
 Resistance	16	Will negates (harmless)	1 standard action	1 minute	Touch	V,S,M/DF	Yes (harmless)	Abjuration	PHB: p.272
<i>Effect:</i> Subject gains +1 on saving throws.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 7	
 Virtue	16	Fortitude negates (harmless)	1 standard action	1 min.	Touch	V,S, DF	Yes (harmless)	Transmutation	PHB: p.298
<i>Effect:</i> Subject gains 1 temporary hp.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 7	

LEVEL 1

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
 Animate Fire		None	1 round	Concentration, up to 1 round/level [D]	Close (40 ft.)	V,S,M	No	Transmutation [Fire]	SC: p.12
<i>Effect:</i> Create a small fire elemental.					<i>Target:</i> One Small fire			<i>Caster Level:</i> 7	
 Animate Water		None	1 round	Concentration, up to 1 round/level [D]	Close (40 ft.)	V,S,M	No	Transmutation [Water]	SC: p.13
<i>Effect:</i> Create a small water elemental.					<i>Target:</i> Cube of water up to 5 ft on a side			<i>Caster Level:</i> 7	
 Animate Wood		None	1 round	Concentration, up to 1 round/level [D]	Touch	V,S,M	No	Transmutation	SC: p.13
<i>Effect:</i> Animates a wooden object to attack who you designate.					<i>Target:</i> One Small or smaller wooden object			<i>Caster Level:</i> 7	
 Aspect of the Wolf	17	N/A	1 standard action	10 minutes/level	Personal	V,S,M/DF	N/A	Transmutation	SC: p.16
<i>Effect:</i> You assume the physical appearance and many of the qualities of a wolf.					<i>Target:</i> You			<i>Caster Level:</i> 7	
 Aura Against Flame	17	N/A	1 standard action	1 round/level	Personal	V,S	N/A	Abjuration	SC: p.18
<i>Effect:</i> Protects against first 10 points of fire damage, it also extinguishes flames; see text.					<i>Target:</i> You			<i>Caster Level:</i> 7	
 Babau Slime	17	Fortitude negates [harmless]	1 standard action	1 minute/level	Touch	V,S,M/DF	Yes [harmless]	Transmutation	SC: p.22
<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.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 7	
 Beast Claws	17	N/A	1 Standard Action	1 hour/level	Personal	V,S,M	N/A	Transmutation	SC: p.25
<i>Effect:</i> Change your hands into claws. Damage 1d4; Threat range 19-20. See text.					<i>Target:</i> You			<i>Caster Level:</i> 7	
 Beastland Ferocity	17	Fortitude negates [harmless]	1 standard action	1 minute/level	Touch	V,S,DF	Yes [harmless]	Evocation [Electricity]	SC: p.25
<i>Effect:</i> Subject continues to fight even at -1 to -9 and gains +4 enhancement to Str.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 7	
 Beget Bogun		None	1 standard action	Instantaneous	Touch	V,S,M,XP	No	Conjuration (Creation)	SC: p.26
<i>Effect:</i> Creates a natural homunculus.					<i>Target:</i> Tiny Construct			<i>Caster Level:</i> 7	
 Branch to Branch	17	N/A	1 standard action	1 hour/level [D]	Personal	V,S	N/A	Transmutation	SC: p.38
<i>Effect:</i> Gain +10 competence bonus on Climb checks made in trees, also allows for brachiation.					<i>Target:</i> You			<i>Caster Level:</i> 7	
 Breath of the Jungle		None	1 standard action	1 minute/level	Medium (170 ft.)	V,S,DF	No	Transmutation	SC: p.39
<i>Effect:</i> DC of saves vs. poison or disease increases by 2					<i>Target:</i> Mist spreads in a 40-ft. radius, 20 ft. high			<i>Caster Level:</i> 7	

* =Domain/Specialty Spell

Druid Spells

□□□□□ Buoyant Lifting	None	1 immediate action	1 minute/level [D]; see text	Close (40 ft.)	S,DF	No	Evocation	SC: p.40
<i>Effect:</i> Travel to the surface at 60 ft./round.				<i>Target:</i> One willing creature/level, no two of which are more than 20 ft. apart		<i>Caster Level:</i> 7		
□□□□□ Calm Animals	17	Will negates; see text	1 standard 1 minute/level action	Close (40 ft.)	V,S	Yes	Enchantment (Compulsion) [Mind-Affecting]	PHB: p.207
<i>Effect:</i> Calms 2d4 + 1/level HD of animals.				<i>Target:</i> Animals within 30 ft. of each other		<i>Caster Level:</i> 7		
□□□□□ Camouflage	17	N/A	1 standard 10 minutes/level action	Personal	V,S	N/A	Transmutation	SC: p.43
<i>Effect:</i> Gain +10 circumstance bonus on Hide checks.				<i>Target:</i> You		<i>Caster Level:</i> 7		
□□□□□ Charm Animal	17	Will negates	1 standard 1 hour/level action	Close (40 ft.)	V,S	Yes	Enchantment (Charm) [Mind-Affecting]	PHB: p.208
<i>Effect:</i> Makes one animal your friend.				<i>Target:</i> One animal		<i>Caster Level:</i> 7		
□□□□□ Claws of the Bear	17	N/A	1 standard 1 round/level action	Personal	V,S	N/A	Transmutation	SC: p.47
<i>Effect:</i> Your hands become natural weapons that deal 1d8 with each attack.				<i>Target:</i> You		<i>Caster Level:</i> 7		
□□□□□ Claws of the Beast	None		1 standard 7 rounds action	Personal	V,S	No	Transmutation	PGtF: p.101
<i>Effect:</i> Your fingers sprout claws. Considered armed and do 1d8 with each attack.				<i>Target:</i> YOU		<i>Caster Level:</i> 7		
□□□□□ Climb Walls	17	Will negates [harmless]	1 standard 1 minute/level [D] action	Touch	V,S,M	Yes [harmless]	Transmutation	SC: p.47
<i>Effect:</i> Gain +10 enhancement bonus on climb check. Bonus increases to +20 @5th level and +30 @9th level.				<i>Target:</i> Creature touched		<i>Caster Level:</i> 7		
□□□□□ Cloudburst	None		1 round 10 minutes/level [D]	Long (680 ft.)	V,S	No	Evocation (Water)	SC: p.49
<i>Effect:</i> Heavy rain reduces visibility. -4 Spot & Search.				<i>Target:</i> 100-ft.-radius emanation		<i>Caster Level:</i> 7		
□□□□□ Cold Fire	17	No [fire] or Fortitude half	1 standard 1 minute/level [fire source] or instantaneous [creature] action	Close (40 ft.)	V,S,DF	Yes [creature]	Transmutation [Cold]	SC: p.50
<i>Effect:</i> Flames deal cold damage; see text				<i>Target:</i> One fire source [up to a 20-ft. cube] or one creature; see text		<i>Caster Level:</i> 7		
□□□□□ Crabwalk	None		1 standard 1 minute/level action	Touch	V,S,M	No	Transmutation [Cold]	SC: p.53
<i>Effect:</i> When the subject charges, it gains +4 to attack roll and no penalty to AC. Only affects first attack.				<i>Target:</i> Creature touched		<i>Caster Level:</i> 7		
□□□□□ Cure Light Wounds	17	Will half (harmless); see text	1 standard Instantaneous action	Touch	V,S	Yes (harmless); see text	Conjuration (Healing)	PHB: p.215
<i>Effect:</i> Cures 1d8 +1/level [max +5] damage.				<i>Target:</i> Creature touched		<i>Caster Level:</i> 7		
□□□□□ Deep Breath	17	N/A	1 immediate action	Personal	V	N/A	Conjuration (Creation) [Air]	SC: p.61
<i>Effect:</i> Your lungs are constantly filled with air for the duration of the spell.				<i>Target:</i> You		<i>Caster Level:</i> 7		
□□□□□ Delay Disease	17	Will negates [harmless]	1 standard 24 hours action	Touch	V,S,DF	Yes [harmless]	Conjuration (Healing)	SC: p.63
<i>Effect:</i> Halts any nonmagical disease for the duration of the spell.				<i>Target:</i> Creature touched		<i>Caster Level:</i> 7		
□□□□□ Detect Animals or Plants	None		1 standard Concentration, up to 10 minutes/level [D]	Long (680 ft.)	V,S	No	Divination	PHB: p.218
<i>Effect:</i> Detects kinds of animals or plants.				<i>Target:</i> Cone-shaped emanation		<i>Caster Level:</i> 7		
□□□□□ Detect Snares and Pits	None		1 standard Concentration, up to 10 minutes/level [D]	60 ft.	V,S	No	Divination	PHB: p.220
<i>Effect:</i> Reveals natural or primitive traps.				<i>Target:</i> Cone-shaped emanation		<i>Caster Level:</i> 7		
□□□□□ Endure Elements	17	Will negates (harmless)	1 standard 24 hours action	Touch	V,S	Yes (harmless)	Abjuration	PHB: p.226
<i>Effect:</i> Exist comfortably in hot or cold environments.				<i>Target:</i> Creature touched		<i>Caster Level:</i> 7		
□□□□□ Enrage Animal	None		1 standard Concentration +1 round/level action	Medium (170 ft.)	V,S	Yes	Enchantment (Compulsion) [Mind-Affecting]	SC: p.81
<i>Effect:</i> Grants +4 morale bonus to Str, Con, Will Saves & -2 penalty to AC to affected animal.				<i>Target:</i> One animal		<i>Caster Level:</i> 7		
□□□□□ Entangle	17	Reflex partial; see text	1 standard 1 minute/level [D] action	Long (680 ft.)	V,S, DF	No	Transmutation	PHB: p.227
<i>Effect:</i> Plants entangle everyone in 40-ft.-radius circle.				<i>Target:</i> Plants in a 40-ft.-radius spread		<i>Caster Level:</i> 7		
□□□□□ Faerie Fire	None		1 standard 1 minute/level [D] action	Long (680 ft.)	V,S, DF	Yes	Evocation [Light]	PHB: p.229
<i>Effect:</i> Outlines subjects with light, canceling blur, concealment, and the like.				<i>Target:</i> Creatures and objects within a 5-ft.-radius burst		<i>Caster Level:</i> 7		
□□□□□ Foundation of Stone	None		1 standard 1 round/level action	Close (40 ft.)	V,M	Yes [harmless]	Transmutation [Earth]	SC: p.99
<i>Effect:</i> As long as subjects don't move they gain +2 AC and +4 to Str against bull rush.				<i>Target:</i> One creature/level, no two of which are more than 30 ft. apart		<i>Caster Level:</i> 7		
□□□□□ Goodberry	None		1 standard 1 day/level action	Touch	V,S, DF	Yes	Transmutation	PHB: p.237
<i>Effect:</i> 2d4 berries each cure 1 hp [max 8 hp/24 hours].				<i>Target:</i> 2d4 fresh berries touched		<i>Caster Level:</i> 7		
□□□□□ Hawkeye	17	N/A	1 standard 10 minutes/level [D] action	Personal	V	N/A	Transmutation	SC: p.110
<i>Effect:</i> Increases range increment by 50% and +5 competence bonus on Spot checks.				<i>Target:</i> You		<i>Caster Level:</i> 7		
□□□□□ Healthful Rest	17	Will negates [harmless]	10 minutes 24 hours	Close (40 ft.)	V,S	Yes [harmless]	Conjuration (Healing)	SC: p.111
<i>Effect:</i> Doubles the natural healing rate.				<i>Target:</i> One creature/level, no two of which can be more than 30 feet apart		<i>Caster Level:</i> 7		
□□□□□ Hide from Animals	17	Will negates (harmless)	1 standard 10 minutes/level [D] action	Touch	S, DF	Yes	Abjuration	PHB: p.241
<i>Effect:</i> Animals can't perceive 1 subject/level.				<i>Target:</i> 1 creature/level touched		<i>Caster Level:</i> 7		
□□□□□ Horrible Taste	17	Fortitude negates; see text	1 standard 10 minutes/level action	Touch	V,S,M	No	Transmutation	SC: p.116
<i>Effect:</i> Animals must save after biting or refuse to bite the subject.				<i>Target:</i> Creature or object touched		<i>Caster Level:</i> 7		
□□□□□ Jump	17	Will negates (harmless)	1 standard 1 minute/level [D] action	Touch	V,S,M	Yes	Transmutation	PHB: p.246
<i>Effect:</i> Subject gets bonus on Jump checks.				<i>Target:</i> Creature touched		<i>Caster Level:</i> 7		
□□□□□ Junglerazer	17	Reflex half	1 standard Instantaneous action	120 ft.	V,S,M	Yes	Necromancy	SC: p.127
<i>Effect:</i> Fey, vermin, plants and plant creatures and animals caught in the area take 1d10/caster level [max 10d10] negative energy.				<i>Target:</i> 120-ft. line		<i>Caster Level:</i> 7		
□□□□□ Longstrider	None		1 standard 1 hour/level [D] action	Personal	V,S,M	No	Transmutation	PHB: p.249
<i>Effect:</i> Increases your speed.				<i>Target:</i> You		<i>Caster Level:</i> 7		

* =Domain/Specialty Spell

Druid Spells

Low-light Vision	17	Will negates [harmless]	1 standard 1 hour/level action	Touch	V,M	Yes [harmless]	Transmutation	SC: p.134
<i>Effect:</i> Target gains low-light vision.								
Magic Fang	17	Will negates (harmless)	1 standard 1 minute/level action	Touch	V,S, DF	Yes (harmless)	Transmutation	PHB: p.250
<i>Effect:</i> One natural weapon of subject creature gets +1 on attack and damage rolls.								
Magic Stone	17	Will negates (harmless, object)	1 standard 30 minutes or until discharged action	Touch	V,S, DF	Yes (harmless, object)	Transmutation	PHB: p.251
<i>Effect:</i> Three stones gain +1 on attack rolls, deal 1d6+1 damage.								
Obscuring Mist		None	1 standard 1 minute/level action	20 ft.	V,S	No	Conjuration (Creation)	PHB: p.258
<i>Effect:</i> Fog surrounds you.								
Omen of Peril	17	N/A	1 round Instantaneous	Personal	V,F	N/A	Divination	SC: p.149
<i>Effect:</i> Brief supplication gives you a vision that hints at how dangerous the immediate future is likely to be.; see text.								
Pass without Trace	17	Will negates (harmless)	1 standard 1 hour/level [D] action	Touch	V,S, DF	Yes (harmless)	Transmutation	PHB: p.259
<i>Effect:</i> 1 subject/level leaves no tracks.								
Produce Flame		None	1 standard 1 minute/level [D] action	0 ft.	V,S	Yes	Evocation [Fire]	PHB: p.265
<i>Effect:</i> 1d6 +1/level [max +5] damage, touch or thrown.								
Raging Flame		None	1 standard 1 minute action	Medium (170 ft.)	V,S	No	Transmutation [Fire]	SC: p.164
<i>Effect:</i> Causes existing fire to double their heat and radiance; see text.								
Ram's Might	17	N/A	1 standard 1 minute/level action	Personal	V,S	N/A	Transmutation	SC: p.166
<i>Effect:</i> Your hands harden +2 bonus to Str, inflict lethal damage, and you are considered armed.								
Rapid Burrowing	17	Fortitude negates [harmless]	1 standard 10 minutes/level action	Touch	V,S,DF	Yes [harmless]	Transmutation	SC: p.166
<i>Effect:</i> Improves existing burrow speed by 20 ft.								
Remove Scent	17	Will negates	1 standard 10 minutes/level action	Touch	V,S,M	Yes	Transmutation	SC: p.173
<i>Effect:</i> Hides the scent of the affected creature or removes potent affects from creatures such as ghouls or troglodytes.								
Resist Planar Alignment	17	Will negates [harmless]	1 standard 1 round/level action	Touch	V,S,DF	Yes [harmless]	Abjuration	SC: p.174
<i>Effect:</i> Grants limited protection from a plane's alignment traits; see text.								
Sandblast	17	Reflex half	1 standard Instantaneous action	10 ft.	V,S,DF	Yes	Evocation	SC: p.180
<i>Effect:</i> Creatures in area take 1d6 nonlethal damage, any creature that fails the save is also stunned for 1 round.								
Shillelagh	17	Will negates (object)	1 standard 1 minute/level action	Touch	V,S, DF	Yes (object)	Transmutation	PHB: p.278
<i>Effect:</i> Cudgel or quarterstaff becomes +1 weapon dealing damage as if two size categories larger for 1 minutes/level.								
Slow Burn		None	1 standard 1 minute action	Medium (170 ft.)	V,S,M/DF	No	Transmutation [Fire]	SC: p.192
<i>Effect:</i> Doubles the amount of time to put out a fire; see text.								
Snake's Swiftmess	17	Will negates [harmless]	1 standard Instantaneous action	Close (40 ft.)	V,S,M/DF	Yes [harmless]	Transmutation	SC: p.193
<i>Effect:</i> Subject may make another single attack melee or ranged; see text.								
Snowshoes	17	Will negates [harmless]	1 standard 1 hour/level [D] action	Touch	V,S	Yes [harmless]	Transmutation	SC: p.194
<i>Effect:</i> Speed increases by 10 ft. and no Balance checks or Reflex required to walk on snow.								
Speak with Animals		None	1 standard 1 minute/level action	Personal	V,S	No	Divination	PHB: p.281
<i>Effect:</i> You can communicate with animals.								
Summon Nature's Ally I		None	1 round 1 round/level [D]	Close (40 ft.)	V,S, DF	No	Conjuration (Summoning)	PHB: p.288
<i>Effect:</i> Calls creature to fight.								
Surefooted Stride		None	1 standard 1 minute/level action	Personal	V,S	No	Transmutation	SC: p.216
<i>Effect:</i> Move through difficult terrain at full speed. Gain +2 Climb checks.								
Thunderhead	17	Reflex negates; see text	1 standard 1 round/level action	Close (40 ft.)	V,S,M	Yes	Evocation [Electricity]	SC: p.219
<i>Effect:</i> Miniature 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.								
Traveler's Mount	17	Will negates	1 standard 1 hour/level action	Touch	V,S	Yes	Transmutation	SC: p.223
<i>Effect:</i> +10 feet enhancement bonus to speed but cannot attack during the duration of the spell.								
Updraft	17	N/A	1 swift action Instantaneous	Personal	V,S,M	N/A	Conjuration (Creation) [Air]	SC: p.228
<i>Effect:</i> Gain 10 ft. per level of altitude, and then gently float back to the ground.								
Vigor, Lesser	17	Will negates [harmless]	1 standard 10 rounds + 1 round/level [max 15]	Touch	V,S	Yes [harmless]	Conjuration (Healing)	SC: p.229
<i>Effect:</i> Grants target fast healing ability for the duration of the spell. Heals 1 hp automatically per round.								
Vine Strike	17	N/A	1 swift action 1 round	Personal	V,DF	N/A	Divination	SC: p.230
<i>Effect:</i> Allows sneak attacks against plants if you already have the ability.								
Wall of Smoke	17	Fortitude partial; see text	1 standard 1 round/level action	Close (40 ft.)	V,S	No	Conjuration (Creation)	SC: p.235
<i>Effect:</i> Makes a wall of black smoke, causes nausea; see text.								
Wings of the Sea	17	Fortitude negates [harmless]	1 standard 1 minute/level action	Touch	S,M	Yes [harmless]	Transmutation	SC: p.240
<i>Effect:</i> Increases creatures swim speed by 30 ft.								
Winter Chill	17	Fortitude negates	1 standard Instantaneous action	Close (40 ft.)	V,S	Yes	Transmutation [Cold]	SC: p.241
<i>Effect:</i> Creature must succeed on save or take 1d6 points of cold damage and become fatigued.								
Wood Wose		None	1 standard 1 hour/level action	Close (40 ft.)	V,S,DF	No	Conjuration (Creation)	SC: p.242
<i>Effect:</i> Summon minor nature spirit to perform simple natural tasks.								

* =Domain/Speciality Spell

Druid Spells

LEVEL 2

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□□Align Fang	18	Will negates [harmless]	1 standard	1 minute/level action	Touch	V,S,DF	Yes [harmless]	Transmutation	SC: p.9
<i>Effect:</i> Aligns a creature's natural weapon to good-,evil-,lawful-,or chaotic.					<i>Target:</i> Living creature touched			<i>Caster Level:</i> 7	
□□□□□Animalistic Power	18	Will negates [harmless]	1 standard	1 minute/level action	Touch	V,S,M	Yes [harmless]	Transmutation	PHB II: p.101
<i>Effect:</i> Subject is imbued with +2 to Strength, Dexterity and Constitution.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 7	
□□□□□Animal Messenger	18	None; see text	1 standard	1 day/level action	Close (40 ft.)	V,S,M	Yes	Enchantment (Compulsion) [Mind-Affecting]	PHB: p.198
<i>Effect:</i> Sends a Tiny animal to a specific place.					<i>Target:</i> One Tiny animal			<i>Caster Level:</i> 7	
□□□□□Animal Trance	18	Will negates; see text	1 standard	Concentration action	Close (40 ft.)	V,S	Yes	Enchantment (Compulsion) [Mind-Affecting, Sonic]	PHB: p.198
<i>Effect:</i> Fascinates 2d6 HD of animals.					<i>Target:</i> Animals or magical beasts with Intelligence 1 or 2			<i>Caster Level:</i> 7	
□□□□□Avoid Planar Effects		None	1 immediate	1 minute/level action	20 ft.	V	Yes [harmless]	Abjuration	SC: p.19
<i>Effect:</i> Gain temporary respite from the natural effects of a specific plane.					<i>Target:</i> One creature/level in a 20-ft. radius burst centered on you			<i>Caster Level:</i> 7	
□□□□□Balancing Lorecall	18	N/A	1 standard	1 minute/level [D] action	Personal	V,S,M/DF	N/A	Divination	SC: p.23
<i>Effect:</i> Gain +4 insight bonus to balance bonus; see text.					<i>Target:</i> You			<i>Caster Level:</i> 7	
□□□□□Barkskin		None	1 standard	10 minutes/level action	Touch	V,S, DF	Yes (harmless)	Transmutation	PHB: p.203
<i>Effect:</i> Grants +2 enhancement to natural armor. Additional +1 per three levels above 3rd [max +5 at 12th level]					<i>Target:</i> Living creature touched			<i>Caster Level:</i> 7	
□□□□□Bear's Endurance	18	Will negates (harmless)	1 standard	1 minute/level action	Touch	V,S, DF	Yes	Transmutation	PHB: p.203
<i>Effect:</i> Subject gains +4 to Con for 1 minutes/level.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 7	
□□□□□Binding Winds	18	Reflex negates	1 standard	Concentration action	Medium (170 ft.)	V,S	Yes	Evocation [Air]	SC: p.27
<i>Effect:</i> Subject can act normally, but it cannot move from it's current location.					<i>Target:</i> One creature			<i>Caster Level:</i> 7	
□□□□□Bite of the Wererat	18	N/A	1 standard	1 round/level action	Personal	V,S,M	N/A	Transmutation	SC: p.28
<i>Effect:</i> Gain +6 bonus to Dex, +2 Con, +3 natural armor.					<i>Target:</i> You			<i>Caster Level:</i> 7	
□□□□□Blinding Spittle		None	1 standard	Instantaneous action	Close (40 ft.)	V,S	Yes	Transmutation	SC: p.32
<i>Effect:</i> Spit caustic saliva into foes eyes on successful ranged touch attack. Causes -4 penalty to attack roll.					<i>Target:</i> One missile of spit			<i>Caster Level:</i> 7	
□□□□□Blood Frenzy	18	Will negates	1 standard	Special; see text action	Touch	V,S	Yes	Transmutation	SC: p.33
<i>Effect:</i> Target enters a rage, as its rage special ability, but this rage doesn't count against it's total.					<i>Target:</i> Any creature with the rage ability			<i>Caster Level:</i> 7	
□□□□□Body of the Sun	18	Reflex half	1 standard	1 round/level action	5 ft.	V,S,DF	Yes	Trasmutation [Fire]	SC: p.35
<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].					<i>Target:</i> 5 ft.-radius emanation centered on you			<i>Caster Level:</i> 7	
□□□□□Brambles		None	1 standard	1 round/level action	Touch	V,S,M	No	Trasmutation	SC: p.38
<i>Effect:</i> Small magical thorns/spikes protrude from wooden weapon; gains a +1 to hit enhancement and deals +1/level [max +10] damage.					<i>Target:</i> Wooden weapon touched			<i>Caster Level:</i> 7	
□□□□□Briar Web		None	1 standard	1 minute/level action	Medium (170 ft.)	V,S,DF	No	Transmutation	SC: p.39
<i>Effect:</i> As entangle, but thorns deal damage each round.					<i>Target:</i> 40-ft-radius spread.			<i>Caster Level:</i> 7	
□□□□□Bull's Strength	18	Will negates (harmless)	1 standard	1 minute/level action	Touch	V,S,M/DF	Yes (harmless)	Transmutation	PHB: p.207
<i>Effect:</i> Subject gains +4 to Str for 1 minutes/level.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 7	
□□□□□Burrow	18	Will negates [harmless]	1 standard	1 minute/level [D] action	Touch	V,S,F/DF	Yes [harmless]	Transmutation	SC: p.41
<i>Effect:</i> Burrow through earth at 30 ft unless wearing Medium or heavier armor or a Medium load than it is 20 ft.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 7	
□□□□□Camouflage, Mass	18	Will negates [harmless]	1 standard	10 minutes/level action	Medium (170 ft.)	V,S	Yes [harmless]	Transmutation	SC: p.43
<i>Effect:</i> As camouflage, except the effect is mobile within the group. [Broken for creatures who more than 60 ft apart]					<i>Target:</i> Any number of creatures, no two of which can be more than 60 ft. apart			<i>Caster Level:</i> 7	
□□□□□Cat's Grace	18	Will negates (harmless)	1 standard	1 minute/level action	Touch	V,S,M	Yes	Transmutation	PHB: p.208
<i>Effect:</i> Subject gains +4 to Dex for 1 minutes/level.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 7	
□□□□□Chill Metal	18	Will negates (object)	1 standard	7 rounds action	Close (40 ft.)	V,S, DF	Yes (object)	Transmutation [Cold]	PHB: p.209
<i>Effect:</i> Cold metal damages those who touch it.					<i>Target:</i> Metal equipment of 1 creature/2 levels, no two of which can be more than 30 ft. apart; or 175 lbs of metal			<i>Caster Level:</i> 7	
□□□□□Cloud Wings	18	Fortitude negates [harmless]	1 standard	1 hour/level action	Touch	V,S	Yes [harmless]	Transmutation	SC: p.49
<i>Effect:</i> Increases fly speed by 30 ft.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 7	
□□□□□Countermoon	18	Will negates [D]	1 standard	12 hours action	Close (40 ft.)	V,S,M	Yes	Abjuration	SC: p.53
<i>Effect:</i> Stops lycanthropic shapechanging for 12 hours.					<i>Target:</i> One lycanthrope			<i>Caster Level:</i> 7	
□□□□□Creeping Cold	18	Fortitude half	1 standard	3 rounds action	Close (40 ft.)	V,S,F	Yes	Transmutation [Cold]	SC: p.55
<i>Effect:</i> Deals progressive damage from cold [+1d6/round].					<i>Target:</i> One creature			<i>Caster Level:</i> 7	
□□□□□Daggerspell Stance	18	N/A	1 swift	1 round/level [D] action	Personal	V,F	N/A	Abjuration	SC: p.57
<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.					<i>Target:</i> You			<i>Caster Level:</i> 7	
□□□□□Decomposition		None	1 standard	1 round/level action	50 ft.	V,S,DF	Yes	Necromancy	SC: p.61
<i>Effect:</i> Wounded creatures suffer 3 extra hp/round.					<i>Target:</i> Living enemies within a 50-ft.-radius emanation centered on you			<i>Caster Level:</i> 7	
□□□□□Delay Poison	18	Fortitude negates (harmless)	1 standard	1 hour/level action	Touch	V,S, DF	Yes (harmless)	Conjuration (Healing)	PHB: p.217
<i>Effect:</i> Stops poison from harming subject for 1 hour/level.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 7	
□□□□□Drifts of the Shalm		None	1 standard	1 round/level action	Medium (170 ft.)	V,S	No	Evocation	PHB II: p.111
<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.					<i>Target:</i> One 5-ft. square/level [S]			<i>Caster Level:</i> 7	

* =Domain/Speciality Spell

Druid Spells

Earthbind	18	Fortitude negates	1 standard action	1 minute/level [D]	Medium (170 ft.)	V,S	Yes	Transmutation	SC: p.76
<i>Effect:</i> Reduce a creatures fly speed to 0, airborne creatures fall to the ground as if by featherfall.					<i>Target:</i> One creature		<i>Caster Level:</i> 7		
Earthfast		None	1 standard action	10 minutes/level [D]	Close (40 ft.)	V,S	Yes [object]	Transmutation	SC: p.76
<i>Effect:</i> Doubles Structures HP and increases Hardness to 10.					<i>Target:</i> One stone structure or rock formation, up to 25 cu. ft./level		<i>Caster Level:</i> 7		
Easy Trail		None	1 standard action	1 hour/level [D]	40 ft.	V,S	Yes	Abjuration	SC: p.76
<i>Effect:</i> Removes movement penalties through dense brush and increases track DC by 5 for any pursuers.					<i>Target:</i> 40-ft. radius emanation centered on you		<i>Caster Level:</i> 7		
Embrace the Wild	18	N/A	1 standard action	10 minutes/level [D]	Personal	V	N/A	Transmutation	SC: p.79
<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.					<i>Target:</i> You		<i>Caster Level:</i> 7		
Fins to Feet	18	Fortitude negates [harmless]	1 standard action	1 hour/level	Touch	V,S	Yes [harmless]	Transmutation	SC: p.92
<i>Effect:</i> Creatures lose swim speed but gain walk speed of 30 ft.					<i>Target:</i> Willing creature touched		<i>Caster Level:</i> 7		
Fire Trap	18	Reflex half; see text	10 minutes	Permanent until discharged [D]	Touch	V,S,M	Yes	Abjuration [Fire]	PHB: p.231
<i>Effect:</i> Opened object deals 1d4+7 fire damage.					<i>Target:</i> Object touched		<i>Caster Level:</i> 7		
Flame Blade		None	1 standard action	1 minute/level [D]	0 ft.	V,S, DF	Yes	Evocation [Fire]	PHB: p.231
<i>Effect:</i> Touch attack deals 1d8 +3 fire damage.					<i>Target:</i> Sword-like beam		<i>Caster Level:</i> 7		
Flaming Sphere	18	Reflex negates	1 standard action	1 round/level	Medium (170 ft.)	V,S,M/DF	Yes	Evocation [Fire]	PHB: p.232
<i>Effect:</i> Creates rolling ball of fire, 2d6 damage, lasts 1 round/level.					<i>Target:</i> 5-ft.-diameter sphere		<i>Caster Level:</i> 7		
Fog Cloud		None	1 standard action	10 minutes/level	Medium (170 ft.)	V,S	No	Conjuration (Creation)	PHB: p.232
<i>Effect:</i> Fog obscures vision.					<i>Target:</i> Fog spreads in 20-ft. radius, 20 ft. high		<i>Caster Level:</i> 7		
Frost Breath	18	Reflex half	1 standard action	Instantaneous	30 ft.	V,S,M	Yes	Evocation [Cold]	SC: p.100
<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.					<i>Target:</i> Cone-shaped burst		<i>Caster Level:</i> 7		
Gust of Wind	18	Fortitude negates	1 standard action	1 round	60 ft.	V,S	Yes	Evocation [Air]	PHB: p.238
<i>Effect:</i> Blows away or knocks down smaller creatures.					<i>Target:</i> Line-shaped gust of severe wind emanating out from you to the extreme of the range		<i>Caster Level:</i> 7		
Healing Lorecall	18	N/A	1 standard action	10 minutes/level	Personal	V,S,M	N/A	Divination	SC: p.110
<i>Effect:</i> Allows caster with Heal ranks to remove other ailments when using Conjuration [Healing] spells. Can also heal more; see text.					<i>Target:</i> You		<i>Caster Level:</i> 7		
Healing Sting		None	1 standard action	Instantaneous	Touch	V,S,M	Yes	Necromancy	SC: p.110
<i>Effect:</i> Inflict 1d12 +1/caster level [max +10] to a living creature and gain an equal amount of HP.					<i>Target:</i> You and one living creature		<i>Caster Level:</i> 7		
Heartfire	18	Fortitude partial	1 standard action	1 round/level	Close (40 ft.)	V,S,DF	Yes	Evocation [Light, Fire]	SC: p.112
<i>Effect:</i> Subjects do benefit from concealment, on failed save they also take 1d4 fire damage each round [half damage on save].					<i>Target:</i> living creatures within a 5-ft.-radius burst		<i>Caster Level:</i> 7		
Heat Metal	18	Will negates (object)	1 standard action	7 rounds	Close (40 ft.)	V,S, DF	Yes (object)	Transmutation [Fire]	PHB: p.239
<i>Effect:</i> Make metal so hot it damages those who touch it.					<i>Target:</i> 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>Caster Level:</i> 7		
Hold Animal	18	Will negates; see text	1 standard action	1 round/level [D]; see text	Medium (170 ft.)	V,S	Yes	Enchantment (Compulsion) [Mind-Affecting]	PHB: p.241
<i>Effect:</i> Paralyzes one animal for 1 round/level.					<i>Target:</i> One animal		<i>Caster Level:</i> 7		
Kelpstrand		None	1 standard action	1 round/level	Close (40 ft.)	V,S,M	No	Conjuration (Creation)	SC: p.128
<i>Effect:</i> Make ranged attacks against each target; see text					<i>Target:</i> One creature/3 levels, no two of which are more than 30 ft. apart		<i>Caster Level:</i> 7		
Linked Perception	18	Will negates (harmless)	1 standard action	1 minute/level [D]	20 ft.	V,DF	Yes (harmless)	Divination	PHB II: p.117
<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].					<i>Target:</i> 20-ft.-radius emanation centered on you		<i>Caster Level:</i> 7		
Listening Lorecall	18	N/A	1 standard action	10 minutes/level	Personal	V,S,DF	N/A	Divination	SC: p.133
<i>Effect:</i> Gain +4 insight bonus on Listen checks; see text.					<i>Target:</i> You		<i>Caster Level:</i> 7		
Mark of the Outcast	18	Will negates	1 standard action	Permanent	Close (40 ft.)	V,S,DF	Yes	Necromancy	SC: p.138
<i>Effect:</i> Creates an indelible mark on the subjects face; see text.					<i>Target:</i> One creature		<i>Caster Level:</i> 7		
Master Air	18	N/A	1 standard action	1 round/level	Personal	V,S,F	N/A	Transmutation	SC: p.139
<i>Effect:</i> Fly at 90 ft. [or 60 if med or hvy armor].					<i>Target:</i> You		<i>Caster Level:</i> 7		
Mountain Stance	18	Will negates [harmless]	1 standard action	1 minute/level	Touch	V,S	No	Transmutation	SC: p.144
<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.					<i>Target:</i> One creature		<i>Caster Level:</i> 7		
Nature's Favor	18	Will negates [harmless]	1 swift action	1 minute	Touch	V,S,DF	Yes [harmless]	Evocation	SC: p.146
<i>Effect:</i> Target animal gains attack and damage bonus of +1 for every 3 caster levels max of +5 at 15th level.					<i>Target:</i> Animal touched		<i>Caster Level:</i> 7		
One With the Land	18	N/A	1 standard action	1 hour/level	Personal	V,S	N/A	Transmutation	SC: p.149
<i>Effect:</i> Gain +2 insight bonus to Move Silently, Search, Hide, Survival and Handle Animal checks.					<i>Target:</i> You		<i>Caster Level:</i> 7		
Owl's Wisdom	18	Will negates (harmless)	1 standard action	1 minute/level	Touch	V,S,M/DF	Yes	Transmutation	PHB: p.259
<i>Effect:</i> Subject gains +4 to Wis for 1 minutes/level.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 7		
Reduce Animal		None	1 standard action	1 hour/level [D]	Touch	V,S	No	Transmutation	PHB: p.269
<i>Effect:</i> Shrinks one willing animal.					<i>Target:</i> One willing animal of Small, Medium, Large, or Huge size		<i>Caster Level:</i> 7		
Resist Energy	18	Fortitude negates (harmless)	1 standard action	10 minutes/level	Touch	V,S, DF	Yes (harmless)	Abjuration	PHB: p.272
<i>Effect:</i> Ignores first 20 points of damage/attack from specified energy type.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 7		
Restoration, Lesser	18	Will negates (harmless)	3 rounds	Instantaneous	Touch	V,S	Yes (harmless)	Conjuration (Healing)	PHB: p.272
<i>Effect:</i> Dispels magical ability penalty or repairs 1d4 ability damage.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 7		
Saltray	18	Fortitude partial	1 standard action	Instantaneous	Close (40 ft.)	V,S	Yes	Evocation	SC: p.179
<i>Effect:</i> Ranged touch attack deals 1d6 per two caster levels [max 5d6] and make a save or be stunned for 1 round.					<i>Target:</i> Ray		<i>Caster Level:</i> 7		

* =Domain/Speciality Spell

Druid Spells

□□□□□ Scent		None	1 standard	10 minutes/level action	Touch	V,S,M	Yes [harmless]	Transmutation	SC: p.180
<i>Effect:</i> Bestows Scent ability with all the same powers.									
□□□□□ Share Husk	18	Will negates [harmless]	1 standard	1 minute/level action	Touch	V,S,M	Yes	Divination	SC: p.187
<i>Effect:</i> You can sense all the stimuli the target animal senses.									
□□□□□ Snake's Swiftmess, Mass	18	Will negates [harmless]	1 standard	Instantaneous action	Medium (170 ft.)	V,S,M/DF	Yes [harmless]	Transmutation	SC: p.193
<i>Effect:</i> Subjects may make another single attack melee or ranged; see text.									
□□□□□ Soften Earth and Stone		None	1 standard	Instantaneous action	Close (40 ft.)	V,S, DF	No	Transmutation [Earth]	PHB: p.280
<i>Effect:</i> Turns stone to clay or dirt to sand or mud.									
□□□□□ Spider Climb	18	Will negates [harmless]	1 standard	10 minutes/level action	Touch	V,S,M	Yes [harmless]	Transmutation	PHB: p.283
<i>Effect:</i> Grants ability to walk on walls and ceilings.									
□□□□□ Splinterbolt		None	1 standard	Instantaneous action	Close (40 ft.)	V,S,M	No	Conjuration (Creation)	SC: p.203
<i>Effect:</i> Make ranged attack to hit, on hit deal 4d6 piercing damage and threatens on 18-20. See text.									
□□□□□ Summon Nature's Ally II		None	1 round	1 round/level [D]	Close (40 ft.)	V,S, DF	No	Conjuration (Summoning)	PHB: p.288
<i>Effect:</i> Calls creature to fight.									
□□□□□ Summon Swarm		None	1 round	Concentration + 2 rounds	Close (40 ft.)	V,S,M/DF	No	Conjuration (Summoning)	PHB: p.289
<i>Effect:</i> Summons swarm of bats, rats, or spiders.									
□□□□□ Swim		None	1 round	10 minutes/level [D]	Medium (170 ft.)	V,S,M	Yes [harmless]	Transmutation [Water]	SC: p.217
<i>Effect:</i> Gain swim speed and +8 to Swim checks.									
□□□□□ Tiger's Tooth		None	1 swift action	1 round	Living creature touched	V	No	Transmutation	SC: p.221
<i>Effect:</i> As greater magic fang.									
□□□□□ Train Animal	18	Will negates [harmless]	10 minutes	1 hour/level	Touch	V,S,DF	Yes [harmless]	Enchantment (Charm) [Mind-Affecting]	SC: p.221
<i>Effect:</i> You temporarily boost the number of tricks that an animal knows.									
□□□□□ Tree Shape		None	1 standard	1 hour/level [D] action	Personal	V,S, DF	No	Transmutation	PHB: p.296
<i>Effect:</i> You look exactly like a tree for 1 hour/level.									
□□□□□ Warp Wood	18	Will negates (object)	1 standard	Instantaneous action	Close (40 ft.)	V,S	Yes (object)	Transmutation	PHB: p.300
<i>Effect:</i> Bends wood [shaft, handle, door, plank].									
□□□□□ Wings of Air		None	1 standard	1 minute/level action	Touch	V	No	Transmutation	SC: p.240
<i>Effect:</i> Manuverability improves by one step.									
□□□□□ Winter's Embrace	18	Fortitude negates	1 standard	1 round/level action	Close (40 ft.)	V,S	Yes	Evocation [Cold]	SC: p.241
<i>Effect:</i> Creature fails it's save takes 1d8 cold damage each round; see text.									
□□□□□ Wood Shape	18	Will negates (object)	1 standard	Instantaneous action	Touch	V,S, DF	Yes (object)	Transmutation	PHB: p.303
<i>Effect:</i> Rearranges wooden objects to suit you.									
□□□□□ Wracking Touch	18	Fortitude half	1 standard	Instantaneous action	Touch	V,S	Yes	Necromancy	SC: p.243
<i>Effect:</i> Deal 1d6 +1 per caster level [max +10] plus you get sneak attack damage if you possess the ability.									
□□□□□ Zone of Glacial Cold	18	Fort half	1 standard	7 rounds action	Medium (170 ft.)	V,S,M	No	Conjuration [Cold]	Custom: Frostburn Pg.106
<i>Effect:</i> Zone deals 1d6 cold damage each round.									

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Notes:

Character Sheet Notes: