

Destinie

NAME

Drd8

28000

CLASS

EXPERIENCE

8

36000

Character Level

NEXT LEVEL

ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD
STR Strength	11	+0	11	+0	11	+0
DEX Dexterity	15	+2	17	+3	17	+3
CON Constitution	15	+2	15	+2	15	+2
INT Intelligence	15	+2	15	+2	15	+2
WIS Wisdom	19	+4	19	+4	19	+4
CHA Charisma	13	+1	13	+1	13	+1

SAVING THROWS

FORTITUDE
(constitution)

+10

=

+6

+

+2

+

+2

+

+0

+

+0

+

REFLEX
(dexterity)

+7

=

+2

+

+3

+

+2

+

+0

+

+0

+

WILL
(wisdom)

+12

=

+6

+

+4

+

+2

+

+0

+

+0

+

MELEE
attack bonus

+6/+1

=

+6/+1

+

+0

+

+0

+

+0

+

+0

+

RANGED
attack bonus

+9/+4

=

+6/+1

+

+3

+

+0

+

+0

+

+0

+

GRAPPLE
attack bonus

+6/+1

=

+6/+1

+

+0

+

+0

+

+0

+

+0

+

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	REACH
	+6/+1	1d3	20/x2	5 ft.

Dagger		HAND	TYPE	SIZE	CRITICAL	REACH
		Carried	PS	M	19-20/x2	5 ft.
	To Hit	Dam	To Hit		Dam	
1H-P	+6/+1	1d4	2W-P-(OH)	+0/-5		1d4
1H-O	+2/-3	1d4	2W-P-(OL)	+2/-3		1d4
2H	+6/+1	1d4	2W-OH	-2		1d4
	10 ft.	20 ft.	30 ft.	40 ft.	50 ft.	
TH	+9/+4	+7/+2	+5/+0	+3/-2	+1/-4	
Dam	1d4	1d4	1d4	1d4	1d4	
Special Properties						

Scimitar				HAND	TYPE	SIZE	CRITICAL	REACH
				Carried	S	M	18-20/x2	5 ft.
	To Hit	Dam		To Hit		Dam		
1H-P	+6/+1	1d6	2W-P-(OH)	+0/-5		1d6		
1H-O	+2/-3	1d6	2W-P-(OL)	+2/-3		1d6		
2H	+6/+1	1d6	2W-OH	-4		1d6		
Special Properties								

*Winter's Sling		HAND	TYPE	SIZE	CRITICAL	REACH
		Primary	B	M	20/x2	5 ft.
	30 ft.	50 ft.	100 ft.	150 ft.	200 ft.	
TH	+10/+5	+10/+5	+8/+3	+6/+1	+4/-1	
Dam	1d4+1	1d4+1	1d4+1	1d4+1	1d4+1	
Special Properties (Sling +1 (DRAGONHIDE/Frost)), +1d6 cold damage bestowed on ammunition						

*: 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
*Leather	Light	+2	+6	+0	10
*Amulet of Natural Armor +2		+2		+0	0
*Ring of Protection +1		+1		+0	0

DRUID WILDSHAPE

Uses per day

Duration = 8 Hours

Donnamarie

PLAYERNAME

Human

Medium

5' 6"

120 lbs.

DEITY

ALIGNMENT

RACE

SIZE

HEIGHT

WEIGHT

25

Female

EYES

HAIR

VISION

AGE

GENDER

POINTS

VP Vitality		69	WOUNDS/CURRENT HP		SUBDUAL DAMAGE			WP Wound Points		15	DAMAGE REDUCTION		SPEED Walk 30 ft.															
AC armor class		21	:	18	:	14	=	10	+	2	+	0	+	3	+	0	+	5	+	1		10	+0	0				
TOTAL				FLAT		TOUCH		BASE		ARMOR BONUS		SHIELD BONUS		STAT		SIZE		NATURAL		MISC		MISS CHANCE		ARCANE SPELL		ARMOR CHECK		SPELL RESIST

INITIATIVE

+7

=

+3

+

+4

TOTAL

DEX MODIFIER

MISC MODIFIER

BASE ATTACK

bonus

+6/+1

SKILLS		KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	MAX RANKS	11/5.5
SKILL NAME					RANKS	MISC MODIFIER
✓ Appraise	INT	2	=	2	+	+
✓ Balance	DEX	3	=	3	+	+
✓ Bluff	CHA	2	=	1	+	1.0
✓ Climb	STR	2	=	0	+	2.0
✓ Concentration	CON	10	=	2	+	8.0
✓ Craft (Untrained)	INT	2	=	2	+	+
✓ Diplomacy	CHA	4	=	1	+	3.0
✓ Diplomacy (Wild Empathy)	CHA	13	=	1	+	3.0
✓ Disguise	CHA	1	=	1	+	+
✓ Escape Artist	DEX	3	=	3	+	+
✓ Forgery	INT	2	=	2	+	+
✓ Gather Information	CHA	1	=	1	+	+
Handle Animal	CHA	5	=	1	+	4.0
✓ Heal	WIS	6	=	4	+	2.0
✓ Hide	DEX	6	=	3	+	3.0
✓ Intimidate	CHA	1	=	1	+	+
✓ Jump	STR	0	=	0	+	+
Knowledge (Dangerous Beasts)	INT	3	=	2	+	1.0
Knowledge (Dungeoneering)	INT	6	=	2	+	4.0
Knowledge (Fey)	INT	3	=	2	+	1.0
Knowledge (Geography)	INT	4	=	2	+	2.0
Knowledge (History)	INT	4	=	2	+	2.0
Knowledge (Nature)	INT	17	=	2	+	11.0
Knowledge (Religion)	INT	6	=	2	+	4.0
Knowledge (The Planes)	INT	3	=	2	+	1.0
Knowledge (Undead)	INT	4	=	2	+	2.0
✓ Listen	WIS	11	=	4	+	7.0
✓ Move Silently	DEX	16	=	3	+	3.0
✓ Ride	DEX	3	=	3	+	+
✓ Search	INT	2	=	2	+	+
✓ Sense Motive	WIS	4	=	4	+	+
Spellcraft	INT	6	=	2	+	4.0
✓ Spot	WIS	24	=	4	+	10.0
✓ Survival	WIS	14	=	4	+	8.0
Survival (Natural environments)	WIS	16	=	4	+	8.0
✓ Swim	STR	3	=	0	+	3.0
✓ Use Rope	DEX	3	=	3	+	+
			=		+	+
			=		+	+
✓: can be used untrained. X: exclusive skills						

EQUIPMENT				
ITEM	LOCATION	QTY	WT	COST
Amulet of Natural Armor +2	Equipped	1	0.0	8000.0
Backpack 4.1 lbs., 2 Candle, 2 Fishhook, 1 Waterskin (Filled), 1 Vial	Equipped	1	2.0	2.0
Bullets, Sling (10) □□□□□ □□□□□	Equipped	1	5.0	0.1
Candle □□	Backpack	2	0.0 (0.0)	0.01 (0.02)
Chalk (1 piece)	Pouch (Belt)	2	0.0 (0.0)	0.01 (0.02)
Cloak of Resistance +2	Equipped	1	1.0	4000.0
Dagger	Carried	1	1.0	2.0
Fishhook	Backpack	2	0.0 (0.0)	0.1 (0.2)
Flint and Steel	Pouch (Belt)	1	0.0	1.0
Girdle of the Lion	Equipped	1	1.0	0.0
Gloves of Dexterity +2	Equipped	1	0.0	4000.0
Holly and Mistletoe	Equipped	1	0.0	0.0
Leather	Equipped	1	15.0	10.0
Pouch (Belt) 1 lbs., 2 Chalk (1 piece), 1 Flint and Steel, 1 Whetstone	Equipped	1	0.5	1.0
Ring of Protection +1	Equipped	1	0.0	2000.0
Scimitar	Carried	1	4.0	15.0
Spell Component Pouch	Equipped	1	2.0	5.0
Vial 0 lbs.	Backpack	1	0.1	1.0
Waterskin (Filled)	Backpack	1	4.0	1.0
Whetstone	Pouch (Belt)	1	1.0	0.02
Winter's Sling 0 lbs. (Sling +1 (DRAGONHIDE/Frost)), +1d6 cold damage bestowed on ammunition	Equipped	1	0.0	8300.0
TOTAL WEIGHT CARRIED/VALUE			36.6 lbs.	26338.36 gp

WEIGHT ALLOWANCE					
Light	38	Medium	76	Heavy	115
Lift over head	115	Lift off ground	230	Push / Drag	575

MAGIC
Winter's Sling

SPECIAL ABILITIES
Animal Companion (Ex)
Blessing of the Woods (Ex): Grants a Natural Armor Bonus
Girdle of the Lion - Grants Speak with Cats [free action]; Move silent bonus (+10), fall bonus 40' without taking damage and Damage Reduction:10 from Falling, Grants Cats vision (+ 10 to Spot and darkvision), Grants pluses to reaction dealing with cats.
Nature Sense (Ex): +2 bonus on Knowledge (Nature) and Survival checks.
Resist Nature's Lure (Ex):+4 bonus on saving throws against the spell-like abilities of fey.
Roots & Twigs (Sp): 1/day - Cast Entangle as an Innate Ability
Shapeshift (Su): Eagle - Talon 1d6, +2 STR, +2 Reflex Save, +2 Natural Armor, Fly 40 (good maneuverability)
Shapeshift (Su): Panther - Bite deals 1d6, +4 STR, +4 Natural Armor, Base Speed +20, Gain Mobility Feat
Spontaneous casting - Can spontaneously cast Summon Nature's Ally spells
Trackless Step (Ex): Leaves no trail in natural surroundings and cannot be tracked.
Wild Empathy (Ex): +9 to Diplomacy check against animals - takes 1 minute
Wild Shape (Su): 3/day for 8 hours (Large)
Wind in the grass (Sp): 1/day - Cast Freedom of Movement as an Innate Ability
Woodland Stride (Ex): Can move through any sort of undergrowth at her normal speed and without taking damage or suffering any impairment. (Magically manipulated can still impede her).

FEATS	
Brandish Magical Might	Add ability score bonus to spell resistance checks
Improved Initiative	You get a +4 bonus on initiative checks.
Modify Spell	Laden spell has additional power
Natural Spell	You can complete the verbal and somatic components of spells while in a wild shape. You can also use any material components or focuses you possess, even if such items are melded within your current form.
Spellcasting Prodigy	Treat primary spellcasting ability score as 2 higher for bonus spells and save DCs. [Increases Spell Points by 2 @ 1st level and an additional 1 per each level beyond]
Track	To find tracks or to follow them for 1 mile requires a successful Survival check. You must make another Survival check every time the tracks become difficult to follow.
Armor Proficiency (Light)	When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble checks.
Armor Proficiency (Medium)	When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble checks.
Shield Proficiency	You can use a shield and take only the standard penalties.
Flyby Attack	When flying, the creature can take a move action (including a dive) and another standard action at any point during the move.

PROFICIENCIES

LANGUAGES
Common, Druidic, Elven, Sylvan

TEMPLATES
Truename

Innate Racial Spells

	Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
☐	Entangle	15	Reflex partial; see text	1 standard action	1 minute/level [D]	Long (720 ft.)	V,S, DF	No	Transmutation	PHB: pg.227
<i>Effect:</i> Plants entangle everyone in 40-ft.-radius circle.						Target: Plants in a 40-ft.-radius spread			Caster Level: 8	
☐	Freedom of Movement	18	Will negates (harmless)	1 standard action	10 minutes/level	Personal or touch	V,S,M, DF	Yes (harmless)	Abjuration	PHB: pg.233
<i>Effect:</i> Subject moves normally despite impediments.						Target: You or creature touched			Caster Level: 8	
☐	Tree Stride	20	None	1 standard action	1 hour/level or until expended; see text	Personal	V,S, DF	No	Conjuration (Teleportation)	PHB: pg.296
<i>Effect:</i> Step from one tree to another far away.						Target: You			Caster Level: 8	
* =Domain/Speciality Spell										

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	6	6	4	4	3	0	0	0	0	0

LEVEL 0

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Create Water <i>Effect:</i> Creates 2 gallons/level of pure water.	15	None	1 standard action	Instantaneous	Close (45 ft.)	V,S	No	Conjuration (Creation) [Water]	PHB: pg.215
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Cure Minor Wounds <i>Effect:</i> Cures 1 point of damage.	15	Will half (harmless); see text	1 standard action	Instantaneous	Touch	V,S	Yes (harmless); see text	Conjuration (Healing)	PHB: pg.216
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Dawn <i>Effect:</i> Awakens sleeping creatures and those knocked out from nonlethal damage [but staggered].	15	Fortitude negates [harmless]	1 swift action	Instantaneous	15 ft.	V	Yes [harmless]	Abjuration	SC: Pg.59
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Detect Magic <i>Effect:</i> Detects spells and magic items within 60 ft.	15	None	1 standard action	Concentration, up to 1 minutes/level [D]	60 ft.	V,S	No	Divination	PHB: pg.219
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Detect Poison <i>Effect:</i> Detects poison in one creature or small object.	15	None	1 standard action	Instantaneous	Close (45 ft.)	V,S	No	Divination	PHB: pg.219
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Flare <i>Effect:</i> Dazzles one creature [-1 on attack rolls].	15	Fortitude negates	1 standard action	Instantaneous	Close (45 ft.)	V	Yes	Evocation [Light]	PHB: pg.232
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Guidance <i>Effect:</i> +1 on one attack roll, saving throw, or skill check.	15	Will negates (harmless)	1 standard action	1 minute or until discharged	Touch	V,S	Yes	Divination	PHB: pg.238
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Know Direction <i>Effect:</i> You discern north.	15	None	1 standard action	Instantaneous	Personal	V,S	No	Divination	PHB: pg.246
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Light <i>Effect:</i> Object shines like a torch.	15	None	1 standard action	10 minutes/level [D]	Touch	V, M/DF	No	Evocation [Light]	PHB: pg.248
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Mending <i>Effect:</i> Makes minor repairs on an object.	15	Will negates (harmless, object)	1 standard action	Instantaneous	10 ft.	V,S	Yes (harmless, object)	Transmutation	PHB: pg.253
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Naturewatch <i>Effect:</i> Same as deathwatch but only functions on plants and animals; see text.	15	None	1 standard action	10 minutes/level	30 ft.	S	No	Necromancy	SC: Pg.146
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Purify Food and Drink <i>Effect:</i> Purifies 1 cu. ft./level of food or water.	15	Will negates (object)	1 standard action	Instantaneous	10 ft.	V,S	Yes (object)	Transmutation	PHB: pg.267
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Read Magic <i>Effect:</i> Read scrolls and spellbooks.	15	None	1 standard action	10 minutes/level	Personal	V,S,F	No	Divination	PHB: pg.269
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Resistance <i>Effect:</i> Subject gains +1 on saving throws.	15	Will negates (harmless)	1 standard action	1 minute	Touch	V,S,M/DF	Yes (harmless)	Abjuration	PHB: pg.272
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Virtue <i>Effect:</i> Subject gains 1 temporary hp.	15	Fortitude negates (harmless)	1 standard action	1 min.	Touch	V,S, DF	Yes (harmless)	Transmutation	PHB: pg.298

LEVEL 1

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Animate Fire <i>Effect:</i> Create a small fire elemental.	16	None	1 round	Concentration, up to 1 round/level [D]	Close (45 ft.)	V,S,M	No	Transmutation [Fire]	SC: Pg.12
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Animate Water <i>Effect:</i> Create a small water elemental.	16	None	1 round	Concentration, up to 1 round/level [D]	Close (45 ft.)	V,S,M	No	Transmutation [Water]	SC: Pg.13
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Animate Wood <i>Effect:</i> Animates a wooden object to attack who you designate.	16	None	1 round	Concentration, up to 1 round/level [D]	Touch	V,S,M	No	Transmutation	SC: Pg.13
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Aspect of the Wolf <i>Effect:</i> You assume the physical appearance and many of the qualities of a wolf.	16	N/A	1 standard action	10 minutes/level	Personal	V,S,M/DF	N/A	Transmutation	SC: Pg.16
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Aura Against Flame <i>Effect:</i> Protects against first 10 points of fire damage, it also extinguishes flames; see text.	16	N/A	1 standard action	1 round/level	Personal	V,S	N/A	Abjuration	SC: Pg.18
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Babau Slime <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.	16	Fortitude negates [harmless]	1 standard action	1 minute/level	Touch	V,S,M/DF	Yes [harmless]	Transmutation	SC: Pg.22
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Beast Claws <i>Effect:</i> Change your hands into claws. Damage 1d4; Threat range 19-20. See text.	16	N/A	1 Standard Action	1 hour/level	Personal	V,S,M	N/A	Transmutation	SC: Pg.25
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Beastland Ferocity <i>Effect:</i> Subject continues to fight even at -1 to -9 and gains +4 enhancement to Str.	16	Fortitude negates [harmless]	1 standard action	1 minute/level	Touch	V,S,DF	Yes [harmless]	Evocation [Electricity]	SC: Pg.25
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Beget Bogun <i>Effect:</i> Creates a natural homunculus.	16	None	1 standard action	Instantaneous	Touch	V,S,M,XP	No	Conjuration (Creation)	SC: Pg.26
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Branch to Branch <i>Effect:</i> Gain +10 competence bonus on Climb checks made in trees, also allows for brachiation.	16	N/A	1 standard action	1 hour/level [D]	Personal	V,S	N/A	Transmutation	SC: Pg.38
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Breath of the Jungle <i>Effect:</i> DC of saves vs. poison or disease increases by 2	16	None	1 standard action	1 minute/level	Medium (180 ft.)	V,S,DF	No	Transmutation	SC: Pg.39

* =Domain/Specialty Spell

Druid Spells

□□□□□ Buoyant Lifting	16	None	1 immediate action	1 minute/level [D]; see text	Close (45 ft.)	S,DF	No	Evocation	SC: Pg.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> 8		
□□□□□ Calm Animals	16	Will negates; see text	1 standard action	1 minute/level	Close (45 ft.)	V,S	Yes	Enchantment (Compulsion) [Mind-Affecting]	PHB: pg.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> 8		
□□□□□ Camouflage	16	N/A	1 standard action	10 minutes/level	Personal	V,S	N/A	Transmutation	SC: Pg.43
<i>Effect:</i> Gain +10 circumstance bonus on Hide checks.					<i>Target:</i> You		<i>Caster Level:</i> 8		
□□□□□ Charm Animal	16	Will negates	1 standard action	1 hour/level	Close (45 ft.)	V,S	Yes	Enchantment (Charm) [Mind-Affecting]	PHB: pg.208
<i>Effect:</i> Makes one animal your friend.					<i>Target:</i> One animal		<i>Caster Level:</i> 8		
□□□□□ Claws of the Bear	16	N/A	1 standard action	1 round/level	Personal	V,S	N/A	Transmutation	SC: Pg.47
<i>Effect:</i> Your hands become natural weapons that deal 1d8 with each attack.					<i>Target:</i> You		<i>Caster Level:</i> 8		
□□□□□ Climb Walls	16	Will negates [harmless]	1 standard action	1 minute/level [D]	Touch	V,S,M	Yes [harmless]	Transmutation	SC: Pg.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> 8		
□□□□□ Cloudburst	16	None	1 round	10 minutes/level [D]	Long (720 ft.)	V,S	No	Evocation (Water)	SC: Pg.49
<i>Effect:</i> Heavy rain reduces visibility. -4 Spot & Search.					<i>Target:</i> 100-ft.-radius emanation		<i>Caster Level:</i> 8		
□□□□□ Cold Fire	16	No [fire] or Fortitude half	1 standard action	1 minute/level [fire source] or Instantaneous [creature]	Close (45 ft.)	V,S,DF	Yes [creature]	Transmutation [Cold]	SC: Pg.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> 8		
□□□□□ Crabwalk	16	None	1 standard action	1 minute/level	Touch	V,S,M	No	Transmutation [Cold]	SC: Pg.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> 8		
□□□□□ Cure Light Wounds	16	Will half (harmless); see text	1 standard action	Instantaneous	Touch	V,S	Yes (harmless); see text	Conjuration (Healing)	PHB: pg.215
<i>Effect:</i> Cures 1d8 +1/level [max +5] damage.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 8		
□□□□□ Deep Breath	16	N/A	1 immediate action	1 round/level	Personal	V	N/A	Conjuration (Creation) [Air]	SC: Pg.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> 8		
□□□□□ Delay Disease	16	Will negates [harmless]	1 standard action	24 hours	Touch	V,S,DF	Yes [harmless]	Conjuration (Healing)	SC: Pg.63
<i>Effect:</i> Halts any nonmagical disease for the duration of the spell.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 8		
□□□□□ Detect Animals or Plants	16	None	1 standard action	Concentration, up to 10 minutes/level [D]	Long (720 ft.)	V,S	No	Divination	PHB: pg.218
<i>Effect:</i> Detects kinds of animals or plants.					<i>Target:</i> Cone-shaped emanation		<i>Caster Level:</i> 8		
□□□□□ Detect Snares and Pits	16	None	1 standard action	Concentration, up to 10 minutes/level [D]	60 ft.	V,S	No	Divination	PHB: pg.220
<i>Effect:</i> Reveals natural or primitive traps.					<i>Target:</i> Cone-shaped emanation		<i>Caster Level:</i> 8		
□□□□□ Endure Elements	16	Will negates (harmless)	1 standard action	24 hours	Touch	V,S	Yes (harmless)	Abjuration	PHB: pg.226
<i>Effect:</i> Exist comfortably in hot or cold environments.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 8		
□□□□□ Enrage Animal	16	None	1 standard action	Concentration +1 round/level	Medium (180 ft.)	V,S	Yes	Enchantment (Compulsion) [Mind-Affecting]	SC: Pg.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> 8		
□□□□□ Entangle	16	Reflex partial; see text	1 standard action	1 minute/level [D]	Long (720 ft.)	V,S, DF	No	Transmutation	PHB: pg.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> 8		
□□□□□ Faerie Fire	16	None	1 standard action	1 minute/level [D]	Long (720 ft.)	V,S, DF	Yes	Evocation [Light]	PHB: pg.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> 8		
□□□□□ Foundation of Stone	16	None	1 standard action	1 round/level	Close (45 ft.)	V,M	Yes [harmless]	Transmutation [Earth]	SC: Pg.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> 8		
□□□□□ Goodberry	16	None	1 standard action	1 day/level	Touch	V,S, DF	Yes	Transmutation	PHB: pg.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> 8		
□□□□□ Hawkeye	16	N/A	1 standard action	10 minutes/level [D]	Personal	V	N/A	Transmutation	SC: Pg.110
<i>Effect:</i> Increases range increment by 50% and +5 competence bonus on Spot checks.					<i>Target:</i> You		<i>Caster Level:</i> 8		
□□□□□ Healthful Rest	16	Will negates [harmless]	10 minutes	24 hours	Close (45 ft.)	V,S	Yes [harmless]	Conjuration (Healing)	SC: Pg.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> 8		
□□□□□ Hide from Animals	16	Will negates (harmless)	1 standard action	10 minutes/level [D]	Touch	S, DF	Yes	Abjuration	PHB: pg.241
<i>Effect:</i> Animals can't perceive 1 subject/level.					<i>Target:</i> 1 creature/level touched		<i>Caster Level:</i> 8		
□□□□□ Horrible Taste	16	Fortitude negates; see text	1 standard action	10 minutes/level	Touch	V,S,M	No	Transmutation	SC: Pg.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> 8		
□□□□□ Juglerazer	16	Reflex half	1 standard action	Instantaneous	120 ft.	V,S,M	Yes	Necromancy	SC: Pg.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> 8		
□□□□□ Jump	16	Will negates (harmless)	1 standard action	1 minute/level [D]	Touch	V,S,M	Yes	Transmutation	PHB: pg.246
<i>Effect:</i> Subject gets bonus on Jump checks.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 8		
□□□□□ Longstrider	16	None	1 standard action	1 hour/level [D]	Personal	V,S,M	No	Transmutation	PHB: pg.249
<i>Effect:</i> Increases your speed.					<i>Target:</i> You		<i>Caster Level:</i> 8		
□□□□□ Low-light Vision	16	Will negates [harmless]	1 standard action	1 hour/level	Touch	V,M	Yes [harmless]	Transmutation	SC: Pg.134
<i>Effect:</i> Target gains low-light vision.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 8		
* =Domain/Specialty Spell									

Druid Spells

☐☐☐☐☐ Magic Fang	16	Will negates (harmless)	1 standard action	1 minute/level	Touch	V,S, DF	Yes (harmless)	Transmutation	PHB: pg.250
<i>Effect:</i> One natural weapon of subject creature gets +1 on attack and damage rolls.					<i>Target:</i> Living creature touched		<i>Caster Level:</i> 8		
☐☐☐☐☐ Magic Stone	16	Will negates (harmless, object)	1 standard action	30 minutes or until discharged	Touch	V,S, DF	Yes (harmless, object)	Transmutation	PHB: pg.251
<i>Effect:</i> Three stones gain +1 on attack rolls, deal 1d6+1 damage.					<i>Target:</i> Up to three pebbles touched		<i>Caster Level:</i> 8		
☐☐☐☐☐ Obscuring Mist	16	None	1 standard action	1 minute/level	20 ft.	V,S	No	Conjuration (Creation)	PHB: pg.258
<i>Effect:</i> Fog surrounds you.					<i>Target:</i> Cloud spreads in 20-ft. radius from you, 20 ft. high		<i>Caster Level:</i> 8		
☐☐☐☐☐ Pass without Trace	16	Will negates (harmless)	1 standard action	1 hour/level [D]	Touch	V,S, DF	Yes (harmless)	Transmutation	PHB: pg.259
<i>Effect:</i> 1 subject/level leaves no tracks.					<i>Target:</i> 1 creature/level touched		<i>Caster Level:</i> 8		
☐☐☐☐☐ Produce Flame	16	None	1 standard action	1 minute/level [D]	0 ft.	V,S	Yes	Evocation [Fire]	PHB: pg.265
<i>Effect:</i> 1d6 +1/level [max +5] damage, touch or thrown.					<i>Target:</i> Flame in your palm		<i>Caster Level:</i> 8		
☐☐☐☐☐ Raging Flame	16	None	1 standard action	1 minute	Medium (180 ft.)	V,S	No	Transmutation [Fire]	SC: Pg.164
<i>Effect:</i> Causes existing fire to double their heat and radiance; see text.					<i>Target:</i> 30-ft.-radius spread		<i>Caster Level:</i> 8		
☐☐☐☐☐ Ram's Might	16	N/A	1 standard action	1 minute/level	Personal	V,S	N/A	Transmutation	SC: Pg.166
<i>Effect:</i> Your hands harden +2 bonus to Str, inflict lethal damage, and you are considered armed.					<i>Target:</i> You		<i>Caster Level:</i> 8		
☐☐☐☐☐ Rapid Burrowing	16	Fortitude negates [harmless]	1 standard action	10 minutes/level	Touch	V,S,DF	Yes [harmless]	Transmutation	SC: Pg.166
<i>Effect:</i> Improves existing burrow speed by 20 ft.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 8		
☐☐☐☐☐ Remove Scent	16	Will negates	1 standard action	10 minutes/level	Touch	V,S,M	Yes	Transmutation	SC: Pg.173
<i>Effect:</i> Hides the scent of the affected creature or removes potent affects from creatures such as ghosts or troglodytes.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 8		
☐☐☐☐☐ Resist Planar Alignment	16	Will negates [harmless]	1 standard action	1 round/level	Touch	V,S,DF	Yes [harmless]	Abjuration	SC: Pg.174
<i>Effect:</i> Grants limited protection from a plane's alignment traits; see text.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 8		
☐☐☐☐☐ Sandblast	16	Reflex half	1 standard action	Instantaneous	10 ft.	V,S,DF	Yes	Evocation	SC: Pg.180
<i>Effect:</i> Creatures in area take 1d6 nonlethal damage, any creature that fails the save is also stunned for 1 round.					<i>Target:</i> 10-ft.-radius burst centered on your hands		<i>Caster Level:</i> 8		
☐☐☐☐☐ Shillelagh	16	Will negates (object)	1 standard action	1 minute/level	Touch	V,S, DF	Yes (object)	Transmutation	PHB: pg.278
<i>Effect:</i> Cudgel or quarterstaff becomes +1 weapon dealing damage as if two size categories larger for 1 minutes/level.					<i>Target:</i> One touched nonmagical oak club or quarterstaff		<i>Caster Level:</i> 8		
☐☐☐☐☐ Slow Burn	16	None	1 standard action	1 minute	Medium (180 ft.)	V,S,M/DF	No	Transmutation [Fire]	SC: Pg.192
<i>Effect:</i> Doubles the amount of time to put out a fire; see text.					<i>Target:</i> 30-ft.-radius spread		<i>Caster Level:</i> 8		
☐☐☐☐☐ Snake's Swiftess	16	Will negates [harmless]	1 standard action	Instantaneous	Close (45 ft.)	V,S,M/DF	Yes [harmless]	Transmutation	SC: Pg.193
<i>Effect:</i> Subject may make another single attack melee or ranged; see text.					<i>Target:</i> One allied creature		<i>Caster Level:</i> 8		
☐☐☐☐☐ Snowshoes	16	Will negates [harmless]	1 standard action	1 hour/level [D]	Touch	V,S	Yes [harmless]	Transmutation	SC: Pg.194
<i>Effect:</i> Speed increases by 10 ft. and no Balance checks or Reflex required to walk on snow.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 8		
☐☐☐☐☐ Speak with Animals	16	None	1 standard action	1 minute/level	Personal	V,S	No	Divination	PHB: pg.281
<i>Effect:</i> You can communicate with animals.					<i>Target:</i> You		<i>Caster Level:</i> 8		
☐☐☐☐☐ Summon Nature's Ally I	16	None	1 round	1 round/level [D]	Close (45 ft.)	V,S, DF	No	Conjuration (Summoning)	PHB: pg.288
<i>Effect:</i> Calls creature to fight.					<i>Target:</i> One summoned creature		<i>Caster Level:</i> 8		
☐☐☐☐☐ Surefooted Stride	16	None	1 standard action	1 minute/level	Personal	V,S	No	Transmutation	SC: Pg.216
<i>Effect:</i> Move through difficult terrain at full speed. Gain +2 Climb checks.					<i>Target:</i> You		<i>Caster Level:</i> 8		
☐☐☐☐☐ Thunderhead	16	Reflex negates; see text	1 standard action	1 round/level	Close (45 ft.)	V,S,M	Yes	Evocation [Electricity]	SC: Pg.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.					<i>Target:</i> One creature		<i>Caster Level:</i> 8		
☐☐☐☐☐ Traveler's Mount	16	Will negates	1 standard action	1 hour/level	Touch	V,S	Yes	Transmutation	SC: Pg.223
<i>Effect:</i> +10 feet enhancement bonus to speed but cannot attack during the duration of the spell.					<i>Target:</i> Animal or magical beast touched		<i>Caster Level:</i> 8		
☐☐☐☐☐ Updraft	16	N/A	1 swift action	Instantaneous	Personal	V,S,M	N/A	Conjuration (Creation) [Air]	SC: Pg.228
<i>Effect:</i> Gain 10 ft. per level of altitude, and then gently float back to the ground.					<i>Target:</i> You		<i>Caster Level:</i> 8		
☐☐☐☐☐ Vigor, Lesser	16	Will negates [harmless]	1 standard action	10 rounds + 1 round/level [max 15]	Touch	V,S	Yes [harmless]	Conjuration (Healing)	SC: Pg.229
<i>Effect:</i> Grants target fast healing ability for the duration of the spell. Heals 1 hp automatically per round.					<i>Target:</i> Living creature touched		<i>Caster Level:</i> 8		
☐☐☐☐☐ Vine Strike	16	N/A	1 swift action	1 round	Personal	V,DF	N/A	Divination	SC: Pg.230
<i>Effect:</i> Allows sneak attacks against plants if you already have the ability.					<i>Target:</i> You		<i>Caster Level:</i> 8		
☐☐☐☐☐ Wall of Smoke	16	Fortitude partial; see text	1 standard action	1 round/level	Close (45 ft.)	V,S	No	Conjuration (Creation)	SC: Pg.235
<i>Effect:</i> Makes a wall of black smoke, causes nausea; see text.					<i>Target:</i> A straight wall whose area is up to one 10-ft. square/level [S]		<i>Caster Level:</i> 8		
☐☐☐☐☐ Wings of the Sea	16	Fortitude negates [harmless]	1 standard action	1 minute/level	Touch	S,M	Yes [harmless]	Transmutation	SC: Pg.240
<i>Effect:</i> Increases creatures swim speed by 30 ft.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 8		
☐☐☐☐☐ Winter Chill	16	Fortitude negates	1 standard action	Instantaneous	Close (45 ft.)	V,S	Yes	Transmutation [Cold]	SC: Pg.241
<i>Effect:</i> Creature must succeed on save or take 1d6 points of cold damage and become fatigued.					<i>Target:</i> One creature		<i>Caster Level:</i> 8		
☐☐☐☐☐ Wood Wose	16	None	1 standard action	1 hour/level	Close (45 ft.)	V,S,DF	No	Conjuration (Creation)	SC: Pg.242
<i>Effect:</i> Summon minor nature spirit to perform simple natural tasks.					<i>Target:</i> One nature servant		<i>Caster Level:</i> 8		

LEVEL 2

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
☐☐☐☐☐ Align Fang	17	Will negates [harmless]	1 standard action	1 minute/level	Touch	V,S,DF	Yes [harmless]	Transmutation	SC: Pg.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> 8		

* =Domain/Speciality Spell

Druid Spells

■■■■■ Animalistic Power	17	Will negates [harmless]	1 standard 1 minute/level action	Touch	V,S,M	Yes [harmless]	Transmutation	PHB II: pg.101
<i>Effect:</i> Subject is imbued with +2 to Strength, Dexterity and Constitution.				<i>Target:</i> Creature touched		<i>Caster Level:</i> 8		
■■■■■ Animal Messenger	17	None; see text	1 standard 1 day/level action	Close (45 ft.)	V,S,M	Yes	Enchantment (Compulsion) [Mind-Affecting]	PHB: pg.198
<i>Effect:</i> Sends a Tiny animal to a specific place.				<i>Target:</i> One Tiny animal		<i>Caster Level:</i> 8		
■■■■■ Animal Trance	17	Will negates; see text	1 standard Concentration action	Close (45 ft.)	V,S	Yes	Enchantment (Compulsion) [Mind-Affecting, Sonic]	PHB: pg.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> 8		
■■■■■ Avoid Planar Effects	17	None	1 immediate 1 minute/level action	20 ft.	V	Yes [harmless]	Abjuration	SC: Pg.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> 8		
■■■■■ Balancing Lorecall	17	N/A	1 standard 1 minute/level [D] action	Personal	V,S,M/DF	N/A	Divination	SC: Pg.23
<i>Effect:</i> Gain +4 insight bonus to balance bonus; see text.				<i>Target:</i> You		<i>Caster Level:</i> 8		
■■■■■ Barkskin	17	None	1 standard 10 minutes/level action	Touch	V,S, DF	Yes (harmless)	Transmutation	PHB: pg.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> 8		
■■■■■ Bear's Endurance	17	Will negates (harmless)	1 standard 1 minute/level action	Touch	V,S, DF	Yes	Transmutation	PHB: pg.203
<i>Effect:</i> Subject gains +4 to Con for 1 minutes/level.				<i>Target:</i> Creature touched		<i>Caster Level:</i> 8		
■■■■■ Binding Winds	17	Reflex negates	1 standard Concentration action	Medium (180 ft.)	V,S	Yes	Evocation [Air]	SC: Pg.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> 8		
■■■■■ Bite of the Wererat	17	N/A	1 standard 1 round/level action	Personal	V,S,M	N/A	Transmutation	SC: Pg.28
<i>Effect:</i> Gain +6 bonus to Dex, +2 Con, +3 natural armor.				<i>Target:</i> You		<i>Caster Level:</i> 8		
■■■■■ Blinding Spittle	17	None	1 standard Instantaneous action	Close (45 ft.)	V,S	Yes	Transmutation	SC: Pg.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> 8		
■■■■■ Blood Frenzy	17	Will negates	1 standard Special; see text action	Touch	V,S	Yes	Transmutation	SC: Pg.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> 8		
■■■■■ Body of the Sun	17	Reflex half	1 standard 1 round/level action	5 ft.	V,S,DF	Yes	Trasmutation [Fire]	SC: Pg.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> 8		
■■■■■ Brambles	17	None	1 standard 1 round/level action	Touch	V,S,M	No	Trasmutation	SC: Pg.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> 8		
■■■■■ Briar Web	17	None	1 standard 1 minute/level action	Medium (180 ft.)	V,S,DF	No	Transmutation	SC: Pg.39
<i>Effect:</i> As entangle, but thorns deal damage each round.				<i>Target:</i> 40-ft-radius spread.		<i>Caster Level:</i> 8		
■■■■■ Bull's Strength	17	Will negates (harmless)	1 standard 1 minute/level action	Touch	V,S,M/DF	Yes (harmless)	Transmutation	PHB: pg.207
<i>Effect:</i> Subject gains +4 to Str for 1 minutes/level.				<i>Target:</i> Creature touched		<i>Caster Level:</i> 8		
■■■■■ Burrow	17	Will negates [harmless]	1 standard 1 minute/level [D] action	Touch	V,S,F/DF	Yes [harmless]	Transmutation	SC: Pg.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> 8		
■■■■■ Camouflage, Mass	17	Will negates [harmless]	1 standard 10 minutes/level action	Medium (180 ft.)	V,S	Yes [harmless]	Transmutation	SC: Pg.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> 8		
■■■■■ Cat's Grace	17	Will negates (harmless)	1 standard 1 minute/level action	Touch	V,S,M	Yes	Transmutation	PHB: pg.208
<i>Effect:</i> Subject gains +4 to Dex for 1 minutes/level.				<i>Target:</i> Creature touched		<i>Caster Level:</i> 8		
■■■■■ Chill Metal	17	Will negates (object)	1 standard 7 rounds action	Close (45 ft.)	V,S, DF	Yes (object)	Transmutation [Cold]	PHB: pg.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 200 lbs of metal		<i>Caster Level:</i> 8		
■■■■■ Cloud Wings	17	Fortitude negates [harmless]	1 standard 1 hour/level action	Touch	V,S	Yes [harmless]	Transmutation	SC: Pg.49
<i>Effect:</i> Increases fly speed by 30 ft.				<i>Target:</i> Creature touched		<i>Caster Level:</i> 8		
■■■■■ Countermoon	17	Will negates [D]	1 standard 12 hours action	Close (45 ft.)	V,S,M	Yes	Abjuration	SC: Pg.53
<i>Effect:</i> Stops lycanthropic shapechanging for 12 hours.				<i>Target:</i> One lycanthrope		<i>Caster Level:</i> 8		
■■■■■ Creeping Cold	17	Fortitude half	1 standard 3 rounds action	Close (45 ft.)	V,S,F	Yes	Transmutation [Cold]	SC: Pg.55
<i>Effect:</i> Deals progressive damage from cold [+1d6/round].				<i>Target:</i> One creature		<i>Caster Level:</i> 8		
■■■■■ Daggerspell Stance	17	N/A	1 swift 1 round/level [D] action	Personal	V,F	N/A	Abjuration	SC: Pg.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> 8		
■■■■■ Decomposition	17	None	1 standard 1 round/level action	50 ft.	V,S,DF	Yes	Necromancy	SC: Pg.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> 8		
■■■■■ Delay Poison	17	Fortitude negates (harmless)	1 standard 1 hour/level action	Touch	V,S, DF	Yes (harmless)	Conjuration (Healing)	PHB: pg.217
<i>Effect:</i> Stops poison from harming subject for 1 hour/level.				<i>Target:</i> Creature touched		<i>Caster Level:</i> 8		
■■■■■ Drifts of the Shalm	17	None	1 standard 1 round/level action	Medium (180 ft.)	V,S	No	Evocation	PHB II: pg.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> 8		
■■■■■ Earthbind	17	Fortitude negates	1 standard 1 minute/level [D] action	Medium (180 ft.)	V,S	Yes	Transmutation	SC: Pg.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> 8		
■■■■■ Earthfast	17	None	1 standard 10 minutes/level [D] action	Close (45 ft.)	V,S	Yes [object]	Transmutation	SC: Pg.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> 8		
* =Domain/Specialty Spell								

Druid Spells

<div>Easy Trail</div>	17	None	1 standard 1 hour/level [D] action	40 ft.	V,S	Yes	Abjuration	SC: Pg.76
<div>Effect:</div> <div>Removes movement penalties through dense brush and increases track DC by 5 for any pursurers.</div>				<div>Target:</div> <div>40-ft. radius emanation centered on you</div>		<div>Caster Level:</div> <div>8</div>		
<div>Embrace the Wild</div>	17	N/A	1 standard 10 minutes/level [D] action	Personal	V	N/A	Transmutation	SC: Pg.79
<div>Effect:</div> <div>The caster gains an animal's sensory and skills, low-light vision and Scent or Blindsense 30' your choice. +2 spot and listen checks.</div>				<div>Target:</div> <div>You</div>		<div>Caster Level:</div> <div>8</div>		
<div>Fins to Feet</div>	17	Fortitude negates [harmless]	1 standard 1 hour/level action	Touch	V,S	Yes [harmless]	Transmutation	SC: Pg.92
<div>Effect:</div> <div>Creatures lose swim speed but gain walk speed of 30 ft.</div>				<div>Target:</div> <div>Willing creature touched</div>		<div>Caster Level:</div> <div>8</div>		
<div>Fire Trap</div>	17	Reflex half; see text	10 minutes Permanent until discharged [D]	Touch	V,S,M	Yes	Abjuration [Fire]	PHB: pg.231
<div>Effect:</div> <div>Opened object deals 1d4+8 fire damage.</div>				<div>Target:</div> <div>Object touched</div>		<div>Caster Level:</div> <div>8</div>		
<div>Flame Blade</div>	17	None	1 standard 1 minute/level [D] action	0 ft.	V,S, DF	Yes	Evocation [Fire]	PHB: pg.231
<div>Effect:</div> <div>Touch attack deals 1d8 +4 fire damage.</div>				<div>Target:</div> <div>Sword-like beam</div>		<div>Caster Level:</div> <div>8</div>		
<div>Flaming Sphere</div>	17	Reflex negates	1 standard 1 round/level action	Medium (180 ft.)	V,S,M/DF	Yes	Evocation [Fire]	PHB: pg.232
<div>Effect:</div> <div>Creates rolling ball of fire, 2d6 damage, lasts 1 round/level.</div>				<div>Target:</div> <div>5-ft.-diameter sphere</div>		<div>Caster Level:</div> <div>8</div>		
<div>Fog Cloud</div>	17	None	1 standard 10 minutes/level action	Medium (180 ft.)	V,S	No	Conjuration (Creation)	PHB: pg.232
<div>Effect:</div> <div>Fog obscures vision.</div>				<div>Target:</div> <div>Fog spreads in 20-ft. radius, 20 ft. high</div>		<div>Caster Level:</div> <div>8</div>		
<div>Frost Breath</div>	17	Reflex half	1 standard Instantaneous action	30 ft.	V,S,M	Yes	Evocation [Cold]	SC: Pg.100
<div>Effect:</div> <div>Breath a cone of cold that deal 1d4/2 caster levels [max 5d4] and creatures are also dazed if they failed the Reflex save.</div>				<div>Target:</div> <div>Cone-shaped burst</div>		<div>Caster Level:</div> <div>8</div>		
<div>Gust of Wind</div>	17	Fortitude negates	1 standard 1 round action	60 ft.	V,S	Yes	Evocation [Air]	PHB: pg.238
<div>Effect:</div> <div>Blows away or knocks down smaller creatures.</div>				<div>Target:</div> <div>Line-shaped gust of severe wind emanating out from you to the extreme of the range</div>		<div>Caster Level:</div> <div>8</div>		
<div>Healing Lorecall</div>	17	N/A	1 standard 10 minutes/level action	Personal	V,S,M	N/A	Divination	SC: Pg.110
<div>Effect:</div> <div>Allows caster with Heal ranks to remove other ailments when using Conjuration [Healing] spells. Can also heal more; see text.</div>				<div>Target:</div> <div>You</div>		<div>Caster Level:</div> <div>8</div>		
<div>Healing Sting</div>	17	None	1 standard Instantaneous action	Touch	V,S,M	Yes	Necromancy	SC: Pg.110
<div>Effect:</div> <div>Inflict 1d12 +1/caster level [max +10] to a living creature and gain an equal amount of HP.</div>				<div>Target:</div> <div>You and one living creature</div>		<div>Caster Level:</div> <div>8</div>		
<div>Heartfire</div>	17	Fortitude partial	1 standard 1 round/level action	Close (45 ft.)	V,S,DF	Yes	Evocation [Light, Fire]	SC: Pg.112
<div>Effect:</div> <div>Subjects do benefit from concealment, on failed save they also take 1d4 fire damage each round [half damage on save].</div>				<div>Target:</div> <div>living creatures within a 5-ft.-radius burst</div>		<div>Caster Level:</div> <div>8</div>		
<div>Heat Metal</div>	17	Will negates (object)	1 standard 7 rounds action	Close (45 ft.)	V,S, DF	Yes (object)	Transmutation [Fire]	PHB: pg.239
<div>Effect:</div> <div>Make metal so hot it damages those who touch it.</div>				<div>Target:</div> <div>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</div>		<div>Caster Level:</div> <div>8</div>		
<div>Hold Animal</div>	17	Will negates; see text	1 standard 1 round/level [D]; see text action	Medium (180 ft.)	V,S	Yes	Enchantment (Compulsion) [Mind-Affecting]	PHB: pg.241
<div>Effect:</div> <div>Paralyzes one animal for 1 round/level.</div>				<div>Target:</div> <div>One animal</div>		<div>Caster Level:</div> <div>8</div>		
<div>Kelpstrand</div>	17	None	1 standard 1 round/level action	Close (45 ft.)	V,S,M	No	Conjuration (Creation)	SC: Pg.128
<div>Effect:</div> <div>Make ranged attacks against each target; see text</div>				<div>Target:</div> <div>One creature/3 levels, no two of which are more than 30 ft. apart</div>		<div>Caster Level:</div> <div>8</div>		
<div>Linked Perception</div>	17	Will negates (harmless)	1 standard 1 minute/level [D] action	20 ft.	V,DF	Yes (harmless)	Divination	PHB II: pg.117
<div>Effect:</div> <div>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].</div>				<div>Target:</div> <div>20-ft.-radius emanation centered on you</div>		<div>Caster Level:</div> <div>8</div>		
<div>Listening Lorecall</div>	17	N/A	1 standard 10 minutes/level action	Personal	V,S,DF	N/A	Divination	SC: Pg.133
<div>Effect:</div> <div>Gain +4 insight bonus on Listen checks; see text.</div>				<div>Target:</div> <div>You</div>		<div>Caster Level:</div> <div>8</div>		
<div>Mark of the Outcast</div>	17	Will negates	1 standard Permanent action	Close (45 ft.)	V,S,DF	Yes	Necromancy	SC: Pg.138
<div>Effect:</div> <div>Creates an indelible mark on the subjects face; see text.</div>				<div>Target:</div> <div>One creature</div>		<div>Caster Level:</div> <div>8</div>		
<div>Master Air</div>	17	N/A	1 standard 1 round/level action	Personal	V,S,F	N/A	Transmutation	SC: Pg.139
<div>Effect:</div> <div>Fly at 90 ft. [or 60 if med or hvy armor].</div>				<div>Target:</div> <div>You</div>		<div>Caster Level:</div> <div>8</div>		
<div>Mountain Stance</div>	17	Will negates [harmless]	1 standard 1 minute/level action	Touch	V,S	No	Transmutation	SC: Pg.144
<div>Effect:</div> <div>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.</div>				<div>Target:</div> <div>One creature</div>		<div>Caster Level:</div> <div>8</div>		
<div>Nature's Favor</div>	17	Will negates [harmless]	1 swift 1 minute action	Touch	V,S,DF	Yes [harmless]	Evocation	SC: Pg.146
<div>Effect:</div> <div>Target animal gains attack and damage bonus of +1 for every 3 caster levels max of +5 at 15th level.</div>				<div>Target:</div> <div>Animal touched</div>		<div>Caster Level:</div> <div>8</div>		
<div>One With the Land</div>	17	N/A	1 standard 1 hour/level action	Personal	V,S	N/A	Transmutation	SC: Pg.149
<div>Effect:</div> <div>Gain +2 insight bonus to Move Silently, Search, Hide, Survival and Handle Animal checks.</div>				<div>Target:</div> <div>You</div>		<div>Caster Level:</div> <div>8</div>		
<div>Owl's Wisdom</div>	17	Will negates (harmless)	1 standard 1 minute/level action	Touch	V,S,M/DF	Yes	Transmutation	PHB: pg.259
<div>Effect:</div> <div>Subject gains +4 to Wis for 1 minutes/level.</div>				<div>Target:</div> <div>Creature touched</div>		<div>Caster Level:</div> <div>8</div>		
<div>Reduce Animal</div>	17	None	1 standard 1 hour/level [D] action	Touch	V,S	No	Transmutation	PHB: pg.269
<div>Effect:</div> <div>Shrinks one willing animal.</div>				<div>Target:</div> <div>One willing animal of Small, Medium, Large, or Huge size</div>		<div>Caster Level:</div> <div>8</div>		
<div>Resist Energy</div>	17	Fortitude negates (harmless)	1 standard 10 minutes/level action	Touch	V,S, DF	Yes (harmless)	Abjuration	PHB: pg.272
<div>Effect:</div> <div>Ignores first 20 points of damage/attack from specified energy type.</div>				<div>Target:</div> <div>Creature touched</div>		<div>Caster Level:</div> <div>8</div>		
<div>Restoration, Lesser</div>	17	Will negates (harmless)	3 rounds Instantaneous	Touch	V,S	Yes (harmless)	Conjuration (Healing)	PHB: pg.272
<div>Effect:</div> <div>Dispels magical ability penalty or repairs 1d4 ability damage.</div>				<div>Target:</div> <div>Creature touched</div>		<div>Caster Level:</div> <div>8</div>		
<div>Saltray</div>	17	Fortitude partial	1 standard Instantaneous action	Close (45 ft.)	V,S	Yes	Evocation	SC: Pg.179
<div>Effect:</div> <div>Ranged touch attack deals 1d6 per two caster levels [max 5d6] and make a save or be stunned for 1 round.</div>				<div>Target:</div> <div>Ray</div>		<div>Caster Level:</div> <div>8</div>		
<div>Scent</div>	17	None	1 standard 10 minutes/level action	Touch	V,S,M	Yes [harmless]	Transmutation	SC: Pg.180
<div>Effect:</div> <div>Bestows Scent ability with all the same powers.</div>				<div>Target:</div> <div>Creature touched</div>		<div>Caster Level:</div> <div>8</div>		
<div>Share Husk</div>	17	Will negates [harmless]	1 standard 1 minute/level action	Touch	V,S,M	Yes	Divination	SC: Pg.187
<div>Effect:</div> <div>You can sense all the stimuli the target animal senses.</div>				<div>Target:</div> <div>Animal touched</div>		<div>Caster Level:</div> <div>8</div>		
* =Domain/Speciality Spell								

Druid Spells

Snake's Swiftmess, Mass	17	Will negates [harmless]	1 standard	Instantaneous	Medium (180 ft.)	V,S,M/DF	Yes [harmless]	Transmutation	SC: Pg.193
<i>Effect:</i> Subjects may make another single attack melee or ranged; see text.					<i>Target:</i> Allied creatures in a 20-ft.-radius burst		<i>Caster Level:</i> 8		
Soften Earth and Stone	17	None	1 standard	Instantaneous	Close (45 ft.)	V,S, DF	No	Transmutation [Earth]	PHB: pg.280
<i>Effect:</i> Turns stone to clay or dirt to sand or mud.					<i>Target:</i> 10 ft./level square; see text		<i>Caster Level:</i> 8		
Spider Climb	17	Will negates (harmless)	1 standard	10 minutes/level	Touch	V,S,M	Yes (harmless)	Transmutation	PHB: pg.283
<i>Effect:</i> Grants ability to walk on walls and ceilings.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 8		
Splinterbolt	17	None	1 standard	Instantaneous	Close (45 ft.)	V,S,M	No	Conjuration (Creation)	SC: Pg.203
<i>Effect:</i> Make ranged attack to hit, on hit deal 4d6 piercing damage and threatens on 18-20. See text.					<i>Target:</i> One or more streams of splinters		<i>Caster Level:</i> 8		
Summon Nature's Ally II	17	None	1 round	1 round/level [D]	Close (45 ft.)	V,S, DF	No	Conjuration (Summoning)	PHB: pg.288
<i>Effect:</i> Calls creature to fight.					<i>Target:</i> One or more creatures, no two of which can be more than 30 ft. apart		<i>Caster Level:</i> 8		
Summon Swarm	17	None	1 round	Concentration + 2 rounds	Close (45 ft.)	V,S,M/DF	No	Conjuration (Summoning)	PHB: pg.289
<i>Effect:</i> Summons swarm of bats, rats, or spiders.					<i>Target:</i> One swarm of bats, rats, or spiders		<i>Caster Level:</i> 8		
Swim	17	None	1 round	10 minutes/level [D]	Medium (180 ft.)	V,S,M	Yes [harmless]	Transmutation [Water]	SC: Pg.217
<i>Effect:</i> Gain swim speed and +8 to Swim checks.					<i>Target:</i> One creature		<i>Caster Level:</i> 8		
Train Animal	17	Will negates [harmless]	10 minutes	1 hour/level	Touch	V,S,DF	Yes [harmless]	Enchantment (Charm) [Mind-Affecting]	SC: Pg.221
<i>Effect:</i> You temporarily boost the number of tricks that an animal knows.					<i>Target:</i> Animal touched		<i>Caster Level:</i> 8		
Tree Shape	17	None	1 standard	1 hour/level [D] action	Personal	V,S, DF	No	Transmutation	PHB: pg.296
<i>Effect:</i> You look exactly like a tree for 1 hour/level.					<i>Target:</i> You		<i>Caster Level:</i> 8		
Warp Wood	17	Will negates (object)	1 standard	Instantaneous	Close (45 ft.)	V,S	Yes (object)	Transmutation	PHB: pg.300
<i>Effect:</i> Bends wood [shaft, handle, door, plank].					<i>Target:</i> One Small wooden object/level, all within a 20-ft. radius		<i>Caster Level:</i> 8		
Wings of Air	17	None	1 standard	1 minute/level	Touch	V	No	Transmutation	SC: Pg.240
<i>Effect:</i> Manuverability improves by one step.					<i>Target:</i> Winged creature touched		<i>Caster Level:</i> 8		
Winter's Embrace	17	Fortitude negates	1 standard	1 round/level	Close (45 ft.)	V,S	Yes	Evocation [Cold]	SC: Pg.241
<i>Effect:</i> Creature fails it's save takes 1d8 cold damage each round; see text.					<i>Target:</i> One creature		<i>Caster Level:</i> 8		
Wood Shape	17	Will negates (object)	1 standard	Instantaneous	Touch	V,S, DF	Yes (object)	Transmutation	PHB: pg.303
<i>Effect:</i> Rearranges wooden objects to suit you.					<i>Target:</i> One touched piece of wood no larger than 10 cu. ft. + 1 ft./level		<i>Caster Level:</i> 8		
Wracking Touch	17	Fortitude half	1 standard	Instantaneous	Touch	V,S	Yes	Necromancy	SC: Pg.243
<i>Effect:</i> Deal 1d6 +1 per caster level [max +10] plus you get sneak attack damage if you possess the ability.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 8		
Zone of Glacial Cold	17	Fort half	1 standard	8 rounds	Medium (180 ft.)	V,S,M	No	Conjuration [Cold]	Is This : Frostburn Pg.106
<i>Effect:</i> Zone deals 1d6 cold damage each round.					<i>Target:</i> 20-ft.-radius		<i>Caster Level:</i> 8		

LEVEL 3

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□□Air Breathing	18	Will negates [harmless]	1 standard	2 hours/level; see text action	Touch	S,M/DF	Yes [harmless]	Transmutation	SC: Pg.8
<i>Effect:</i> Grants creatures the ability to breath air.					<i>Target:</i> Living creatures touched			<i>Caster Level:</i> 8	
□□□□□Align Fang, Mass	18	Will negates [harmless]	1 standard	1 minute/level action	Close (45 ft.)	V,S,DF	Yes [harmless]	Transmutation	SC: Pg.9
<i>Effect:</i> Same as algin fang, but on multiple creatures.					<i>Target:</i> One or more creatures, no two of which are more than 30 ft. apart			<i>Caster Level:</i> 8	
□□□□□Alter Fortune	18	None	1 immediate	Instantaneous action	Close (45 ft.)	V,X	No	Divination	PHB II: pg.101
<i>Effect:</i> Target must reroll any die roll it just made taking the second roll.					<i>Target:</i> One creature			<i>Caster Level:</i> 8	
□□□□□Attune Form	18	N/A	1 standard	24 hours action	Touch	V,S,M/DF	N/A	Transmutation	SC: Pg.17
<i>Effect:</i> Attunes the affected creatures to the plane you are currently on, negating harmful effects.					<i>Target:</i> One creature/3 levels			<i>Caster Level:</i> 8	
□□□□□Bite of the Werewolf	18	N/A	1 standard	1 round/level action	Personal	V,S,M	N/A	Transmutation	SC: Pg.29
<i>Effect:</i> Gain +2 bonus to Str, +4 Dex, +4 Con, +4 natural armor. Gain Bite attack.					<i>Target:</i> You			<i>Caster Level:</i> 8	
□□□□□Call Lightning	18	Reflex half	1 round	1 minute/level	Medium (180 ft.)	V,S	Yes	Evocation [Electricity]	PHB: pg.207
<i>Effect:</i> Calls down one lightning bolt/level [max 10] over duration [3d6 per bolt] from sky; 3d10 in outdoors stormy area.					<i>Target:</i> One or more 30-ft.-long vertical lines of lightning			<i>Caster Level:</i> 8	
□□□□□Capricious Zephyr	18	None and Reflex partial; see text	1 standard	1 round/level action	Medium (180 ft.)	V,S	Yes	Evocation [Air]	SC: Pg.43
<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					<i>Target:</i> 5-ft.-diameter			<i>Caster Level:</i> 8	
□□□□□Charge of the Triceratops	18	Will negates [harmless]	1 standard	1 round/level [D] action	Touch	V,S,DF	Yes	Transmutation	SC: Pg.45
<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.					<i>Target:</i> Living creature touched			<i>Caster Level:</i> 8	
□□□□□Circle Dance	18	N/A	1 minute	Instantaneous	Personal	V,S	N/A	Divination	SC: Pg.46
<i>Effect:</i> Get direction and general status of a known target.					<i>Target:</i> You			<i>Caster Level:</i> 8	
□□□□□Corona of Cold	18	Fortitude negates	1 standard	1 round/level [D] action	10 ft.	V,S,DF	Yes	Evocation [Cold]	SC: Pg.52
<i>Effect:</i> 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 ong as they remain in the area.					<i>Target:</i> 20-ft.-radius spread			<i>Caster Level:</i> 8	
□□□□□Creaking Cacophony	18	None	1 standard	1 round/level action	Medium (180 ft.)	V,S	Yes	Illusion (Figment) [Sonic]	SC: Pg.55
<i>Effect:</i> All who are in the effect have -4 to listen. Spellcasters are distracted.					<i>Target:</i> 40-ft.-radius spread			<i>Caster Level:</i> 8	
□□□□□Crown of Clarity	18	Will negates (harmless)	1 standard	1 hour/level [D] or until discharged action	Touch	V,S,F	Yes (harmless)	Divination	PHB II: pg.107
<i>Effect:</i> +2 competence bonus to Listen and Spot checks or if subject discharges spell gain +8 on a single Spot or Listen check.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 8	
□□□□□Crumble	18	Fortitude half [object]	1 standard	Instantaneous action	Medium (180 ft.)	V,S	Yes [object]	Transmutation	SC: Pg.56
<i>Effect:</i> Deal 1d8/level [max 10d8] damage to structure, ignoring hardness; see text.					<i>Target:</i> One structure or construct			<i>Caster Level:</i> 8	
* =Domain/Specialty Spell									

Druid Spells

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<i>Effect:</i> Cures 2d8 +1/level [max +10] damage.									
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Daylight	18	None	1 standard	10 minutes/level [D] action	Touch	V,S	No	Evocation [Light] <i>Caster Level:</i> 8	PHB: pg.216
<i>Effect:</i> 60-ft. radius of bright light.									
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Dehydrate	18	Fortitude negates	1 standard	Instantaneous action	Medium (180 ft.)	V,S,DF	Yes	Necromancy <i>Caster Level:</i> 8	SC: Pg.62
<i>Effect:</i> Deal 1d6 plus 1/3 caster levels [max +5].									
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Diminish Plants	18	None	1 standard	Instantaneous action	See text	V,S, DF	No	Transmutation <i>Caster Level:</i> 8	PHB: pg.221
<i>Effect:</i> Reduces size or blights growth of normal plants.									
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Dominate Animal	18	Will negates	1 round	1 round/level	Close (45 ft.)	V,S	Yes	Enchantment (Compulsion) [Mind-Affecting] <i>Caster Level:</i> 8	PHB: pg.224
<i>Effect:</i> Subject animal obeys silent mental commands.									
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Downdraft	18	Reflex partial; see text	1 standard	Instantaneous action	Long (720 ft.)	V,S,M	Yes	Evocation [Air] <i>Caster Level:</i> 8	SC: Pg.72
<i>Effect:</i> 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.].									
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Earthen Grace	18	Will negates [harmless]	1 standard	1 minute/level action	Touch	V,S,M	Yes [harmless]	Abjuration [Earth] <i>Caster Level:</i> 8	SC: Pg.76
<i>Effect:</i> Earth and stone damage is treated as nonlethal [includes creatures with the subtype of earth/stone, falling onto stone]; see text.									
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Energy Vortex	18	Reflex half	1 standard	Instantaneous action	20 ft.	V,S	Yes	Evocation [Choose:Acid, Cold, Fire, Electricity, Sonic] <i>Caster Level:</i> 8	SC: Pg.81
<i>Effect:</i> 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 centered on you									
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Entangling Staff	18	Yes? [harmless,object]	1 swift action	1 round/level [D]	Touch	V,S,F	Yes [harmless]	Transmutation <i>Caster Level:</i> 8	SC: Pg.83
<i>Effect:</i> 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									
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Evard's Manacing Tentacles	18		1 standard	1 round/level action	Personal	V,S,M		Transmutation <i>Caster Level:</i> 8	PHB II: pg.113
<i>Effect:</i> 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									
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Fire Wings	18	N/A	1 round	1 minute/level	Personal	V,S,M,F	N/A	Transmutation [Fire] <i>Caster Level:</i> 8	SC: Pg.93
<i>Effect:</i> Attack or Fly; see text.									
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Fly, Swift	18	N/A	1 swift action	1 round	Personal	V	N/A	Transmutation <i>Caster Level:</i> 8	SC: Pg.96
<i>Effect:</i> This spell functions like fly, except as noted.									
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Forestfold	18	N/A	1 standard	1 hour/level [D] action	Personal	V,S	N/A	Transmutation <i>Caster Level:</i> 8	SC: Pg.98
<i>Effect:</i> Grants +10 competence bonus on Hide and Move Silently checks.									
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Giant's Wrath	18	None	1 swift action	1 round/level	Personal	V,S,M	No	Transmutation [Earth] <i>Caster Level:</i> 8	SC: Pg.105
<i>Effect:</i> Pebbles become boulders; see text									
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Girallon's Blessing	18	Fortitude negates [harmless]	1 standard	10 minutes/level action	Touch	V,S,M	Yes [harmless]	Transmutation <i>Caster Level:</i> 8	SC: Pg.106
<i>Effect:</i> Gain an additional pair of arms; see text									
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Heatstroke	18	Fortitude partial	1 standard	Instantaneous action	Medium (180 ft.)	V,S	Yes [harmless]	Transmutation <i>Caster Level:</i> 8	SC: Pg.113
<i>Effect:</i> Target becomes fatigued [if fatigued it becomes exhausted], takes 2d6 nonlethal heat [with or without save].									
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Hypothermia	18	Fortitude partial	1 standard	Instantaneous action	Close (45 ft.)	V,S	Yes	Evocation [Cold] <i>Caster Level:</i> 8	SC: Pg.118
<i>Effect:</i> Deals 1d6 per caster level [max 10d6] and becomes fatigued. Save halves damage and negates fatigue.									
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Infestation of Maggots	18	Fortitude negates	1 standard	1 round/2 levels action	Touch	V,S,M	Yes	Necromancy <i>Caster Level:</i> 8	SC: Pg.123
<i>Effect:</i> Deal 1d4 constitution per round. Save ends the spell and the effect.									
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Jagged Tooth	18	Will negates [harmless]	1 standard	10 minutes/level action	Close (45 ft.)	V,S	Yes [harmless]	Transmutation <i>Caster Level:</i> 8	SC: Pg.127
<i>Effect:</i> Doubles the critical threat range of one natural weapon.									
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Lion's Charge	18	N/A	1 swift action	1 round	Personal	V	N/A	Transmutation <i>Caster Level:</i> 8	SC: Pg.133
<i>Effect:</i> Gain pounce ability [make full attack after a charge].									
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Magic Fang, Greater	18	Will negates (harmless)	1 standard	1 hour/level action	Close (45 ft.)	V,S, DF	Yes (harmless)	Transmutation <i>Caster Level:</i> 8	PHB: pg.250
<i>Effect:</i> One natural weapon of subject creature gets +2 on attack and damage rolls.									
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Meld into Stone	18	None	1 standard	10 minutes/level action	Personal	V,S, DF	No	Transmutation [Earth] <i>Caster Level:</i> 8	PHB: pg.252
<i>Effect:</i> You and your gear merge with stone.									
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Nature's Rampart	18	None	10 minutes	Instantaneous	Medium (180 ft.)	V,S,F	No	Transmutation <i>Caster Level:</i> 8	SC: Pg.146
<i>Effect:</i> Shapes natural setting into a formidable defense.									
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Neutralize Poison	18	Will negates (harmless, object)	1 standard	10 minutes/level action	Touch	V,S,M/DF	Yes (harmless, object)	Conjuration (Healing) <i>Caster Level:</i> 8	PHB: pg.257
<i>Effect:</i> Immunizes subject against poison, detoxifies venom in or on subject.									
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Plant Growth	18	None	1 standard	Instantaneous action	See text	V,S, DF	No	Transmutation <i>Caster Level:</i> 8	PHB: pg.262
<i>Effect:</i> Grows vegetation, improves crops.									
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Poison	18	Fortitude negates; see text	1 standard	Instantaneous; see text action	Touch	V,S, DF	Yes	Necromancy <i>Caster Level:</i> 8	PHB: pg.262
<i>Effect:</i> Touch deals 1d10 Con damage, repeats in 1 minute.									
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Primal Form	18	N/A	1 standard	1 minute/level action	Personal	V,S,DF	N/A	Transmutation <i>Caster Level:</i> 8	SC: Pg.161
<i>Effect:</i> You assume the physical appearance and many of the qualities and abilities of a chosen elemental [fire, water, earth, air]; see text									
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Protection from Energy	18	Fortitude negates (harmless)	1 standard	10 minutes/level or until discharged action	Touch	V,S, DF	Yes (harmless)	Abjuration <i>Caster Level:</i> 8	PHB: pg.266
<i>Effect:</i> Absorb 12 points of damage/level [max 120] from one kind of energy.									
* =Domain/Speciality Spell									

Druid Spells

☐☐☐☐☐ Quench	18	None or Will negates (object)	1 standard	Instantaneous	Medium (180 ft.)	V,S, DF	No or Yes (object)	Transmutation	PHB: pg.267
<i>Effect:</i> Extinguishes nonmagical fires or one magic item.					<i>Target:</i> 20-ft. cube/level [S] or one fire-based magic item			<i>Caster Level:</i> 8	
☐☐☐☐☐ Quillfire	18	N/A	1 standard	1 round/level	Personal	V,S	N/A	Transmutation	SC: Pg.164
<i>Effect:</i> Quills inflict 1d8 or thrown range 10 ft; see text.					<i>Target:</i> You			<i>Caster Level:</i> 8	
☐☐☐☐☐ Remove Disease	18	Fortitude negates (harmless)	1 standard	Instantaneous	Touch	V,S	Yes (harmless)	Conjuration (Healing)	PHB: pg.271
<i>Effect:</i> Cures all diseases affecting subject.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 8	
☐☐☐☐☐ Resist Energy, Mass	18	Fortitude negates [harmless]	1 standard	10 minutes/level	Close (45 ft.)	V,S,DF	Yes [harmless]	Abjuration	SC: Pg.174
<i>Effect:</i> As resist energy, except that it affects all targeted creatures.					<i>Target:</i> One creature/level, no two of which can be more than 30 ft. apart			<i>Caster Level:</i> 8	
☐☐☐☐☐ Sink	18	Will negates	1 standard	1 round	Close (45 ft.)	V,S,DF	Yes	Transmutation	SC: Pg.190
<i>Effect:</i> Affect creatures sink 100 ft./round; see text.					<i>Target:</i> One creature/level, no two of which are more than 30 ft. apart			<i>Caster Level:</i> 8	
☐☐☐☐☐ Sleet Storm	18	None	1 standard	1 round/level	Long (720 ft.)	V,S,M/DF	No	Conjuration (Creation) [Cold]	PHB: pg.280
<i>Effect:</i> Hampers vision and movement.					<i>Target:</i> Cylinder 40			<i>Caster Level:</i> 8	
☐☐☐☐☐ Snakebite	18	N/A	1 standard	1 round/level [D]	Personal	V,S	N/A	Transmutation	SC: Pg.193
<i>Effect:</i> Turns one of your arms into a venomous snake; see text.					<i>Target:</i> You			<i>Caster Level:</i> 8	
☐☐☐☐☐ Snare	18	None	3 rounds	Until triggered or broken	Touch	V,S, DF	No	Transmutation	PHB: pg.280
<i>Effect:</i> Creates a magic booby trap.					<i>Target:</i> Touched nonmagical circle of vine, rope, or thong with a 2 ft. diameter + 2 ft./level			<i>Caster Level:</i> 8	
☐☐☐☐☐ Snowshoes, Mass	18	Will negates [harmless]	1 standard	1 hour/level [D]	Close (45 ft.)	V,S	Yes [harmless]	Transmutation	SC: Pg.194
<i>Effect:</i> Same as Snowshoes, except as noted.					<i>Target:</i> One creature/level, no two of which are more than 30 ft. apart			<i>Caster Level:</i> 8	
☐☐☐☐☐ Speak with Plants	18	None	1 standard	1 minute/level	Personal	V,S	No	Divination	PHB: pg.282
<i>Effect:</i> You can talk to normal plants and plant creatures.					<i>Target:</i> You			<i>Caster Level:</i> 8	
☐☐☐☐☐ Spiderskin	18	Will negates [harmless]	1 standard	10 minutes/level	Touch	V,S,M/DF	Yes [harmless]	Transmutation	SC: Pg.202
<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].					<i>Target:</i> Creature touched			<i>Caster Level:</i> 8	
☐☐☐☐☐ Spike Growth	18	Reflex partial	1 standard	1 hour/level [D]	Medium (180 ft.)	V,S, DF	Yes	Transmutation	PHB: pg.283
<i>Effect:</i> Creatures in area take 1d4 damage, may be slowed.					<i>Target:</i> 20-ft. squares/level			<i>Caster Level:</i> 8	
☐☐☐☐☐ Spikes	18	None	1 standard	1 hour/level	Touch	V,S,M	No	Transmutation	SC: Pg.202
<i>Effect:</i> As brambles, except affected weapon gains +2 enhancement bonus and threat range doubled.					<i>Target:</i> Wooden weapon touched			<i>Caster Level:</i> 8	
☐☐☐☐☐ Spiritjaws	18	None	1 standard	1 round/level [D]	Medium (180 ft.)	V,S,M	Yes	Evocation [Force]	SC: Pg.202
<i>Effect:</i> Jaws attempt to grapple the target; see text					<i>Target:</i> Jaws of force			<i>Caster Level:</i> 8	
☐☐☐☐☐ Standing Wave	18	Reflex negates	1 standard	10 minutes/level [D]	Close (45 ft.)	V,S,DF	Yes	Transmutation	SC: Pg.204
<i>Effect:</i> Transports across water; see text.					<i>Target:</i> Waves under a creature or object within range			<i>Caster Level:</i> 8	
☐☐☐☐☐ Stone Shape	18	None	1 standard	Instantaneous	Touch	V,S,M/DF	No	Transmutation [Earth]	PHB: pg.284
<i>Effect:</i> Sculpts stone into any shape.					<i>Target:</i> Stone or stone object touched, up to 10 cu. ft. +1 cu. ft./level			<i>Caster Level:</i> 8	
☐☐☐☐☐ Summon Nature's Ally III	18	None	1 round	1 round/level [D]	Close (45 ft.)	V,S, DF	No	Conjuration (Summoning)	PHB: pg.288
<i>Effect:</i> Calls creature to fight.					<i>Target:</i> One or more creatures, no two of which can be more than 30 ft. apart			<i>Caster Level:</i> 8	
☐☐☐☐☐ Thornskin	18	N/A	1 standard	1 round/level [D]	Personal	V,S,M	N/A	Transmutation	SC: Pg.219
<i>Effect:</i> Sprout thorns from your skin that makes your unarmed deal lethal plus an extra 1d6 piercing damage on unarmed attacks.					<i>Target:</i> You			<i>Caster Level:</i> 8	
☐☐☐☐☐ Thunderous Roar	18	Fortitude partial; see text	1 standard	Instantaneous	Long (720 ft.)	V,S,DF	Yes	Evocation [Sonic]	SC: Pg.220
<i>Effect:</i> All creatures in the area take 1d6 sonic damage per two caster levels; see text.					<i>Target:</i> 20-ft.-radius burst			<i>Caster Level:</i> 8	
☐☐☐☐☐ Treasure Scent	18	N/A	1 standard	1 hour/level	Personal	V,S	N/A	Divination	SC: Pg.223
<i>Effect:</i> Detect copper, silver, gold, platinum, and gems within 30 feet. See text.					<i>Target:</i> You			<i>Caster Level:</i> 8	
☐☐☐☐☐ Tremor	18	See text	1 standard	1 round/3 levels	Medium (180 ft.)	V,S,DF	No	Evocation [Earth]	SC: Pg.223
<i>Effect:</i> Disrupts concentration; see text.					<i>Target:</i> 40-ft.-radius spread			<i>Caster Level:</i> 8	
☐☐☐☐☐ Vigor	18	Will negates [harmless]	1 standard	10 rounds + 1 round/level [max 25]	Touch	V,S	Yes [harmless]	Conjuration (Healing)	SC: Pg.229
<i>Effect:</i> Same as lesser vigor except it grants target fast healing ability for the duration of the spell at 2 hp automatically healed per round.					<i>Target:</i> Living creature touched			<i>Caster Level:</i> 8	
☐☐☐☐☐ Vigor, Mass Lesser	18	Will negates [harmless]	1 standard	10 rounds + 1 round/level [max 25]	20 ft.	V,S	Yes [harmless]	Conjuration (Healing)	SC: Pg.229
<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.					<i>Target:</i> One creature/2 levels, no two of which can be more than 30 ft. apart			<i>Caster Level:</i> 8	
☐☐☐☐☐ Vine Mine	18	See text	1 standard	10 minutes/level	Medium (180 ft.)	V,S,M	Yes	Conjuration (Creation)	SC: Pg.230
<i>Effect:</i> Creates a rapid growth of vines, see text.					<i>Target:</i> 10-ft.-radius/level spread			<i>Caster Level:</i> 8	
☐☐☐☐☐ Water Breathing	18	Will negates (harmless)	1 standard	2 hours/level; see text	Touch	V,S,M/DF	Yes (harmless)	Transmutation	PHB: pg.300
<i>Effect:</i> Subjects can breathe underwater.					<i>Target:</i> Living creatures touched			<i>Caster Level:</i> 8	
☐☐☐☐☐ Weather Eye	18	None	1 hour	Instantaneous	1 mile + 1 mile/level	V,S,M,F	No	Divination	SC: Pg.238
<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.					<i>Target:</i> 1-mile radius +1-mile/level centered on you			<i>Caster Level:</i> 8	
☐☐☐☐☐ Wind Wall	18	None; see text	1 standard	1 round/level	Medium (180 ft.)	V,S,M/DF	Yes	Evocation [Air]	PHB: pg.302
<i>Effect:</i> Deflects arrows, smaller creatures, and gases.					<i>Target:</i> Wall up to 10 ft./level long and 5 ft./level high [S]			<i>Caster Level:</i> 8	

LEVEL 4

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
☐☐☐☐☐ Air Walk	19	None	1 standard	10 minutes/level	Touch	V,S, DF	Yes (harmless)	Transmutation [Air]	PHB: pg.196
<i>Effect:</i> Subject treads on air as if solid [climb at 45-degree angle].					<i>Target:</i> Creature [Gargantuan or smaller] touched			<i>Caster Level:</i> 8	

* =Domain/Specialty Spell

Druid Spells

Antiplant Shell	19	None	1 standard 10 minutes/level [D] action	10 ft.	V,S, DF	Yes	Abjuration	PHB: pg.200
<i>Effect:</i> Keeps animated plants at bay.				<i>Target:</i> 10-ft.-radius emanation, centered on you		<i>Caster Level:</i> 8		
Arc of Lightning	19	Reflex half	1 standard Instantaneous action	Close (45 ft.)	V,S,M/DF	No	Conjuration (Creation) [Electricity]	SC: Pg.15
<i>Effect:</i> Create a bolt of electricity between two creatures causing 1d6/level [max 15d6] to both creatures and anything in between them.				<i>Target:</i> A line between two creatures		<i>Caster Level:</i> 8		
Bite of the Wereboar	19	N/A	1 standard 1 round/level action	Personal	V,S,M	N/A	Transmutation	SC: Pg.28
<i>Effect:</i> Gain +4 bonus to Str, +6 Con, +8 natural armor. Gain Bite attack; see text				<i>Target:</i> You		<i>Caster Level:</i> 8		
Blight	19	Fortitude half; see text	1 standard Instantaneous action	Touch	V,S, DF	Yes	Necromancy	PHB: pg.206
<i>Effect:</i> Withers one plant or deals 1d6/level damage to plant creature.				<i>Target:</i> one plant/plant-creature		<i>Caster Level:</i> 8		
Blindsight, Greater	19	Will negates [harmless]	1 standard 1 minute/level action	Touch	V,S	Yes [harmless]	Transmutation	SC: Pg.32
<i>Effect:</i> Grant blindsight to 30 ft.				<i>Target:</i> Creature touched		<i>Caster Level:</i> 8		
Bottle of Smoke	19	None	10 minutes 1 hour/level	Touch	V,S,F	No	Conjuration (Creation)	SC: Pg.37
<i>Effect:</i> Creates a steed made of smoke.				<i>Target:</i> One smoky, horselike creature		<i>Caster Level:</i> 8		
Burrow, Mass	19	Will negates [harmless]	1 standard 1 minute/level [D] action	Touch	V,S,F/DF	Yes [harmless]	Transmutation	SC: Pg.41
<i>Effect:</i> Same as Burrow, except effects multiple creatures.				<i>Target:</i> One creature/level, no two of which can be more than 30 ft. apart		<i>Caster Level:</i> 8		
Call of Stone	19	Fortitude partial	1 standard 1 round/2 levels action	Medium (180 ft.)	V,S	Yes	Transmutation	PHB II: pg.105
<i>Effect:</i> Target must make successive saves each round or slowly turn into stone statue.				<i>Target:</i> One creature		<i>Caster Level:</i> 8		
Chain of Eyes	19	Will negates	1 standard 1 hour/level action	Touch	V,S	Yes	Divination	SC: Pg.45
<i>Effect:</i> Scrying sensor passed along by touch.				<i>Target:</i> Living creature touched		<i>Caster Level:</i> 8		
Command Plants	19	Will negates	1 standard 1 day/level action	Close (45 ft.)	V	Yes	Transmutation	PHB: pg.211
<i>Effect:</i> Sway the actions of one or more plant creatures.				<i>Target:</i> Up to 2 HD/level of plant creatures, no two of which can be more than 30 ft. apart		<i>Caster Level:</i> 8		
Contagious Touch	19	Fortitude negates	1 standard 1 round/level action	Touch	V,S	Yes	Necromancy	SC: Pg.52
<i>Effect:</i> Any creature you hit with melee touch is afflicted with contagion and the selected disease; see text.				<i>Target:</i> You		<i>Caster Level:</i> 8		
Contingent Energy Resistance	19	N/A	1 minute 1 hour/level [D]	Personal	V,S,M	N/A	Abjuration	SC: Pg.52
<i>Effect:</i> Same as Contingency, except it is more limited.				<i>Target:</i> You		<i>Caster Level:</i> 8		
Control Water	19	None; see text	1 standard 10 minutes/level [D] action	Long (720 ft.)	V,S,M/DF	No	Transmutation [Water]	PHB: pg.214
<i>Effect:</i> Raises or lowers bodies of water.				<i>Target:</i> Water in a volume of 10-ft. by 10-ft. by 2-ft. per level [S]		<i>Caster Level:</i> 8		
Creeping Cold, Greater	19	Fortitude half	1 standard See text action	Close (45 ft.)	V,S,F	Yes	Transmutation [Cold]	SC: Pg.56
<i>Effect:</i> As creeping cold, but has a higher damage cap with additional rounds.				<i>Target:</i> One creature		<i>Caster Level:</i> 8		
Cure Serious Wounds	19	Will half (harmless); see text	1 standard Instantaneous action	Touch	V,S	Yes (harmless); see text	Conjuration (Healing)	PHB: pg.216
<i>Effect:</i> Cures 3d8 +1/level [max +15] damage.				<i>Target:</i> Creature touched		<i>Caster Level:</i> 8		
Dispel Magic	19	None	1 standard Instantaneous action	Medium (180 ft.)	V,S	No	Abjuration	PHB: pg.223
<i>Effect:</i> Cancels magical spells and effects.				<i>Target:</i> One spellcaster, creature, or object; or 20-ft.-radius burst		<i>Caster Level:</i> 8		
Enhance Wild Shape	19	N/A	1 minute 1 hour/level	Personal	V,S	N/A	Transmutation	SC: Pg.81
<i>Effect:</i> Gain enhancement to your next wild shape; See text.				<i>Target:</i> You		<i>Caster Level:</i> 8		
Essence of the Raptor	19	N/A	1 standard 10 minutes/level [D] action	Personal	V,S	N/A	Transmutation	SC: Pg.84
<i>Effect:</i> Speed increases to 60 ft. Gain +8 bonus to Hide, Jump, Listen, Spot and Survival checks. Gain Scent ability.				<i>Target:</i> You		<i>Caster Level:</i> 8		
Eye of the Hurricane	19	Fortitude negates	1 standard Instantaneous action	40 ft.	V,S	Yes	Abjuration [Air]	SC: Pg.86
<i>Effect:</i> Creates a hurricane with you unaffected at the center; see text				<i>Target:</i> 40-ft.-radius emanation centered on you, with 10-ft.-radius quiet area centered on you		<i>Caster Level:</i> 8		
Flame Strike	19	Reflex half	1 standard Instantaneous action	Medium (180 ft.)	V,S, DF	Yes	Evocation [Fire]	PHB: pg.231
<i>Effect:</i> Smite foes with divine fire for 1d6/level [max 15d6] damage.				<i>Target:</i> Cylinder 10		<i>Caster Level:</i> 8		
Freedom of Movement	19	Will negates (harmless)	1 standard 10 minutes/level action	Personal or touch	V,S,M, DF	Yes (harmless)	Abjuration	PHB: pg.233
<i>Effect:</i> Subject moves normally despite impediments.				<i>Target:</i> You or creature touched		<i>Caster Level:</i> 8		
Giant Vermin	19	None	1 standard 1 minute/level action	Close (45 ft.)	V,S, DF	Yes	Transmutation	PHB: pg.235
<i>Effect:</i> Turns centipedes, scorpions, or spiders into giant vermin.				<i>Target:</i> Up to three vermin, no two of which can be more than 30 ft. apart		<i>Caster Level:</i> 8		
Healing Spirit	19	Will half (harmless)	1 standard 1 round/2 levels action	Close (45 ft.)	V,S	Yes (harmless)	Conjuration (Healing)	PHB II: pg.114
<i>Effect:</i> Create a spirit that heals with positive energy 1d8 [undead are dealt damage] Flies at 30 ft.; see text.				<i>Target:</i> One conjured healing spirit		<i>Caster Level:</i> 8		
Ice Storm	19	None	1 standard 1 full round action	Long (720 ft.)	V,S,M/DF	Yes	Evocation [Cold]	PHB: pg.243
<i>Effect:</i> Hail deals 5d6 damage in cylinder 40 ft. across.				<i>Target:</i> Cylinder 20		<i>Caster Level:</i> 8		
Jaws of the Wolf	19	None	1 standard 1 round/level [D] action	Close (45 ft.)	V,S,F	No	Transmutation	SC: Pg.127
<i>Effect:</i> Transform small wooden carvings into real worgs equal to one for every two caster levels.				<i>Target:</i> One or more created worgs		<i>Caster Level:</i> 8		
Land Womb	19	Will negates	1 standard 10 minutes/level [D] action	Touch	V,S	Yes	Abjuration	SC: Pg.130
<i>Effect:</i> Descend into a protective bubble in the earth below, others see you descend as if the earth opened up and swallowed you.				<i>Target:</i> You and one other creature/level		<i>Caster Level:</i> 8		
Languor	19	Will partial	1 standard 1 round/level action	Close (45 ft.)	V,S	Yes	Transmutation	SC: Pg.130
<i>Effect:</i> Ranged touch attack. Causes short term Strength loss and slowing; See text.				<i>Target:</i> Ray		<i>Caster Level:</i> 8		
Last Breath	19	None	1 standard Instantaneous action	Touch	V,S	Yes [harmless]	Transmutation	SC: Pg.130
<i>Effect:</i> Creature killed within 1 round returns to 0 hp.				<i>Target:</i> Dead creature touched		<i>Caster Level:</i> 8		
Lay of the Land	19	N/A	3 rounds Instantaneous	Personal	V,S,F/DF	N/A	Divination	SC: Pg.131
<i>Effect:</i> Learn area of 50 miles radius; see text				<i>Target:</i> You		<i>Caster Level:</i> 8		
* =Domain/Specialty Spell								

Druid Spells

☐☐☐☐☐ Magic Fang, Superior	19	N/A	1 standard	1 round/level	Personal	V,S	N/A	Abjuration	SC: Pg.136
<i>Effect:</i> Every natural weapon you possess becomes enchanted to +1 per four caster levels [max +5 level 20].					<i>Target:</i> You			<i>Caster Level:</i> 8	
☐☐☐☐☐ Meteoric Strike	19	None or Reflex half; see text	1 swift	1 round or until discharged	0 ft.	V,S	See text	Transmutation [Fire]	PHB II: pg.120
<i>Effect:</i> Your next successful melee attack deal 1d6 + 1d6/4 caster levels fire damage; all adjacent creatures take half the damage [SR applies and Reflex for half of that].					<i>Target:</i> Your melee weapon			<i>Caster Level:</i> 8	
☐☐☐☐☐ Miasma of Entropy	19	Fortitude half or Will negates [object]	1 standard	Instantaneous	30 ft.	V,S	Yes [object]	Necromancy	SC: Pg.141
<i>Effect:</i> Accelerates decay in natural substances; see text					<i>Target:</i> Cone-shaped burst or one solid object; see text			<i>Caster Level:</i> 8	
☐☐☐☐☐ Moon Bolt	19	Fortitude half[living] Will negates[undead]	1 standard	Instantaneous	Long (720 ft.)	V,S	Yes	Evocation	SC: Pg.143
<i>Effect:</i> Bolt unerringly strikes dealing 1d4 Str damage per three caster levels [max 5d4]. Undead instead fall helpless for 1d4 rounds; see text.					<i>Target:</i> One living or undead creature, or two living or undead creatures, that are <15 ft. apart			<i>Caster Level:</i> 8	
☐☐☐☐☐ Murderous Mist	19	Reflex partial; see text	1 standard	1 round/level	Close (45 ft.)	V,S	No	Conjuration (Creation)	SC: Pg.145
<i>Effect:</i> Create cloud of scalding hot steam; see text.					<i>Target:</i> Cloud spreads in 30-ft. radius, 20 ft. high			<i>Caster Level:</i> 8	
☐☐☐☐☐ Perinarch	19	None [object] and Reflex negates; see text	1 standard	1 round/level; see text	Close (45 ft.)	V,S,DF	No	Transmutation	SC: Pg.153
<i>Effect:</i> Grants temporary over the terrain of limbo.					<i>Target:</i> N/A			<i>Caster Level:</i> 8	
☐☐☐☐☐ Planar Tolerance	19	None	1 immediate	1 hour/level	20 ft.	V	Yes [harmless]	Abjuration	SC: Pg.159
<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> 8	
☐☐☐☐☐ Poison Vines	19	Fortitude negates	1 standard	10 minutes/level	Medium (180 ft.)	V,S,M	Yes	Conjuration (Creation)	SC: Pg.160
<i>Effect:</i> Creates vines like vine mine except vines have contact poison; see text.					<i>Target:</i> 10-ft.-radius/level spread			<i>Caster Level:</i> 8	
☐☐☐☐☐ Reincarnate	19	None; see text	10 minutes	Instantaneous	Touch	V,S,M, DF	Yes [harmless]	Transmutation	PHB: pg.270
<i>Effect:</i> Brings dead subject back in a random body.					<i>Target:</i> Dead creature touched			<i>Caster Level:</i> 8	
☐☐☐☐☐ Renewed Vigor	19	Fortitude negates (harmless)	1 standard	Instantaneous; see text	30 ft.	V,S	Yes [harmless]	Transmutation	PHB II: pg.123
<i>Effect:</i> Remove the fatigued condition from all creatures in area, and exhausted creatures become fatigued. +2 bonus to Constitution for 1 round per caster level.					<i>Target:</i> 30-ft.-radius- burst centered on you			<i>Caster Level:</i> 8	
☐☐☐☐☐ Repel Vermin	19	None or Will negates; see text	1 standard	10 minutes/level [D]	10 ft.	V,S, DF	Yes	Abjuration	PHB: pg.271
<i>Effect:</i> Insects, spiders, and other vermin stay 10 ft. away.					<i>Target:</i> 10 ft. radius emanation centered on you			<i>Caster Level:</i> 8	
☐☐☐☐☐ Resistance, Greater	19	Will negates [harmless]	1 standard	24 hours	Touch	V,S,M/DF	Yes [harmless]	Abjuration	SC: Pg.174
<i>Effect:</i> As resistance, except you grant the subject +3 resistance bonus.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 8	
☐☐☐☐☐ Rushing Waters	19	None; see text	1 standard	Instantaneous	Medium (180 ft.)	V,S,DF	No	Conjuration (Creation) [Water]	SC: Pg.178
<i>Effect:</i> Wave of water bull rushes from you with a +15 bonus on the opposed Str check; see text.					<i>Target:</i> 15-ft.-radius spread			<i>Caster Level:</i> 8	
☐☐☐☐☐ Rusting Grasp	19	None	1 standard	See text	Touch	V,S, DF	No	Transmutation	PHB: pg.273
<i>Effect:</i> Your touch corrodes iron and alloys.					<i>Target:</i> One nonmagical ferrous object [or the volume of the object within 3 ft. of the touched point] or one ferrous creature			<i>Caster Level:</i> 8	
☐☐☐☐☐ Scrying	19	Will negates	1 hour	1 minute/level	See text	V,S,M/DF, F	Yes	Divination (Scrying)	PHB: pg.274
<i>Effect:</i> Spies on subject from a distance.					<i>Target:</i> Magical sensor			<i>Caster Level:</i> 8	
☐☐☐☐☐ Shadowblast	19	Fort negates	1 standard	Insta	Long (720 ft.)	V,S,M	Yes	Evocation [Light]	SC: Pg.186
<i>Effect:</i> Creatures stunned for 1d6 rounds; natives of shadow vulnerable take damage; see text.					<i>Target:</i> 20-ft.-radius spread			<i>Caster Level:</i> 8	
☐☐☐☐☐ Sheltered Vitality	19	Fortitude negates [harmless]	1 standard	1 minute/level	Touch	V,S,DF	Yes [harmless]	Abjuration	SC: Pg.188
<i>Effect:</i> Subject gains immunity to fatigue, exhaustion, and ability damage or drain.					<i>Target:</i> Living creature touched			<i>Caster Level:</i> 8	
☐☐☐☐☐ Spark of Life	19	Will negates	1 standard	1 round/level	Touch	V,S	Yes	Necromancy	SC: Pg.196
<i>Effect:</i> Undead touched temporarily acts as if it were alive and vulnerable as if it weren't undead.					<i>Target:</i> Undead creature touched			<i>Caster Level:</i> 8	
☐☐☐☐☐ Spike Stones	19	Reflex partial	1 standard	1 hour/level [D]	Medium (180 ft.)	V,S, DF	Yes	Transmutation [Earth]	PHB: pg.283
<i>Effect:</i> Creatures in area take 1d8 damage, may be slowed.					<i>Target:</i> 20-ft. squares/level			<i>Caster Level:</i> 8	
☐☐☐☐☐ Starvation	19	Fortitude partial	1 standard	Instantaneous	Close (45 ft.)	V,S,M	Yes	Transmutation	SC: Pg.206
<i>Effect:</i> Target takes 1d6 per caster level [max 10d6] nonlethal damage; see text.					<i>Target:</i> One living creature			<i>Caster Level:</i> 8	
☐☐☐☐☐ Sudden Stalagmite	19	Reflex half	1 standard	Instantaneous	Medium (180 ft.)	V,S	No	Conjuration (Creation) [Earth]	SC: Pg.213
<i>Effect:</i> Stalagmite springs up under creature causing 1d6 per caster level [max 10d6].					<i>Target:</i> One creature			<i>Caster Level:</i> 8	
☐☐☐☐☐ Summon Elementite Swarm	19	None	1 round	Concentration, up to 1 round/level + 1 round	Close (45 ft.)	V,S	No	Conjuration (Summoning) [see text]	SC: Pg.214
<i>Effect:</i> Summons a elementite swarm [Planar Handbook 114]; see text					<i>Target:</i> One summoned elementite			<i>Caster Level:</i> 8	
☐☐☐☐☐ Summon Nature's Ally IV	19	None	1 round	1 round/level [D]	Close (45 ft.)	V,S, DF	No	Conjuration (Summoning)	PHB: pg.288
<i>Effect:</i> Calls creature to fight.					<i>Target:</i> One or more creatures, no two of which can be more than 30 ft. apart			<i>Caster Level:</i> 8	
☐☐☐☐☐ Swim, Mass	19	None	1 round	10 minutes/level [D]	Medium (180 ft.)	V,S,M	Yes [harmless]	Transmutation [Water]	SC: Pg.217
<i>Effect:</i> Gain swim speed and +8 to Swim checks.					<i>Target:</i> One creature/level, no two of which can be more than 30 ft. apart			<i>Caster Level:</i> 8	
☐☐☐☐☐ Vortex of Teeth	19	None	1 standard	1 round/level [D]	Medium (180 ft.)	V,S,M	Yes	Evocation [Force]	SC: Pg.232
<i>Effect:</i> Creatures in the area take 3d8 damage per round, it also harms incorporeal creatures.					<i>Target:</i> Hollow cylinder [40-ft. radius, 20-ft. high, with a 5-ft.-radius safe zone in center]			<i>Caster Level:</i> 8	
☐☐☐☐☐ Wall of Sand	19	None	1 standard	Concentration +1 round/level	Medium (180 ft.)	V,S,M/DF	No	Conjuration (Creation) [Earth]	SC: Pg.235
<i>Effect:</i> Creates a churning wall of sand.					<i>Target:</i> A straight wall whose area is up to one 10-ft. square/level [S]			<i>Caster Level:</i> 8	
☐☐☐☐☐ Wall of Water	19	Reflex negates; see text	1 standard	10 minutes/level	Medium (180 ft.)	V,S,M	No	Conjuration (Creation) [Water]	SC: Pg.235
<i>Effect:</i> Creates a vertical wall of swirling water.					<i>Target:</i> A straight wall whose area is up to one 10-ft. square/level [S]			<i>Caster Level:</i> 8	
☐☐☐☐☐ Wild Runner	19	N/A	1 standard	10 minutes/level	Personal	V,S,DF	N/A	Transmutation	SC: Pg.239
<i>Effect:</i> Assume the physical appearance and many abilities of a centaur [MM 32]; see text.					<i>Target:</i> You			<i>Caster Level:</i> 8	
* =Domain/Speciality Spell									

Druid Spells

Wind at Back	19	Fortitude negates [harmless]	1 standard 12 hours action	Medium (180 ft.)	V,S	Yes [harmless]	Evocation	SC: Pg.239
<i>Effect:</i> Doubles overland speed of all targets.								
Wings of Air, Greater	19	None	1 standard 1 minute/level action	Touch	V	No	Transmutation	SC: Pg.240
<i>Effect:</i> Manuverability improves by two steps.								
Wood Rot	19	None	1 standard Instantaneous or 1 round/level; see text action	Touch	V,S,M	No	Transmutation	SC: Pg.241
<i>Effect:</i> Deal damage to plants or destroy wooden objects.								
<i>Target:</i> One nonmagical wooden object or a volume of wood; or one plant creature								
<i>Caster Level:</i> 8								

LEVEL 5

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
Animal Growth	20	Fortitude negates	1 standard action	1 minute/level	Medium (180 ft.)	V,S	Yes	Transmutation	PHB: pg.198
Effect: One animal/two levels doubles in size.					Target: Up to one animal/per two levels [Gargantuan or smaller], no two of which can be more than 30 ft. apart			Caster Level: 8	
Anticold Sphere	20	None	1 standard action	10 minutes/level	10 ft.	V,S	Yes	Abjuration [Cold]	SC: Pg.13
Effect: Immune to cold and Hedge creatures of the cold subtype.					Target: 10-ft.-radius emanation, centered on you			Caster Level: 8	
Atonement	20	None	1 hour	Instantaneous	Touch	V,S,M,F, DF, XP	Yes	Abjuration	PHB: pg.201
Effect: Removes burden of misdeeds from subject.					Target: Living creature touched			Caster Level: 8	
Awaken	20	Will negates	24 hours	Instantaneous	Touch	V,S, DF, XP	Yes	Transmutation	PHB: pg.202
Effect: Animal or tree gains human intellect.					Target: Animal or tree touched			Caster Level: 8	
Baleful Polymorph	20	Fortitude negates, Will partial; see text	1 standard action	Permanent	Close (45 ft.)	V,S	Yes	Transmutation	PHB: pg.202
Effect: Transforms subject into harmless animal.					Target: One creature			Caster Level: 8	
Bite of the Weretiger	20	N/A	1 standard action	1 round/level	Personal	V,S,M	N/A	Transmutation	SC: Pg.28
Effect: Gain +12 bonus to Str, +4 Dex, +6 Con, +5 natural armor. Gain Bite and Claw attacks.					Target: You			Caster Level: 8	
Blood Creeper	20	Fortitude negates	1 standard action	1 round/level	Medium (180 ft.)	V,S,DF	Yes	Conjuration (Creation)	PHB II: pg.104
Effect: Subject takes 1 point of piercing damage per caster level [max 15] each round. The target is held securely in place. Subject can make a strength check DC 20, or Escape Artist DC 25.					Target: One creature			Caster Level: 8	
Call Lightning Storm	20	Reflex half	1 round	1 minute/level	Long (720 ft.)	V,S	Yes	Evocation [Electricity]	PHB: pg.207
Effect: Calls down one lightning bolt/level [max 15] over duration [5d6 per bolt] from sky; 5d10 in outdoors stormy area.					Target: One or more 30-ft.-long vertical lines of lightning			Caster Level: 8	
Cloak of the Sea	20	Will negates [harmless]	1 standard action	1 hour/level [D]	Touch	V,S,DF	Yes [harmless]	Transmutation	SC: Pg.48
Effect: Bestows water breathing, blur & doesn't take nonlethal damage.					Target: Creature touched			Caster Level: 8	
Cold Snap	20	None	1 minute	2d4 hours	1 mile	V,S	No	Transmutation [Cold]	SC: Pg.50
Effect: Lowers temperature by 5 degrees per level [Max 50 degrees]					Target: 1-mile-radius circle centered on you			Caster Level: 8	
Commune with Nature	20	None	10 minutes	Instantaneous	Personal	V,S	No	Divination	PHB: pg.211
Effect: Learn about terrain for one mile/level.					Target: You			Caster Level: 8	
Control Winds	20	Fortitude negates	1 standard action	10 minutes/level	40 ft./level	V,S	No	Transmutation [Air]	PHB: pg.214
Effect: Change wind direction and speed.					Target: 40 ft./level radius cylinder 40 ft. high			Caster Level: 8	
Cure Critical Wounds	20	Will half (harmless); see text	1 standard action	Instantaneous	Touch	V,S	Yes (harmless); see text	Conjuration (Healing)	PHB: pg.215
Effect: Cures 4d8 +1/level [max +20] damage.					Target: Creature touched			Caster Level: 8	
Dance of the Unicorn	20	None	1 standard action	1 minute/level [D]	5 ft./level	V,S	No	Abjuration	SC: Pg.58
Effect: Purifies surrounding area; see text.					Target: 5 ft./level-radius emanation centered on you			Caster Level: 8	
Death Ward	20	Will negates (harmless)	1 standard action	1 minute/level	Touch	V,S, DF	Yes (harmless)	Necromancy	PHB: pg.217
Effect: Grants immunity to death spells and negative energy effects.					Target: Living creature touched			Caster Level: 8	
Dire Hunger	20	Fortitude negates	1 standard action	Instantaneous	Close (45 ft.)	V,S	Yes	Transmutation	SC: Pg.65
Effect: Creature becomes hungry and grows fangs [See text for damage]. Target only attacks with bite					Target: One living creature			Caster Level: 8	
Echo Skull	20	None	1 standard action	1 hour/level [D]	Touch	V,S,F	Yes [object]	Divination	SC: Pg.77
Effect: See, hear and speak through a specific animal skull at any distance.					Target: Animal skull touched			Caster Level: 8	
Fireward	20	None	1 standard action	1 hour/level	Medium (180 ft.)	V,S,DF	No	Transmutation	SC: Pg.94
Effect: As quench; suppresses all magical fire spells					Target: One 20-ft. cubes/level [S]			Caster Level: 8	
Hallow	20	See text	24 hours	Instantaneous	Touch	V,S,M, DF	See text	Evocation [Good]	PHB: pg.238
Effect: Designates location as holy.					Target: 40-ft. radius emanating from the touched point			Caster Level: 8	
Heal Animal Companion	20	Will negates [harmless]	1 standard action	Instantaneous	Touch	V,S	Yes [harmless]	Conjuration (Healing)	SC: Pg.110
Effect: Functions as heal, except it only affects your animal companion.					Target: One item of a volume no greater than 10 cu. ft./level; see text			Caster Level: 8	
Inferno	20	Fortitude partial; see text	1 standard action	6 rounds; see text	Close (45 ft.)	V,S,M	Yes	Transmutation [Fire]	SC: Pg.123
Effect: Cause single creature to burst in flames causing 6d6 and decreases 1d6 each round [min 1d6] for duration of spell					Target: One creature			Caster Level: 8	
Insect Plague	20	None	1 round	1 minute/level	Long (720 ft.)	V,S, DF	No	Conjuration (Summoning)	PHB: pg.244
Effect: Locust swarms attack creatures.					Target: One swarm of locust/per 3 levels, each of which must be adjacent to at least one other swarm			Caster Level: 8	
Jungle's Rapture	20	Will negates	1 standard action	Permanent [D]	Close (45 ft.)	V,S	Yes	Transmutation	SC: Pg.128
Effect: Target takes 1d6 Dex damage, each day victim takes additional 1d6 Dex.					Target: One living nonplant creatures			Caster Level: 8	
Longstrider Mass	20	Fortitude negates (harmless)	1 swift action	1 hour/level [D]	60 ft.	V	Yes (harmless)	Transmutation	PHB II: pg.117
Effect: All allies in the area gain a +10-foot enhancement bonus to their speed.					Target: 60-ft.-radius emanation centered on you			Caster Level: 8	
Magic Convalescence	20	None	1 standard action	1 round/level	20 ft.	V,S,M	No	Conjuration (Healing)	PHB II: pg.118
Effect: Whenever a creature, including you casts a spell cast within the area of this spell, you heal 1 hit point per level of the spell cast.					Target: 20-ft.-radius emanation centered on you			Caster Level: 8	
* =Domain/Specialty/Spell									

* =Domain/Speciality Spell

Druid Spells

□□□□□Mantle of the Icy Soul	20	Will negates	1 standard 1 hour/level action	Touch	V,S,M	Yes	Transmutation [Cold]	SC: Pg.138
<i>Effect:</i> Grants Cold Subtype to target.				<i>Target:</i> Creature touched		<i>Caster Level:</i> 8		
□□□□□Memory Rot	20	Fortitude negates	1 standard Instantaneous action	Close (45 ft.)	V,S	Yes	Evocation	SC: Pg.140
<i>Effect:</i> Permanently drain 1d6 Intelligence, with 1 pt loss each round thereafter; save stops Int loss.				<i>Target:</i> One living creature		<i>Caster Level:</i> 8		
□□□□□Owl's Insight	20	Fortitude negates [harmless]	1 standard 1 hour action	Touch	V,S	Yes [harmless]	Transmutation	SC: Pg.152
<i>Effect:</i> Gain half your caster level as an enhancement bonus to Wisdom.				<i>Target:</i> Creature touched		<i>Caster Level:</i> 8		
□□□□□Panacea	20	Will negates [harmless]; see text	1 standard Instantaneous action	Touch	V,S	Yes [harmless]	Conjuration (Healing)	SC: Pg.152
<i>Effect:</i> Removes most conditions; see text.				<i>Target:</i> Creature touched		<i>Caster Level:</i> 8		
□□□□□Phantom Stag	20	None; See text	1 standard 1 hour/level [D] action	0 ft.	V,S	No	Conjuration (Creation)	SC: Pg.157
<i>Effect:</i> You conjure a quasi-real, staglike creature; see text				<i>Target:</i> One quasi-real staglike creature		<i>Caster Level:</i> 8		
□□□□□Plant Body	20	N/A	1 standard 10 minutes/level action	Personal	V,S,DF	N/A	Transmutation	SC: Pg.159
<i>Effect:</i> Gain some plant-like qualities; immune to extra damage from criticals, mind-affecting spells, poison, sleep, paralysis, stunning and polymorphing; see text				<i>Target:</i> You		<i>Caster Level:</i> 8		
□□□□□Poison Thorns	20	See text	1 standard 1 round/level action	Personal	V	No	Transmutation	SC: Pg.159
<i>Effect:</i> As thornskin, poison creatures grappling you get a dose of poison; see text				<i>Target:</i> You		<i>Caster Level:</i> 8		
□□□□□Quill Blast	20	Reflex half; see text	1 standard Instantaneous action	20 ft.	V,S,M	Yes	Conjuration (Creation)	SC: Pg.164
<i>Effect:</i> Targets struck by quills [each quill does 1d6], size of targets determines amount of quills; see text				<i>Target:</i> 20-ft.-radius spread, centered on you		<i>Caster Level:</i> 8		
□□□□□Radiance	20	None	1 standard 1 round/level [D]; see text action	60 ft.	V,S,DF	No	Evocation [Good, Light]	PHB II: pg.122
<i>Effect:</i> Undead are dazzled by illumination for the duration they are in the area and 1d6 rounds after they leave. Illuminate as daylight spell.				<i>Target:</i> 60-ft.-radius emanation centered on you		<i>Caster Level:</i> 8		
□□□□□Rejuvenation Cocoon	20	Will negates [harmless]	1 standard 2 rounds action	Touch	V,S,M	Yes [harmless]	Conjuration (Healing)	SC: Pg.172
<i>Effect:</i> Heals and protects target; see text.				<i>Target:</i> Willing creature touched		<i>Caster Level:</i> 8		
□□□□□Sirine's Grace	20	N/A	1 standard 1 round/level action	Personal	V,S,M	N/A	Evocation	SC: Pg.191
<i>Effect:</i> Gain +4 to Cha & Dex, deflection bonus to AC equal to your CHA bonus, a +8 bonus to Perform checks, gain swim speed 60 ft; see text.				<i>Target:</i> You		<i>Caster Level:</i> 8		
□□□□□Stone Shape, Greater	20	None	1 standard Instantaneous action	Touch	V,S,M/DF	No	Transmutation [Earth]	SC: Pg.208
<i>Effect:</i> Sculpts stone into any shape.				<i>Target:</i> Stone or stone object touched, up to 10 cu. ft.		<i>Caster Level:</i> 8		
□□□□□Stoneskin	20	Will negates (harmless)	1 standard 10 minutes/level or until discharged action	Touch	V,S,M	Yes (harmless)	Abjuration	PHB: pg.285
<i>Effect:</i> Ignore 10 points of damage per attack.				<i>Target:</i> Creature touched		<i>Caster Level:</i> 8		
□□□□□Summon Nature's Ally V	20	None	1 round 1 round/level [D]	Close (45 ft.)	V,S, DF	No	Conjuration (Summoning)	PHB: pg.289
<i>Effect:</i> Calls creature to fight.				<i>Target:</i> One or more creatures, no two of which can be more than 30 ft. apart		<i>Caster Level:</i> 8		
□□□□□Swamp Stride	20	N/A	1 standard 1 round/level action	Personal	V,S,DF	N/A	Conjuration (Teleportation)	SC: Pg.217
<i>Effect:</i> As tree stride, instead you use pools of water.				<i>Target:</i> You		<i>Caster Level:</i> 8		
□□□□□Transmute Mud to Rock	20	See text	1 standard Permanent action	Medium (180 ft.)	V,S,M/DF	No	Transmutation [Earth]	PHB: pg.295
<i>Effect:</i> Transforms 2 10-ft. cubes/level.				<i>Target:</i> Up to two 10 ft. cubes/level [S]		<i>Caster Level:</i> 8		
□□□□□Transmute Rock to Mud	20	See text	1 standard Permanent; see text action	Medium (180 ft.)	V,S,M/DF	No	Transmutation [Earth]	PHB: pg.295
<i>Effect:</i> Transforms 2 10-ft. cubes/level.				<i>Target:</i> Up to two 10 ft. cubes/level [S]		<i>Caster Level:</i> 8		
□□□□□Tree Stride	20	None	1 standard 1 hour/level or until expended; see text action	Personal	V,S, DF	No	Conjuration (Teleportation)	PHB: pg.296
<i>Effect:</i> Step from one tree to another far away.				<i>Target:</i> You		<i>Caster Level:</i> 8		
□□□□□Vigor, Greater	20	Will negates [harmless]	1 standard 10 rounds + 1 round/level [max 35] action	Touch	V,S	Yes [harmless]	Conjuration (Healing)	SC: Pg.229
<i>Effect:</i> Same as lesser vigor except it grants target fast healing ability for the duration of the spell at 4 hp automatically healed per round.				<i>Target:</i> Living creature touched		<i>Caster Level:</i> 8		
□□□□□Wall of Fire	20	None	1 standard Concentration + 1 round/level action	Medium (180 ft.)	V,S,M/DF	Yes	Evocation [Fire]	PHB: pg.298
<i>Effect:</i> Deals 2d4 fire damage out 10 ft. and 1d4 out 20 ft. Passing through wall deals 2d6 +1/level damage				<i>Target:</i> Opaque sheet of flame up to 20 ft./level long or a ring of fire with a radius of up to 5 ft./2 levels; either form 20 ft. high		<i>Caster Level:</i> 8		
□□□□□Wall of Thorns	20	None	1 standard 10 minutes/level [D] action	Medium (180 ft.)	V,S	No	Conjuration (Creation)	PHB: pg.300
<i>Effect:</i> Thorns damage anyone who tries to pass.				<i>Target:</i> Wall of thorny brush, up to one 10-ft. cube/level [S]		<i>Caster Level:</i> 8		
□□□□□Wind Tunnel	20	Fortitude negates [harmless]	1 standard 1 round/level action	Close (45 ft.)	V,S	Yes [harmless]	Evocation	SC: Pg.239
<i>Effect:</i> Doubles range and grants +5 competence bonus to ranged attacks.				<i>Target:</i> One creature/level		<i>Caster Level:</i> 8		

LEVEL 6

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
☐☐☐☐☐Anger of the Noonday Sun	21	Reflex negates; see text	1 standard	Instantaneous action	20 feet	V,S	Yes	Evocation [Light]	SC: Pg.11
<i>Effect:</i> Causes blindness to all within range, undead take 1d6/per 2 level [max 10d6]; see text					<i>Target:</i> All sighted creatures within a 20-ft.-radius burst centered on you <i>Caster Level:</i> 8				
☐☐☐☐☐Animate Snow	21	None	1 standard	1 round/level action	Medium (180 ft.)	V,S	No	Transmutation [Cold]	SC: Pg.12
<i>Effect:</i> Create animated objects of snow; see text.					<i>Target:</i> Cube of snow up to 20 ft on a side <i>Caster Level:</i> 8				
☐☐☐☐☐Antilife Shell	21	None	1 round	10 minutes/level [D]	10 ft.	V,S, DF	Yes	Abjuration	PHB: pg.199
<i>Effect:</i> 10-ft. field hedges out living creatures.					<i>Target:</i> 10-ft.-radius emanation, centered on you <i>Caster Level:</i> 8				
☐☐☐☐☐Aspect of the Earth Hunter	21	N/A	1 standard	10 minutes/level action	Personal	V,S,M,DF	N/A	Transmutation	SC: Pg.16
<i>Effect:</i> You assume the physical appearance and many of the qualities of a bulutte.					<i>Target:</i> You <i>Caster Level:</i> 8				
☐☐☐☐☐Bear's Endurance, Mass	21	Will negates (harmless)	1 standard	1 minute/level action	Close (45 ft.)	V,S, DF	Yes	Transmutation	PHB: pg.203
<i>Effect:</i> As bear's endurance, affects 1 subject/level.					<i>Target:</i> 1 creature/level, no two of which can be more than 30 ft. apart <i>Caster Level:</i> 8				
☐☐☐☐☐Bite of the Werebear	21	N/A	1 standard	1 round/level action	Personal	V,S,M	N/A	Transmutation	SC: Pg.28
<i>Effect:</i> Gain +16 bonus to Str, +2 Dex, +8 Con, +7 natural armor. Gain claws and bite attack; see text.					<i>Target:</i> You <i>Caster Level:</i> 8				
* =Domain/Speciality Spell									

Druid Spells

<div><div>■■■■■Blood Sirocco</div><div><div>Effect:</div><div>Blood sirocco blows out from your location with the force of a windstorm [DMG 95]; see text</div></div></div>	21	Fortitude negates; see text	1 standard 1 round/level action	60 ft.	V,S	Yes	Evocation	SC: Pg.33
<div><div>■■■■■Bones of the Earth</div><div><div>Effect:</div><div>Creates pillar each round. See text.</div></div></div>	21	Reflex negates	1 standard 1 round/2 level [D] action	60 ft.	V,S,DF	No	Conjuration (Creation) [Earth]	PHB II: pg.104
<div><div>■■■■■Bull's Strength, Mass</div><div><div>Effect:</div><div>As bull's strength, affects one subject/ level.</div></div></div>	21	Will negates (harmless)	1 standard 1 minute/level action	Close (45 ft.)	V,S,M/DF	Yes (harmless)	Transmutation	PHB: pg.207
<div><div>■■■■■Cat's Grace, Mass</div><div><div>Effect:</div><div>As cat's grace, affects 1 subject/level.</div></div></div>	21	Will negates (harmless)	1 standard 1 minute/level action	Close (45 ft.)	V,S,M	Yes	Transmutation	PHB: pg.208
<div><div>■■■■■Chasing Perfection</div><div><div>Effect:</div><div>Subject improves in all ways, +4 enhancement bonus to all ability scores.</div></div></div>	21	Will negates (harmless)	1 standard 1 minute/level action	Touch	V,S,M	Yes (harmless)	Transmutation	PHB II: pg.106
<div><div>■■■■■Cometfall</div><div><div>Effect:</div><div>Comet falls to the ground dealing 1d6/level [max 15d6] to everything in the area. Creatures that fail their Reflex are prone; see text</div></div></div>	21	Reflex half	1 standard Instantaneous action	Medium (180 ft.)	V,S,DF	No	Conjuration (Creation)	SC: Pg.50
<div><div>■■■■■Cure Light Wounds, Mass</div><div><div>Effect:</div><div>Cures 1d8 +1/level [max +25] damage for many creatures.</div></div></div>	21	Will half (harmless) or Will half; see text	1 standard Instantaneous action	Close (45 ft.)	V,S	Yes (harmless) or Yes; see text	Conjuration (Healing)	PHB: pg.216
<div><div>■■■■■Dinosaur Stampede</div><div><div>Effect:</div><div>Creatures in the area take 1d12 +1 per caster level [max +20].</div></div></div>	21	Reflex half	1 standard 1 round/level [D] action	Medium (180 ft.)	V,S,M	Yes	Evocation [Force]	SC: Pg.64
<div><div>■■■■■Dispel Magic, Greater</div><div><div>Effect:</div><div>As dispel magic, but +20 on check.</div></div></div>	21	None	1 standard Instantaneous action	Medium (180 ft.)	V,S	No	Abjuration	PHB: pg.223
<div><div>■■■■■Drown</div><div><div>Effect:</div><div>Subject immediately falls unconscious, drops to 0 HP, next round -1 HP and is dying.</div></div></div>	21	Fortitude negates	1 standard Instantaneous action	Close (45 ft.)	V,S	Yes	Conjuration (Creation) [Water]	SC: Pg.74
<div><div>■■■■■Energy Immunity</div><div><div>Effect:</div><div>Become immune to one energy type.</div></div></div>	21	None	1 standard 24 hours action	Touch	V,S	Yes [harmless]	Abjuration	SC: Pg.80
<div><div>■■■■■Enveloping Cocoon</div><div><div>Effect:</div><div>Cocoon holds creature unless it breaks free; see text.</div></div></div>	21	Reflex negates	1 standard 1 round/level [D] action	Medium (180 ft.)	V,S,M	Yes	Evocation [Force]	SC: Pg.83
<div><div>■■■■■Extract Water Elemental</div><div><div>Effect:</div><div>Creature takes 1d6/caster level [max 20d6], if slain you get a water elemental you can control for 1 minute.</div></div></div>	21	Fortitude half	1 standard Instantaneous action	Close (45 ft.)	V,S	Yes	Transmutation [Water]	SC: Pg.86
<div><div>■■■■■Find the Path</div><div><div>Effect:</div><div>Shows most direct way to a location.</div></div></div>	21	None or Will negates (harmless)	3 rounds 10 minutes/level	Personal or touch	V,S,F	No or Yes (harmless)	Divination	PHB: pg.230
<div><div>■■■■■Fire Seeds</div><div><div>Effect:</div><div>Acorns and berries become grenades and bombs.</div></div></div>	21	None or Reflex half; see text	1 standard 10 minutes/level or until used action	Touch	V,S,M	No	Conjuration (Creation) [Fire]	PHB: pg.230
<div><div>■■■■■Fires of Purity</div><div><div>Effect:</div><div>Deal an extra 1 pt/caster level [max 15 pts] of fire damage to any you attack or attack you.</div></div></div>	21	See text	1 standard 1 round/level action	Touch	V,S,DF	Yes [harmless]; see text	Evocation [Fire]	SC: Pg.94
<div><div>■■■■■Freeze</div><div><div>Effect:</div><div>Ranged touch attack deals 2d6 cold damage; see text</div></div></div>	21	Reflex partial; see text	1 standard 1 round/2 levels action	Medium (180 ft.)	V,S,DF	Yes	Conjuration (Creation) [Cold]	SC: Pg.99
<div><div>■■■■■Hide the Path</div><div><div>Effect:</div><div>Protects area against divinations; see text</div></div></div>	21	None	10 minutes 24 hours [D]	Anywhere in the area to be warded	V,S,F	No	Abjuration	SC: Pg.114
<div><div>■■■■■Hungry Gizzard</div><div><div>Effect:</div><div>Creature gets trapped inside a gizzard that does 2d8+8 crushing, 1d8 acid</div></div></div>	21	Reflex negates	1 standard 1 round/level [D] action	Medium (180 ft.)	V,S,M	Yes	Conjuration (Creation)	SC: Pg.117
<div><div>■■■■■Ice Flowers</div><div><div>Effect:</div><div>Creates dense rumble and causes 1d6/caster level [max 15d6]. No affect in desert or solid stone.</div></div></div>	21	Reflex half	1 standard Instantaneous action	Long (720 ft.)	V,S	No	Transmutation [Cold]	SC: Pg.119
<div><div>■■■■■Ironwood</div><div><div>Effect:</div><div>Magic wood is strong as steel.</div></div></div>	21	None	1 minute/lb. created 1 day/level [D]	0 ft.	V,S,M	No	Transmutation	PHB: pg.246
<div><div>■■■■■Liveoak</div><div><div>Effect:</div><div>Oak becomes treant guardian.</div></div></div>	21	None	10 minutes 1 day/level [D]	Touch	V,S	No	Transmutation	PHB: pg.248
<div><div>■■■■■Miasma</div><div><div>Effect:</div><div>Gas cloud suffocates target.</div></div></div>	21	Fortitude negates; see text	1 standard 3 rounds/level action	Close (45 ft.)	V,S,DF	Yes	Evocation	SC: Pg.141
<div><div>■■■■■Move Earth</div><div><div>Effect:</div><div>Digs trenches and build hills.</div></div></div>	21	None	See text Instantaneous	Long (720 ft.)	V,S,M	No	Transmutation [Earth]	PHB: pg.257
<div><div>■■■■■Owl's Wisdom, Mass</div><div><div>Effect:</div><div>As owl's wisdom, affects one subject/ level.</div></div></div>	21	Will negates (harmless)	1 standard 1 minute/level action	Close (45 ft.)	V,S,M/DF	Yes	Transmutation	PHB: pg.259
<div><div>■■■■■Phantasmal Disorientation</div><div><div>Effect:</div><div>Need to make a Will save to discern true landmarks; see text</div></div></div>	21	Will negates; see text	1 standard 1 minute/level [D] action	Medium (180 ft.)	V,S	Yes	Illusion (Phantasm) [Mind-Affecting]	SC: Pg.155
<div><div>■■■■■Repel Wood</div><div><div>Effect:</div><div>Pushes away wooden objects.</div></div></div>	21	None	1 standard 1 minute/level [D] action	60 ft.	V,S	No	Transmutation	PHB: pg.271
<div><div>■■■■■Resistance, Superior</div><div><div>Effect:</div><div>As resistance, except you grant the subject +6 resistance bonus.</div></div></div>	21	Will negates [harmless]	1 standard 24 hours action	Touch	V,S,M/DF	Yes [harmless]	Abjuration	SC: Pg.174
<div><div>■■■■■Spellstaff</div><div><div>Effect:</div><div>Stores one spell in wooden quarterstaff.</div></div></div>	21	Will negates (object)	10 minutes Permanent until discharged [D]	Touch	V,S,F	Yes (object)	Transmutation	PHB: pg.283
* =Domain/Speciality Spell								

Druid Spells

Stonehold	21	See text	1 standard action	24 hours/level	Medium (180 ft.)	V,S	Yes [object]	Conjuration (Creation) [Earth]	SC: Pg.209
<i>Effect:</i> Conjures stony arms that grapple anything that comes within range.									
Stone Tell	21	None	10 minutes	1 minute/level	Personal	V,S, DF	No	Divination	PHB: pg.284
<i>Effect:</i> Talk to natural or worked stone.									
Summon Greater Elemental	21	None	1 round	Concentration, up to 1 round/level + 1 round	Close (45 ft.)	V,S,DF	No	Conjuration (Summoning) [see text]	SC: Pg.214
<i>Effect:</i> Summons a greater elemental [MM 96-100]; see text									
Summon Nature's Ally VI	21	None	1 round	1 round/level [D]	Close (45 ft.)	V,S, DF	No	Conjuration (Summoning)	PHB: pg.289
<i>Effect:</i> Calls creature to fight.									
Thunder Field	21	See text	1 standard action	1 round/level	Medium (180 ft.)	V,S	Yes	Evocation	PHB II: pg.126
<i>Effect:</i> Any creature that starts its turn in the area must save [Fortitude] or take 1d8 sonic damage. Affected creatures must save [Reflex] or be knocked prone.									
Tidal Surge	21	Reflex half	1 standard action	Instantaneous	Medium (180 ft.)	V,S	Yes	Evocation [Water]	SC: Pg.220
<i>Effect:</i> Creates a huge wave of water; see text.									
Tortoise Shell	21	None	1 standard action	10 minutes/level	Touch	V,S,DF	Yes [harmless]	Transmutation	SC: Pg.221
<i>Effect:</i> Grants +6 enhancement bonus to subject's existing natural armor bonus, plus 1 per three caster levels beyond 11th [max +9].									
Transport via Plants	21	None	1 standard action	1 round	Unlimited	V,S	No	Conjuration (Teleportation)	PHB: pg.295
<i>Effect:</i> Move instantly from one plant to another of the same kind.									
Vigorous Circle	21	Will negates [harmless]	1 standard action	10 rounds + 1 round/level [max 40]	20 ft.	V,S	Yes [harmless]	Conjuration (Healing)	SC: Pg.229
<i>Effect:</i> Same as mass lesser vigor except it grants all targets fast healing ability for the duration of the spell at 3 hp automatically healed per round.									
Wall of Stone	21	See text	1 standard action	Instantaneous	Medium (180 ft.)	V,S,M/DF	No	Conjuration (Creation) [Earth]	PHB: pg.299
<i>Effect:</i> Creates a stone wall that can be shaped.									

LEVEL 7

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
Animalistic Power, Mass	22	Will negates [harmless]	1 standard action	1 minute/level	Touch	V,S,M	Yes [harmless]	Transmutation	PHB II: pg.101
<i>Effect:</i> Subject is imbued with +2 to Strength, Dexterity and Constitution.									
Animate Plants	22	None	1 standard action	1 round/level or hours; see text	Close (45 ft.)	V	No	Transmutation	PHB: pg.199
<i>Effect:</i> One or more plants animate and fight for you.									
As the Frost	22		1 standard action	1 round/level	Personal	V,S,M		Transmutation [Cold]	PHB II: pg.101
<i>Effect:</i> Immunity to Cold; DR:10/magic and piercing; inflict 2d6 cold damage to all within 15 ft. each round [failed fort save and creature is slowed]; Gain Outsider Type.									
Aura of Vitality	22	Will negates [harmless]	1 standard action	1 round/level	Close (45 ft.)	V,S	Yes [harmless]	Transmutation	SC: Pg.18
<i>Effect:</i> +4 morale bonus to Str, Dex and Con.									
Brilliant Blade	22	Will negates [harmless,object]	1 standard action	1 minute/level	Close (45 ft.)	V,S	Yes [harmless,object]	Transmutation	SC: Pg.40
<i>Effect:</i> Transform weapons into brilliant energy.									
Changestaff	22	None	1 round	1 hour/level [D]	Touch	V,S,F	No	Transmutation	PHB: pg.208
<i>Effect:</i> Your staff becomes a treant on command.									
Cloud-Walkers	22	Reflex negates [harmless]	1 standard action	10 minutes/level [D]	Touch	V,S,DF	Yes [harmless]	Transmutation	SC: Pg.49
<i>Effect:</i> Imbues each subject with fly speed of 60 [perfect] but only outdoors.									
Control Weather	22	None	10 minutes; see text	4d12 hours; see text	2 miles	V,S	No	Transmutation	PHB: pg.214
<i>Effect:</i> Changes weather in local area.									
Creeping Doom	22	None	1 round	1 minute/level	Close (45 ft.)	V,S	No	Conjuration (Summoning)	PHB: pg.215
<i>Effect:</i> Swarms of centipedes attack at your command.									
Cure Moderate Wounds, Mass	22	Will half (harmless) or Will half; see text	1 standard action	Instantaneous	Close (45 ft.)	V,S	Yes (harmless) or Yes; see text	Conjuration (Healing)	PHB: pg.216
<i>Effect:</i> Cures 2d8 +1/level [max +30] damage for many creatures.									
Fire Storm	22	Reflex half	1 round	Instantaneous	Medium (180 ft.)	V,S	Yes	Evocation [Fire]	PHB: pg.231
<i>Effect:</i> Deals 1d6/level [max 20d6] fire damage.									
Heal	22	Will negates (harmless)	1 standard action	Instantaneous	Touch	V,S	Yes (harmless)	Conjuration (Healing)	PHB: pg.239
<i>Effect:</i> Cures 10 points of damage/level [max 150], all diseases and mental conditions.									
Master Earth	22	N/A	1 standard action	Instantaneous	Personal	V,S,F	N/A	Transmutation	SC: Pg.139
<i>Effect:</i> Travel instantly through the earth to the exact location you choose.									
Scrying, Greater	22	Will negates	1 standard action	1 hour/level	See text	V,S	Yes	Divination (Scrying)	PHB: pg.275
<i>Effect:</i> As scrying, but faster and longer.									
Shifting Paths	22	Will disbelief [if interacter with]	10 minutes	1 hour/level	Medium (180 ft.)	V,S	Yes	Illusion (Glamer)	SC: Pg.188
<i>Effect:</i> Creates an illusionary path and hides a path chosen by you; see text.									
Slime Wave	22	Reflex negates	1 standard action	1 round/level	Close (45 ft.)	V,S,M	No	Conjuration (Summoning)	SC: Pg.192
<i>Effect:</i> Green slime covers everything in area, dealing damage to everything; see text.									
Storm of Elemental Fury	22	See text	1 round	4 rounds	Long (720 ft.)	V,S	Yes	Conjuration (Summoning)	SC: Pg.209
<i>Effect:</i> See text.									
Storm Tower	22	Fortitude negates; see text	1 round	1 round/level [D]	Long (720 ft.)	V,S	Yes	Abjuration [Air]	SC: Pg.210
<i>Effect:</i> Absorbs any electricity damage and magic missiles; see text.									
* =Domain/Specialty Spell									

Druid Spells

☐☐☐☐☐ Summon Nature's Ally VII	22	None	1 round	1 round/level [D]	Close (45 ft.)	V,S, DF	No	Conjuration (Summoning)	PHB: pg.289
<i>Effect:</i> Calls creature to fight.					<i>Target:</i> One or more creatures, no two of which can be more than 30 ft. apart				
☐☐☐☐☐ Sunbeam	22	Reflex negates and Reflex half; see text	1 standard action	1 round/level or until all beams are exhausted	60 ft.	V,S, DF	Yes	Evocation [Light]	PHB: pg.289
<i>Effect:</i> Up to 2 beams blind and deal 4d6 damage; undead take 1d6/level [max 20d6] damage.					<i>Target:</i> Line from your hand				
☐☐☐☐☐ Swamp Lung	22	Fortitude negates	1 standard action	Instantaneous	Medium (180 ft.)	V,S,DF	No	Conjuration (Creation)	SC: Pg.216
<i>Effect:</i> Causes stagnant swamp water to fill the subject's lungs; see text.					<i>Target:</i> One living creature with a respiratory system				
☐☐☐☐☐ Transmute Metal to Wood	22	None	1 standard action	Instantaneous	Long (720 ft.)	V,S, DF	Yes (object; see text)	Transmutation	PHB: pg.294
<i>Effect:</i> Metal within 40 ft. becomes wood.					<i>Target:</i> All metal objects within a 40-ft.-radius burst				
☐☐☐☐☐ True Seeing	22	Will negates (harmless)	1 standard action	1 minute/level	Touch	V,S,M	Yes (harmless)	Divination	PHB: pg.296
<i>Effect:</i> Lets you see all things as they really are.					<i>Target:</i> Creature touched				
☐☐☐☐☐ Waterspout	22	Reflex negates	1 round	1 round/level	Long (720 ft.)	V,S,DF	No	Conjuration (Creation)	SC: Pg.236
<i>Effect:</i> Create waterspout; see text					<i>Target:</i> Cylinder [5-ft. radius, 80 ft. high]				
☐☐☐☐☐ Wind Walk	22	No and Will negates (harmless)	1 standard action	1 hour/level [D]; see text	Touch	V,S, DF	No and Yes (harmless)	Transmutation [Air]	PHB: pg.302
<i>Effect:</i> You and your allies turn vaporous and travel fast.					<i>Target:</i> You and One touched creature/3 levels				
☐☐☐☐☐ Word of Balance	22	None or Will negates; see text	1 standard action	Instantaneous	30 ft.	V	Yes	Evocation [Sonic]	SC: Pg.242
<i>Effect:</i> Speaks a word that affects creatures; see text.					<i>Target:</i> Creatures in a 30-ft.-radius spread centered on you				
☐☐☐☐☐ Wrack Earth	22	Reflex half; see text	1 standard action	Instantaneous	30 ft.	V,S,DF	No	Evocation [Earth]	PHB II: pg.128
<i>Effect:</i> Deals 1d6 bludgeoning/caster level [max 15d6] to every creature in line. Rubble made and creatures must make Reflex or be moved to a random side. Rubble counts as difficult terrain [double movement].					<i>Target:</i> 30-ft.-line				

LEVEL 8

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
☐☐☐☐☐ Animal Shapes	23	None; see text	1 standard action	1 hour/level [D]	Close (45 ft.)	V,S, DF	Yes (harmless)	Transmutation	PHB: pg.198
<i>Effect:</i> One ally/level polymorphs into chosen animal.					<i>Target:</i> Up to one willing creature/level, all within 30 ft. of each other				
☐☐☐☐☐ Awaken, Mass	23	See text	24 hours	Instantaneous	Medium (180 ft.)	V,S,DF,XP	Yes	Transmutation	SC: Pg.21
<i>Effect:</i> You awaken one or more trees or animals to humanlike sentience. All awakened creatures must be of the same type.					<i>Target:</i> One animals or tree/3 levels, no two of which may be more than 30 ft. apart				
☐☐☐☐☐ Bombardment	23	Reflex half; see text	1 standard action	Instantaneous	Long (720 ft.)	V,S,F	No	Conjuration (Creation)	SC: Pg.37
<i>Effect:</i> Creatures take 1d8/caster level [max 20d8] and is buried under 5 ft of rubble; see text.					<i>Target:</i> Cylinder [15-ft. radius, 40 ft. high]				
☐☐☐☐☐ Brilliant Aura	23	Will negates [harmless]	1 standard action	1 round/level	Close (45 ft.)	V,S	Yes [harmless]	Transmutation	SC: Pg.39
<i>Effect:</i> Functions as brilliant blade, except all subject creatures weapons gain brilliant energy special ability.					<i>Target:</i> Weapons carried by one creature/2 levels, no two of which are more than 30 ft. apart				
☐☐☐☐☐ Cocoon	23	Fortitude negates	1 round	Instantaneous	Close (45 ft.)	V,S,M,XP	Yes	Conjuration (Creation)	SC: Pg.49
<i>Effect:</i> Corpse begins rebirth process if cast on it within 1 round/level.					<i>Target:</i> One corpse				
☐☐☐☐☐ Control Plants	23	Will negates	1 standard action	1 minute/level	Close (45 ft.)	V,S, DF	No	Transmutation	PHB: pg.213
<i>Effect:</i> Control actions of one or more plant creatures.					<i>Target:</i> 2 HD/level of plant creatures, no two of which can be more than 30 ft. apart				
☐☐☐☐☐ Cure Serious Wounds, Mass	23	Will half (harmless) or Will half; see text	1 standard action	Instantaneous	Close (45 ft.)	V,S	Yes (harmless) or Yes; see text	Conjuration (Healing)	PHB: pg.216
<i>Effect:</i> Cures 3d8 +1/level [max +35] damage for many creatures.					<i>Target:</i> 1 creature/level, no two of which can be more than 30 ft. apart				
☐☐☐☐☐ Deadfall	23	Reflex partial; see text	1 standard action	Instantaneous; see text	Long (720 ft.)	V,S	No	Conjuration (Creation)	SC: Pg.59
<i>Effect:</i> Deal 1d6/level [max 20d6] to all in the area and on failed save they are knocked prone.					<i>Target:</i> Mass of dead wood forming in a cylinder [20-ft. radius, 40 ft. high]; see text				
☐☐☐☐☐ Earthquake	23	See text	1 standard action	1 round	Long (720 ft.)	V,S, DF	No	Evocation [Earth]	PHB: pg.225
<i>Effect:</i> Intense tremor shakes 80-ft.-radius.					<i>Target:</i> 80-ft.-radius spread [S]				
☐☐☐☐☐ Finger of Death	23	Fortitude partial	1 standard action	Instantaneous	Close (45 ft.)	V,S	Yes	Necromancy [Death]	PHB: pg.230
<i>Effect:</i> Kills one subject.					<i>Target:</i> One living creature				
☐☐☐☐☐ Maelstrom	23	Reflex negates; see text	1 round	1 round/level	Long (720 ft.)	V,S,DF	No	Conjuration (Creation) [Water]	SC: Pg.135
<i>Effect:</i> Creates a maelstrom which affects waterborne creatures; see text.					<i>Target:</i> A whirlpool 120 ft. wide and 60 ft. deep				
☐☐☐☐☐ Phantom Wolf	23	None	1 round	Concentration up to 1 round/level	Medium (180 ft.)	V,S,DF	No	Conjuration (Summoning)	SC: Pg.157
<i>Effect:</i> Conjure phantom wolf to do your bidding.					<i>Target:</i> One summoned phantom wolf				
☐☐☐☐☐ Red Tide	23	Fortitude partial; see text	1 standard action	Instantaneous	Medium (180 ft.)	V,S,DF	Yes	Evocation [Water]	SC: Pg.170
<i>Effect:</i> Creatures knocked prone unless they save; see text for failed save results.					<i>Target:</i> 30-ft.-radius burst				
☐☐☐☐☐ Repel Metal or Stone	23	None	1 standard action	1 round/level [D]	60 ft.	V,S	No	Abjuration [Earth]	PHB: pg.271
<i>Effect:</i> Pushes away metal and stone.					<i>Target:</i> 60 ft. line from you				
☐☐☐☐☐ Reverse Gravity	23	None; see text	1 standard action	1 round/level [D]	Medium (180 ft.)	V,S,M/DF	No	Transmutation	PHB: pg.273
<i>Effect:</i> Objects and creatures fall upward.					<i>Target:</i> Up to 1 10-ft. cube/2 levels [S]				
☐☐☐☐☐ Stormrage	23	N/A	1 standard action	1 minute/level [D]	Personal	V,S,DF	N/A	Transmutation [Electricity]	SC: Pg.210
<i>Effect:</i> Launch lightning bolts 1d6 per level; see text.					<i>Target:</i> You				
☐☐☐☐☐ Summon Nature's Ally VIII	23	None	1 round	1 round/level [D]	Close (45 ft.)	V,S, DF	No	Conjuration (Summoning)	PHB: pg.289
<i>Effect:</i> Calls creature to fight.					<i>Target:</i> One or more creatures, no two of which can be more than 30 ft. apart				
☐☐☐☐☐ Sunburst	23	Reflex partial; see text	1 standard action	Instantaneous	Long (720 ft.)	V,S,M/DF	Yes	Evocation [Light]	PHB: pg.289
<i>Effect:</i> Blinds all within 10 ft., deals 6d6 damage.					<i>Target:</i> 80-ft.-radius burst				
☐☐☐☐☐ Unyielding Roots	23	Fortitude negates [harmless]	1 standard action	1 round/level [D]	Touch	V,S,DF	Yes [harmless]	Tranmutation	SC: Pg.228
<i>Effect:</i> Creature cannot move from the current space.					<i>Target:</i> Willing creature touched				

* =Domain/Speciality Spell

Druid Spells

<div><div><div></div><div></div><div></div><div></div><div></div></div><div>Whirlwind</div></div> <div><div>Effect:</div><div>Cyclone deals damage and can pick up creatures.</div></div>	23	Reflex negates; see text	1 standard action	1 round/level [D]	Long (720 ft.)	V,S, DF	Yes	Evocation [Air]	PHB: pg.301
<div><div><div></div><div></div><div></div><div></div><div></div></div><div>Word of Recall</div></div> <div><div>Effect:</div><div>Teleports you back to designated place.</div></div>	23	None or Will negates (harmless, object)	1 standard action	Instantaneous	Unlimited	V	No or Yes (harmless, object)	Conjuration (Teleportation)	PHB: pg.303
LEVEL 9									
<div><div><div></div><div></div><div></div><div></div><div></div></div><div>Antipathy</div></div> <div><div>Effect:</div><div>Object or location affected by spell repels certain creatures.</div></div>	24	Will partial	1 hour	2 hours/level [D]	Close (45 ft.)	V,S,M/DF	Yes	Enchantment (Compulsion) [Mind-Affecting]	PHB: pg.200
<div><div><div></div><div></div><div></div><div></div><div></div></div><div>Cast in Stone</div></div> <div><div>Effect:</div><div>Any creature within 30 ft that meets your gaze is turned into a mindless, inert stone statue unless it succeeds on Fort Save.</div></div>	24	None and Fort negates; see text	1 standard action	1 round/level [D]	Personal	V,S	No	Transmutation	SC: Pg.43
<div><div><div></div><div></div><div></div><div></div><div></div></div><div>Cure Critical Wounds, Mass</div></div> <div><div>Effect:</div><div>Cures 4d8 +1/level [max +40] damage for many creatures.</div></div>	24	Will half (harmless) or Will half; see text	1 standard action	Instantaneous	Close (45 ft.)	V,S	Yes (harmless) or Yes; see text	Conjuration (Healing)	PHB: pg.215
<div><div><div></div><div></div><div></div><div></div><div></div></div><div>Death Ward, Mass</div></div> <div><div>Effect:</div><div>Grants immunity to death spells and negative energy effects to targeted creatures.</div></div>	24	Will negates [harmless]	1 standard action	1 minute/level	Close (45 ft.)	V,S,DF	Yes [harmless]	Necromancy	SC: Pg.61
<div><div><div></div><div></div><div></div><div></div><div></div></div><div>Drown, Mass</div></div> <div><div>Effect:</div><div>As drown, but affects multiple creatures.</div></div>	24	Fortitude negates	1 standard action	Instantaneous	Close (45 ft.)	V,S	Yes	Conjuration (Creation) [Water]	SC: Pg.74
<div><div><div></div><div></div><div></div><div></div><div></div></div><div>Elemental Swarm</div></div> <div><div>Effect:</div><div>Summons multiple elementals.</div></div>	24	None	10 minutes	10 minutes/level [D]	Medium (180 ft.)	V,S	No	Conjuration (Summoning)	PHB: pg.226
<div><div><div></div><div></div><div></div><div></div><div></div></div><div>Foresight</div></div> <div><div>Effect:</div><div>'Sixth sense' warns of impending danger.</div></div>	24	None or Will negates (harmless)	1 standard action	10 minutes/level	Personal or touch	V,S,M/DF	No or Yes (harmless)	Divination	PHB: pg.233
<div><div><div></div><div></div><div></div><div></div><div></div></div><div>Nature's Avatar</div></div> <div><div>Effect:</div><div>Target animal gains +10 attack and damage bonus, haste, and 1d8 temporary hit points/caster level.</div></div>	24	Will negates [harmless]	1 swift action	1 minute/level	Touch	V,S,DF	Yes [harmless]	Transmutation	SC: Pg.145
<div><div><div></div><div></div><div></div><div></div><div></div></div><div>Perinarch, Planar</div></div> <div><div>Effect:</div><div>Grants temporary over any morphic or highly morphic terrain.</div></div>	24	None [object] and Reflex negates; see text	1 standard action	1 round/level; see text	Close (45 ft.)	V,S,DF	No	Transmutation	SC: Pg.154
<div><div><div></div><div></div><div></div><div></div><div></div></div><div>Phantom Bear</div></div> <div><div>Effect:</div><div>As phantom wolf; see text</div></div>	24	None	1 round	Concentration up to 1 round/level	Medium (180 ft.)	V,S,DF	No	Conjuration (Summoning)	SC: Pg.155
<div><div><div></div><div></div><div></div><div></div><div></div></div><div>Regenerate</div></div> <div><div>Effect:</div><div>Subject's severed limbs grow back, cures 4d8+ +1/level [max +35].</div></div>	24	Fortitude negates (harmless)	3 full rounds	Instantaneous	Touch	V,S, DF	Yes (harmless)	Conjuration (Healing)	PHB: pg.270
<div><div><div></div><div></div><div></div><div></div><div></div></div><div>Shadow Landscape</div></div> <div><div>Effect:</div><div>Make an area more dangerous; see text.</div></div>	24	Reflex partial; see text	1 hour	24 hours/level [D]	Long (720 ft.)	V,S,DF	Yes	Illusion (Shadow)	SC: Pg.184
<div><div><div></div><div></div><div></div><div></div><div></div></div><div>Shambler</div></div> <div><div>Effect:</div><div>Summons 1d4+2 shambling mounds to fight for you.</div></div>	24	None	1 standard action	Seven days or seven months [D]; see text	Medium (180 ft.)	V,S	No	Conjuration (Creation)	PHB: pg.277
<div><div><div></div><div></div><div></div><div></div><div></div></div><div>Shapechange</div></div> <div><div>Effect:</div><div>Transforms you into any creature, and change forms once per round.</div></div>	24	None	1 standard action	10 minutes/level [D]	Personal	V,S,F	No	Transmutation	PHB: pg.277
<div><div><div></div><div></div><div></div><div></div><div></div></div><div>Storm of Vengeance</div></div> <div><div>Effect:</div><div>Storm rains acid, lightning, and hail.</div></div>	24	See text	1 round	Concentration [maximum 10 rounds] [D]	Long (720 ft.)	V,S	Yes	Conjuration (Summoning)	PHB: pg.285
<div><div><div></div><div></div><div></div><div></div><div></div></div><div>Summon Elemental Monolith</div></div> <div><div>Effect:</div><div>Summon monolith to do your bidding.</div></div>	24	None	1 round	Concentration, up to 1 round/level	Medium (180 ft.)	V,S,M	No	Conjuration (Summoning) [see text]	SC: Pg.214
<div><div><div></div><div></div><div></div><div></div><div></div></div><div>Summon Nature's Ally IX</div></div> <div><div>Effect:</div><div>Calls creature to fight.</div></div>	24	None	1 round	1 round/level [D]	Close (45 ft.)	V,S, DF	No	Conjuration (Summoning)	PHB: pg.289
<div><div><div></div><div></div><div></div><div></div><div></div></div><div>Sympathy</div></div> <div><div>Effect:</div><div>Object or location attracts certain creatures.</div></div>	24	Will negates; see text	1 hour	2 hours/level [D]	Close (45 ft.)	V,S,M	Yes	Enchantment (Compulsion) [Mind-Affecting]	PHB: pg.292
<div><div><div></div><div></div><div></div><div></div><div></div></div><div>Transmute Rock to Lava</div></div> <div><div>Effect:</div><div>Create lava; those that fail take 20d6 each round; see text.</div></div>	24	Reflex half; see text	1 standard action	Instantaneous	Medium (180 ft.)	V,S	No	Transmutation [Earth, Fire]	SC: Pg.222
<div><div><div></div><div></div><div></div><div></div><div></div></div><div>Tsunami</div></div> <div><div>Effect:</div><div>Create a towering tsunami; see text.</div></div>	24	Fortitude partial [object]	1 round	Concentration, up to 1 round/level [D]	Long (720 ft.)	V,S,M	No	Conjuration (Creation) [Water]	SC: Pg.224
<div><div><div></div><div></div><div></div><div></div><div></div></div><div>Undermaster</div></div> <div><div>Effect:</div><div>Gain mastery over earth able to cast earth spells; see text</div></div>	24	N/A	1 standard action	5 rounds	Personal	V,M	N/A	Transmutation [Earth]	SC: Pg.227
<div><div><div></div><div></div><div></div><div></div><div></div></div><div>Whirlwind, Greater</div></div> <div><div>Effect:</div><div>More potent version of whirlwind.</div></div>	24	Fortitude partial	1 standard action	1 round/level	Medium (180 ft.)	V,S	Yes	Evocation [Air]	SC: Pg.239
* =Domain/Speciality Spell									

Innate

- ☐ Entangle (DC:15)
- ☐ Freedom of Movement
(DC:18)
- ☐ Tree Stride (DC:20)

Notes:

Character Sheet Notes: