

Add Evasion Ring; Thorin gained Fire Resistance Ring

Destinie

NAME	
Drd9	36000
CLASS	EXPERIENCE
9	45000
Character Level	NEXT LEVEL

Donnamarie

PLAYERNAME	
Human	Medium
RACE	SIZE
25	Female
AGE	GENDER

DEITY	
5' 6"	120 lbs.
HEIGHT	WEIGHT
EYES	HAIR

Neutral Good

ALIGNMENT	
Darkvision (90')	
VISION	
-1	
POINTS	



ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD					WOUNDS/CURRENT HP		S	
<b>STR</b> Strength	11	+0	11	+0	11	+0	<b>VP</b> Vitality	78						
<b>DEX</b> Dexterity	15	+2	19	+4	19	+4	<b>AC</b> armor class	23	19	15	=	10	BAS	
<b>CON</b> Constitution	15	+2	15	+2	15	+2	TOTAL				FLAT	TOUCH		
<b>INT</b> Intelligence	15	+2	15	+2	15	+2	<b>INITIATIVE</b> modifier	+8	=	+4	+	+4		
<b>WIS</b> Wisdom	19	+4	19	+4	19	+4	TOTAL				DEX MODIFIER	MISC MODIFIER		
<b>CHA</b> Charisma	13	+1	13	+1	13	+1	<b>BASE ATTACK</b> bonus	+6/+1						

SAVING THROWS	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP	conditional modifiers
FORTITUDE	+10	+6	+2	+2	+0	+0		
REFLEX	+9	+3	+4	+2	+0	+0		
WILL	+12	+6	+4	+2	+0	+0		

MELEE	TOTAL	BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP
	+6/+1	+6/+1	+0	+0	+0	+0	
RANGED	+10/+5	+6/+1	+4	+0	+0	+0	
GRAPPLE	+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.
1H-P	To Hit	Dam	2W-P-(OH)	To Hit	Dam
	+6/+1	1d4		+0/-5	1d4
1H-O	+2/-3	1d4	2W-P-(OL)	+2/-3	1d4
2H	+6/+1	1d4	2W-OH	-2	1d4
TH	10 ft.	20 ft.	30 ft.	40 ft.	50 ft.
	+10/+5	+8/+3	+6/+1	+4/-1	+2/-3
Dam	1d4	1d4	1d4	1d4	1d4
Special Properties					

Longbow +3	HAND	TYPE	SIZE	CRITICAL	REACH
	Carried	P	M	20/x3	5 ft.
TH	30 ft.	100 ft.	200 ft.	300 ft.	400 ft.
	+9/+4	+9/+4	+7/+2	+5/+0	+3/-2
Dam	1d8+3	1d8+3	1d8+3	1d8+3	1d8+3
Special Properties					

*Quarterstaff +3*	HAND	TYPE	SIZE	CRITICAL	REACH
	Both	B/B	M	20/x2	5 ft.
TOTAL ATTACK BONUS					
	+9/+4				
DAMAGE					
	1d8+3				
Special Properties					

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

ARMOR	TYPE	AC	MAXDEX	CHECK	SPELL FAILURE
*Leather	Light	+2	+6	+0	10
*Amulet of Natural Armor +2		+2		+0	0
*Bracers of Armor +3		+3		+0	0
*Ring of Protection +1		+1		+0	0

DRUID WILDSHAPE

Uses per day ☐☐☐

Duration = 9 Hours

SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	MAX RANKS	12/6	MISC MODIFIER
✓ Appraise	INT	2	= 2	+	+	
✓ Balance	DEX	4	= 4	+	+	
✓ Bluff	CHA	2	= 1	+	1.0	+
✓ Climb	STR	2	= 0	+	2.0	+
✓ Concentration	CON	11	= 2	+	9.0	+
✓ Craft (Untrained)	INT	2	= 2	+	+	
✓ Diplomacy	CHA	4	= 1	+	3.0	+
✓ Diplomacy (Wild Empathy)	CHA	14	= 1	+	3.0	10
✓ Disguise	CHA	1	= 1	+	+	
✓ Escape Artist	DEX	4	= 4	+	+	
✓ Forgery	INT	2	= 2	+	+	
✓ Gather Information	CHA	1	= 1	+	+	
Handle Animal	CHA	5	= 1	+	4.0	+
✓ Heal	WIS	6	= 4	+	2.0	+
✓ Hide	DEX	7	= 4	+	3.0	+
✓ Intimidate	CHA	1	= 1	+	+	
✓ Jump	STR	0	= 0	+	+	
Knowledge (Dangerous Beasts)	INT	4	= 2	+	2.0	+
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	4
Knowledge (Nobility and Royalty)	INT	3	= 2	+	1.0	+
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	17	= 4	+	3.0	10
✓ Ride	DEX	5	= 4	+	1.0	+
✓ Search	INT	2	= 2	+	+	
✓ Sense Motive	WIS	4	= 4	+	+	
Spellcraft	INT	7	= 2	+	5.0	+
✓ Spot	WIS	24	= 4	+	10.0	10
✓ Survival	WIS	15	= 4	+	9.0	2
✓ Survival (Natural environments)	WIS	17	= 4	+	9.0	4
✓ Swim	STR	4	= 0	+	4.0	+
✓ Use Rope	DEX	4	= 4	+	+	
			=	+	+	
			=	+	+	

✓: can be used untrained. X: exclusive skills

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
			Carried	B	M	20/x2	5 ft.
	30 ft.	50 ft.	100 ft.		150 ft.		200 ft.
TH	+11/+6	+11/+6	+9/+4		+7/+2		+5/+0
Dam	1d4+1	1d4+1	1d4+1		1d4+1		1d4+1
Special Properties (Sling +1 (DRAGONHIDE/Frost)), +1d6 cold damage bestowed on ammunition							

EQUIPMENT					
ITEM	LOCATION	QTY	WT	COST	
Amulet of Natural Armor +2	Equipped	1	0.0	8000.0	
Backpack		1	2.0	2.0	
9.1 lbs., 2 Candle, 2 Fishhook, 1 Waterskin (Filled), 1 Vial, 1 Bullets, Sling (10), 1 Holly and Mistletoe					
Bracers of Armor +3	Equipped	1	1.0	9000.0	
Bullets, Sling (10)	Backpack	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 +4	Equipped	1	0.0	16000.0	
Holly and Mistletoe	Backpack	1	0.0	0.0	
Leather	Equipped	1	15.0	10.0	
Longbow +3	Carried	1	3.0	18375.0	
0 lbs.					
Pouch (Belt)	Equipped	1	0.5	1.0	
1 lbs., 2 Chalk (1 piece), 1 Flint and Steel, 1 Whetstone					
Quarterstaff +3*	Equipped	1	4.0	130600.0	
(Quarterstaff +3@+3 (Ironwood@Detect Evil/Cleric/10th@Spell Storing)), Wooden but functions as steel, does not burn, Head2: can store a single targeted spell of up to 3rd level with a casting time of 1 action					
Minor Ring of Energy Resistance (Fire)	Equipped	1	0.0	12000.0	
Absorbs 10 points of Fire damage					
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	Backpack	1	0.1	1.0	
0 lbs.					
Waterskin (Filled)	Backpack	1	4.0	1.0	
Whetstone	Pouch (Belt)	1	1.0	0.02	
Winter's Sling	Carried	1	0.0	8300.0	
0 lbs. (Sling +1 (DRAGONHIDE/Frost)), +1d6 cold damage bestowed on ammunition					
TOTAL WEIGHT CARRIED/VALUE			33.5 lbs.	208313.36 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	
Stunning Glance (Su): 1/day - As a standard action, you can stun a creature within 30 feet with a look. The target creature must succeed on a DC 17 Fortitude save or be stunned for 2d4 rounds.	
Trackless Step (Ex): Leaves no trail in natural surroundings and cannot be tracked.	
Venom Immunity (Ex): Immune to all poisons.	
Wild Empathy (Ex): +10 to Diplomacy check against animals - takes 1 minute	
Wild Shape (Su): 3/day for 9 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.
Sculpt Spell	Modify an area spell by making it either a cylinder (10-ft.-radius, 30-ft.-high), a 40-ft.-cone, four 10-ft. or 120-ft.-line. Use slot one level higher.
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	
Club, Dagger, Dart, Gauntlet, Quarterstaff, Scimitar, Shieldbash (Heavy), Shieldbash (Light), Shortspear, Sickle, Sling, Spear, Spells(Ray), Unarmed Strike	

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 (760 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> 9	
☐	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.						<i>Target:</i> You or creature touched			<i>Caster Level:</i> 9	
☐	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.						<i>Target:</i> You			<i>Caster Level:</i> 9	
* =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	5	4	3	2	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> <b>Create Water</b> <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] <i>Caster Level:</i> 9	PHB: pg.215
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <b>Cure Minor Wounds</b> <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) <i>Caster Level:</i> 9	PHB: pg.216
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <b>Dawn</b> <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 <i>Caster Level:</i> 9	SC: Pg.59
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <b>Detect Magic</b> <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 <i>Caster Level:</i> 9	PHB: pg.219
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <b>Detect Poison</b> <i>Effect:</i> Detects poison in one creature or small object.	15	None	1 standard action	Instantaneous	Close (45 ft.)	V,S	No	Divination <i>Caster Level:</i> 9	PHB: pg.219
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <b>Flare</b> <i>Effect:</i> Dazzles one creature [-1 on attack rolls].	15	Fortitude negates	1 standard action	Instantaneous	Close (45 ft.)	V	Yes	Evocation [Light] <i>Caster Level:</i> 9	PHB: pg.232
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <b>Guidance</b> <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 <i>Caster Level:</i> 9	PHB: pg.238
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <b>Know Direction</b> <i>Effect:</i> You discern north.	15	None	1 standard action	Instantaneous	Personal	V,S	No	Divination <i>Caster Level:</i> 9	PHB: pg.246
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <b>Light</b> <i>Effect:</i> Object shines like a torch.	15	None	1 standard action	10 minutes/level [D]	Touch	V, M/DF	No	Evocation [Light] <i>Caster Level:</i> 9	PHB: pg.248
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <b>Mending</b> <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 <i>Caster Level:</i> 9	PHB: pg.253
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <b>Naturewatch</b> <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 <i>Caster Level:</i> 9	SC: Pg.146
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <b>Purify Food and Drink</b> <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 <i>Caster Level:</i> 9	PHB: pg.267
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <b>Read Magic</b> <i>Effect:</i> Read scrolls and spellbooks.	15	None	1 standard action	10 minutes/level	Personal	V,S,F	No	Divination <i>Caster Level:</i> 9	PHB: pg.269
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <b>Resistance</b> <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 <i>Caster Level:</i> 9	PHB: pg.272
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <b>Virtue</b> <i>Effect:</i> Subject gains 1 temporary hp.	15	Fortitude negates (harmless)	1 standard action	1 min.	Touch	V,S, DF	Yes (harmless)	Transmutation <i>Caster Level:</i> 9	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> <b>Animate Fire</b> <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] <i>Caster Level:</i> 9	SC: Pg.12
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <b>Animate Water</b> <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] <i>Caster Level:</i> 9	SC: Pg.13
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <b>Animate Wood</b> <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 <i>Caster Level:</i> 9	SC: Pg.13
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <b>Aspect of the Wolf</b> <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 <i>Caster Level:</i> 9	SC: Pg.16
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <b>Aura Against Flame</b> <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 <i>Caster Level:</i> 9	SC: Pg.18
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <b>Babau Slime</b> <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 <i>Caster Level:</i> 9	SC: Pg.22
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <b>Beast Claws</b> <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 <i>Caster Level:</i> 9	SC: Pg.25
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <b>Beastland Ferocity</b> <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] <i>Caster Level:</i> 9	SC: Pg.25
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <b>Beget Bogun</b> <i>Effect:</i> Creates a natural homunculus.	16	None	1 standard action	Instantaneous	Touch	V,S,M,XP	No	Conjuration (Creation) <i>Caster Level:</i> 9	SC: Pg.26
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <b>Branch to Branch</b> <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 <i>Caster Level:</i> 9	SC: Pg.38
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <b>Breath of the Jungle</b> <i>Effect:</i> DC of saves vs. poison or disease increases by 2	16	None	1 standard action	1 minute/level	Medium (190 ft.)	V,S,DF	No	Transmutation <i>Caster Level:</i> 9	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> 9		
□□□□□ 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> 9		
□□□□□ 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> 9		
□□□□□ 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> 9		
□□□□□ 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> 9		
□□□□□ 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> 9		
□□□□□ Cloudburst	16	None	1 round	10 minutes/level [D]	Long (760 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> 9		
□□□□□ 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> 9		
□□□□□ 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> 9		
□□□□□ 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> 9		
□□□□□ 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> 9		
□□□□□ 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> 9		
□□□□□ Detect Animals or Plants	16	None	1 standard action	Concentration, up to 10 minutes/level [D]	Long (760 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> 9		
□□□□□ 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> 9		
□□□□□ 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> 9		
□□□□□ Enrage Animal	16	None	1 standard action	Concentration +1 round/level	Medium (190 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> 9		
□□□□□ Entangle	16	Reflex partial; see text	1 standard action	1 minute/level [D]	Long (760 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> 9		
□□□□□ Faerie Fire	16	None	1 standard action	1 minute/level [D]	Long (760 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> 9		
□□□□□ 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> 9		
□□□□□ 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> 9		
□□□□□ 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> 9		
□□□□□ 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> 9		
□□□□□ 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> 9		
□□□□□ 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> 9		
□□□□□ 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> 9		
□□□□□ 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> 9		
□□□□□ 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> 9		
□□□□□ 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> 9		
* =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> 9		
☐☐☐☐☐ 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> 9		
☐☐☐☐☐ 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> 9		
☐☐☐☐☐ 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> 9		
☐☐☐☐☐ 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> 9		
☐☐☐☐☐ Raging Flame	16	None	1 standard action	1 minute	Medium (190 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> 9		
☐☐☐☐☐ 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> 9		
☐☐☐☐☐ 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> 9		
☐☐☐☐☐ 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> 9		
☐☐☐☐☐ 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> 9		
☐☐☐☐☐ 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> 9		
☐☐☐☐☐ 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> 9		
☐☐☐☐☐ Slow Burn	16	None	1 standard action	1 minute	Medium (190 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> 9		
☐☐☐☐☐ 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> 9		
☐☐☐☐☐ 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> 9		
☐☐☐☐☐ 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> 9		
☐☐☐☐☐ 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> 9		
☐☐☐☐☐ 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> 9		
☐☐☐☐☐ 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> 9		
☐☐☐☐☐ 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> 9		
☐☐☐☐☐ 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> 9		
☐☐☐☐☐ 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> 9		
☐☐☐☐☐ 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> 9		
☐☐☐☐☐ 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> 9		
☐☐☐☐☐ 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> 9		
☐☐☐☐☐ 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> 9		
☐☐☐☐☐ 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> 9		

## 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> 9		

\* =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.					Target: Creature touched		Caster Level: 9		
■■■■■ 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.					Target: One Tiny animal		Caster Level: 9		
■■■■■ 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.					Target: Animals or magical beasts with Intelligence 1 or 2		Caster Level: 9		
■■■■■ Avoid Planar Effects	17	None	1 immediate action	1 minute/level	20 ft.	V	Yes [harmless]	Abjuration	SC: Pg.19
<i>Effect:</i> Gain temporary respite from the natural effects of a specific plane.					Target: One creature/level in a 20-ft. radius burst centered on you		Caster Level: 9		
■■■■■ 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.					Target: You		Caster Level: 9		
■■■■■ 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]					Target: Living creature touched		Caster Level: 9		
■■■■■ 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.					Target: Creature touched		Caster Level: 9		
■■■■■ Binding Winds	17	Reflex negates	1 standard Concentration action		Medium (190 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.					Target: One creature		Caster Level: 9		
■■■■■ 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.					Target: You		Caster Level: 9		
■■■■■ 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.					Target: One missile of spit		Caster Level: 9		
■■■■■ 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.					Target: Any creature with the rage ability		Caster Level: 9		
■■■■■ 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].					Target: 5 ft.-radius emanation centered on you		Caster Level: 9		
■■■■■ 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.					Target: Wooden weapon touched		Caster Level: 9		
■■■■■ Briar Web	17	None	1 standard 1 minute/level action		Medium (190 ft.)	V,S,DF	No	Transmutation	SC: Pg.39
<i>Effect:</i> As entangle, but thorns deal damage each round.					Target: 40-ft-radius spread.		Caster Level: 9		
■■■■■ 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.					Target: Creature touched		Caster Level: 9		
■■■■■ 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.					Target: Creature touched		Caster Level: 9		
■■■■■ Camouflage, Mass	17	Will negates [harmless]	1 standard 10 minutes/level action		Medium (190 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].					Target: Any number of creatures, no two of which can be more than 60 ft. apart		Caster Level: 9		
■■■■■ 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.					Target: Creature touched		Caster Level: 9		
■■■■■ 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.					Target: Metal equipment of 1 creature/2 levels, no two of which can be more than 30 ft. apart; or 225 lbs of metal		Caster Level: 9		
■■■■■ 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.					Target: Creature touched		Caster Level: 9		
■■■■■ 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.					Target: One lycanthrope		Caster Level: 9		
■■■■■ 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].					Target: One creature		Caster Level: 9		
■■■■■ Daggerspell Stance	17	N/A	1 swift action	1 round/level [D]	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.					Target: You		Caster Level: 9		
■■■■■ 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.					Target: Living enemies within a 50-ft.-radius emanation centered on you		Caster Level: 9		
■■■■■ 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.					Target: Creature touched		Caster Level: 9		
■■■■■ Drifts of the Shalm	17	None	1 standard 1 round/level action		Medium (190 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.					Target: One 5-ft. square/level [S]		Caster Level: 9		
■■■■■ Earthbind	17	Fortitude negates	1 standard 1 minute/level [D] action		Medium (190 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.					Target: One creature		Caster Level: 9		
■■■■■ 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.					Target: One stone structure or rock formation, up to 25 cu. ft./level		Caster Level: 9		
* =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>9</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>9</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>9</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+9 fire damage.</div>				<div>Target:</div> <div>Object touched</div>		<div>Caster Level:</div> <div>9</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>9</div>		
<div>Flaming Sphere</div>	17	Reflex negates	1 standard 1 round/level action	Medium (190 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>9</div>		
<div>Fog Cloud</div>	17	None	1 standard 10 minutes/level action	Medium (190 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>9</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>9</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>9</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>9</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>9</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>9</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>9</div>		
<div>Hold Animal</div>	17	Will negates; see text	1 standard 1 round/level [D]; see text action	Medium (190 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>9</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>9</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>9</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>9</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>9</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>9</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>9</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>9</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>9</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>9</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>9</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>9</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>9</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>9</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>9</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>9</div>		
* =Domain/Speciality Spell								



## Druid Spells

Snake's Swiftmess, Mass	17	Will negates [harmless]	1 standard	Instantaneous	Medium (190 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> 9		
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> 9		
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> 9		
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> 9		
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> 9		
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> 9		
Swim	17	None	1 round	10 minutes/level [D]	Medium (190 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> 9		
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> 9		
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> 9		
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> 9		
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> 9		
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> 9		
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> 9		
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> 9		
Zone of Glacial Cold	17	Fort half	1 standard	9 rounds	Medium (190 ft.)	V,S,M	No	Conjuration [Cold]	DoomDrea: Frostburn Pg.106
<i>Effect:</i> Zone deals 1d6 cold damage each round.					<i>Target:</i> 20-ft.-radius		<i>Caster Level:</i> 9		

## 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> 9	
□□□□□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> 9	
□□□□□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> 9	
□□□□□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> 9	
□□□□□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> 9	
□□□□□Call Lightning	18	Reflex half	1 round	1 minute/level	Medium (190 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> 9	
□□□□□Capricious Zephyr	18	None and Reflex partial; see text	1 standard	1 round/level action	Medium (190 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> 9	
□□□□□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> 9	
□□□□□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> 9	
□□□□□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> 9	
□□□□□Creaking Cacophony	18	None	1 standard	1 round/level action	Medium (190 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> 9	
□□□□□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> 9	
□□□□□Crumble	18	Fortitude half [object]	1 standard	Instantaneous action	Medium (190 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> 9	
* =Domain/Specialty Spell									

## Druid Spells

<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <b>Cure Moderate Wounds</b>	18	Will half (harmless); see text	1 standard	Instantaneous action	Touch	V,S	Yes (harmless); see text	Conjuration (Healing) <i>Caster Level:</i> 9	PHB: pg.216
<i>Effect:</i> Cures 2d8 +1/level [max +10] damage.									
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <b>Daylight</b>	18	None	1 standard	10 minutes/level [D] action	Touch	V,S	No	Evocation [Light] <i>Caster Level:</i> 9	PHB: pg.216
<i>Effect:</i> 60-ft. radius of bright light.									
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <b>Dehydrate</b>	18	Fortitude negates	1 standard	Instantaneous action	Medium (190 ft.)	V,S,DF	Yes	Necromancy <i>Caster Level:</i> 9	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> <b>Diminish Plants</b>	18	None	1 standard	Instantaneous action	See text	V,S, DF	No	Transmutation <i>Caster Level:</i> 9	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> <b>Dominate Animal</b>	18	Will negates	1 round	1 round/level	Close (45 ft.)	V,S	Yes	Enchantment (Compulsion) [Mind-Affecting] <i>Caster Level:</i> 9	PHB: pg.224
<i>Effect:</i> Subject animal obeys silent mental commands.									
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <b>Downdraft</b>	18	Reflex partial; see text	1 standard	Instantaneous action	Long (760 ft.)	V,S,M	Yes	Evocation [Air] <i>Caster Level:</i> 9	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> <b>Earthen Grace</b>	18	Will negates [harmless]	1 standard	1 minute/level action	Touch	V,S,M	Yes [harmless]	Abjuration [Earth] <i>Caster Level:</i> 9	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> <b>Energy Vortex</b>	18	Reflex half	1 standard	Instantaneous action	20 ft.	V,S	Yes	Evocation [Choose:Acid, Cold, Fire, Electricity, Sonic] <i>Caster Level:</i> 9	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> <b>Entangling Staff</b>	18	Yes? [harmless,object]	1 swift action	1 round/level [D]	Touch	V,S,F	Yes [harmless]	Transmutation <i>Caster Level:</i> 9	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> <b>Evard's Manacing Tentacles</b>	18		1 standard	1 round/level action	Personal	V,S,M		Transmutation <i>Caster Level:</i> 9	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> <b>Fire Wings</b>	18	N/A	1 round	1 minute/level	Personal	V,S,M,F	N/A	Transmutation [Fire] <i>Caster Level:</i> 9	SC: Pg.93
<i>Effect:</i> Attack or Fly; see text.									
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <b>Fly, Swift</b>	18	N/A	1 swift action	1 round	Personal	V	N/A	Transmutation <i>Caster Level:</i> 9	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> <b>Forestfold</b>	18	N/A	1 standard	1 hour/level [D] action	Personal	V,S	N/A	Transmutation <i>Caster Level:</i> 9	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> <b>Giant's Wrath</b>	18	None	1 swift action	1 round/level	Personal	V,S,M	No	Transmutation [Earth] <i>Caster Level:</i> 9	SC: Pg.105
<i>Effect:</i> Pebbles become boulders; see text									
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <b>Girallon's Blessing</b>	18	Fortitude negates [harmless]	1 standard	10 minutes/level action	Touch	V,S,M	Yes [harmless]	Transmutation <i>Caster Level:</i> 9	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> <b>Heatstroke</b>	18	Fortitude partial	1 standard	Instantaneous action	Medium (190 ft.)	V,S	Yes [harmless]	Transmutation <i>Caster Level:</i> 9	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> <b>Hypothermia</b>	18	Fortitude partial	1 standard	Instantaneous action	Close (45 ft.)	V,S	Yes	Evocation [Cold] <i>Caster Level:</i> 9	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> <b>Infestation of Maggots</b>	18	Fortitude negates	1 standard	1 round/2 levels action	Touch	V,S,M	Yes	Necromancy <i>Caster Level:</i> 9	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> <b>Jagged Tooth</b>	18	Will negates [harmless]	1 standard	10 minutes/level action	Close (45 ft.)	V,S	Yes [harmless]	Transmutation <i>Caster Level:</i> 9	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> <b>Lion's Charge</b>	18	N/A	1 swift action	1 round	Personal	V	N/A	Transmutation <i>Caster Level:</i> 9	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> <b>Magic Fang, Greater</b>	18	Will negates (harmless)	1 standard	1 hour/level action	Close (45 ft.)	V,S, DF	Yes (harmless)	Transmutation <i>Caster Level:</i> 9	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> <b>Meld into Stone</b>	18	None	1 standard	10 minutes/level action	Personal	V,S, DF	No	Transmutation [Earth] <i>Caster Level:</i> 9	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> <b>Nature's Rampart</b>	18	None	10 minutes	Instantaneous	Medium (190 ft.)	V,S,F	No	Transmutation <i>Caster Level:</i> 9	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> <b>Neutralize Poison</b>	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> 9	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> <b>Plant Growth</b>	18	None	1 standard	Instantaneous action	See text	V,S, DF	No	Transmutation <i>Caster Level:</i> 9	PHB: pg.262
<i>Effect:</i> Grows vegetation, improves crops.									
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <b>Poison</b>	18	Fortitude negates; see text	1 standard	Instantaneous; see text action	Touch	V,S, DF	Yes	Necromancy <i>Caster Level:</i> 9	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> <b>Primal Form</b>	18	N/A	1 standard	1 minute/level action	Personal	V,S,DF	N/A	Transmutation <i>Caster Level:</i> 9	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> <b>Protection from Energy</b>	18	Fortitude negates (harmless)	1 standard	10 minutes/level or until discharged action	Touch	V,S, DF	Yes (harmless)	Abjuration <i>Caster Level:</i> 9	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 (190 ft.)	V,S, DF	No or Yes (object)	Transmutation	PHB: pg.267
<i>Effect:</i> Extinguishes nonmagical fires or one magic item.									
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.									
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.									
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.									
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.									
Sleet Storm	18	None	1 standard	1 round/level	Long (760 ft.)	V,S,M/DF	No	Conjuration (Creation) [Cold]	PHB: pg.280
<i>Effect:</i> Hampers vision and movement.									
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.									
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.									
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.									
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.									
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].									
Spike Growth	18	Reflex partial	1 standard	1 hour/level [D]	Medium (190 ft.)	V,S, DF	Yes	Transmutation	PHB: pg.283
<i>Effect:</i> Creatures in area take 1d4 damage, may be slowed.									
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.									
Spiritjaws	18	None	1 standard	1 round/level [D]	Medium (190 ft.)	V,S,M	Yes	Evocation [Force]	SC: Pg.202
<i>Effect:</i> Jaws attempt to grapple the target; see text									
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.									
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.									
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.									
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.									
Thunderous Roar	18	Fortitude partial; see text	1 standard	Instantaneous	Long (760 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.									
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.									
Tremor	18	See text	1 standard	1 round/3 levels	Medium (190 ft.)	V,S,DF	No	Evocation [Earth]	SC: Pg.223
<i>Effect:</i> Disrupts concentration; see text.									
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.									
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.									
Vine Mine	18	See text	1 standard	10 minutes/level	Medium (190 ft.)	V,S,M	Yes	Conjuration (Creation)	SC: Pg.230
<i>Effect:</i> Creates a rapid growth of vines, see text.									
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.									
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.									
Wind Wall	18	None; see text	1 standard	1 round/level	Medium (190 ft.)	V,S,M/DF	Yes	Evocation [Air]	PHB: pg.302
<i>Effect:</i> Deflects arrows, smaller creatures, and gases.									

## 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> 9									

\* =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> 9		
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> 9		
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> 9		
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> 9		
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> 9		
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> 9		
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> 9		
Call of Stone	19	Fortitude partial	1 standard 1 round/2 levels action	Medium (190 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> 9		
Chain of Eyes	19	Will negates	1 standard 1 hour/level action	Touch	V,S	Yes	Divination	SC: Pg.45
<i>Effect:</i> Scriying sensor passed along by touch.				<i>Target:</i> Living creature touched		<i>Caster Level:</i> 9		
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> 9		
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> 9		
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> 9		
Control Water	19	None; see text	1 standard 10 minutes/level [D] action	Long (760 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> 9		
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> 9		
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> 9		
Dispel Magic	19	None	1 standard Instantaneous action	Medium (190 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> 9		
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> 9		
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> 9		
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> 9		
Flame Strike	19	Reflex half	1 standard Instantaneous action	Medium (190 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> 9		
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> 9		
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> 9		
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> 9		
Ice Storm	19	None	1 standard 1 full round action	Long (760 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> 9		
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> 9		
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> 9		
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> 9		
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> 9		
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> 9		
* =Domain/Specialty Spell								

## Druid Spells

☐☐☐☐☐ Magic Fang, Superior	19	N/A	1 standard	1 round/level action	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> 9	
☐☐☐☐☐ Meteoric Strike	19	None or Reflex half; see text	1 swift action	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> 9	
☐☐☐☐☐ Miasma of Entropy	19	Fortitude half or Will negates [object]	1 standard action	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> 9	
☐☐☐☐☐ Moon Bolt	19	Fortitude half[living] Will negates[undead]	1 standard action	Instantaneous	Long (760 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> 9	
☐☐☐☐☐ Murderous Mist	19	Reflex partial; see text	1 standard action	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> 9	
☐☐☐☐☐ Perinarch	19	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.153
<i>Effect:</i> Grants temporary over the terrain of limbo.					<i>Target:</i> N/A			<i>Caster Level:</i> 9	
☐☐☐☐☐ Planar Tolerance	19	None	1 immediate action	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> 9	
☐☐☐☐☐ Poison Vines	19	Fortitude negates	1 standard action	10 minutes/level	Medium (190 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> 9	
☐☐☐☐☐ 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> 9	
☐☐☐☐☐ Renewed Vigor	19	Fortitude negates (harmless)	1 standard action	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> 9	
☐☐☐☐☐ Repel Vermin	19	None or Will negates; see text	1 standard action	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> 9	
☐☐☐☐☐ Resistance, Greater	19	Will negates [harmless]	1 standard action	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> 9	
☐☐☐☐☐ Rushing Waters	19	None; see text	1 standard action	Instantaneous	Medium (190 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> 9	
☐☐☐☐☐ Rusting Grasp	19	None	1 standard action	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> 9	
☐☐☐☐☐ 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> 9	
☐☐☐☐☐ Shadowblast	19	Fort negates	1 standard action	Instantaneous	Long (760 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> 9	
☐☐☐☐☐ Sheltered Vitality	19	Fortitude negates [harmless]	1 standard action	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> 9	
☐☐☐☐☐ Spark of Life	19	Will negates	1 standard action	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> 9	
☐☐☐☐☐ Spike Stones	19	Reflex partial	1 standard action	1 hour/level [D]	Medium (190 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> 9	
☐☐☐☐☐ Starvation	19	Fortitude partial	1 standard action	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> 9	
☐☐☐☐☐ Sudden Stalagmite	19	Reflex half	1 standard action	Instantaneous	Medium (190 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> 9	
☐☐☐☐☐ 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> 9	
☐☐☐☐☐ 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> 9	
☐☐☐☐☐ Swim, Mass	19	None	1 round	10 minutes/level [D]	Medium (190 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> 9	
☐☐☐☐☐ Vortex of Teeth	19	None	1 standard action	1 round/level [D]	Medium (190 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> 9	
☐☐☐☐☐ Wall of Sand	19	None	1 standard action	Concentration +1 round/level	Medium (190 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> 9	
☐☐☐☐☐ Wall of Water	19	Reflex negates; see text	1 standard action	10 minutes/level	Medium (190 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> 9	
☐☐☐☐☐ Wild Runner	19	N/A	1 standard action	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> 9	
* =Domain/Speciality Spell									



## Druid Spells

Wind at Back	19	Fortitude negates [harmless]	1 standard action	12 hours	Medium (190 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 action	1 minute/level	Touch	V	No	Transmutation	SC: Pg.240
<i>Effect:</i> Manuverability improves by two steps.									
Wood Rot	19	None	1 standard action	Instantaneous or 1 round/level; see text	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									

## 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 (190 ft.)	V,S	Yes	Transmutation	PHB: pg.198
<i>Effect:</i> One animal/two levels doubles in size.									
Anticold Sphere	20	None	1 standard action	10 minutes/level	10 ft.	V,S	Yes	Abjuration [Cold]	SC: Pg.13
<i>Effect:</i> Immune to cold and Hedge creatures of the cold subtype.									
Atonement	20	None	1 hour	Instantaneous	Touch	V,S,M,F, DF, XP	Yes	Abjuration	PHB: pg.201
<i>Effect:</i> Removes burden of misdeeds from subject.									
Awaken	20	Will negates	24 hours	Instantaneous	Touch	V,S, DF, XP	Yes	Transmutation	PHB: pg.202
<i>Effect:</i> Animal or tree gains human intellect.									
Baleful Polymorph	20	Fortitude negates, Will partial; see text	1 standard action	Permanent	Close (45 ft.)	V,S	Yes	Transmutation	PHB: pg.202
<i>Effect:</i> Transforms subject into harmless animal.									
Bite of the Weretiger	20	N/A	1 standard action	1 round/level	Personal	V,S,M	N/A	Transmutation	SC: Pg.28
<i>Effect:</i> Gain +12 bonus to Str, +4 Dex, +6 Con, +5 natural armor. Gain Bite and Claw attacks.									
Blood Creeper	20	Fortitude negates	1 standard action	1 round/level	Medium (190 ft.)	V,S,DF	Yes	Conjuration (Creation)	PHB II: pg.104
<i>Effect:</i> 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.									
Call Lightning Storm	20	Reflex half	1 round	1 minute/level	Long (760 ft.)	V,S	Yes	Evocation [Electricity]	PHB: pg.207
<i>Effect:</i> Calls down one lightning bolt/level [max 15] over duration [5d6 per bolt] from sky; 5d10 in outdoors stormy area.									
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
<i>Effect:</i> Bestows water breathing, blur & doesn't take nonlethal damage.									
Cold Snap	20	None	1 minute	2d4 hours	1 mile	V,S	No	Transmutation [Cold]	SC: Pg.50
<i>Effect:</i> Lowers temperature by 5 degrees per level [Max 50 degrees]									
Commune with Nature	20	None	10 minutes	Instantaneous	Personal	V,S	No	Divination	PHB: pg.211
<i>Effect:</i> Learn about terrain for one mile/level.									
Control Winds	20	Fortitude negates	1 standard action	10 minutes/level	40 ft./level	V,S	No	Transmutation [Air]	PHB: pg.214
<i>Effect:</i> Change wind direction and speed.									
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
<i>Effect:</i> Cures 4d8 +1/level [max +20] damage.									
Dance of the Unicorn	20	None	1 standard action	1 minute/level [D]	5 ft./level	V,S	No	Abjuration	SC: Pg.58
<i>Effect:</i> Purifies surrounding area; see text.									
Death Ward	20	Will negates (harmless)	1 standard action	1 minute/level	Touch	V,S, DF	Yes (harmless)	Necromancy	PHB: pg.217
<i>Effect:</i> Grants immunity to death spells and negative energy effects.									
Dire Hunger	20	Fortitude negates	1 standard action	Instantaneous	Close (45 ft.)	V,S	Yes	Transmutation	SC: Pg.65
<i>Effect:</i> Creature becomes hungry and grows fangs [See text for damage]. Target only attacks with bite									
Echo Skull	20	None	1 standard action	1 hour/level [D]	Touch	V,S,F	Yes [object]	Divination	SC: Pg.77
<i>Effect:</i> See, hear and speak through a specific animal skull at any distance.									
Fireward	20	None	1 standard action	1 hour/level	Medium (190 ft.)	V,S,DF	No	Transmutation	SC: Pg.94
<i>Effect:</i> As quench; suppresses all magical fire spells									
Hallow	20	See text	24 hours	Instantaneous	Touch	V,S,M, DF	See text	Evocation [Good]	PHB: pg.238
<i>Effect:</i> Designates location as holy.									
Heal Animal Companion	20	Will negates [harmless]	1 standard action	Instantaneous	Touch	V,S	Yes [harmless]	Conjuration (Healing)	SC: Pg.110
<i>Effect:</i> Functions as heal, except it only affects your animal companion.									
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
<i>Effect:</i> Cause single creature to burst in flames causing 6d6 and decreases 1d6 each round [min 1d6] for duration of spell									
Insect Plague	20	None	1 round	1 minute/level	Long (760 ft.)	V,S, DF	No	Conjuration (Summoning)	PHB: pg.244
<i>Effect:</i> Locust swarms attack creatures.									
Jungle's Rapture	20	Will negates	1 standard action	Permanent [D]	Close (45 ft.)	V,S	Yes	Transmutation	SC: Pg.128
<i>Effect:</i> Target takes 1d6 Dex damage, each day victim takes additional 1d6 Dex.									
Longstrider Mass	20	Fortitude negates (harmless)	1 swift action	1 hour/level [D]	60 ft.	V	Yes (harmless)	Transmutation	PHB II: pg.117
<i>Effect:</i> All allies in the area gain a +10-foot enhancement bonus to their speed.									
Magic Convalescence	20	None	1 standard action	1 round/level	20 ft.	V,S,M	No	Conjuration (Healing)	PHB II: pg.118
<i>Effect:</i> 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.									
* =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> 9		
□□□□□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> 9		
□□□□□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> 9		
□□□□□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> 9		
□□□□□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> 9		
□□□□□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> 9		
□□□□□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> 9		
□□□□□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> 9		
□□□□□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> 9		
□□□□□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> 9		
□□□□□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> 9		
□□□□□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> 9		
□□□□□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> 9		
□□□□□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> 9		
□□□□□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> 9		
□□□□□Transmute Mud to Rock	20	See text	1 standard Permanent action	Medium (190 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> 9		
□□□□□Transmute Rock to Mud	20	See text	1 standard Permanent; see text action	Medium (190 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> 9		
□□□□□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> 9		
□□□□□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> 9		
□□□□□Wall of Fire	20	None	1 standard Concentration + 1 round/level action	Medium (190 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> 9		
□□□□□Wall of Thorns	20	None	1 standard 10 minutes/level [D] action	Medium (190 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> 9		
□□□□□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> 9		

## 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> 9				
☐☐☐☐☐ Animate Snow	21	None	1 standard	1 round/level action	Medium (190 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> 9				
☐☐☐☐☐ 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> 9				
☐☐☐☐☐ 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> 9				
☐☐☐☐☐ 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> 9				
☐☐☐☐☐ 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> 9				
* =Domain/Speciality Spell									

# Druid Spells

■■■■■Blood Sirocco	21	Fortitude negates; see 1 standard 1 round/level text	60 ft.	V,S	Yes	Evocation	SC: Pg.33
<i>Effect:</i> Blood sirocco blows out from your location with the force of a windstorm [DMG 95]; see text							
■■■■■Bones of the Earth	21	Reflex negates 1 standard 1 round/2 level [D] action	60 ft.	V,S,DF	No	Conjuration (Creation) [Earth]	PHB II: pg.104
<i>Effect:</i> Creates pillar each round. See text.							
■■■■■Bull's Strength, Mass	21	Will negates (harmless)	1 standard 1 minute/level action	Close (45 ft.)	V,S,M/DF	Yes (harmless)	Transmutation
<i>Effect:</i> As bull's strength, affects one subject/ level.							
■■■■■Cat's Grace, Mass	21	Will negates (harmless)	1 standard 1 minute/level action	Close (45 ft.)	V,S,M	Yes	Transmutation
<i>Effect:</i> As cat's grace, affects 1 subject/level.							
■■■■■Chasing Perfection	21	Will negates (harmless)	1 standard 1 minute/level action	Touch	V,S,M	Yes (harmless)	Transmutation
<i>Effect:</i> Subject improves in all ways, +4 enhancement bonus to all ability scores.							
■■■■■Cometfall	21	Reflex half	1 standard Instantaneous action	Medium (190 ft.)	V,S,DF	No	Conjuration (Creation)
<i>Effect:</i> Comet falls to the ground dealing 1d6/level [max 15d6] to everything in the area. Creatures that fail their Reflex are prone; see text							
■■■■■Cure Light Wounds, Mass	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)
<i>Effect:</i> Cures 1d8 +1/level [max +25] damage for many creatures.							
■■■■■Dinosaur Stampede	21	Reflex half	1 standard 1 round/level [D] action	Medium (190 ft.)	V,S,M	Yes	Evocation [Force]
<i>Effect:</i> Creatures in the area take 1d12 +1 per caster level [max +20].							
■■■■■Dispel Magic, Greater	21	None	1 standard Instantaneous action	Medium (190 ft.)	V,S	No	Abjuration
<i>Effect:</i> As dispel magic, but +20 on check.							
■■■■■Drown	21	Fortitude negates	1 standard Instantaneous action	Close (45 ft.)	V,S	Yes	Conjuration (Creation) [Water]
<i>Effect:</i> Subject immediately falls unconscious, drops to 0 HP, next round -1 HP and is dying.							
■■■■■Energy Immunity	21	None	1 standard 24 hours action	Touch	V,S	Yes [harmless]	Abjuration
<i>Effect:</i> Become immune to one energy type.							
■■■■■Enveloping Cocoon	21	Reflex negates	1 standard 1 round/level [D] action	Medium (190 ft.)	V,S,M	Yes	Evocation [Force]
<i>Effect:</i> Cocoon holds creature unless it breaks free; see text.							
■■■■■Extract Water Elemental	21	Fortitude half	1 standard Instantaneous action	Close (45 ft.)	V,S	Yes	Transmutation [Water]
<i>Effect:</i> Creature takes 1d6/caster level [max 20d6], if slain you get a water elemental you can control for 1 minute.							
■■■■■Find the Path	21	None or Will negates (harmless)	3 rounds 10 minutes/level	Personal or touch	V,S,F	No or Yes (harmless)	Divination
<i>Effect:</i> Shows most direct way to a location.							
■■■■■Fire Seeds	21	None or Reflex half; see text	1 standard 10 minutes/level or until used action	Touch	V,S,M	No	Conjuration (Creation) [Fire]
<i>Effect:</i> Acorns and berries become grenades and bombs.							
■■■■■Fires of Purity	21	See text	1 standard 1 round/level action	Touch	V,S,DF	Yes [harmless]; see text	Evocation [Fire]
<i>Effect:</i> Deal an extra 1 pt/caster level [max 15 pts] of fire damage to any you attack or attack you.							
■■■■■Freeze	21	Reflex partial; see text	1 standard 1 round/2 levels action	Medium (190 ft.)	V,S,DF	Yes	Conjuration (Creation) [Cold]
<i>Effect:</i> Ranged touch attack deals 2d6 cold damage; see text							
■■■■■Hide the Path	21	None	10 minutes 24 hours [D]	Anywhere in the area to be warded	V,S,F	No	Abjuration
<i>Effect:</i> Protects area against divinations; see text							
■■■■■Hungry Gizzard	21	Reflex negates	1 standard 1 round/level [D] action	Medium (190 ft.)	V,S,M	Yes	Conjuration (Creation)
<i>Effect:</i> Creature gets trapped inside a gizzard that does 2d8+8 crushing, 1d8 acid							
■■■■■Ice Flowers	21	Reflex half	1 standard Instantaneous action	Long (760 ft.)	V,S	No	Transmutation [Cold]
<i>Effect:</i> Creates dense rumble and causes 1d6/caster level [max 15d6]. No affect in desert or solid stone.							
■■■■■Ironwood	21	None	1 minute/lb. created 1 day/level [D]	0 ft.	V,S,M	No	Transmutation
<i>Effect:</i> Magic wood is strong as steel.							
■■■■■Liveoak	21	None	10 minutes 1 day/level [D]	Touch	V,S	No	Transmutation
<i>Effect:</i> Oak becomes treant guardian.							
■■■■■Miasma	21	Fortitude negates; see 1 standard 3 rounds/level text	1 standard 3 rounds/level action	Close (45 ft.)	V,S,DF	Yes	Evocation
<i>Effect:</i> Gas cloud suffocates target.							
■■■■■Move Earth	21	None	See text Instantaneous	Long (760 ft.)	V,S,M	No	Transmutation [Earth]
<i>Effect:</i> Digs trenches and build hills.							
■■■■■Owl's Wisdom, Mass	21	Will negates (harmless)	1 standard 1 minute/level action	Close (45 ft.)	V,S,M/DF	Yes	Transmutation
<i>Effect:</i> As owl's wisdom, affects one subject/ level.							
■■■■■Phantasmal Disorientation	21	Will negates; see text	1 standard 1 minute/level [D] action	Medium (190 ft.)	V,S	Yes	Illusion (Phantasm) [Mind-Affecting]
<i>Effect:</i> Need to make a Will save to discern true landmarks; see text							
■■■■■Repel Wood	21	None	1 standard 1 minute/level [D] action	60 ft.	V,S	No	Transmutation
<i>Effect:</i> Pushes away wooden objects.							
■■■■■Resistance, Superior	21	Will negates [harmless]	1 standard 24 hours action	Touch	V,S,M/DF	Yes [harmless]	Abjuration
<i>Effect:</i> As resistance, except you grant the subject +6 resistance bonus.							
■■■■■Spellstaff	21	Will negates (object)	10 minutes Permanent until discharged [D]	Touch	V,S,F	Yes (object)	Transmutation
<i>Effect:</i> Stores one spell in wooden quarterstaff.							
* =Domain/Speciality Spell							

## Druid Spells

Stonehold	21	See text	1 standard action	24 hours/level	Medium (190 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 (190 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 (190 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 (190 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 (190 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 (190 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 (760 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 (760 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 3 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 (190 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 (760 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 (760 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 (190 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 (760 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 (760 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 (760 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 (760 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 (190 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 (190 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 (190 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 (760 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 (760 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
<div> <div>LEVEL 9</div> </div>									
<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 (190 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 (190 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 (760 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 (190 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 (760 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 (190 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 (190 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 (760 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 (190 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)



Destinie



Human
RACE
25
AGE
Female
GENDER
Darkvision (90')
VISION
Neutral Good
ALIGNMENT
Right
DOMINANT HAND
5' 6"
HEIGHT
120 lbs.
WEIGHT
EYE COLOUR
SKIN COLOUR
,
HAIR
PHOBIAS
,
PERSONALITY TRAITS
INTERESTS
,
SPOKEN STYLE
RESIDENCE
LOCATION
None
REGION

Description:  
Spell Points: 109

Biography:

## Notes:

Character Sheet Notes: