

Desire'

NAME
Drd15
CLASS
15
Character Level

105000
EXPERIENCE
120000
NEXT LEVEL

Donnamarie Fuller

PLAYERNAME
Illan
RACE
24
AGE

Medium
SIZE
Female
GENDER

DEITY
5' 4"
HEIGHT
140 lbs.
WEIGHT
,
HAIR

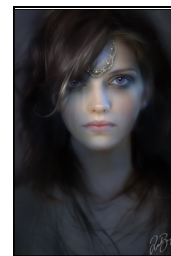
Neutral Good

ALIGNMENT

VISION

-1

POINTS



ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD	HP hit points	217	WOUNDS/CURRENT HP	SUBDUAL DAMAGE	DAMAGE REDUCTION	SPEED										
STR Strength	10	+0	10	+0	10	+0	AC armor class	25	TOTAL	FLAT	TOUCH	BASE	ARMOR BONUS	SHIELD BONUS	STAT	SIZE	NATURAL	MISC	MISS CHANCE	ARCANE SPELL FAILURE	ARMOR CHECK PENALTY	SPELL RESIST
DEX Dexterity	14	+2	14	+2	14	+2																
CON Constitution	12	+1	12	+1	12	+1																
INT Intelligence	18	+4	18	+4	18	+4																
WIS Wisdom	21	+5	27	+8	27	+8																
CHA Charisma	12	+1	12	+1	12	+1																
INITIATIVE								+13	TOTAL	+2	DEX MODIFIER	+11	MISC MODIFIER									
BASE ATTACK								+11/+6/+1														

SAVING THROWS	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP	conditional modifiers
FORTITUDE (constitution)	+11	= +9	+1	+1	+0	+0		
REFLEX (dexterity)	+8	= +5	+2	+1	+0	+0		
WILL (wisdom)	+18	= +9	+8	+1	+0	+0		

MELEE attack bonus	TOTAL	BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP
	+11/+6/+1	= +11/+6/+1	+0	+0	+0	+0	
RANGED attack bonus	+13/+8/+3	= +11/+6/+1	+2	+0	+0	+0	
GRAPPLE attack bonus	+11/+6/+1	= +11/+6/+1	+0	+0	+0	+0	

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	REACH
	+11/+6/+1	1d8+7	20/x2	5 ft.

*Desire's Quarterstaff	HAND	TYPE	SIZE	CRITICAL	REACH
	Two-Weapon	B/B	M	20/x2/2	5 ft.
TOTAL ATTACK BONUS	DAMAGE				
+5/+0/-5; +5	1d6+9/+7				
Special Properties	Head1: can store a single targeted spell of up to 3rd level with a casting time of 1 action				

*Desire's Quarterstaff (Head 1 only)	HAND	TYPE	SIZE	CRITICAL	REACH
	Two-Weapon	B	M	20/x2	5 ft.
To Hit	Dam	To Hit	Dam		
1H-P	N/A	1d6+9	2W-P-(OH)	N/A	1d6+9
1H-O	N/A	1d6+9	2W-P-(OL)	+9/+4/-1	1d6+9
2H	+13/+8/+3	1d6+9	2W-OH	+5	1d6+9
Special Properties	can store a single targeted spell of up to 3rd level with a casting time of 1 action				

*Desire's Quarterstaff (Head 2 only)	HAND	TYPE	SIZE	CRITICAL	REACH
	Two-Weapon	B	M	20/x2	5 ft.
To Hit	Dam	To Hit	Dam		
1H-P	N/A	1d6+7	2W-P-(OH)	N/A	1d6+7
1H-O	N/A	1d6+7	2W-P-(OL)	+7/+2/-3	1d6+7
2H	+11/+6/+1	1d6+7	2W-OH	+3	1d6+7
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
*Amulet of Natural Armor +1		+1		+0	0
*Belt, Monk's		+9		+0	0
*Ring of Protection +3		+3		+0	0

DRUID WILDSHAPE

Uses per day ☐☐☐☐☐

Duration = 15 Hours

SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	MAX RANKS	18/9	
✓ Appraise	INT	4	= 4	+	+	
✓ Balance	DEX	2	= 2	+	+	
✓ Bluff	CHA	1	= 1	+	+	
✓ Climb	STR	1	= 0	+	1.0 +	
✓ Concentration	CON	1	= 1	+	+	
✓ Craft (Untrained)	INT	4	= 4	+	+	
✓ Diplomacy	CHA	9	= 1	+	2.0 + 6	
✓ Diplomacy (Wild Empathy)	CHA	27	= 1	+	2.0 + 24	
✓ Disguise	CHA	1	= 1	+	+	
✓ Escape Artist	DEX	2	= 2	+	+	
✓ Forgery	INT	4	= 4	+	+	
✓ Gather Information	CHA	1	= 1	+	+	
✓ Handle Animal	CHA	9	= 1	+	8.0 +	
✓ Heal	WIS	14	= 8	+	6.0 +	
✓ Hide	DEX	9	= 2	+	7.0 +	
✓ Intimidate	CHA	1	= 1	+	+	
✓ Jump	STR	4	= 0	+	+	4
✓ Knowledge (Arcana)	INT	9	= 4	+	5.0 +	
✓ Knowledge (Nature)	INT	23	= 4	+	13.0 + 6	
✓ Knowledge (Religion)	INT	9	= 4	+	5.0 +	
✓ Listen	WIS	8	= 8	+	+	
✓ Move Silently	DEX	9	= 2	+	7.0 +	
✓ Perform (Oratory)	CHA	4	= 1	+	3.0 +	
✓ Profession (Herbalist)	WIS	12	= 8	+	4.0 +	
✓ Psychic (Adaptation)	WIS	10	= 8	+	2.0 +	
✓ Psychic (Apport)	INT	12	= 4	+	8.0 +	
✓ Psychic (Blink Teleport)		6	= 0	+	6.0 +	
✓ Psychic (Body Control)	WIS	12	= 8	+	4.0 +	
✓ Psychic (Dimensional Phase)		6	= 0	+	6.0 +	
✓ Psychic (Empathic Projection)	CHA	6	= 1	+	5.0 +	
✓ Psychic (Empathy)	WIS	9	= 8	+	1.0 +	
✓ Psychic (Enhance Senses)	WIS	10	= 8	+	2.0 +	
✓ Psychic (Illusion)	CHA	6	= 1	+	5.0 +	
✓ Psychic (Mental Contact)	CHA	10	= 1	+	7.0 + 2	
✓ Psychic (Mind Reading)	CHA	8	= 1	+	7.0 +	
✓ Psychic (Psychic Healing)	WIS	14	= 8	+	6.0 +	
✓ Psychic (Psychic Sense)	WIS	8	= 8	+	+	
✓ Psychic (Psychic Shield)	WIS	10	= 8	+	+	2
✓ Psychic (Pyrokinesis)	INT	6	= 4	+	2.0 +	
✓ Psychic (Telekinesis)	INT	9	= 4	+	5.0 +	
✓ Psychic (Telekinetic Shield)	INT	8	= 4	+	4.0 +	
✓ Psychic (Teleport)	INT	13	= 4	+	9.0 +	
✓ Ride	DEX	4	= 2	+	+	2
✓ Search	INT	4	= 4	+	+	
✓ Sense Motive	WIS	8	= 8	+	+	
✓ Spellcraft	INT	14	= 4	+	8.0 + 2	
✓ Spot	WIS	20	= 8	+	12.0 +	
✓ Survival	WIS	24	= 8	+	12.0 + 4	
✓ Swim	STR	0	= 0	+	+	
✓ Use Rope	DEX	3	= 2	+	1.0 +	
			=	+	+	
			=	+	+	
✓: can be used untrained. X: exclusive skills						

Sling			HAND	TYPE	SIZE	CRITICAL	REACH
			Carried	B	M	20/x2	5 ft.
	30 ft.	50 ft.	100 ft.		150 ft.		200 ft.
TH	+13/+8/+3	+13/+8/+3	+11/+6/+1		+9/+4/-1		+7/+2/-3
Dam	1d4+7	1d4+7	1d4+7		1d4+7		1d4+7
Special Properties							

EQUIPMENT					
ITEM	LOCATION	QTY	WT	COST	
Amulet of Natural Armor +1	Equipped	1	0.0	2000.0	
Backpack		1	2.0	2.0	
0 lbs.					
Bedroll	Handy Haversack	1	5.0	0.1	
Belt, Monk's	Equipped	1	1.0	13000.0	
Blanket (Winter)	Handy Haversack	1	3.0	0.5	
Cloak of Resistance +1	Equipped	1	1.0	1000.0	
Desire's Headband of Insight	Equipped	1	0.0	0.0	
Desire's Quarterstaff	Equipped	1	4.0	300.0	
Head1: can store a single targeted spell of up to 3rd level with a casting time of 1 action					
Handy Haversack	Carried	1	5.0	2000.0	
19.5 lbs., 1 Bedroll, 1 Rope (Silk/50 Ft.), 1 Spell Component Pouch, 1 Blanket (Winter), 1 Healer's Kit, 1 Ink (1 Oz. Vial), 1 Inkpen, 1 Lantern (Hooded), 1 Mirror (Small/Steel), 1 Oil (1 Pt. Flask), 4 Parchment (Sheet)					
Healer's Kit	Handy Haversack	1	1.0	50.0	
□□□□□ □□□□□					
Ink (1 Oz. Vial)	Handy Haversack	1	0.0	8.0	
Inkpen	Handy Haversack	1	0.0	0.1	
Lantern (Hooded)	Handy Haversack	1	2.0	7.0	
Mirror (Small/Steel)	Handy Haversack	1	0.5	10.0	
Oil (1 Pt. Flask)	Handy Haversack	1	1.0	0.1	
Parchment (Sheet)	Handy Haversack	4	0.0	0.2 (0.8)	
			(0.0)		
Pearl of Power (3rd Level)	Equipped	1	0.0	9000.0	
Pouch (Belt)		1	0.5	1.0	
4 lbs., 4 Rations (Trail/Per Day)					
Rations (Trail/Per Day)	Pouch (Belt)	4	1.0	0.5 (2.0)	
			(4.0)		
Ring of Protection +3	Equipped	1	0.0	18000.0	
Rope (Silk/50 Ft.)	Handy Haversack	1	5.0	10.0	
Sack		1	0.5	0.1	
0 lbs.					
Sling	Carried	1	0.0	0.0	
0 lbs.					
Spell Component Pouch	Handy Haversack	1	2.0	5.0	
Tome of Understanding +2	Equipped	1	5.0	55000.0	
TOTAL WEIGHT CARRIED/VALUE			16 lbs.	100396.7 gp	

WEIGHT ALLOWANCE					
Light	33	Medium	66	Heavy	100
Lift over head	100	Lift off ground	200	Push / Drag	500

MONEY
12: 9 Skill Points - +1 Apport +1 Teleport +1 Mental Contact +6 Mind Reading 1 Feat = Telepathy (Psychic Talent)
Total = 0.0 gp

SPECIAL ABILITIES
+1 skill point per level for psychic abilities
Divine spell DCs are base: 19 + spell level

SPECIAL QUALITIES
Animal Companion (Ex) A Thousand Faces (Su) Ability to change appearance at will, as if using alter self.
Nature's Gift (Su) 1/day gain and grant a +15 divine bonus that can last up to 3 rounds or until discharged
Nature Sense (Ex) +2 bonus on Knowledge (Nature) and Survival checks.
Percipience (Su) You can see and hear nature spirits otherwise imperceptible to mortals (unless a spirit wishes to show itself). The character finds this ability disconcerting at first, because it makes him realize how pervasive spirits are: They are everywhere, all the time - although only rarely do they pay attention to the actions of mortals.
Resist Nature's Lure (Ex) +4 bonus on saving throws against the spell-like abilities of fey.
Speak With Spirits (Su) You can speak with the spirit of a tree, a brook, the air, or any other part of nature that you touch. Once per day you can ask a question that requires an answer of up to one word per level or a series of yes/no questions. The spirit is not omniscient. It knows all observable facts about its surroundings, and can answer any such question with 100 percent accuracy. To convince the spirit to give an answer, you must make a Diplomacy check.
Spontaneous casting - Summon Nature's Ally
Timeless Body (Ex) No longer take ability score penalties for aging and cannot be magically aged.
Trackless Step (Ex) Leaves no trail in natural surroundings and cannot be tracked.
Venom Immunity (Ex) Immune to all poisons.
Wild Empathy (Ex) +18 to Diplomacy check against animals (+14 on Magical Beasts) - takes 1 minute
Wild Shape (Su) 5/day for 15 hours (Large, Tiny, Plant, Huge)
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	
Fleet of Foot	+10 feet bonus to ground speed
Improved Initiative	You get a +4 bonus on initiative checks.
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.
Psychic Channeling	You can channel spell energy to fuel your psychic abilities.
Psychic Stamina	Your mental strength reinforces your physical endurance.
Psychokinesis	You have the potential to learn psychokinesis skills.
Psychometabolism	You have the potential to learn psychometabolism skills.
Psychoportation	You have the potential to learn psychoportation skills.
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]
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.
Psychic Ability	You have the potential to acquire psychic feats and skills.
Shield Proficiency	You can use a shield and take only the standard penalties.
Telepathy	You have the potential to learn telepathy skills.
Modify Spell ~ Double Area or Targets	[Lv+3] Touch spells cannot be affected.
Modify Spell ~ Double Duration	[Lv+1] Durations of Concentration, Instantaneous, or Permanent are not affected.
Modify Spell ~ Double Range	[Lv+1] If the range determines its area or effect, the dimensions of its area or effect increase proportionally.
Modify Spell ~ Increase Power	[Lv+2] All the variables, numeric effects increase by one-half. Saving throws and opposed rolls (such as caster power checks) are not affected.
Modify Spell ~ No Somatic Components	[Lv+1] Spell can be cast without gestures or movements.
Modify Spell ~ No Verbal Component	[Lv+1] Spell can be cast with no verbal components.

PROFICIENCIES
Club, Dagger, Dart, Gauntlet, Grapple, Quarterstaff, Scimitar, Shieldbash (Heavy), Shieldbash (Light), Shortspear, Sickle, Sling, Spear, Spells(Ray), Unarmed Strike

LANGUAGES
Common, Druidic, Elven, Sylvan, Terran, Treant

TEMPLATES
Truename
1-Desire (Greenbond)

Animal Companion: Brutis (Riding Dog)					
HP:	94	AC:	30	INIT:	+9
FORT:	+10	REF:	+15	WILL:	+5
*Bite	+15/+10	DAM:	1d8+7	CRIT:	20/x2
Special:					

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	8	7	7	6	6	4	3	2	0

LEVEL 0

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□ Create Water <i>Effect:</i> Creates 2 gallons/level of pure water.		None	1 standard action	Instantaneous	Close (60 ft.)	V,S	No	Conjuration (Creation) [Water] <i>Caster Level:</i> 15	PHB: pg.215
□□□□ Cure Minor Wounds <i>Effect:</i> Cures 1 point of damage.	19	Will half (harmless); see text	1 standard action	Instantaneous	Touch	V,S	Yes (harmless); see text	Conjuration (Healing) <i>Caster Level:</i> 15	PHB: pg.216
□□□□ Dawn <i>Effect:</i> Awakens sleeping creatures and those knocked out from nonlethal damage [but staggered].	19	Fortitude negates [harmless]	1 swift action	Instantaneous	15 ft.	V	Yes [harmless]	Abjuration <i>Caster Level:</i> 15	SC: Pg.59
□□□□ Detect Magic <i>Effect:</i> Detects spells and magic items within 60 ft.		None	1 standard action	Concentration, up to 1 minutes/level [D]	60 ft.	V,S	No	Divination <i>Caster Level:</i> 15	PHB: pg.219
□□□□ Detect Poison <i>Effect:</i> Detects poison in one creature or small object.		None	1 standard action	Instantaneous	Close (60 ft.)	V,S	No	Divination <i>Caster Level:</i> 15	PHB: pg.219
□□□□ Flare <i>Effect:</i> Dazzles one creature [-1 on attack rolls].	19	Fortitude negates	1 standard action	Instantaneous	Close (60 ft.)	V	Yes	Evocation [Light] <i>Caster Level:</i> 15	PHB: pg.232
□□□□ Guidance <i>Effect:</i> +1 on one attack roll, saving throw, or skill check.	19	Will negates (harmless)	1 standard action	1 minute or until discharged	Touch	V,S	Yes	Divination <i>Caster Level:</i> 15	PHB: pg.238
□□□□ Know Direction <i>Effect:</i> You discern north.		None	1 standard action	Instantaneous	Personal	V,S	No	Divination <i>Caster Level:</i> 15	PHB: pg.246
□□□□ Light <i>Effect:</i> Object shines like a torch.		None	1 standard action	10 minutes/level [D]	Touch	V, M/DF	No	Evocation [Light] <i>Caster Level:</i> 15	PHB: pg.248
□□□□ Mending <i>Effect:</i> Makes minor repairs on an object.	19	Will negates (harmless, object)	1 standard action	Instantaneous	10 ft.	V,S	Yes (harmless, object)	Transmutation <i>Caster Level:</i> 15	PHB: pg.253
□□□□ Naturewatch <i>Effect:</i> Same as deathwatch but only functions on plants and animals; see text.		None	1 standard action	10 minutes/level	30 ft.	S	No	Necromancy <i>Caster Level:</i> 15	SC: Pg.146
□□□□ Purify Food and Drink <i>Effect:</i> Purifies 1 cu. ft./level of food or water.	19	Will negates (object)	1 standard action	Instantaneous	10 ft.	V,S	Yes (object)	Transmutation <i>Caster Level:</i> 15	PHB: pg.267
□□□□ Read Magic <i>Effect:</i> Read scrolls and spellbooks.		None	1 standard action	10 minutes/level	Personal	V,S,F	No	Divination <i>Caster Level:</i> 15	PHB: pg.269
□□□□ Resistance <i>Effect:</i> Subject gains +1 on saving throws.	19	Will negates (harmless)	1 standard action	1 minute	Touch	V,S,M/DF	Yes (harmless)	Abjuration <i>Caster Level:</i> 15	PHB: pg.272
□□□□ Virtue <i>Effect:</i> Subject gains 1 temporary hp.	19	Fortitude negates (harmless)	1 standard action	1 min.	Touch	V,S, DF	Yes (harmless)	Transmutation <i>Caster Level:</i> 15	PHB: pg.298

LEVEL 1

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□ A Lance of Disruption <i>Effect:</i> Beam of force causes 5d4+30 to all in the area of effect	20	Fortitude half	1 standard action	Instantaneous	60 ft	V,S	Yes	Evocation [Force, Sonic] <i>Caster Level:</i> 15	Custom: Custom
□□□□ Animate Fire <i>Effect:</i> Create a small fire elemental.		None	1 round	Concentration, up to 1 round/level [D]	Close (60 ft.)	V,S,M	No	Transmutation [Fire] <i>Caster Level:</i> 15	SC: Pg.12
□□□□ Animate Water <i>Effect:</i> Create a small water elemental.		None	1 round	Concentration, up to 1 round/level [D]	Close (60 ft.)	V,S,M	No	Transmutation [Water] <i>Caster Level:</i> 15	SC: Pg.13
□□□□ Animate Wood <i>Effect:</i> Animates a wooden object to attack who you designate.		None	1 round	Concentration, up to 1 round/level [D]	Touch	V,S,M	No	Transmutation <i>Caster Level:</i> 15	SC: Pg.13
□□□□ Aspect of the Wolf <i>Effect:</i> You assume the physical appearance and many of the qualities of a wolf.	20	N/A	1 standard action	10 minutes/level	Personal	V,S,M/DF	N/A	Transmutation <i>Caster Level:</i> 15	SC: Pg.16
□□□□ Aura Against Flame <i>Effect:</i> Protects against first 10 points of fire damage, it also extinguishes flames; see text.	20	N/A	1 standard action	1 round/level	Personal	V,S	N/A	Abjuration <i>Caster Level:</i> 15	SC: Pg.18
□□□□ Babau Slime <i>Effect:</i> Layer of slime coats you, inflicting 1d8 damage to any creature hitting you with unarmed strikes, a touch attack or natural weapon.	20	Fortitude negates [harmless]	1 standard action	1 minute/level	Touch	V,S,M/DF	Yes [harmless]	Transmutation <i>Caster Level:</i> 15	SC: Pg.22
□□□□ Beast Claws <i>Effect:</i> Change your hands into claws. Damage 1d4; Threat range 19-20. See text.	20	N/A	1 Standard Action	1 hour/level	Personal	V,S,M	N/A	Transmutation <i>Caster Level:</i> 15	SC: Pg.25
□□□□ Beastland Ferocity <i>Effect:</i> Subject continues to fight even at -1 to -9 and gains +4 enhancement to Str.	20	Fortitude negates [harmless]	1 standard action	1 minute/level	Touch	V,S,DF	Yes [harmless]	Evocation [Electricity] <i>Caster Level:</i> 15	SC: Pg.25
□□□□ Beget Bogun <i>Effect:</i> Creates a natural homunculus.		None	1 standard action	Instantaneous	Touch	V,S,M,XP	No	Conjuration (Creation) <i>Caster Level:</i> 15	SC: Pg.26
□□□□ Branch to Branch <i>Effect:</i> Gain +10 competence bonus on Climb checks made in trees, also allows for brachiation.	20	N/A	1 standard action	1 hour/level [D]	Personal	V,S	N/A	Transmutation <i>Caster Level:</i> 15	SC: Pg.38

* =Domain/Specialty Spell

Druid Spells

<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Breath of the Jungle	None	1 standard action	1 minute/level	Medium (250 ft.)	V,S,DF	No	Transmutation	SC: Pg.39
<i>Effect:</i> DC of saves vs. poison or disease increases by 2								
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Buoyant Lifting	None	1 immediate action	1 minute/level [D]; see text	Close (60 ft.)	S,DF	No	Evocation	SC: Pg.40
<i>Effect:</i> Travel to the surface at 60 ft./round.								
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Calm Animals	20	Will negates; see text	1 standard action	Close (60 ft.)	V,S	Yes	Enchantment (Compulsion) [Mind-Affecting]	PHB: pg.207
<i>Effect:</i> Calms 2d4 + 1/level HD of animals.								
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Camouflage	20	N/A	1 standard action	Personal	V,S	N/A	Transmutation	SC: Pg.43
<i>Effect:</i> Gain +10 circumstance bonus on Hide checks.								
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Charm Animal	20	Will negates	1 standard action	Close (60 ft.)	V,S	Yes	Enchantment (Charm) [Mind-Affecting]	PHB: pg.208
<i>Effect:</i> Makes one animal your friend.								
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Claws of the Bear	20	N/A	1 standard action	Personal	V,S	N/A	Transmutation	SC: Pg.47
<i>Effect:</i> Your hands become natural weapons that deal 1d8 with each attack.								
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Climb Walls	20	Will negates [harmless]	1 standard action	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.								
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Cloudburst	None		1 round	Long (1000 ft.)	V,S	No	Evocation (Water)	SC: Pg.49
<i>Effect:</i> Heavy rain reduces visibility. -4 Spot & Search.								
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Cold Fire	20	No [fire] or Fortitude half	1 standard action	Close (60 ft.)	V,S,DF	Yes [creature]	Transmutation [Cold]	SC: Pg.50
<i>Effect:</i> Flames deal cold damage; see text								
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Crabwalk	None		1 standard action	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.								
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Cure Light Wounds	20	Will half (harmless); see text	1 standard action	Touch	V,S	Yes (harmless); see text	Conjuration (Healing)	PHB: pg.215
<i>Effect:</i> Cures 1d8 +1/level [max +5] damage.								
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Deep Breath	20	N/A	1 immediate action	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.								
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Delay Disease	20	Will negates [harmless]	1 standard action	Touch	V,S,DF	Yes [harmless]	Conjuration (Healing)	SC: Pg.63
<i>Effect:</i> Halts any nonmagical disease for the duration of the spell.								
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Detect Animals or Plants	None		1 standard action	Long (1000 ft.)	V,S	No	Divination	PHB: pg.218
<i>Effect:</i> Detects kinds of animals or plants.								
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Detect Snares and Pits	None		1 standard action	60 ft.	V,S	No	Divination	PHB: pg.220
<i>Effect:</i> Reveals natural or primitive traps.								
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Endure Elements	20	Will negates (harmless)	1 standard action	Touch	V,S	Yes (harmless)	Abjuration	PHB: pg.226
<i>Effect:</i> Exist comfortably in hot or cold environments.								
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Enrage Animal	None		1 standard action	Medium (250 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.								
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Entangle	20	Reflex partial; see text	1 standard action	Long (1000 ft.)	V,S, DF	No	Transmutation	PHB: pg.227
<i>Effect:</i> Plants entangle everyone in 40-ft.-radius circle.								
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Faerie Fire	None		1 standard action	Long (1000 ft.)	V,S, DF	Yes	Evocation [Light]	PHB: pg.229
<i>Effect:</i> Outlines subjects with light, canceling blur, concealment, and the like.								
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Foundation of Stone	None		1 standard action	Close (60 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.								
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Goodberry	None		1 standard action	Touch	V,S, DF	Yes	Transmutation	PHB: pg.237
<i>Effect:</i> 2d4 berries each cure 1 hp [max 8 hp/24 hours].								
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Hawkeye	20	N/A	1 standard action	Personal	V	N/A	Transmutation	SC: Pg.110
<i>Effect:</i> Increases range increment by 50% and +5 competence bonus on Spot checks.								
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Healthful Rest	20	Will negates [harmless]	10 minutes	Close (60 ft.)	V,S	Yes [harmless]	Conjuration (Healing)	SC: Pg.111
<i>Effect:</i> Doubles the natural healing rate.								
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Hide from Animals	20	Will negates (harmless)	1 standard action	Touch	S, DF	Yes	Abjuration	PHB: pg.241
<i>Effect:</i> Animals can't perceive 1 subject/level.								
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Horrible Taste	20	Fortitude negates; see text	1 standard action	Touch	V,S,M	No	Transmutation	SC: Pg.116
<i>Effect:</i> Animals must save after biting or refuse to bite the subject.								
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Juglazer	20	Reflex half	1 standard action	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.								
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Jump	20	Will negates (harmless)	1 standard action	Touch	V,S,M	Yes	Transmutation	PHB: pg.246
<i>Effect:</i> Subject gets bonus on Jump checks.								
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Longstrider	None		1 standard action	Personal	V,S,M	No	Transmutation	PHB: pg.249
<i>Effect:</i> Increases your speed.								

* =Domain/Specialty Spell

Druid Spells

Low-light Vision	20	Will negates [harmless]	1 standard 1 hour/level action	Touch	V,M	Yes [harmless]	Transmutation	SC: Pg.134
<i>Effect:</i> Target gains low-light vision.								
Magic Fang	20	Will negates (harmless)	1 standard 1 minute/level action	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.								
Magic Stone	20	Will negates (harmless, object)	1 standard 30 minutes or until discharged action	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.								
Obscuring Mist		None	1 standard 1 minute/level action	20 ft.	V,S	No	Conjuration (Creation)	PHB: pg.258
<i>Effect:</i> Fog surrounds you.								
Omen of Peril	20	N/A	1 round Instantaneous	Personal	V,F	N/A	Divination	SC: Pg.149
<i>Effect:</i> Brief supplication gives you a vision that hints at how dangerous the immediate future is likely to be.; see text.								
Pass without Trace	20	Will negates (harmless)	1 standard 1 hour/level [D] action	Touch	V,S, DF	Yes (harmless)	Transmutation	PHB: pg.259
<i>Effect:</i> 1 subject/level leaves no tracks.								
Produce Flame		None	1 standard 1 minute/level [D] action	0 ft.	V,S	Yes	Evocation [Fire]	PHB: pg.265
<i>Effect:</i> 1d6 +1/level [max +5] damage, touch or thrown.								
Raging Flame		None	1 standard 1 minute action	Medium (250 ft.)	V,S	No	Transmutation [Fire]	SC: Pg.164
<i>Effect:</i> Causes existing fire to double their heat and radiance; see text.								
Ram's Might	20	N/A	1 standard 1 minute/level action	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.								
Rapid Burrowing	20	Fortitude negates [harmless]	1 standard 10 minutes/level action	Touch	V,S,DF	Yes [harmless]	Transmutation	SC: Pg.166
<i>Effect:</i> Improves existing burrow speed by 20 ft.								
Remove Scent	20	Will negates	1 standard 10 minutes/level action	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 ghouls or troglodytes.								
Resist Planar Alignment	20	Will negates [harmless]	1 standard 1 round/level action	Touch	V,S,DF	Yes [harmless]	Abjuration	SC: Pg.174
<i>Effect:</i> Grants limited protection from a plane's alignment traits; see text.								
Sandblast	20	Reflex half	1 standard Instantaneous action	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.								
Shillelagh	20	Will negates (object)	1 standard 1 minute/level action	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.								
Slow Burn		None	1 standard 1 minute action	Medium (250 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.								
Snake's Swiftmess	20	Will negates [harmless]	1 standard Instantaneous action	Close (60 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.								
Snowshoes	20	Will negates [harmless]	1 standard 1 hour/level [D] action	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.								
Speak with Animals		None	1 standard 1 minute/level action	Personal	V,S	No	Divination	PHB: pg.281
<i>Effect:</i> You can communicate with animals.								
Summon Nature's Ally I		None	1 round 1 round/level [D]	Close (60 ft.)	V,S, DF	No	Conjuration (Summoning)	PHB: pg.288
<i>Effect:</i> Calls creature to fight.								
Surefooted Stride		None	1 standard 1 minute/level action	Personal	V,S	No	Transmutation	SC: Pg.216
<i>Effect:</i> Move through difficult terrain at full speed. Gain +2 Climb checks.								
Thunderhead	20	Reflex negates; see text	1 standard 1 round/level action	Close (60 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.								
Traveler's Mount	20	Will negates	1 standard 1 hour/level action	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.								
Updraft	20	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.								
Vigor, Lesser	20	Will negates [harmless]	1 standard 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.								
Vine Strike	20	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.								
Wall of Smoke	20	Fortitude partial; see text	1 standard 1 round/level action	Close (60 ft.)	V,S	No	Conjuration (Creation)	SC: Pg.235
<i>Effect:</i> Makes a wall of black smoke, causes nausea; see text.								
Wings of the Sea	20	Fortitude negates [harmless]	1 standard 1 minute/level action	Touch	S,M	Yes [harmless]	Transmutation	SC: Pg.240
<i>Effect:</i> Increases creatures swim speed by 30 ft.								
Winter Chill	20	Fortitude negates	1 standard Instantaneous action	Close (60 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.								
Wood Wose		None	1 standard 1 hour/level action	Close (60 ft.)	V,S,DF	No	Conjuration (Creation)	SC: Pg.242
<i>Effect:</i> Summon minor nature spirit to perform simple natural tasks.								

* =Domain/Speciality Spell

Druid Spells

LEVEL 2

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□□Align Fang	21	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> 15		
□□□□□Animal Messenger	21	None; see text	1 standard action	1 day/level	Close (60 ft.)	V,S,M	Yes	Enchantment (Compulsion) [Mind-Affecting] <i>Caster Level:</i> 15	PHB: pg.198
<i>Effect:</i> Sends a Tiny animal to a specific place.					<i>Target:</i> One Tiny animal				
□□□□□Animal Trance	21	Will negates; see text	1 standard action	Concentration	Close (60 ft.)	V,S	Yes	Enchantment (Compulsion) [Mind-Affecting, Sonic] <i>Caster Level:</i> 15	PHB: pg.198
<i>Effect:</i> Fascinates 2d6 HD of animals.					<i>Target:</i> Animals or magical beasts with Intelligence 1 or 2				
□□□□□Avoid Planar Effects		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.					<i>Target:</i> One creature/level in a 20-ft. radius burst centered on you		<i>Caster Level:</i> 15		
□□□□□Balancing Lorecall	21	N/A	1 standard action	1 minute/level [D]	Personal	V,S,M/DF	N/A	Divination	SC: Pg.23
<i>Effect:</i> Gain +4 insight bonus to balance bonus; see text.					<i>Target:</i> You		<i>Caster Level:</i> 15		
□□□□□Barkskin		None	1 standard action	10 minutes/level	Touch	V,S, DF	Yes (harmless)	Transmutation	PHB: pg.203
<i>Effect:</i> Grants +2 enhancement to natural armor. Additional +1 per three levels above 3rd [max +5 at 12th level]					<i>Target:</i> Living creature touched		<i>Caster Level:</i> 15		
□□□□□Bear's Endurance	21	Will negates (harmless)	1 standard action	1 minute/level	Touch	V,S, DF	Yes	Transmutation	PHB: pg.203
<i>Effect:</i> Subject gains +4 to Con for 1 minutes/level.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 15		
□□□□□Binding Winds	21	Reflex negates	1 standard action	Concentration	Medium (250 ft.)	V,S	Yes	Evocation [Air]	SC: Pg.27
<i>Effect:</i> Subject can act normally, but it cannot move from it's current location.					<i>Target:</i> One creature		<i>Caster Level:</i> 15		
□□□□□Bite of the Wererat	21	N/A	1 standard action	1 round/level	Personal	V,S,M	N/A	Transmutation	SC: Pg.28
<i>Effect:</i> Gain +6 bonus to Dex, +2 Con, +3 natural armor.					<i>Target:</i> You		<i>Caster Level:</i> 15		
□□□□□Blinding Spittle		None	1 standard action	Instantaneous	Close (60 ft.)	V,S	Yes	Transmutation	SC: Pg.32
<i>Effect:</i> Spit caustic saliva into foes eyes on successful ranged touch attack. Causes -4 penalty to attack roll.					<i>Target:</i> One missile of spit		<i>Caster Level:</i> 15		
□□□□□Blood Frenzy	21	Will negates	1 standard action	Special; see text	Touch	V,S	Yes	Transmutation	SC: Pg.33
<i>Effect:</i> Target enters a rage, as its rage special ability, but this rage doesn't count against it's total.					<i>Target:</i> Any creature with the rage ability		<i>Caster Level:</i> 15		
□□□□□Body of the Sun	21	Reflex half	1 standard action	1 round/level	5 ft.	V,S,DF	Yes	Transmutation [Fire]	SC: Pg.35
<i>Effect:</i> Fire and light extend 5ft. from caster's body inflicting 1d4/2 levels [max 5d4] points of fire damage [Reflex save for half].					<i>Target:</i> 5 ft.-radius emanation centered on you		<i>Caster Level:</i> 15		
□□□□□Brambles		None	1 standard action	1 round/level	Touch	V,S,M	No	Transmutation	SC: Pg.38
<i>Effect:</i> Small magical thorns/spikes protrude from wooden weapon; gains a +1 to hit enhancement and deals +1/level [max +10] damage.					<i>Target:</i> Wooden weapon touched		<i>Caster Level:</i> 15		
□□□□□Briar Web		None	1 standard action	1 minute/level	Medium (250 ft.)	V,S,DF	No	Transmutation	SC: Pg.39
<i>Effect:</i> As entangle, but thorns deal damage each round.					<i>Target:</i> 40-ft-radius spread.		<i>Caster Level:</i> 15		
□□□□□Bull's Strength	21	Will negates (harmless)	1 standard action	1 minute/level	Touch	V,S,M/DF	Yes (harmless)	Transmutation	PHB: pg.207
<i>Effect:</i> Subject gains +4 to Str for 1 minutes/level.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 15		
□□□□□Burrow	21	Will negates [harmless]	1 standard action	1 minute/level [D]	Touch	V,S,F/DF	Yes [harmless]	Transmutation	SC: Pg.41
<i>Effect:</i> Burrow through earth at 30 ft unless wearing Medium or heavier armor or a Medium load than it is 20 ft.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 15		
□□□□□Camouflage, Mass	21	Will negates [harmless]	1 standard action	10 minutes/level	Medium (250 ft.)	V,S	Yes [harmless]	Transmutation	SC: Pg.43
<i>Effect:</i> As camouflage, except the effect is mobile within the group. [Broken for creatures who more than 60 ft apart].					<i>Target:</i> Any number of creatures, no two of which can be more than 60 ft. apart		<i>Caster Level:</i> 15		
□□□□□Cat's Grace	21	Will negates (harmless)	1 standard action	1 minute/level	Touch	V,S,M	Yes	Transmutation	PHB: pg.208
<i>Effect:</i> Subject gains +4 to Dex for 1 minutes/level.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 15		
□□□□□Chill Metal	21	Will negates (object)	1 standard action	7 rounds	Close (60 ft.)	V,S, DF	Yes (object)	Transmutation [Cold] <i>Caster Level:</i> 15	PHB: pg.209
<i>Effect:</i> Cold metal damages those who touch it.					<i>Target:</i> Metal equipment of 1 creature/2 levels, no two of which can be more than 30 ft. apart; or 375 lbs of metal				
□□□□□Cloud Wings	21	Fortitude negates [harmless]	1 standard action	1 hour/level	Touch	V,S	Yes [harmless]	Transmutation	SC: Pg.49
<i>Effect:</i> Increases fly speed by 30 ft.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 15		
□□□□□Countermoon	21	Will negates [D]	1 standard action	12 hours	Close (60 ft.)	V,S,M	Yes	Abjuration	SC: Pg.53
<i>Effect:</i> Stops lycanthropic shapechanging for 12 hours.					<i>Target:</i> One lycanthrope		<i>Caster Level:</i> 15		
□□□□□Creeping Cold	21	Fortitude half	1 standard action	3 rounds	Close (60 ft.)	V,S,F	Yes	Transmutation [Cold] <i>Caster Level:</i> 15	SC: Pg.55
<i>Effect:</i> Deals progressive damage from cold [+1d6/round].					<i>Target:</i> One creature				
□□□□□Daggerspell Stance	21	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.					<i>Target:</i> You		<i>Caster Level:</i> 15		
□□□□□Decomposition		None	1 standard action	1 round/level	50 ft.	V,S,DF	Yes	Necromancy	SC: Pg.61
<i>Effect:</i> Wounded creatures suffer 3 extra hp/round.					<i>Target:</i> Living enemies within a 50-ft.-radius emanation centered on you		<i>Caster Level:</i> 15		
□□□□□Delay Poison	21	Fortitude negates (harmless)	1 standard action	1 hour/level	Touch	V,S, DF	Yes (harmless)	Conjuration (Healing) <i>Caster Level:</i> 15	PHB: pg.217
<i>Effect:</i> Stops poison from harming subject for 1 hour/level.					<i>Target:</i> Creature touched				
□□□□□Earthbind	21	Fortitude negates	1 standard action	1 minute/level [D]	Medium (250 ft.)	V,S	Yes	Transmutation	SC: Pg.76
<i>Effect:</i> Reduce a creatures fly speed to 0, airborne creatures fall to the ground as if by featherfall.					<i>Target:</i> One creature		<i>Caster Level:</i> 15		
□□□□□Earthfast		None	1 standard action	10 minutes/level [D]	Close (60 ft.)	V,S	Yes [object]	Transmutation	SC: Pg.76
<i>Effect:</i> Doubles Structures HP and increases Hardness to 10.					<i>Target:</i> One stone structure or rock formation, up to 25 cu. ft./level		<i>Caster Level:</i> 15		

* =Domain/Speciality Spell

Druid Spells

Easy Trail	None	1 standard 1 hour/level [D] action	40 ft.	V,S	Yes	Abjuration	SC: Pg.76
<i>Effect:</i> Removes movement penalties through dense brush and increases track DC by 5 for any pursuers.							
Embrace the Wild	21	N/A	1 standard 10 minutes/level [D] action	Personal	V	N/A	Transmutation SC: Pg.79
<i>Effect:</i> The caster gains an animal's sensory and skills, low-light vision and Scent or Blindsense 30' your choice. +2 spot and listen checks.							
Fins to Feet	21	Fortitude negates [harmless]	1 standard 1 hour/level action	Touch	V,S	Yes [harmless]	Transmutation SC: Pg.92
<i>Effect:</i> Creatures lose swim speed but gain walk speed of 30 ft.							
Fire Trap	21	Reflex half; see text	10 minutes Permanent until discharged [D]	Touch	V,S,M	Yes	Abjuration [Fire] PHB: pg.231
<i>Effect:</i> Opened object deals 1d4+15 fire damage.							
Flame Blade	None	1 standard 1 minute/level [D] action	0 ft.	V,S, DF	Yes	Evocation [Fire] PHB: pg.231	
<i>Effect:</i> Touch attack deals 1d8 +7 fire damage.							
Flaming Sphere	21	Reflex negates	1 standard 1 round/level action	Medium (250 ft.)	V,S,M/DF	Yes	Evocation [Fire] PHB: pg.232
<i>Effect:</i> Creates rolling ball of fire, 2d6 damage, lasts 1 round/level.							
Fog Cloud	None	1 standard 10 minutes/level action	Medium (250 ft.)	V,S	No	Conjuration (Creation) PHB: pg.232	
<i>Effect:</i> Fog obscures vision.							
Frost Breath	21	Reflex half	1 standard Instantaneous action	30 ft.	V,S,M	Yes	Evocation [Cold] SC: Pg.100
<i>Effect:</i> Breath a cone of cold that deal 1d4/2 caster levels [max 5d4] and creatures are also dazed if they failed the Reflex save.							
Gust of Wind	21	Fortitude negates	1 standard 1 round action	60 ft.	V,S	Yes	Evocation [Air] PHB: pg.238
<i>Effect:</i> Blows away or knocks down smaller creatures.							
Healing Lorecall	21	N/A	1 standard 10 minutes/level action	Personal	V,S,M	N/A	Divination SC: Pg.110
<i>Effect:</i> Allows caster with Heal ranks to remove other ailments when using Conjuration [Healing] spells. Can also heal more; see text.							
Healing Sting	None	1 standard Instantaneous action	Touch	V,S,M	Yes	Necromancy SC: Pg.110	
<i>Effect:</i> Inflict 1d12 +1/caster level [max +10] to a living creature and gain an equal amount of HP.							
Heartfire	21	Fortitude partial	1 standard 1 round/level action	Close (60 ft.)	V,S,DF	Yes	Evocation [Light, Fire] SC: Pg.112
<i>Effect:</i> Subjects do benefit from concealment, on failed save they also take 1d4 fire damage each round [half damage on save].							
Heat Metal	21	Will negates (object)	1 standard 7 rounds action	Close (60 ft.)	V,S, DF	Yes (object)	Transmutation [Fire] PHB: pg.239
<i>Effect:</i> Make metal so hot it damages those who touch it.							
Hold Animal	21	Will negates; see text	1 standard 1 round/level [D]; see text action	Medium (250 ft.)	V,S	Yes	Enchantment (Compulsion) [Mind-Affecting] PHB: pg.241
<i>Effect:</i> Paralyzes one animal for 1 round/level.							
Kelpstrand	None	1 standard 1 round/level action	Close (60 ft.)	V,S,M	No	Conjuration (Creation) SC: Pg.128	
<i>Effect:</i> Make ranged attacks against each target; see text							
Listening Lorecall	21	N/A	1 standard 10 minutes/level action	Personal	V,S,DF	N/A	Divination SC: Pg.133
<i>Effect:</i> Gain +4 insight bonus on Listen checks; see text.							
Mark of the Outcast	21	Will negates	1 standard Permanent action	Close (60 ft.)	V,S,DF	Yes	Necromancy SC: Pg.138
<i>Effect:</i> Creates an indelible mark on the subjects face; see text.							
Master Air	21	N/A	1 standard 1 round/level action	Personal	V,S,F	N/A	Transmutation SC: Pg.139
<i>Effect:</i> Fly at 90 ft. [or 60 if med or hvy armor].							
Mountain Stance	21	Will negates [harmless]	1 standard 1 minute/level action	Touch	V,S	No	Transmutation SC: Pg.144
<i>Effect:</i> As a free action you can root yourself to the ground. Gain bonus equal to the caster level against grapple, lift, push, bull rush, over-run, throw, trip or otherwise force the creature to move.							
Nature's Favor	21	Will negates [harmless]	1 swift 1 minute action	Touch	V,S,DF	Yes [harmless]	Evocation SC: Pg.146
<i>Effect:</i> Target animal gains attack and damage bonus of +1 for every 3 caster levels max of +5 at 15th level.							
One With the Land	21	N/A	1 standard 1 hour/level action	Personal	V,S	N/A	Transmutation SC: Pg.149
<i>Effect:</i> Gain +2 insight bonus to Move Silently, Search, Hide, Survival and Handle Animal checks.							
Owl's Wisdom	21	Will negates (harmless)	1 standard 1 minute/level action	Touch	V,S,M/DF	Yes	Transmutation PHB: pg.259
<i>Effect:</i> Subject gains +4 to Wis for 1 minutes/level.							
Reduce Animal	None	1 standard 1 hour/level [D] action	Touch	V,S	No	Transmutation PHB: pg.269	
<i>Effect:</i> Shrinks one willing animal.							
Resist Energy	21	Fortitude negates (harmless)	1 standard 10 minutes/level action	Touch	V,S, DF	Yes (harmless)	Abjuration PHB: pg.272
<i>Effect:</i> Ignores first 30 points of damage/attack from specified energy type.							
Restoration, Lesser	21	Will negates (harmless)	3 rounds Instantaneous	Touch	V,S	Yes (harmless)	Conjuration (Healing) PHB: pg.272
<i>Effect:</i> Dispels magical ability penalty or repairs 1d4 ability damage.							
Saltray	21	Fortitude partial	1 standard Instantaneous action	Close (60 ft.)	V,S	Yes	Evocation SC: Pg.179
<i>Effect:</i> Ranged touch attack deals 1d6 per two caster levels [max 5d6] and make a save or be stunned for 1 round.							
Scent	None	1 standard 10 minutes/level action	Touch	V,S,M	Yes [harmless]	Transmutation SC: Pg.180	
<i>Effect:</i> Bestows Scent ability with all the same powers.							
Share Husk	21	Will negates [harmless]	1 standard 1 minute/level action	Touch	V,S,M	Yes	Divination SC: Pg.187
<i>Effect:</i> You can sense all the stimuli the target animal senses.							
Snake's Swiftess, Mass	21	Will negates [harmless]	1 standard Instantaneous action	Medium (250 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.							

* =Domain/Speciality Spell

Druid Spells

Soften Earth and Stone	None	1 standard	Instantaneous	Close (60 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> 15		
Spider Climb	21	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> 15		
Splinterbolt	None	1 standard	Instantaneous	Close (60 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> 15		
Summon Nature's Ally II	None	1 round	1 round/level [D]	Close (60 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> 15		
Summon Swarm	None	1 round	Concentration + 2 rounds	Close (60 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> 15		
Swim	None	1 round	10 minutes/level [D]	Medium (250 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> 15		
Tiger's Tooth	None	1 swift	1 round	Living creature touched	V	No	Transmutation	SC: Pg.221
<i>Effect:</i> As greater magic fang.				<i>Target:</i> You		<i>Caster Level:</i> 15		
Train Animal	21	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> 15		
Tree Shape	None	1 standard	1 hour/level [D]	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> 15		
Warp Wood	21	Will negates (object)	1 standard	Instantaneous	Close (60 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> 15		
Wings of Air	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> 15		
Winter's Embrace	21	Fortitude negates	1 standard	1 round/level	Close (60 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> 15		
Wood Shape	21	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> 15		
Wracking Touch	21	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> 15		
Zone of Glacial Cold	21	Fort half	1 standard	15 rounds	Medium (250 ft.)	V,S,M	No	Conjuration [Cold] Custom: Frostburn Pg.106
<i>Effect:</i> Zone deals 1d6 cold damage each round.				<i>Target:</i> 20-ft.-radius		<i>Caster Level:</i> 15		

LEVEL 3

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
<div><div></div><div></div><div></div><div></div><div></div></div> Air Breathing	22	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> 15	
<div><div></div><div></div><div></div><div></div><div></div></div> Align Fang, Mass	22	Will negates [harmless]	1 standard	1 minute/level action	Close (60 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> 15	
<div><div></div><div></div><div></div><div></div><div></div></div> Attune Form	22	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> 15	
<div><div></div><div></div><div></div><div></div><div></div></div> Bite of the Werewolf	22	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> 15	
<div><div></div><div></div><div></div><div></div><div></div></div> Blindsight	22	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> 15	
<div><div></div><div></div><div></div><div></div><div></div></div> Call Lightning	22	Reflex half	1 round	1 minute/level	Medium (250 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> 15	
<div><div></div><div></div><div></div><div></div><div></div></div> Capricious Zephyr	22	None and Reflex partial; see text	1 standard	1 round/level action	Medium (250 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> 15	
<div><div></div><div></div><div></div><div></div><div></div></div> Charge of the Triceratops	22	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> 15	
<div><div></div><div></div><div></div><div></div><div></div></div> Circle Dance	22	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> 15	
<div><div></div><div></div><div></div><div></div><div></div></div> Corona of Cold	22	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> 15	
<div><div></div><div></div><div></div><div></div><div></div></div> Creaking Cacophony		None	1 standard	1 round/level action	Medium (250 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> 15	
<div><div></div><div></div><div></div><div></div><div></div></div> Crumble	22	Fortitude half [object]	1 standard	Instantaneous action	Medium (250 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> 15	
<div><div></div><div></div><div></div><div></div><div></div></div> Cure Moderate Wounds	22	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 2d8 +1/level [max +10] damage.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 15	

* =Domain/Speciality Spell

Druid Spells

<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Daylight</div> </div> <div> <div>Effect:</div> <div>60-ft. radius of bright light.</div> </div>	None	1 standard	10 minutes/level [D]	Touch	V,S	No	Evocation [Light]	PHB: pg.216
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Dehydrate</div> </div> <div> <div>Effect:</div> <div>Deal 1d6 plus 1/3 caster levels [max +5].</div> </div>	22	Fortitude negates	1 standard Instantaneous action	Medium (250 ft.)	V,S,DF	Yes	Necromancy	SC: Pg.62
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Diminish Plants</div> </div> <div> <div>Effect:</div> <div>Reduces size or blights growth of normal plants.</div> </div>	None	1 standard	Instantaneous action	See text	V,S, DF	No	Transmutation	PHB: pg.221
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Dominate Animal</div> </div> <div> <div>Effect:</div> <div>Subject animal obeys silent mental commands.</div> </div>	22	Will negates	1 round 1 round/level	Close (60 ft.)	V,S	Yes	Enchantment (Compulsion) [Mind-Affecting]	PHB: pg.224
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Downdraft</div> </div> <div> <div>Effect:</div> <div>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>	22	Reflex partial; see text	1 standard Instantaneous action	Long (1000 ft.)	V,S,M	Yes	Evocation [Air]	SC: Pg.72
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Earthen Grace</div> </div> <div> <div>Effect:</div> <div>Earth and stone damage is treated as nonlethal [includes creatures with the subtype of earth/stone, falling onto stone]; see text.</div> </div>	22	Will negates [harmless]	1 standard 1 minute/level action	Touch	V,S,M	Yes [harmless]	Abjuration [Earth]	SC: Pg.76
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Energy Vortex</div> </div> <div> <div>Effect:</div> <div>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>	22	Reflex half	1 standard Instantaneous action	20 ft.	V,S	Yes	Evocation (Choose: Acid, Cold, Fire, Electricity, Sonic)	SC: Pg.81
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Entangling Staff</div> </div> <div> <div>Effect:</div> <div>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>	22	Fortitude negates [harmless,object]	1 swift action 1 round/level [D]	Touch	V,S,F	Yes [harmless]	Transmutation	SC: Pg.83
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Fire Wings</div> </div> <div> <div>Effect:</div> <div>Attack or Fly; see text.</div> </div>	22	N/A	1 round 1 minute/level	Personal	V,S,M,F	N/A	Transmutation [Fire]	SC: Pg.93
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Fly, Swift</div> </div> <div> <div>Effect:</div> <div>This spell functions like fly, except as noted.</div> </div>	22	N/A	1 swift action 1 round	Personal	V	N/A	Transmutation	SC: Pg.96
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Forestfold</div> </div> <div> <div>Effect:</div> <div>Grants +10 competence bonus on Hide and Move Silently checks.</div> </div>	22	N/A	1 standard 1 hour/level [D] action	Personal	V,S	N/A	Transmutation	SC: Pg.98
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Giant's Wrath</div> </div> <div> <div>Effect:</div> <div>Pebbles become boulders; see text</div> </div>	None	1 swift action	1 round/level	Personal	V,S,M	No	Transmutation [Earth]	SC: Pg.105
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Girallon's Blessing</div> </div> <div> <div>Effect:</div> <div>Gain an additional pair of arms; see text</div> </div>	22	Fortitude negates [harmless]	1 standard 10 minutes/level action	Touch	V,S,M	Yes [harmless]	Transmutation	SC: Pg.106
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Heatstroke</div> </div> <div> <div>Effect:</div> <div>Target becomes fatigued [if fatigued it becomes exhausted], takes 2d6 nonlethal heat [with or without save].</div> </div>	22	Fortitude partial	1 standard Instantaneous action	Medium (250 ft.)	V,S	Yes [harmless]	Transmutation	SC: Pg.113
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Hypothermia</div> </div> <div> <div>Effect:</div> <div>Deals 1d6 per caster level [max 10d6] and becomes fatigued. Save halves damage and negates fatigue.</div> </div>	22	Fortitude partial	1 standard Instantaneous action	Close (60 ft.)	V,S	Yes	Evocation [Cold]	SC: Pg.118
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Icelance</div> </div> <div> <div>Effect:</div> <div>Creates an ice lance; ranged touched attack at +4, if it hit causes 6d6 points, make save or be stunned for 1d4 rounds.</div> </div>	22	Fortitude partial	1 standard Instantaneous action	Medium (250 ft.)	V,S,F	Yes	Conjuration (Creation)	SC: Pg.119
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Infestation of Maggots</div> </div> <div> <div>Effect:</div> <div>Deal 1d4 constitution per round. Save ends the spell and the effect.</div> </div>	22	Fortitude negates	1 standard 1 round/2 levels action	Touch	V,S,M	Yes	Necromancy	SC: Pg.123
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Jagged Tooth</div> </div> <div> <div>Effect:</div> <div>Doubles the critical threat range of one natural weapon.</div> </div>	22	Will negates [harmless]	1 standard 10 minutes/level action	Close (60 ft.)	V,S	Yes [harmless]	Transmutation	SC: Pg.127
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Lion's Charge</div> </div> <div> <div>Effect:</div> <div>Gain pounce ability [make full attack after a charge].</div> </div>	22	N/A	1 swift action 1 round	Personal	V	N/A	Transmutation	SC: Pg.133
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Magic Fang, Greater</div> </div> <div> <div>Effect:</div> <div>One natural weapon of subject creature gets +3 on attack and damage rolls.</div> </div>	22	Will negates (harmless)	1 standard 1 hour/level action	Close (60 ft.)	V,S, DF	Yes (harmless)	Transmutation	PHB: pg.250
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Meld into Stone</div> </div> <div> <div>Effect:</div> <div>You and your gear merge with stone.</div> </div>	None	1 standard	10 minutes/level action	Personal	V,S, DF	No	Transmutation [Earth]	PHB: pg.252
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Nature's Balance</div> </div> <div> <div>Effect:</div> <div>Take -4 to one ability score [Str, Dex, Con] and target gains like amount.</div> </div>	22	Fortitude negates [harmless]	1 standard 10 minutes/level action	Touch	V,S	Yes [harmless]	Transmutation	SC: Pg.145
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Nature's Rampart</div> </div> <div> <div>Effect:</div> <div>Shapes natural setting into a formidable defense.</div> </div>	None	10 minutes	Instantaneous	Medium (250 ft.)	V,S,F	No	Transmutation	SC: Pg.146
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Neutralize Poison</div> </div> <div> <div>Effect:</div> <div>Immunizes subject against poison, detoxifies venom in or on subject.</div> </div>	22	Will negates (harmless, object)	1 standard 10 minutes/level action	Touch	V,S,M/DF	Yes (harmless, object)	Conjuration (Healing)	PHB: pg.257
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Plant Growth</div> </div> <div> <div>Effect:</div> <div>Grows vegetation, improves crops.</div> </div>	None	1 standard	Instantaneous action	See text	V,S, DF	No	Transmutation	PHB: pg.262
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Poison</div> </div> <div> <div>Effect:</div> <div>Touch deals 1d10 Con damage, repeats in 1 minute.</div> </div>	22	Fortitude negates; see text	1 standard Instantaneous; see text action	Touch	V,S, DF	Yes	Necromancy	PHB: pg.262
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Primal Form</div> </div> <div> <div>Effect:</div> <div>You assume the physical appearance and many of the qualities and abilities of a chosen elemental [fire, water, earth, air]; see text</div> </div>	22	N/A	1 standard 1 minute/level action	Personal	V,S,DF	N/A	Transmutation	SC: Pg.161
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Protection from Energy</div> </div> <div> <div>Effect:</div> <div>Absorb 12 points of damage/level [max 120] from one kind of energy.</div> </div>	22	Fortitude negates (harmless)	1 standard 10 minutes/level or until discharged action	Touch	V,S, DF	Yes (harmless)	Abjuration	PHB: pg.266

* =Domain/Specialty Spell

Druid Spells

Quench	22	None or Will negates (object)	1 standard	Instantaneous	Medium (250 ft.)	V,S, DF	No or Yes (object)	Transmutation	PHB: pg.267
<i>Effect:</i> Extinguishes nonmagical fires or one magic item.					<i>Target:</i> 20-ft. cube/level [S] or one fire-based magic item		<i>Caster Level:</i> 15		
Quillfire	22	N/A	1 standard	1 round/level	Personal	V,S	N/A	Transmutation	SC: Pg.164
<i>Effect:</i> Quills inflict 1d8 or thrown range 10 ft; see text.					<i>Target:</i> You		<i>Caster Level:</i> 15		
Remove Disease	22	Fortitude negates (harmless)	1 standard	Instantaneous	Touch	V,S	Yes (harmless)	Conjuration (Healing)	PHB: pg.271
<i>Effect:</i> Cures all diseases affecting subject.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 15		
Resist Energy, Mass	22	Fortitude negates [harmless]	1 standard	10 minutes/level	Close (60 ft.)	V,S,DF	Yes [harmless]	Abjuration	SC: Pg.174
<i>Effect:</i> As resist energy, except that it affects all targeted creatures.					<i>Target:</i> One creature/level, no two of which can be more than 30 ft. apart		<i>Caster Level:</i> 15		
Sink	22	Will negates	1 standard	1 round	Close (60 ft.)	V,S,DF	Yes	Transmutation	SC: Pg.190
<i>Effect:</i> Affect creatures sink 100 ft./round; see text.					<i>Target:</i> One creature/level, no two of which are more than 30 ft. apart		<i>Caster Level:</i> 15		
Sleet Storm		None	1 standard	1 round/level	Long (1000 ft.)	V,S,M/DF	No	Conjuration (Creation) [Cold]	PHB: pg.280
<i>Effect:</i> Hampers vision and movement.					<i>Target:</i> Cylinder 40		<i>Caster Level:</i> 15		
Snakebite	22	N/A	1 standard	1 round/level [D]	Personal	V,S	N/A	Transmutation	SC: Pg.193
<i>Effect:</i> Turns one of your arms into a venomous snake; see text.					<i>Target:</i> You		<i>Caster Level:</i> 15		
Snare		None	3 rounds	Until triggered or broken	Touch	V,S, DF	No	Transmutation	PHB: pg.280
<i>Effect:</i> Creates a magic booby trap.					<i>Target:</i> Touched nonmagical circle of vine, rope, or thong with a 2 ft. diameter + 2 ft./level		<i>Caster Level:</i> 15		
Snowshoes, Mass	22	Will negates [harmless]	1 standard	1 hour/level [D]	Close (60 ft.)	V,S	Yes [harmless]	Transmutation	SC: Pg.194
<i>Effect:</i> Same as Snowshoes, except as noted.					<i>Target:</i> One creature/level, no two of which are more than 30 ft. apart		<i>Caster Level:</i> 15		
Speak with Plants		None	1 standard	1 minute/level	Personal	V,S	No	Divination	PHB: pg.282
<i>Effect:</i> You can talk to normal plants and plant creatures.					<i>Target:</i> You		<i>Caster Level:</i> 15		
Spiderskin	22	Will negates [harmless]	1 standard	10 minutes/level	Touch	V,S,M/DF	Yes [harmless]	Transmutation	SC: Pg.202
<i>Effect:</i> Grants recipient +1 to natural AC, +1 save against poison and +1 bonus to Hide checks for every three caster levels [max +5].					<i>Target:</i> Creature touched		<i>Caster Level:</i> 15		
Spike Growth	22	Reflex partial	1 standard	1 hour/level [D]	Medium (250 ft.)	V,S, DF	Yes	Transmutation	PHB: pg.283
<i>Effect:</i> Creatures in area take 1d4 damage, may be slowed.					<i>Target:</i> 20-ft. squares/level		<i>Caster Level:</i> 15		
Spikes		None	1 standard	1 hour/level	Touch	V,S,M	No	Transmutation	SC: Pg.202
<i>Effect:</i> As brambles, except affected weapon gains +2 enhancement bonus and threat range doubled.					<i>Target:</i> Wooden weapon touched		<i>Caster Level:</i> 15		
Spiritjaws		None	1 standard	1 round/level [D]	Medium (250 ft.)	V,S,M	Yes	Evocation [Force]	SC: Pg.202
<i>Effect:</i> Jaws attempt to grapple the target; see text					<i>Target:</i> Jaws of force		<i>Caster Level:</i> 15		
Standing Wave	22	Reflex negates	1 standard	10 minutes/level [D]	Close (60 ft.)	V,S,DF	Yes	Transmutation	SC: Pg.204
<i>Effect:</i> Transports across water; see text.					<i>Target:</i> Waves under a creature or object within range		<i>Caster Level:</i> 15		
Stone Shape		None	1 standard	Instantaneous	Touch	V,S,M/DF	No	Transmutation [Earth]	PHB: pg.284
<i>Effect:</i> Sculpts stone into any shape.					<i>Target:</i> Stone or stone object touched, up to 10 cu. ft. +1 cu. ft./level		<i>Caster Level:</i> 15		
Summon Nature's Ally III		None	1 round	1 round/level [D]	Close (60 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> 15		
Thornskin	22	N/A	1 standard	1 round/level [D]	Personal	V,S,M	N/A	Transmutation	SC: Pg.219
<i>Effect:</i> Sprout thorns from your skin that makes your unarmed deal lethal plus an extra 1d6 piercing damage on unarmed attacks.					<i>Target:</i> You		<i>Caster Level:</i> 15		
Thunderous Roar	22	Fortitude partial; see text	1 standard	Instantaneous	Long (1000 ft.)	V,S,DF	Yes	Evocation [Sonic]	SC: Pg.220
<i>Effect:</i> All creatures in the area take 1d6 sonic damage per two caster levels; see text.					<i>Target:</i> 20-ft.-radius burst		<i>Caster Level:</i> 15		
Treasure Scent	22	N/A	1 standard	1 hour/level	Personal	V,S	N/A	Divination	SC: Pg.223
<i>Effect:</i> Detect copper, silver, gold, platinum, and gems within 30 feet. See text.					<i>Target:</i> You		<i>Caster Level:</i> 15		
Tremor	22	See text	1 standard	1 round/3 levels	Medium (250 ft.)	V,S,DF	No	Evocation [Earth]	SC: Pg.223
<i>Effect:</i> Disrupts concentration; see text.					<i>Target:</i> 40-ft.-radius spread		<i>Caster Level:</i> 15		
Vigor	22	Will negates [harmless]	1 standard	10 rounds + 1 round/level [max 25]	Touch	V,S	Yes [harmless]	Conjuration (Healing)	SC: Pg.229
<i>Effect:</i> Same as lesser vigor except it grants target fast healing ability for the duration of the spell at 2 hp automatically healed per round.					<i>Target:</i> Living creature touched		<i>Caster Level:</i> 15		
Vigor, Mass Lesser	22	Will negates [harmless]	1 standard	10 rounds + 1 round/level [max 25]	20 ft.	V,S	Yes [harmless]	Conjuration (Healing)	SC: Pg.229
<i>Effect:</i> Same as lesser vigor except it grants all targets fast healing ability for the duration of the spell at 1 hp automatically healed per round.					<i>Target:</i> One creature/2 levels, no two of which can be more than 30 ft. apart		<i>Caster Level:</i> 15		
Vine Mine	22	See text	1 standard	10 minutes/level	Medium (250 ft.)	V,S,M	Yes	Conjuration (Creation)	SC: Pg.230
<i>Effect:</i> Creates a rapid growth of vines, see text.					<i>Target:</i> 10-ft.-radius/level spread		<i>Caster Level:</i> 15		
Water Breathing	22	Will negates (harmless)	1 standard	2 hours/level; see text	Touch	V,S,M/DF	Yes (harmless)	Transmutation	PHB: pg.300
<i>Effect:</i> Subjects can breathe underwater.					<i>Target:</i> Living creatures touched		<i>Caster Level:</i> 15		
Weather Eye		None	1 hour	Instantaneous	1 mile + 1 mile/level	V,S,M,F	No	Divination	SC: Pg.238
<i>Effect:</i> You may accurately predict the natural weather up to one week into the future. If unnatural forces currently affect the weather then the spell acts as detect magic.					<i>Target:</i> 1-mile radius +1-mile/level centered on you		<i>Caster Level:</i> 15		
Wind Wall	22	None; see text	1 standard	1 round/level	Medium (250 ft.)	V,S,M/DF	Yes	Evocation [Air]	PHB: pg.302
<i>Effect:</i> Deflects arrows, smaller creatures, and gases.					<i>Target:</i> Wall up to 10 ft./level long and 5 ft./level high [S]		<i>Caster Level:</i> 15		

LEVEL 4

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
Air Walk		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> 15		

* =Domain/Specialty Spell

Druid Spells

Antiplant Shell		None	1 standard	10 minutes/level [D]	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> 15		
Arc of Lightning	23	Reflex half	1 standard	Instantaneous action	Close (60 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> 15		
Bite of the Wereboar	23	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> 15		
Blight	23	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> 15		
Blindsight, Greater	23	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> 15		
Bottle of Smoke		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> 15		
Burrow, Mass	23	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> 15		
Chain of Eyes	23	Will negates	1 standard	1 hour/level action	Touch	V,S	Yes	Divination	SC: Pg.45
<i>Effect:</i> Scrying sensor passed along by touch.					<i>Target:</i> Living creature touched		<i>Caster Level:</i> 15		
Command Plants	23	Will negates	1 standard	1 day/level action	Close (60 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> 15		
Contagious Touch	23	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> 15		
Contingent Energy Resistance	23	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> 15		
Control Water	23	None; see text	1 standard	10 minutes/level [D] action	Long (1000 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> 15		
Creeping Cold, Greater	23	Fortitude half	1 standard	See text action	Close (60 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> 15		
Cure Serious Wounds	23	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> 15		
Dispel Magic		None	1 standard	Instantaneous action	Medium (250 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> 15		
Enhance Wild Shape	23	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> 15		
Essence of the Raptor	23	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> 15		
Eye of the Hurricane	23	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> 15		
Flame Strike	23	Reflex half	1 standard	Instantaneous action	Medium (250 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> 15		
Freedom of Movement	23	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> 15		
Giant Vermin		None	1 standard	1 minute/level action	Close (60 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> 15		
Ice Storm		None	1 standard	1 full round action	Long (1000 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> 15		
Jaws of the Wolf		None	1 standard	1 round/level [D] action	Close (60 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> 15		
Land Womb	23	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> 15		
Languor	23	Will partial	1 standard	1 round/level action	Close (60 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> 15		
Last Breath		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> 15		
Lay of the Land	23	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> 15		
Magic Fang, Superior	23	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> 15		
Miasma of Entropy	23	Fortitude half or Will negates [object]	1 standard	Instantaneous action	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> 15		

* =Domain/Specialty Spell

Druid Spells

<div>Moon Bolt</div>	23	Fortitude half[living] Will negates[undead]	1 standard Instantaneous action	Long (1000 ft.)	V,S	Yes	Evocation	SC: Pg.143
<div>Effect:</div> <div>Bolt unerringly strikes dealing 1d4 Str damage per three caster levels [max 5d4]. Undead instead fall helpless for 1d4 rounds; see text.</div>				<div>Target:</div> <div>One living or undead creature, or two living or undead creatures, that are <15 ft. apart</div>		<div>Caster Level:</div> <div>15</div>		
<div>☐☐☐☐☐ Murderous Mist</div>	23	Reflex partial; see text	1 standard 1 round/level action	Close (60 ft.)	V,S	No	Conjuration (Creation)	SC: Pg.145
<div>Effect:</div> <div>Create cloud of scalding hot steam; see text.</div>				<div>Target:</div> <div>Cloud spreads in 30-ft. radius, 20 ft. high</div>		<div>Caster Level:</div> <div>15</div>		
<div>☐☐☐☐☐ Perinarch</div>	23	None [object] and Reflex negates; see text	1 standard 1 round/level; see text action	Close (60 ft.)	V,S,DF	No	Transmutation	SC: Pg.153
<div>Effect:</div> <div>Grants temporary over the terrain of limbo.</div>				<div>Target:</div> <div>N/A</div>		<div>Caster Level:</div> <div>15</div>		
<div>☐☐☐☐☐ Planar Tolerance</div>		None	1 immediate action	20 ft.	V	Yes [harmless]	Abjuration	SC: Pg.159
<div>Effect:</div> <div>Gain temporary respite from the natural effects of a specific plane.</div>				<div>Target:</div> <div>One creature/level in a 20-ft. radius burst centered on you</div>		<div>Caster Level:</div> <div>15</div>		
<div>☐☐☐☐☐ Poison Vines</div>	23	Fortitude negates	1 standard 10 minutes/level action	Medium (250 ft.)	V,S,M	Yes	Conjuration (Creation)	SC: Pg.160
<div>Effect:</div> <div>Creates vines like vine mine except vines have contact poison; see text.</div>				<div>Target:</div> <div>10-ft.-radius/level spread</div>		<div>Caster Level:</div> <div>15</div>		
<div>☐☐☐☐☐ Reincarnate</div>	23	None; see text	10 minutes Instantaneous	Touch	V,S,M, DF	Yes (harmless)	Transmutation	PHB: pg.270
<div>Effect:</div> <div>Brings dead subject back in a random body.</div>				<div>Target:</div> <div>Dead creature touched</div>		<div>Caster Level:</div> <div>15</div>		
<div>☐☐☐☐☐ Repel Vermin</div>	23	None or Will negates; see text	1 standard 10 minutes/level [D] action	10 ft.	V,S, DF	Yes	Abjuration	PHB: pg.271
<div>Effect:</div> <div>Insects, spiders, and other vermin stay 10 ft. away.</div>				<div>Target:</div> <div>10 ft. radius emanation centered on you</div>		<div>Caster Level:</div> <div>15</div>		
<div>☐☐☐☐☐ Resistance, Greater</div>	23	Will negates [harmless]	1 standard 24 hours action	Touch	V,S,M/DF	Yes [harmless]	Abjuration	SC: Pg.174
<div>Effect:</div> <div>As resistance, except you grant the subject +3 resistance bonus.</div>				<div>Target:</div> <div>Creature touched</div>		<div>Caster Level:</div> <div>15</div>		
<div>☐☐☐☐☐ Rushing Waters</div>	23	None; see text	1 standard Instantaneous action	Medium (250 ft.)	V,S,DF	No	Conjuration (Creation) [Water]	SC: Pg.178
<div>Effect:</div> <div>Wave of water bull rushes from you with a +15 bonus on the opposed Str check; see text.</div>				<div>Target:</div> <div>15-ft.-radius spread</div>		<div>Caster Level:</div> <div>15</div>		
<div>☐☐☐☐☐ Rusting Grasp</div>		None	1 standard See text action	Touch	V,S, DF	No	Transmutation	PHB: pg.273
<div>Effect:</div> <div>Your touch corrodes iron and alloys.</div>				<div>Target:</div> <div>One nonmagical ferrous object [or the volume of the object within 3 ft. of the touched point] or one ferrous creature</div>		<div>Caster Level:</div> <div>15</div>		
<div>☐☐☐☐☐ Scrying</div>	23	Will negates	1 hour 1 minute/level	See text	V,S,M/DF, F	Yes	Divination (Scrying)	PHB: pg.274
<div>Effect:</div> <div>Spies on subject from a distance.</div>				<div>Target:</div> <div>Magical sensor</div>		<div>Caster Level:</div> <div>15</div>		
<div>☐☐☐☐☐ Shadowblast</div>	23	Fort negates	1 standard Insta action	Long (1000 ft.)	V,S,M	Yes	Evocation [Light]	SC: Pg.186
<div>Effect:</div> <div>Creatures stunned for 1d6 rounds; natives of shadow vulnerable take damage; see text.</div>				<div>Target:</div> <div>20-ft.-radius spread</div>		<div>Caster Level:</div> <div>15</div>		
<div>☐☐☐☐☐ Sheltered Vitality</div>	23	Fortitude negates [harmless]	1 standard 1 minute/level action	Touch	V,S,DF	Yes [harmless]	Abjuration	SC: Pg.188
<div>Effect:</div> <div>Subject gains immunity to fatigue, exhaustion, and ability damage or drain.</div>				<div>Target:</div> <div>Living creature touched</div>		<div>Caster Level:</div> <div>15</div>		
<div>☐☐☐☐☐ Spark of Life</div>	23	Will negates	1 standard 1 round/level action	Touch	V,S	Yes	Necromancy	SC: Pg.196
<div>Effect:</div> <div>Undead touched temporarily acts as if it were alive and vulnerable as if it weren't undead.</div>				<div>Target:</div> <div>Undead creature touched</div>		<div>Caster Level:</div> <div>15</div>		
<div>☐☐☐☐☐ Spike Stones</div>	23	Reflex partial	1 standard 1 hour/level [D] action	Medium (250 ft.)	V,S, DF	Yes	Transmutation [Earth]	PHB: pg.283
<div>Effect:</div> <div>Creatures in area take 1d8 damage, may be slowed.</div>				<div>Target:</div> <div>20-ft. squares/level</div>		<div>Caster Level:</div> <div>15</div>		
<div>☐☐☐☐☐ Starvation</div>	23	Fortitude partial	1 standard Instantaneous action	Close (60 ft.)	V,S,M	Yes	Transmutation	SC: Pg.206
<div>Effect:</div> <div>Target takes 1d6 per caster level [max 10d6] nonlethal damage; see text.</div>				<div>Target:</div> <div>One living creature</div>		<div>Caster Level:</div> <div>15</div>		
<div>☐☐☐☐☐ Sudden Stalagmite</div>	23	Reflex half	1 standard Instantaneous action	Medium (250 ft.)	V,S	No	Conjuration (Creation) [Earth]	SC: Pg.213
<div>Effect:</div> <div>Stalagmite springs up under creature causing 1d6 per caster level [max 10d6].</div>				<div>Target:</div> <div>One creature</div>		<div>Caster Level:</div> <div>15</div>		
<div>☐☐☐☐☐ Summon Elementite Swarm</div>		None	1 round Concentration, up to 1 round/level + 1 round	Close (60 ft.)	V,S	No	Conjuration (Summoning) [see text]	SC: Pg.214
<div>Effect:</div> <div>Summons a elementite swarm [Planar Handbook 114]; see text</div>				<div>Target:</div> <div>One summoned elementite</div>		<div>Caster Level:</div> <div>15</div>		
<div>☐☐☐☐☐ Summon Nature's Ally IV</div>		None	1 round 1 round/level [D]	Close (60 ft.)	V,S, DF	No	Conjuration (Summoning)	PHB: pg.288
<div>Effect:</div> <div>Calls creature to fight.</div>				<div>Target:</div> <div>One or more creatures, no two of which can be more than 30 ft. apart</div>		<div>Caster Level:</div> <div>15</div>		
<div>☐☐☐☐☐ Swim, Mass</div>		None	1 round 10 minutes/level [D]	Medium (250 ft.)	V,S,M	Yes [harmless]	Transmutation [Water]	SC: Pg.217
<div>Effect:</div> <div>Gain swim speed and +8 to Swim checks.</div>				<div>Target:</div> <div>One creature/level, no two of which can be more than 30 ft. apart</div>		<div>Caster Level:</div> <div>15</div>		
<div>☐☐☐☐☐ Vortex of Teeth</div>		None	1 standard 1 round/level [D] action	Medium (250 ft.)	V,S,M	Yes	Evocation [Force]	SC: Pg.232
<div>Effect:</div> <div>Creatures in the area take 3d8 damage per round, it also harms incorporeal creatures.</div>				<div>Target:</div> <div>Hollow cylinder [40-ft. radius, 20-ft. high, with a 5-ft.-radius safe zone in center]</div>		<div>Caster Level:</div> <div>15</div>		
<div>☐☐☐☐☐ Wall of Sand</div>		None	1 standard Concentration +1 round/level action	Medium (250 ft.)	V,S,M/DF	No	Conjuration (Creation) [Earth]	SC: Pg.235
<div>Effect:</div> <div>Creates a churning wall of sand.</div>				<div>Target:</div> <div>A straight wall whose area is up to one 10-ft. square/level [S]</div>		<div>Caster Level:</div> <div>15</div>		
<div>☐☐☐☐☐ Wall of Water</div>	23	Reflex negates; see text	1 standard 10 minutes/level action	Medium (250 ft.)	V,S,M	No	Conjuration (Creation) [Water]	SC: Pg.235
<div>Effect:</div> <div>Creates a vertical wall of swirling water.</div>				<div>Target:</div> <div>A straight wall whose area is up to one 10-ft. square/level [S]</div>		<div>Caster Level:</div> <div>15</div>		
<div>☐☐☐☐☐ Wild Runner</div>	23	N/A	1 standard 10 minutes/level action	Personal	V,S,DF	N/A	Transmutation	SC: Pg.239
<div>Effect:</div> <div>Assume the physical appearance and many abilities of a centaur [MM 32]; see text.</div>				<div>Target:</div> <div>You</div>		<div>Caster Level:</div> <div>15</div>		
<div>☐☐☐☐☐ Wind at Back</div>	23	Fortitude negates [harmless]	1 standard 12 hours action	Medium (250 ft.)	V,S	Yes [harmless]	Evocation	SC: Pg.239
<div>Effect:</div> <div>Doubles overland speed of all targets.</div>				<div>Target:</div> <div>One creature/level, no two of which can be more than 30 ft. apart</div>		<div>Caster Level:</div> <div>15</div>		
<div>☐☐☐☐☐ Wings of Air, Greater</div>		None	1 standard 1 minute/level action	Touch	V	No	Transmutation	SC: Pg.240
<div>Effect:</div> <div>Manuverability improves by two steps.</div>				<div>Target:</div> <div>Winged creature touched</div>		<div>Caster Level:</div> <div>15</div>		
<div>☐☐☐☐☐ Wood Rot</div>		None	1 standard Instantaneous or 1 round/level; see text action	Touch	V,S,M	No	Transmutation	SC: Pg.241
<div>Effect:</div> <div>Deal damage to plants or destroy wooden objects.</div>				<div>Target:</div> <div>One nonmagical wooden object or a volume of wood; or one plant creature</div>		<div>Caster Level:</div> <div>15</div>		

* =Domain/Specialty Spell

Druid Spells

LEVEL 5

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□□ Animal Growth	24	Fortitude negates	1 standard action	1 minute/level	Medium (250 ft.)	V,S	Yes	Transmutation	PHB: pg.198
<i>Effect:</i> One animal/two levels doubles in size.					<i>Target:</i> Up to one animal/per two levels [Gargantuan or smaller], no two of which can be more than 30 ft. apart			<i>Caster Level:</i> 15	
□□□□□ Anticold Sphere		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.					<i>Target:</i> 10-ft.-radius emanation, centered on you			<i>Caster Level:</i> 15	
□□□□□ Atonement		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.					<i>Target:</i> Living creature touched			<i>Caster Level:</i> 15	
□□□□□ Awaken	24	Will negates	24 hours	Instantaneous	Touch	V,S, DF, XP	Yes	Transmutation	PHB: pg.202
<i>Effect:</i> Animal or tree gains human intellect.					<i>Target:</i> Animal or tree touched			<i>Caster Level:</i> 15	
□□□□□ Baleful Polymorph	24	Fortitude negates, Will partial; see text	1 standard action	Permanent	Close (60 ft.)	V,S	Yes	Transmutation	PHB: pg.202
<i>Effect:</i> Transforms subject into harmless animal.					<i>Target:</i> One creature			<i>Caster Level:</i> 15	
□□□□□ Bite of the Weretiger	24	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.					<i>Target:</i> You			<i>Caster Level:</i> 15	
□□□□□ Call Lightning Storm	24	Reflex half	1 round	1 minute/level	Long (1000 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.					<i>Target:</i> One or more 30-ft.-long vertical lines of lightning			<i>Caster Level:</i> 15	
□□□□□ Cloak of the Sea	24	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.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 15	
□□□□□ Cold Snap		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]					<i>Target:</i> 1-mile-radius circle centered on you			<i>Caster Level:</i> 15	
□□□□□ Commune with Nature		None	10 minutes	Instantaneous	Personal	V,S	No	Divination	PHB: pg.211
<i>Effect:</i> Learn about terrain for one mile/level.					<i>Target:</i> You			<i>Caster Level:</i> 15	
□□□□□ Control Winds	24	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.					<i>Target:</i> 40 ft./level radius cylinder 40 ft. high			<i>Caster Level:</i> 15	
□□□□□ Cure Critical Wounds	24	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.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 15	
□□□□□ Dance of the Unicorn		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.					<i>Target:</i> 5 ft./level-radius emanation centered on you			<i>Caster Level:</i> 15	
□□□□□ Death Ward	24	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.					<i>Target:</i> Living creature touched			<i>Caster Level:</i> 15	
□□□□□ Dire Hunger	24	Fortitude negates	1 standard action	Instantaneous	Close (60 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					<i>Target:</i> One living creature			<i>Caster Level:</i> 15	
□□□□□ Echo Skull		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.					<i>Target:</i> Animal skull touched			<i>Caster Level:</i> 15	
□□□□□ Fireward		None	1 standard action	1 hour/level	Medium (250 ft.)	V,S,DF	No	Transmutation	SC: Pg.94
<i>Effect:</i> As quench; suppresses all magical fire spells					<i>Target:</i> One 20-ft. cubes/level [S]			<i>Caster Level:</i> 15	
□□□□□ Hallow	24	See text	24 hours	Instantaneous	Touch	V,S,M, DF	See text	Evocation [Good]	PHB: pg.238
<i>Effect:</i> Designates location as holy.					<i>Target:</i> 40-ft. radius emanating from the touched point			<i>Caster Level:</i> 15	
□□□□□ Heal Animal Companion	24	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.					<i>Target:</i> One item of a volume no greater than 10 cu. ft./level; see text			<i>Caster Level:</i> 15	
□□□□□ Inferno	24	Fortitude partial; see text	1 standard action	6 rounds; see text	Close (60 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					<i>Target:</i> One creature			<i>Caster Level:</i> 15	
□□□□□ Insect Plague		None	1 round	1 minute/level	Long (1000 ft.)	V,S, DF	No	Conjuration (Summoning)	PHB: pg.244
<i>Effect:</i> Locust swarms attack creatures.					<i>Target:</i> One swarm of locust/per 3 levels, each of which must be adjacent to at least one other swarm			<i>Caster Level:</i> 15	
□□□□□ Jungle's Rapture	24	Will negates	1 standard action	Permanent [D]	Close (60 ft.)	V,S	Yes	Transmutation	SC: Pg.128
<i>Effect:</i> Target takes 1d6 Dex damage, each day victim takes additional 1d6 Dex.					<i>Target:</i> One living nonplant creatures			<i>Caster Level:</i> 15	
□□□□□ Mantle of the Icy Soul	24	Will negates	1 standard action	1 hour/level	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> 15	
□□□□□ Memory Rot	24	Fortitude negates	1 standard action	Instantaneous	Close (60 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> 15	
□□□□□ Owl's Insight	24	Fortitude negates [harmless]	1 standard action	1 hour	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> 15	
□□□□□ Panacea	24	Will half [harmless]; see text	1 standard action	Instantaneous	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> 15	
□□□□□ Phantom Stag	24	None; See text	1 standard action	1 hour/level [D]	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> 15	
□□□□□ Plant Body	24	N/A	1 standard action	10 minutes/level	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> 15	

* =Domain/Specialty Spell

Druid Spells

☐☐☐☐☐ Poison Thorns	24	See text	1 standard 1 round/level action	Personal	V	No	Transmutation	SC: Pg.159
<i>Effect:</i> As thornskin, except creatures grappling you get a dose of poison; see text				<i>Target:</i> You		<i>Caster Level:</i> 15		
☐☐☐☐☐ Quill Blast	24	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> 15		
☐☐☐☐☐ Rejuvenation Cocoon	24	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> 15		
☐☐☐☐☐ Sirine's Grace	24	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> 15		
☐☐☐☐☐ Stone Shape, Greater		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. + 10 cu. ft./level		<i>Caster Level:</i> 15		
☐☐☐☐☐ Stoneskin	24	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> 15		
☐☐☐☐☐ Summon Nature's Ally V		None	1 round 1 round/level [D]	Close (60 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> 15		
☐☐☐☐☐ Swamp Stride	24	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> 15		
☐☐☐☐☐ Transmute Mud to Rock	24	See text	1 standard Permanent action	Medium (250 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> 15		
☐☐☐☐☐ Transmute Rock to Mud	24	See text	1 standard Permanent; see text action	Medium (250 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> 15		
☐☐☐☐☐ Tree Stride		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> 15		
☐☐☐☐☐ Vigor, Greater	24	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> 15		
☐☐☐☐☐ Wall of Fire		None	1 standard Concentration + 1 round/level action	Medium (250 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> 15		
☐☐☐☐☐ Wall of Thorns		None	1 standard 10 minutes/level [D] action	Medium (250 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> 15		
☐☐☐☐☐ Wind Tunnel	24	Fortitude negates [harmless]	1 standard 1 round/level action	Close (60 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> 15		

LEVEL 6

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
☐☐☐☐☐ Anger of the Noonday Sun	25	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> 15			
☐☐☐☐☐ Animate Snow		None	1 standard 1 round/level action	Medium (250 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> 15			
☐☐☐☐☐ Antilife Shell		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> 15			
☐☐☐☐☐ Aspect of the Earth Hunter	25	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> 15			
☐☐☐☐☐ Bear's Endurance, Mass	25	Will negates (harmless)	1 standard 1 minute/level action	Close (60 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> 15			
☐☐☐☐☐ Bite of the Werebear	25	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> 15			
☐☐☐☐☐ Blood Sirocco	25	Fortitude negates; see 1 standard text	1 standard 1 round/level action	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				<i>Target:</i> Cone-shaped emanation centered on you or on a point in space		<i>Caster Level:</i> 15			
☐☐☐☐☐ Bull's Strength, Mass	25	Will negates (harmless)	1 standard 1 minute/level action	Close (60 ft.)	V,S,M/DF	Yes (harmless)	Transmutation	PHB: pg.207	
<i>Effect:</i> As bull's strength, affects one subject/ level.				<i>Target:</i> 1 creature/level, no two of which can be more than 30 ft. apart		<i>Caster Level:</i> 15			
☐☐☐☐☐ Cat's Grace, Mass	25	Will negates (harmless)	1 standard 1 minute/level action	Close (60 ft.)	V,S,M	Yes	Transmutation	PHB: pg.208	
<i>Effect:</i> As cat's grace, 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> 15			
☐☐☐☐☐ Cometfall	25	Reflex half	1 standard Instantaneous action	Medium (250 ft.)	V,S,DF	No	Conjuration (Creation)	SC: Pg.50	
<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				<i>Target:</i> 400-pound ball of rock and ice		<i>Caster Level:</i> 15			
☐☐☐☐☐ Cure Light Wounds, Mass	25	Will half (harmless) or Will half; see text	1 standard Instantaneous action	Close (60 ft.)	V,S	Yes (harmless) or Yes; see text	Conjuration (Healing)	PHB: pg.216	
<i>Effect:</i> Cures 1d8 +1/level [max +25] damage for many creatures.				<i>Target:</i> 1 creature/level, no two of which can be more than 30 ft. apart		<i>Caster Level:</i> 15			
☐☐☐☐☐ Dinosaur Stampede	25	Reflex half	1 standard 1 round/level [D] action	Medium (250 ft.)	V,S,M	Yes	Evocation [Force]	SC: Pg.64	
<i>Effect:</i> Creatures in the area take 1d12 +1 per caster level [max +20].				<i>Target:</i> 20-ft.-radius spread		<i>Caster Level:</i> 15			
☐☐☐☐☐ Dispel Magic, Greater		None	1 standard Instantaneous action	Medium (250 ft.)	V,S	No	Abjuration	PHB: pg.223	
<i>Effect:</i> As dispel magic, but +20 on check.				<i>Target:</i> One spellcaster, creature, or object; or 20-ft.-radius burst		<i>Caster Level:</i> 15			

* =Domain/Speciality Spell

Druid Spells

☐☐☐☐☐ Drown	25	Fortitude negates	1 standard	Instantaneous	Close (60 ft.)	V,S	Yes	Conjuration (Creation) [Water]	SC: Pg.74
<i>Effect:</i> Subject immediately falls unconscious, drops to 0 HP, next round -1 HP and is dying.					<i>Target:</i> One living creature		<i>Caster Level:</i> 15		
☐☐☐☐☐ Energy Immunity		None	1 standard	24 hours	Touch	V,S	Yes [harmless]	Abjuration	SC: Pg.80
<i>Effect:</i> Become immune to one energy type.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 15		
☐☐☐☐☐ Enveloping Cocoon	25	Reflex negates	1 standard	1 round/level [D]	Medium (250 ft.)	V,S,M	Yes	Evocation [Force]	SC: Pg.83
<i>Effect:</i> Cocoon holds creature unless it breaks free; see text.					<i>Target:</i> Cocoon of force around one creature		<i>Caster Level:</i> 15		
☐☐☐☐☐ Extract Water Elemental	25	Fortitude half	1 standard	Instantaneous	Close (60 ft.)	V,S	Yes	Transmutation [Water]	SC: Pg.86
<i>Effect:</i> Creature takes 1d6/caster level [max 20d6], if slain you get a water elemental you can control for 1 minute.					<i>Target:</i> One living creature		<i>Caster Level:</i> 15		
☐☐☐☐☐ Find the Path	25	None or Will negates (harmless)	3 rounds	10 minutes/level	Personal or touch	V,S,F	No or Yes (harmless)	Divination	PHB: pg.230
<i>Effect:</i> Shows most direct way to a location.					<i>Target:</i> You or creature touched		<i>Caster Level:</i> 15		
☐☐☐☐☐ Fire Seeds	25	None or Reflex half; see text	1 standard	10 minutes/level or until used	Touch	V,S,M	No	Conjuration (Creation) [Fire]	PHB: pg.230
<i>Effect:</i> Acorns and berries become grenades and bombs.					<i>Target:</i> Up to four touched acorns or up to eight touched holly berries		<i>Caster Level:</i> 15		
☐☐☐☐☐ Fires of Purity	25	See text	1 standard	1 round/level	Touch	V,S,DF	Yes [harmless]; see text	Evocation [Fire]	SC: Pg.94
<i>Effect:</i> Deal an extra 1 pt/caster level [max 15 pts] of fire damage to any you attack or attack you.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 15		
☐☐☐☐☐ Freeze	25	Reflex partial; see text	1 standard	1 round/2 levels	Medium (250 ft.)	V,S,DF	Yes	Conjuration (Creation) [Cold]	SC: Pg.99
<i>Effect:</i> Ranged touch attack deals 2d6 cold damage; see text					<i>Target:</i> Ray		<i>Caster Level:</i> 15		
☐☐☐☐☐ Hide the Path		None		10 minutes 24 hours [D]	Anywhere in the area to be warded	V,S,F	No	Abjuration	SC: Pg.114
<i>Effect:</i> Protects area against divinations; see text					<i>Target:</i> Up to 200 sq.ft./level [S]		<i>Caster Level:</i> 15		
☐☐☐☐☐ Hungry Gizzard	25	Reflex negates	1 standard	1 round/level [D]	Medium (250 ft.)	V,S,M	Yes	Conjuration (Creation)	SC: Pg.117
<i>Effect:</i> Creature gets trapped inside a gizzard that does 2d8+8 crushing, 1d8 acid					<i>Target:</i> One medium or smaller creature		<i>Caster Level:</i> 15		
☐☐☐☐☐ Ice Flowers	25	Reflex half	1 standard	Instantaneous	Long (1000 ft.)	V,S	No	Transmutation [Cold]	SC: Pg.119
<i>Effect:</i> Creates dense rumble and causes 1d6/caster level [max 15d6]. No affect in desert or solid stone.					<i>Target:</i> 20-ft.-radius burst		<i>Caster Level:</i> 15		
☐☐☐☐☐ Ironwood		None	1 minute/lb. created	1 day/level [D]	0 ft.	V,S,M	No	Transmutation	PHB: pg.246
<i>Effect:</i> Magic wood is strong as steel.					<i>Target:</i> An ironwood object weighing up to 5 lbs/level		<i>Caster Level:</i> 15		
☐☐☐☐☐ Liveoak		None		10 minutes 1 day/level [D]	Touch	V,S	No	Transmutation	PHB: pg.248
<i>Effect:</i> Oak becomes treant guardian.					<i>Target:</i> Tree touched		<i>Caster Level:</i> 15		
☐☐☐☐☐ Miasma	25	Fortitude negates; see text	1 standard	3 rounds/level	Close (60 ft.)	V,S,DF	Yes	Evocation	SC: Pg.141
<i>Effect:</i> Gas cloud suffocates target.					<i>Target:</i> One living creature		<i>Caster Level:</i> 15		
☐☐☐☐☐ Move Earth		None	See text	Instantaneous	Long (1000 ft.)	V,S,M	No	Transmutation [Earth]	PHB: pg.257
<i>Effect:</i> Digs trenches and build hills.					<i>Target:</i> Dirt in an area up to 750 ft. square and up to 10 ft. deep [S]		<i>Caster Level:</i> 15		
☐☐☐☐☐ Owl's Wisdom, Mass	25	Will negates (harmless)	1 standard	1 minute/level	Close (60 ft.)	V,S,M/DF	Yes	Transmutation	PHB: pg.259
<i>Effect:</i> As owl's wisdom, affects one subject/ level.					<i>Target:</i> 1 creature/level, no two of which can be more than 30 ft. apart		<i>Caster Level:</i> 15		
☐☐☐☐☐ Phantasmal Disorientation	25	Will negates; see text	1 standard	1 minute/level [D]	Medium (250 ft.)	V,S	Yes	Illusion (Phantasm) [Mind-Affecting]	SC: Pg.155
<i>Effect:</i> Need to make a Will save to discern true landmarks; see text					<i>Target:</i> One living creature		<i>Caster Level:</i> 15		
☐☐☐☐☐ Repel Wood		None	1 standard	1 minute/level [D]	60 ft.	V,S	No	Transmutation	PHB: pg.271
<i>Effect:</i> Pushes away wooden objects.					<i>Target:</i> 60 ft. line-shaped emanation from you		<i>Caster Level:</i> 15		
☐☐☐☐☐ Resistance, Superior	25	Will negates [harmless]	1 standard	24 hours	Touch	V,S,M/DF	Yes [harmless]	Abjuration	SC: Pg.174
<i>Effect:</i> As resistance, except you grant the subject +6 resistance bonus.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 15		
☐☐☐☐☐ Spellstaff	25	Will negates (object)	10 minutes	Permanent until discharged [D]	Touch	V,S,F	Yes (object)	Transmutation	PHB: pg.283
<i>Effect:</i> Stores one spell in wooden quarterstaff.					<i>Target:</i> Wooden quarterstaff touched		<i>Caster Level:</i> 15		
☐☐☐☐☐ Stonehold	25	See text	1 standard	24 hours/level	Medium (250 ft.)	V,S	Yes [object]	Conjuration (Creation) [Earth]	SC: Pg.209
<i>Effect:</i> Conjures stony arms that grapple anything that comes within range.					<i>Target:</i> One 10-ft. square/level		<i>Caster Level:</i> 15		
☐☐☐☐☐ Stone Tell		None		10 minutes 1 minute/level	Personal	V,S, DF	No	Divination	PHB: pg.284
<i>Effect:</i> Talk to natural or worked stone.					<i>Target:</i> You		<i>Caster Level:</i> 15		
☐☐☐☐☐ Summon Greater Elemental		None	1 round	Concentration, up to 1 round/level + 1 round	Close (60 ft.)	V,S,DF	No	Conjuration (Summoning) [see text]	SC: Pg.214
<i>Effect:</i> Summons a greater elemental [MM 96-100]; see text					<i>Target:</i> One summoned elemental		<i>Caster Level:</i> 15		
☐☐☐☐☐ Summon Nature's Ally VI		None	1 round	1 round/level [D]	Close (60 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> 15		
☐☐☐☐☐ Tidal Surge	25	Reflex half	1 standard	Instantaneous	Medium (250 ft.)	V,S	Yes	Evocation [Water]	SC: Pg.220
<i>Effect:</i> Creates a huge wave of water; see text.					<i>Target:</i> One creature or all creatures in a 20-ft.-radius burst		<i>Caster Level:</i> 15		
☐☐☐☐☐ Tortoise Shell		None	1 standard	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].					<i>Target:</i> Living creature touched		<i>Caster Level:</i> 15		
☐☐☐☐☐ Transport via Plants		None	1 standard	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.					<i>Target:</i> You and touched objects or other touched willing creatures		<i>Caster Level:</i> 15		
☐☐☐☐☐ Vigorous Circle	25	Will negates [harmless]	1 standard	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.					<i>Target:</i> One creature/2 levels, no two of which can be more than 30 ft. apart		<i>Caster Level:</i> 15		
☐☐☐☐☐ Wall of Stone	25	See text	1 standard	Instantaneous	Medium (250 ft.)	V,S,M/DF	No	Conjuration (Creation) [Earth]	PHB: pg.299
<i>Effect:</i> Creates a stone wall that can be shaped.					<i>Target:</i> Stone wall whose area is up to one 5-ft. square/level [S]		<i>Caster Level:</i> 15		

* =Domain/Specialty Spell

Druid Spells

LEVEL 7

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□□Animate Plants		None	1 standard	1 round/level or hours; see text action	Close (60 ft.)	V	No	Transmutation	PHB: pg.199
<i>Effect:</i> One or more plants animate and fight for you.					<i>Target:</i> One/per 3 levels Large plants or all plants within range; see text			<i>Caster Level:</i> 15	
□□□□□Aura of Vitality	26	Will negates [harmless]	1 standard	1 round/level action	Close (60 ft.)	V,S	Yes [harmless]	Transmutation	SC: Pg.18
<i>Effect:</i> +4 morale bonus to Str, Dex and Con.					<i>Target:</i> One creature/3 levels, no two of which can be more than 30 ft. apart			<i>Caster Level:</i> 15	
□□□□□Brilliant Blade	26	Will negates [harmless,object]	1 standard	1 minute/level action	Close (60 ft.)	V,S	Yes [harmless,object]	Transmutation	SC: Pg.40
<i>Effect:</i> Transform weapons into brilliant energy.					<i>Target:</i> One melee or thrown weapon, or fifty projectiles			<i>Caster Level:</i> 15	
□□□□□Changestaff		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.					<i>Target:</i> Your touched staff			<i>Caster Level:</i> 15	
□□□□□Cloud-walkers	26	Reflex negates [harmless]	1 standard	10 minutes/level [D] action	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.					<i>Target:</i> One creature/level			<i>Caster Level:</i> 15	
□□□□□Control Weather		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.					<i>Target:</i> 2-mile-radius circle, centered on you; see text			<i>Caster Level:</i> 15	
□□□□□Creeping Doom		None	1 round	1 minute/level	Close (60 ft.)	V,S	No	Conjuration (Summoning)	PHB: pg.215
<i>Effect:</i> Swarms of centipedes attack at your command.					<i>Target:</i> one swarm of centipedes/2 levels			<i>Caster Level:</i> 15	
□□□□□Cure Moderate Wounds, Mass	26	Will half (harmless) or Will half; see text	1 standard	Instantaneous action	Close (60 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.					<i>Target:</i> 1 creature/level, no two of which can be more than 30 ft. apart			<i>Caster Level:</i> 15	
□□□□□Fire Storm	26	Reflex half	1 round	Instantaneous	Medium (250 ft.)	V,S	Yes	Evocation [Fire]	PHB: pg.231
<i>Effect:</i> Deals 1d6/level [max 20d6] fire damage.					<i>Target:</i> 2 10-ft. cubes/level [S]			<i>Caster Level:</i> 15	
□□□□□Heal	26	Will negates (harmless)	1 standard	Instantaneous action	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.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 15	
□□□□□Master Earth	26	N/A	1 standard	Instantaneous action	Personal	V,S,F	N/A	Transmutation	SC: Pg.139
<i>Effect:</i> Travel instantly through the earth to the exact location you choose.					<i>Target:</i> You			<i>Caster Level:</i> 15	
□□□□□Scrying, Greater	26	Will negates	1 standard	1 hour/level action	See text	V,S	Yes	Divination (Scrying)	PHB: pg.275
<i>Effect:</i> As scrying, but faster and longer.					<i>Target:</i> Magical sensor			<i>Caster Level:</i> 15	
□□□□□Shifting Paths	26	Will disbelief [if interactor with]	10 minutes	1 hour/level	Medium (250 ft.)	V,S	Yes	Illusion (Glamer)	SC: Pg.188
<i>Effect:</i> Creates an illusory path and hides a path chosen by you; see text.					<i>Target:</i> 1-mile radius + 1 mile/level			<i>Caster Level:</i> 15	
□□□□□Slime Wave	26	Reflex negates	1 standard	1 round/level action	Close (60 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.					<i>Target:</i> 15 ft.-radius spread			<i>Caster Level:</i> 15	
□□□□□Storm of Elemental Fury	26	See text	1 round	4 rounds	Long (1000 ft.)	V,S	Yes	Conjuration (Summoning)	SC: Pg.209
<i>Effect:</i> See text.					<i>Target:</i> 40-ft.-radius storm cloud, 200 feet above the ground			<i>Caster Level:</i> 15	
□□□□□Storm Tower	26	Fortitude negates; see text	1 round	1 round/level [D]	Long (1000 ft.)	V,S	Yes	Abjuration [Air]	SC: Pg.210
<i>Effect:</i> Absorbs any electricity damage and magic missiles; see text.					<i>Target:</i> Cylinder 100-ft. tall, 20-ft.-radius			<i>Caster Level:</i> 15	
□□□□□Summon Nature's Ally VII		None	1 round	1 round/level [D]	Close (60 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> 15	
□□□□□Sunbeam	26	Reflex negates and Reflex half; see text	1 standard	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 5 beams blind and deal 4d6 damage; undead take 1d6/level [max 20d6] damage.					<i>Target:</i> Line from your hand			<i>Caster Level:</i> 15	
□□□□□Swamp Lung	26	Fortitude negates	1 standard	Instantaneous action	Medium (250 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			<i>Caster Level:</i> 15	
□□□□□Transmute Metal to Wood		None	1 standard	Instantaneous action	Long (1000 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			<i>Caster Level:</i> 15	
□□□□□True Seeing	26	Will negates (harmless)	1 standard	1 minute/level action	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			<i>Caster Level:</i> 15	
□□□□□Waterspout	26	Reflex negates	1 round	1 round/level	Long (1000 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]			<i>Caster Level:</i> 15	
□□□□□Wind Walk	26	No and Will negates (harmless)	1 standard	1 hour/level [D]; see text action	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			<i>Caster Level:</i> 15	
□□□□□Word of Balance	26	None or Will negates; see text	1 standard	Instantaneous action	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			<i>Caster Level:</i> 15	

LEVEL 8

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□□Animal Shapes	27	None; see text	1 standard	1 hour/level [D] action	Close (60 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			<i>Caster Level:</i> 15	
□□□□□Awaken, Mass	27	See text	24 hours	Instantaneous	Medium (250 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			<i>Caster Level:</i> 15	
□□□□□Bombardment	27	Reflex half; see text	1 standard	Instantaneous action	Long (1000 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]			<i>Caster Level:</i> 15	
□□□□□Brilliant Aura	27	Will negates [harmless]	1 standard	1 round/level action	Close (60 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			<i>Caster Level:</i> 15	

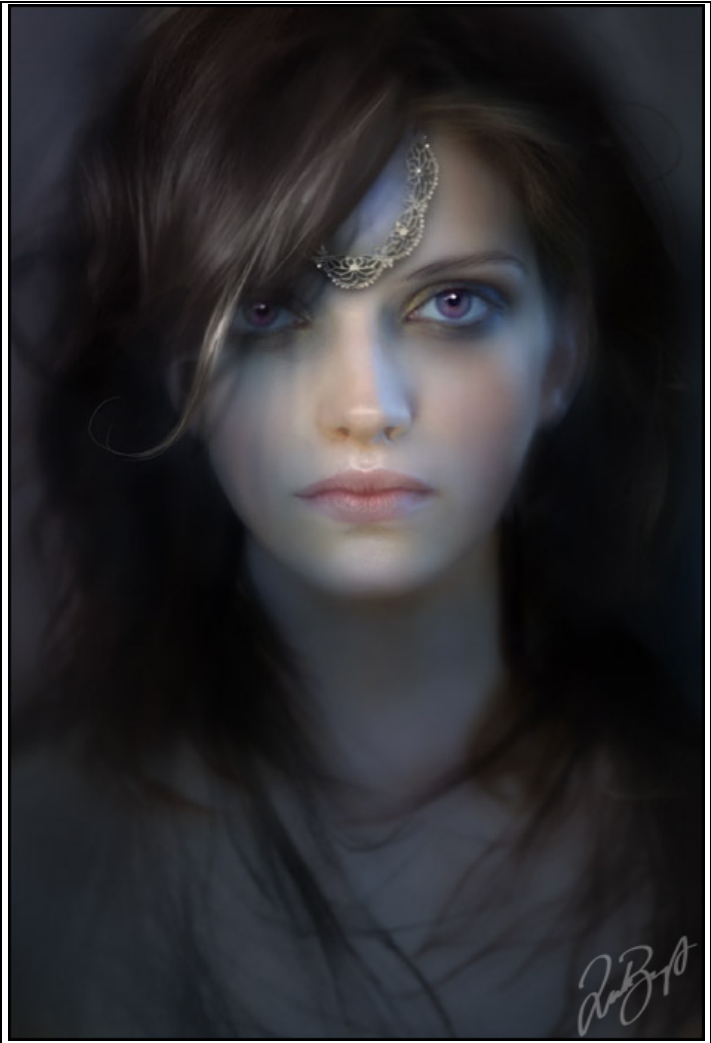
* =Domain/Speciality Spell

Druid Spells

☐☐☐☐☐ Cocoon	27	Fortitude negates	1 round	Instantaneous	Close (60 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	27	Will negates	1 standard action	1 minute/level	Close (60 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	27	Will half (harmless) or Will half; see text	1 standard action	Instantaneous	Close (60 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	27	Reflex partial; see text	1 standard action	Instantaneous; see text	Long (1000 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	27	See text	1 standard action	1 round	Long (1000 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	27	Fortitude partial	1 standard action	Instantaneous	Close (60 ft.)	V,S	Yes	Necromancy [Death]	PHB: pg.230
<i>Effect:</i> Kills one subject.					<i>Target:</i> One living creature				
☐☐☐☐☐ Maelstrom	27	Reflex negates; see text	1 round	1 round/level	Long (1000 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		None	1 round	Concentration up to 1 round/level	Medium (250 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	27	Fortitude partial; see text	1 standard action	Instantaneous	Medium (250 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		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	27	None; see text	1 standard action	1 round/level [D]	Medium (250 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	27	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		None	1 round	1 round/level [D]	Close (60 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	27	Reflex partial; see text	1 standard action	Instantaneous	Long (1000 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	27	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				
☐☐☐☐☐ Whirlwind	27	Reflex negates; see text	1 standard action	1 round/level [D]	Long (1000 ft.)	V,S, DF	Yes	Evocation [Air]	PHB: pg.301
<i>Effect:</i> Cyclone deals damage and can pick up creatures.					<i>Target:</i> Cyclone 10 ft. wide at base, 30 ft. wide at top, and 30 ft. tall				
☐☐☐☐☐ Word of Recall	27	None or Will negates (harmless, object)	1 standard action	Instantaneous	Unlimited	V	No or Yes (harmless, object)	Conjuration (Teleportation)	PHB: pg.303
<i>Effect:</i> Teleports you back to designated place.					<i>Target:</i> You and touched objects or other willing creatures				

* =Domain/Speciality Spell

Desire'



Illan
RACE
24
AGE
Female
GENDER
VISION
Neutral Good
ALIGNMENT
Right
DOMINANT HAND
5' 4"
HEIGHT
140 lbs.
WEIGHT
EYE COLOUR
SKIN COLOUR
HAIR
PHOBIAS
PERSONALITY TRAITS
INTERESTS
SPOKEN STYLE
RESIDENCE
LOCATION
None
REGION

Description:

Lv 10 Druid

HP:1d8+1

Skills:+9

Spell Points:2d6+6

Feat:+1

Biography:

Notes:

Character Sheet Notes: