

Destinie

NAME
Drd9
CLASS
9
Character Level

36000
EXPERIENCE
45000
NEXT LEVEL

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

| SAVING THROWS | TOTAL | BASE SAVE | ABILITY | MAGIC | MISC | EPIC | TEMP | conditional modifiers |
|------------------------------------|-------|-----------|---------|-------|------|------|------|-----------------------|
| FORTITUDE (constitution) | +10 | = +6 | +2 | +2 | +0 | +0 | | |
| REFLEX (dexterity) | +8 | = +3 | +3 | +2 | +0 | +0 | | |
| WILL (wisdom) | +12 | = +6 | +4 | +2 | +0 | +0 | | |

| | TOTAL | BASE ATTACK BONUS | STAT | SIZE | MISC | EPIC | TEMP |
|--------------------------------|-------|-------------------|------|------|------|------|------|
| MELEE attack bonus | +6/+1 | = +6/+1 | +0 | +0 | +0 | +0 | |
| RANGED attack bonus | +9/+4 | = +6/+1 | +3 | +0 | +0 | +0 | |
| GRAPPLE attack bonus | +6/+1 | = +6/+1 | +0 | +0 | +0 | +0 | |

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

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

| Scimitar | | | | Hand | Type | Size | Critical | Reach |
|----------|------------|-----|-----------|---------|------|------|----------|-------|
| | | | | Carried | S | M | 18-20/x2 | 5 ft. |
| | To Hit | Dam | | To Hit | | | Dam | |
| 1H-P | +6/+1 | 1d6 | 2W-P-(OH) | +0/-5 | | | 1d6 | |
| 1H-O | +2/-3 | 1d6 | 2W-P-(OL) | +2/-3 | | | 1d6 | |
| 2H | +6/+1 | 1d6 | 2W-OH | -4 | | | 1d6 | |
| Special | Properties | | | | | | | |

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

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

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

DRUID WILDSHAPE

Uses per day ☐☐☐

Duration = 9 Hours

Donnamarie

PLAYERNAME
Human
RACE
25
AGE

Medium
SIZE
Female
GENDER

| | | | | | | |
|------------------------|----|-------|-------------------|--------------|---------|---------------|
| VP Vitality | | 78 | WOUNDS/CURRENT HP | | SUBDUAL | |
| AC armor class | 21 | : | 18 | : | 14 | = 10 + |
| TOTAL | | | FLAT | | TOUCH | BASE |
| INITIATIVE modifier | | +7 | = | +3 | + | +4 |
| | | TOTAL | | DEX MODIFIER | | MISC MODIFIER |

| | | | | | |
|----------------------|----|---------------------|----|--------------|---|
| ARCANE SPELL FAILURE | 10 | ARMOR CHECK PENALTY | +0 | SPELL RESIST | 0 |
|----------------------|----|---------------------|----|--------------|---|

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

| | | | | | | | | | | | |
|-----|----|-----|----|-----|----|-----|----|-----|----|-----|----|
| STR | 11 | DEX | 15 | CON | 15 | INT | 15 | WIS | 19 | CHA | 13 |
|-----|----|-----|----|-----|----|-----|----|-----|----|-----|----|

| SKILL NAME | | KEY ABILITY | SKILL MODIFIER | ABILITY MODIFIER | MAX RANKS | 12/6 |
|----------------------------------|-----|-------------|----------------|------------------|-----------|---------------|
| | | | | | RANKS | MISC MODIFIER |
| ✓ Appraise | INT | 2 | = | 2 | + | + |
| ✓ Balance | DEX | 3 | = | 3 | + | + |
| ✓ Bluff | CHA | 2 | = | 1 | + | 1.0 |
| ✓ Climb | STR | 2 | = | 0 | + | 2.0 |
| ✓ Concentration | CON | 11 | = | 2 | + | 9.0 |
| ✓ Craft (Untrained) | INT | 2 | = | 2 | + | + |
| ✓ Diplomacy | CHA | 4 | = | 1 | + | 3.0 |
| ✓ Diplomacy (Wild Empathy) | CHA | 14 | = | 1 | + | 3.0 |
| ✓ Disguise | CHA | 1 | = | 1 | + | + |
| ✓ Escape Artist | DEX | 3 | = | 3 | + | + |
| ✓ Forgery | INT | 2 | = | 2 | + | + |
| ✓ Gather Information | CHA | 1 | = | 1 | + | + |
| Handle Animal | CHA | 5 | = | 1 | + | 4.0 |
| ✓ Heal | WIS | 6 | = | 4 | + | 2.0 |
| ✓ Hide | DEX | 6 | = | 3 | + | 3.0 |
| ✓ Intimidate | CHA | 1 | = | 1 | + | + |
| ✓ Jump | STR | 0 | = | 0 | + | + |
| Knowledge (Dangerous Beasts) | INT | 4 | = | 2 | + | 2.0 |
| Knowledge (Dungeoneering) | INT | 6 | = | 2 | + | 4.0 |
| Knowledge (Fey) | INT | 3 | = | 2 | + | 1.0 |
| Knowledge (Geography) | INT | 4 | = | 2 | + | 2.0 |
| Knowledge (History) | INT | 4 | = | 2 | + | 2.0 |
| Knowledge (Nature) | INT | 17 | = | 2 | + | 11.0 |
| Knowledge (Nobility and Royalty) | INT | 3 | = | 2 | + | 1.0 |
| Knowledge (Religion) | INT | 6 | = | 2 | + | 4.0 |
| Knowledge (The Planes) | INT | 3 | = | 2 | + | 1.0 |
| Knowledge (Undead) | INT | 4 | = | 2 | + | 2.0 |
| ✓ Listen | WIS | 11 | = | 4 | + | 7.0 |
| ✓ Move Silently | DEX | 16 | = | 3 | + | 3.0 |
| ✓ Ride | DEX | 4 | = | 3 | + | 1.0 |
| ✓ Search | INT | 2 | = | 2 | + | + |
| ✓ Sense Motive | WIS | 4 | = | 4 | + | + |
| Spellcraft | INT | 7 | = | 2 | + | 5.0 |
| ✓ Spot | WIS | 24 | = | 4 | + | 10.0 |
| ✓ Survival | WIS | 15 | = | 4 | + | 9.0 |
| Survival (Natural environments) | WIS | 17 | = | 4 | + | 9.0 |
| ✓ Swim | STR | 4 | = | 0 | + | 4.0 |
| ✓ Use Rope | DEX | 3 | = | 3 | + | + |
| | | | = | + | + | + |
| | | | = | + | + | + |

✓: can be used untrained. X: exclusive skills

| EQUIPMENT | | | | |
|---|--------------|-----|--------------|----------------|
| ITEM | LOCATION | QTY | WT | COST |
| Amulet of Natural Armor +2 | Equipped | 1 | 0.0 | 8000.0 |
| Backpack <small>4.1 lbs., 2 Candle, 2 Fishhook, 1 Waterskin (Filled), 1 Vial</small> | Equipped | 1 | 2.0 | 2.0 |
| Bullets, Sling (10) □□□□□ □□□□□ | Equipped | 1 | 5.0 | 0.1 |
| Candle □□ | Backpack | 2 | 0.0 (0.0) | 0.01 (0.02) |
| Chalk (1 piece) | Pouch (Belt) | 2 | 0.0 (0.0) | 0.01 (0.02) |
| Cloak of Resistance +2 | Equipped | 1 | 1.0 | 4000.0 |
| Dagger | Carried | 1 | 1.0 | 2.0 |
| Fishhook | Backpack | 2 | 0.0 (0.0) | 0.1 (0.2) |
| Flint and Steel | Pouch (Belt) | 1 | 0.0 | 1.0 |
| Girdle of the Lion | Equipped | 1 | 1.0 | 0.0 |
| Gloves of Dexterity +2 | Equipped | 1 | 0.0 | 4000.0 |
| Holly and Mistletoe | Equipped | 1 | 0.0 | 0.0 |
| Leather | Equipped | 1 | 15.0 | 10.0 |
| Pouch (Belt) <small>1 lbs., 2 Chalk (1 piece), 1 Flint and Steel, 1 Whetstone</small> | Equipped | 1 | 0.5 | 1.0 |
| Minor Ring of Energy Resistance (Fire) <small>Absorbs 10 points of Fire damage</small> | Equipped | 1 | 0.0 | 12000.0 |
| Ring of Protection +1 | Equipped | 1 | 0.0 | 2000.0 |
| Scimitar | Carried | 1 | 4.0 | 15.0 |
| Spell Component Pouch | Equipped | 1 | 2.0 | 5.0 |
| Vial <small>0 lbs.</small> | Backpack | 1 | 0.1 | 1.0 |
| Waterskin (Filled) | Backpack | 1 | 4.0 | 1.0 |
| Whetstone | Pouch (Belt) | 1 | 1.0 | 0.02 |
| Winter's Sling <small>0 lbs. (Sling +1 (DRAGONHIDE/Frost)), +1d6 cold damage bestowed on ammunition</small> | Equipped | 1 | 0.0 | 8300.0 |
| TOTAL WEIGHT CARRIED/VALUE | | | 36.6 lbs. | 38338.36 gp |

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

| MAGIC |
|----------------|
| Winter's Sling |

| SPECIAL ABILITIES |
|---|
| Animal Companion (Ex) |
| Blessing of the Woods (Ex): Grants a Natural Armor Bonus |
| Girdle of the Lion - Grants Speak with Cats [free action]; Move silent bonus (+10), fall bonus 40' without taking damage and Damage Reduction:10 from Falling, Grants Cats vision (+ 10 to Spot and darkvision), Grants pluses to reaction dealing with cats. |
| Nature Sense (Ex): +2 bonus on Knowledge (Nature) and Survival checks. |
| Resist Nature's Lure (Ex):+4 bonus on saving throws against the spell-like abilities of fey. |
| Roots & Twigs (Sp): 1/day - Cast Entangle as an Innate Ability |
| Shapeshift (Su): Eagle - Talon 1d6, +2 STR, +2 Reflex Save, +2 Natural Armor, Fly 40 (good maneuverability) |
| Shapeshift (Su): Panther - Bite deals 1d6, +4 STR, +4 Natural Armor, Base Speed +20, Gain Mobility Feat |
| Spontaneous casting - Can spontaneously cast Summon Nature's Ally spells |
| Stunning Glance (Su): 1/day - As a standard action, you can stun a creature within 30 feet with a look. The target creature must succeed on a DC 17 Fortitude save or be stunned for 2d4 rounds. |
| Trackless Step (Ex): Leaves no trail in natural surroundings and cannot be tracked. |
| Venom Immunity (Ex): Immune to all poisons. |
| Wild Empathy (Ex): +10 to Diplomacy check against animals - takes 1 minute |
| Wild Shape (Su): 3/day for 9 hours (Large) |
| Wind in the grass (Sp): 1/day - Cast Freedom of Movement as an Innate Ability |
| Woodland Stride (Ex): Can move through any sort of undergrowth at her normal speed and without taking damage or suffering any impairment. (Magically manipulated can still impede her). |

| FEATS | |
|----------------------------|---|
| Brandish Magical Might | Add ability score bonus to spell resistance checks |
| Improved Initiative | You get a +4 bonus on initiative checks. |
| Modify Spell | Laden spell has additional power |
| Natural Spell | You can complete the verbal and somatic components of spells while in a wild shape. You can also use any material components or focuses you possess, even if such items are melded within your current form. |
| Sculpt Spell | Modify an area spell by making it either a cylinder (10-ft.-radius, 30-ft.-high), a 40-ft.-cone, four 10-ft. or 120-ft.-line. Use slot one level higher. |
| Spellcasting Prodigy | Treat primary spellcasting ability score as 2 higher for bonus spells and save DCs. [Increases Spell Points by 2 @ 1st level and an additional 1 per each level beyond] |
| Track | To find tracks or to follow them for 1 mile requires a successful Survival check. You must make another Survival check every time the tracks become difficult to follow. |
| Armor Proficiency (Light) | When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble checks. |
| Armor Proficiency (Medium) | When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble checks. |
| Shield Proficiency | You can use a shield and take only the standard penalties. |
| Flyby Attack | When flying, the creature can take a move action (including a dive) and another standard action at any point during the move. |

| PROFICIENCIES |
|---------------|
|---------------|

| LANGUAGES |
|--------------------------------|
| Common, Druidic, Elven, Sylvan |

| TEMPLATES |
|-----------|
| Truename |

Innate Racial Spells

| | Name | DC | Saving Throw | Time | Duration | Range | Comp. | Spell Resistance | School | Source |
|---|---------------------|----|--------------------------|-------------------|--|--|-----------|------------------|-----------------------------|-------------|
| ☐ | Entangle | 15 | Reflex partial; see text | 1 standard action | 1 minute/level [D] | Long (760 ft.) | V,S, DF | No | Transmutation | PHB: pg.227 |
| <i>Effect:</i> Plants entangle everyone in 40-ft.-radius circle. | | | | | | Target: Plants in a 40-ft.-radius spread | | | Caster Level: 9 | |
| ☐ | Freedom of Movement | 18 | Will negates (harmless) | 1 standard action | 10 minutes/level | Personal or touch | V,S,M, DF | Yes (harmless) | Abjuration | PHB: pg.233 |
| <i>Effect:</i> Subject moves normally despite impediments. | | | | | | Target: You or creature touched | | | Caster Level: 9 | |
| ☐ | Tree Stride | 20 | None | 1 standard action | 1 hour/level or until expended; see text | Personal | V,S, DF | No | Conjuration (Teleportation) | PHB: pg.296 |
| <i>Effect:</i> Step from one tree to another far away. | | | | | | Target: You | | | Caster Level: 9 | |
| * =Domain/Speciality Spell | | | | | | | | | | |

Druid Spells

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

LEVEL 0

| Name | DC | Saving Throw | Time | Duration | Range | Comp. | Spell Resistance | School | Source |
|---|----|---------------------------------|-------------------|--|----------------|----------|--------------------------|--|-------------|
| <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Create Water <i>Effect:</i> Creates 2 gallons/level of pure water. | 15 | None | 1 standard action | Instantaneous | Close (45 ft.) | V,S | No | Conjuration (Creation) [Water] <i>Caster Level:</i> 9 | PHB: pg.215 |
| <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Cure Minor Wounds <i>Effect:</i> Cures 1 point of damage. | 15 | Will half (harmless); see text | 1 standard action | Instantaneous | Touch | V,S | Yes (harmless); see text | Conjuration (Healing) <i>Caster Level:</i> 9 | PHB: pg.216 |
| <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Dawn <i>Effect:</i> Awakens sleeping creatures and those knocked out from nonlethal damage [but staggered]. | 15 | Fortitude negates [harmless] | 1 swift action | Instantaneous | 15 ft. | V | Yes [harmless] | Abjuration <i>Caster Level:</i> 9 | SC: Pg.59 |
| <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Detect Magic <i>Effect:</i> Detects spells and magic items within 60 ft. | 15 | None | 1 standard action | Concentration, up to 1 minutes/level [D] | 60 ft. | V,S | No | Divination <i>Caster Level:</i> 9 | PHB: pg.219 |
| <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Detect Poison <i>Effect:</i> Detects poison in one creature or small object. | 15 | None | 1 standard action | Instantaneous | Close (45 ft.) | V,S | No | Divination <i>Caster Level:</i> 9 | PHB: pg.219 |
| <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Flare <i>Effect:</i> Dazzles one creature [-1 on attack rolls]. | 15 | Fortitude negates | 1 standard action | Instantaneous | Close (45 ft.) | V | Yes | Evocation [Light] <i>Caster Level:</i> 9 | PHB: pg.232 |
| <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Guidance <i>Effect:</i> +1 on one attack roll, saving throw, or skill check. | 15 | Will negates (harmless) | 1 standard action | 1 minute or until discharged | Touch | V,S | Yes | Divination <i>Caster Level:</i> 9 | PHB: pg.238 |
| <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Know Direction <i>Effect:</i> You discern north. | 15 | None | 1 standard action | Instantaneous | Personal | V,S | No | Divination <i>Caster Level:</i> 9 | PHB: pg.246 |
| <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Light <i>Effect:</i> Object shines like a torch. | 15 | None | 1 standard action | 10 minutes/level [D] | Touch | V, M/DF | No | Evocation [Light] <i>Caster Level:</i> 9 | PHB: pg.248 |
| <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Mending <i>Effect:</i> Makes minor repairs on an object. | 15 | Will negates (harmless, object) | 1 standard action | Instantaneous | 10 ft. | V,S | Yes (harmless, object) | Transmutation <i>Caster Level:</i> 9 | PHB: pg.253 |
| <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Naturewatch <i>Effect:</i> Same as deathwatch but only functions on plants and animals; see text. | 15 | None | 1 standard action | 10 minutes/level | 30 ft. | S | No | Necromancy <i>Caster Level:</i> 9 | SC: Pg.146 |
| <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Purify Food and Drink <i>Effect:</i> Purifies 1 cu. ft./level of food or water. | 15 | Will negates (object) | 1 standard action | Instantaneous | 10 ft. | V,S | Yes (object) | Transmutation <i>Caster Level:</i> 9 | PHB: pg.267 |
| <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Read Magic <i>Effect:</i> Read scrolls and spellbooks. | 15 | None | 1 standard action | 10 minutes/level | Personal | V,S,F | No | Divination <i>Caster Level:</i> 9 | PHB: pg.269 |
| <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Resistance <i>Effect:</i> Subject gains +1 on saving throws. | 15 | Will negates (harmless) | 1 standard action | 1 minute | Touch | V,S,M/DF | Yes (harmless) | Abjuration <i>Caster Level:</i> 9 | PHB: pg.272 |
| <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Virtue <i>Effect:</i> Subject gains 1 temporary hp. | 15 | Fortitude negates (harmless) | 1 standard action | 1 min. | Touch | V,S, DF | Yes (harmless) | Transmutation <i>Caster Level:</i> 9 | PHB: pg.298 |

LEVEL 1

| Name | DC | Saving Throw | Time | Duration | Range | Comp. | Spell Resistance | School | Source |
|--|----|------------------------------|-------------------|--|------------------|----------|------------------|---|-----------|
| <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Animate Fire <i>Effect:</i> Create a small fire elemental. | 16 | None | 1 round | Concentration, up to 1 round/level [D] | Close (45 ft.) | V,S,M | No | Transmutation [Fire] <i>Caster Level:</i> 9 | SC: Pg.12 |
| <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Animate Water <i>Effect:</i> Create a small water elemental. | 16 | None | 1 round | Concentration, up to 1 round/level [D] | Close (45 ft.) | V,S,M | No | Transmutation [Water] <i>Caster Level:</i> 9 | SC: Pg.13 |
| <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Animate Wood <i>Effect:</i> Animates a wooden object to attack who you designate. | 16 | None | 1 round | Concentration, up to 1 round/level [D] | Touch | V,S,M | No | Transmutation <i>Caster Level:</i> 9 | SC: Pg.13 |
| <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Aspect of the Wolf <i>Effect:</i> You assume the physical appearance and many of the qualities of a wolf. | 16 | N/A | 1 standard action | 10 minutes/level | Personal | V,S,M/DF | N/A | Transmutation <i>Caster Level:</i> 9 | SC: Pg.16 |
| <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Aura Against Flame <i>Effect:</i> Protects against first 10 points of fire damage, it also extinguishes flames; see text. | 16 | N/A | 1 standard action | 1 round/level | Personal | V,S | N/A | Abjuration <i>Caster Level:</i> 9 | SC: Pg.18 |
| <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Babau Slime <i>Effect:</i> Layer of slime coats you, inflicting 1d8 damage to any creature hitting you with unarmed strikes, a touch attack or natural weapon. | 16 | Fortitude negates [harmless] | 1 standard action | 1 minute/level | Touch | V,S,M/DF | Yes [harmless] | Transmutation <i>Caster Level:</i> 9 | SC: Pg.22 |
| <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Beast Claws <i>Effect:</i> Change your hands into claws. Damage 1d4; Threat range 19-20. See text. | 16 | N/A | 1 Standard Action | 1 hour/level | Personal | V,S,M | N/A | Transmutation <i>Caster Level:</i> 9 | SC: Pg.25 |
| <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Beastland Ferocity <i>Effect:</i> Subject continues to fight even at -1 to -9 and gains +4 enhancement to Str. | 16 | Fortitude negates [harmless] | 1 standard action | 1 minute/level | Touch | V,S,DF | Yes [harmless] | Evocation [Electricity] <i>Caster Level:</i> 9 | SC: Pg.25 |
| <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Beget Bogun <i>Effect:</i> Creates a natural homunculus. | 16 | None | 1 standard action | Instantaneous | Touch | V,S,M,XP | No | Conjuration (Creation) <i>Caster Level:</i> 9 | SC: Pg.26 |
| <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Branch to Branch <i>Effect:</i> Gain +10 competence bonus on Climb checks made in trees, also allows for brachiation. | 16 | N/A | 1 standard action | 1 hour/level [D] | Personal | V,S | N/A | Transmutation <i>Caster Level:</i> 9 | SC: Pg.38 |
| <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Breath of the Jungle <i>Effect:</i> DC of saves vs. poison or disease increases by 2 | 16 | None | 1 standard action | 1 minute/level | Medium (190 ft.) | V,S,DF | No | Transmutation <i>Caster Level:</i> 9 | SC: Pg.39 |

* =Domain/Specialty Spell

Druid Spells

| | | | | | | | | | |
|--|----|--------------------------------|--------------------|--|---|---------|--------------------------|---|-------------|
| □□□□□ Buoyant Lifting | 16 | None | 1 immediate action | 1 minute/level [D]; see text | Close (45 ft.) | S,DF | No | Evocation | SC: Pg.40 |
| <i>Effect:</i> Travel to the surface at 60 ft./round. | | | | | <i>Target:</i> One willing creature/level, no two of which are more than 20 ft. apart | | <i>Caster Level:</i> 9 | | |
| □□□□□ Calm Animals | 16 | Will negates; see text | 1 standard action | 1 minute/level | Close (45 ft.) | V,S | Yes | Enchantment (Compulsion) [Mind-Affecting] | PHB: pg.207 |
| <i>Effect:</i> Calms 2d4 + 1/level HD of animals. | | | | | <i>Target:</i> Animals within 30 ft. of each other | | <i>Caster Level:</i> 9 | | |
| □□□□□ Camouflage | 16 | N/A | 1 standard action | 10 minutes/level | Personal | V,S | N/A | Transmutation | SC: Pg.43 |
| <i>Effect:</i> Gain +10 circumstance bonus on Hide checks. | | | | | <i>Target:</i> You | | <i>Caster Level:</i> 9 | | |
| □□□□□ Charm Animal | 16 | Will negates | 1 standard action | 1 hour/level | Close (45 ft.) | V,S | Yes | Enchantment (Charm) [Mind-Affecting] | PHB: pg.208 |
| <i>Effect:</i> Makes one animal your friend. | | | | | <i>Target:</i> One animal | | <i>Caster Level:</i> 9 | | |
| □□□□□ Claws of the Bear | 16 | N/A | 1 standard action | 1 round/level | Personal | V,S | N/A | Transmutation | SC: Pg.47 |
| <i>Effect:</i> Your hands become natural weapons that deal 1d8 with each attack. | | | | | <i>Target:</i> You | | <i>Caster Level:</i> 9 | | |
| □□□□□ Climb Walls | 16 | Will negates [harmless] | 1 standard action | 1 minute/level [D] | Touch | V,S,M | Yes [harmless] | Transmutation | SC: Pg.47 |
| <i>Effect:</i> Gain +10 enhancement bonus on climb check. Bonus increases to +20 @5th level and +30 @9th level. | | | | | <i>Target:</i> Creature touched | | <i>Caster Level:</i> 9 | | |
| □□□□□ Cloudburst | 16 | None | 1 round | 10 minutes/level [D] | Long (760 ft.) | V,S | No | Evocation (Water) | SC: Pg.49 |
| <i>Effect:</i> Heavy rain reduces visibility. -4 Spot & Search. | | | | | <i>Target:</i> 100-ft.-radius emanation | | <i>Caster Level:</i> 9 | | |
| □□□□□ Cold Fire | 16 | No [fire] or Fortitude half | 1 standard action | 1 minute/level [fire source] or instantaneous [creature] | Close (45 ft.) | V,S,DF | Yes [creature] | Transmutation [Cold] | SC: Pg.50 |
| <i>Effect:</i> Flames deal cold damage; see text | | | | | <i>Target:</i> One fire source [up to a 20-ft. cube] or one creature; see text | | <i>Caster Level:</i> 9 | | |
| □□□□□ Crabwalk | 16 | None | 1 standard action | 1 minute/level | Touch | V,S,M | No | Transmutation [Cold] | SC: Pg.53 |
| <i>Effect:</i> When the subject charges, it gains +4 to attack roll and no penalty to AC. Only affects first attack. | | | | | <i>Target:</i> Creature touched | | <i>Caster Level:</i> 9 | | |
| □□□□□ Cure Light Wounds | 16 | Will half (harmless); see text | 1 standard action | Instantaneous | Touch | V,S | Yes (harmless); see text | Conjuration (Healing) | PHB: pg.215 |
| <i>Effect:</i> Cures 1d8 +1/level [max +5] damage. | | | | | <i>Target:</i> Creature touched | | <i>Caster Level:</i> 9 | | |
| □□□□□ Deep Breath | 16 | N/A | 1 immediate action | 1 round/level | Personal | V | N/A | Conjuration (Creation) [Air] | SC: Pg.61 |
| <i>Effect:</i> Your lungs are constantly filled with air for the duration of the spell. | | | | | <i>Target:</i> You | | <i>Caster Level:</i> 9 | | |
| □□□□□ Delay Disease | 16 | Will negates [harmless] | 1 standard action | 24 hours | Touch | V,S,DF | Yes [harmless] | Conjuration (Healing) | SC: Pg.63 |
| <i>Effect:</i> Halts any nonmagical disease for the duration of the spell. | | | | | <i>Target:</i> Creature touched | | <i>Caster Level:</i> 9 | | |
| □□□□□ Detect Animals or Plants | 16 | None | 1 standard action | Concentration, up to 10 minutes/level [D] | Long (760 ft.) | V,S | No | Divination | PHB: pg.218 |
| <i>Effect:</i> Detects kinds of animals or plants. | | | | | <i>Target:</i> Cone-shaped emanation | | <i>Caster Level:</i> 9 | | |
| □□□□□ Detect Snares and Pits | 16 | None | 1 standard action | Concentration, up to 10 minutes/level [D] | 60 ft. | V,S | No | Divination | PHB: pg.220 |
| <i>Effect:</i> Reveals natural or primitive traps. | | | | | <i>Target:</i> Cone-shaped emanation | | <i>Caster Level:</i> 9 | | |
| □□□□□ Endure Elements | 16 | Will negates (harmless) | 1 standard action | 24 hours | Touch | V,S | Yes (harmless) | Abjuration | PHB: pg.226 |
| <i>Effect:</i> Exist comfortably in hot or cold environments. | | | | | <i>Target:</i> Creature touched | | <i>Caster Level:</i> 9 | | |
| □□□□□ Enrage Animal | 16 | None | 1 standard action | Concentration +1 round/level | Medium (190 ft.) | V,S | Yes | Enchantment (Compulsion) [Mind-Affecting] | SC: Pg.81 |
| <i>Effect:</i> Grants +4 morale bonus to Str, Con, Will Saves & -2 penalty to AC to affected animal. | | | | | <i>Target:</i> One animal | | <i>Caster Level:</i> 9 | | |
| □□□□□ Entangle | 16 | Reflex partial; see text | 1 standard action | 1 minute/level [D] | Long (760 ft.) | V,S, DF | No | Transmutation | PHB: pg.227 |
| <i>Effect:</i> Plants entangle everyone in 40-ft.-radius circle. | | | | | <i>Target:</i> Plants in a 40-ft.-radius spread | | <i>Caster Level:</i> 9 | | |
| □□□□□ Faerie Fire | 16 | None | 1 standard action | 1 minute/level [D] | Long (760 ft.) | V,S, DF | Yes | Evocation [Light] | PHB: pg.229 |
| <i>Effect:</i> Outlines subjects with light, canceling blur, concealment, and the like. | | | | | <i>Target:</i> Creatures and objects within a 5-ft.-radius burst | | <i>Caster Level:</i> 9 | | |
| □□□□□ Foundation of Stone | 16 | None | 1 standard action | 1 round/level | Close (45 ft.) | V,M | Yes [harmless] | Transmutation [Earth] | SC: Pg.99 |
| <i>Effect:</i> As long as subjects don't move they gain +2 AC and +4 to Str against bull rush. | | | | | <i>Target:</i> One creature/level, no two of which are more than 30 ft. apart | | <i>Caster Level:</i> 9 | | |
| □□□□□ Goodberry | 16 | None | 1 standard action | 1 day/level | Touch | V,S, DF | Yes | Transmutation | PHB: pg.237 |
| <i>Effect:</i> 2d4 berries each cure 1 hp [max 8 hp/24 hours]. | | | | | <i>Target:</i> 2d4 fresh berries touched | | <i>Caster Level:</i> 9 | | |
| □□□□□ Hawkeye | 16 | N/A | 1 standard action | 10 minutes/level [D] | Personal | V | N/A | Transmutation | SC: Pg.110 |
| <i>Effect:</i> Increases range increment by 50% and +5 competence bonus on Spot checks. | | | | | <i>Target:</i> You | | <i>Caster Level:</i> 9 | | |
| □□□□□ Healthful Rest | 16 | Will negates [harmless] | 10 minutes | 24 hours | Close (45 ft.) | V,S | Yes [harmless] | Conjuration (Healing) | SC: Pg.111 |
| <i>Effect:</i> Doubles the natural healing rate. | | | | | <i>Target:</i> One creature/level, no two of which can be more than 30 feet apart | | <i>Caster Level:</i> 9 | | |
| □□□□□ Hide from Animals | 16 | Will negates (harmless) | 1 standard action | 10 minutes/level [D] | Touch | S, DF | Yes | Abjuration | PHB: pg.241 |
| <i>Effect:</i> Animals can't perceive 1 subject/level. | | | | | <i>Target:</i> 1 creature/level touched | | <i>Caster Level:</i> 9 | | |
| □□□□□ Horrible Taste | 16 | Fortitude negates; see text | 1 standard action | 10 minutes/level | Touch | V,S,M | No | Transmutation | SC: Pg.116 |
| <i>Effect:</i> Animals must save after biting or refuse to bite the subject. | | | | | <i>Target:</i> Creature or object touched | | <i>Caster Level:</i> 9 | | |
| □□□□□ Juglerazer | 16 | Reflex half | 1 standard action | Instantaneous | 120 ft. | V,S,M | Yes | Necromancy | SC: Pg.127 |
| <i>Effect:</i> Fey, vermin, plants and plant creatures and animals caught in the area take 1d10/caster level [max 10d10] negative energy. | | | | | <i>Target:</i> 120-ft. line | | <i>Caster Level:</i> 9 | | |
| □□□□□ Jump | 16 | Will negates (harmless) | 1 standard action | 1 minute/level [D] | Touch | V,S,M | Yes | Transmutation | PHB: pg.246 |
| <i>Effect:</i> Subject gets bonus on Jump checks. | | | | | <i>Target:</i> Creature touched | | <i>Caster Level:</i> 9 | | |
| □□□□□ Longstrider | 16 | None | 1 standard action | 1 hour/level [D] | Personal | V,S,M | No | Transmutation | PHB: pg.249 |
| <i>Effect:</i> Increases your speed. | | | | | <i>Target:</i> You | | <i>Caster Level:</i> 9 | | |
| □□□□□ Low-Light Vision | 16 | Will negates [harmless] | 1 standard action | 1 hour/level | Touch | V,M | Yes [harmless] | Transmutation | SC: Pg.134 |
| <i>Effect:</i> Target gains low-light vision. | | | | | <i>Target:</i> Creature touched | | <i>Caster Level:</i> 9 | | |
| * =Domain/Specialty Spell | | | | | | | | | |

Druid Spells

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|--|----|---------------------------------|-------------------|------------------------------------|--|----------|------------------------|------------------------------|-------------|
| ☐☐☐☐☐ Magic Fang | 16 | Will negates (harmless) | 1 standard action | 1 minute/level | Touch | V,S, DF | Yes (harmless) | Transmutation | PHB: pg.250 |
| <i>Effect:</i> One natural weapon of subject creature gets +1 on attack and damage rolls. | | | | | <i>Target:</i> Living creature touched | | <i>Caster Level:</i> 9 | | |
| ☐☐☐☐☐ Magic Stone | 16 | Will negates (harmless, object) | 1 standard action | 30 minutes or until discharged | Touch | V,S, DF | Yes (harmless, object) | Transmutation | PHB: pg.251 |
| <i>Effect:</i> Three stones gain +1 on attack rolls, deal 1d6+1 damage. | | | | | <i>Target:</i> Up to three pebbles touched | | <i>Caster Level:</i> 9 | | |
| ☐☐☐☐☐ Obscuring Mist | 16 | None | 1 standard action | 1 minute/level | 20 ft. | V,S | No | Conjuration (Creation) | PHB: pg.258 |
| <i>Effect:</i> Fog surrounds you. | | | | | <i>Target:</i> Cloud spreads in 20-ft. radius from you, 20 ft. high | | <i>Caster Level:</i> 9 | | |
| ☐☐☐☐☐ Pass without Trace | 16 | Will negates (harmless) | 1 standard action | 1 hour/level [D] | Touch | V,S, DF | Yes (harmless) | Transmutation | PHB: pg.259 |
| <i>Effect:</i> 1 subject/level leaves no tracks. | | | | | <i>Target:</i> 1 creature/level touched | | <i>Caster Level:</i> 9 | | |
| ☐☐☐☐☐ Produce Flame | 16 | None | 1 standard action | 1 minute/level [D] | 0 ft. | V,S | Yes | Evocation [Fire] | PHB: pg.265 |
| <i>Effect:</i> 1d6 +1/level [max +5] damage, touch or thrown. | | | | | <i>Target:</i> Flame in your palm | | <i>Caster Level:</i> 9 | | |
| ☐☐☐☐☐ Raging Flame | 16 | None | 1 standard action | 1 minute | Medium (190 ft.) | V,S | No | Transmutation [Fire] | SC: Pg.164 |
| <i>Effect:</i> Causes existing fire to double their heat and radiance; see text. | | | | | <i>Target:</i> 30-ft.-radius spread | | <i>Caster Level:</i> 9 | | |
| ☐☐☐☐☐ Ram's Might | 16 | N/A | 1 standard action | 1 minute/level | Personal | V,S | N/A | Transmutation | SC: Pg.166 |
| <i>Effect:</i> Your hands harden +2 bonus to Str, inflict lethal damage, and you are considered armed. | | | | | <i>Target:</i> You | | <i>Caster Level:</i> 9 | | |
| ☐☐☐☐☐ Rapid Burrowing | 16 | Fortitude negates [harmless] | 1 standard action | 10 minutes/level | Touch | V,S,DF | Yes [harmless] | Transmutation | SC: Pg.166 |
| <i>Effect:</i> Improves existing burrow speed by 20 ft. | | | | | <i>Target:</i> Creature touched | | <i>Caster Level:</i> 9 | | |
| ☐☐☐☐☐ Remove Scent | 16 | Will negates | 1 standard action | 10 minutes/level | Touch | V,S,M | Yes | Transmutation | SC: Pg.173 |
| <i>Effect:</i> Hides the scent of the affected creature or removes potent affects from creatures such as ghosts or troglodytes. | | | | | <i>Target:</i> Creature touched | | <i>Caster Level:</i> 9 | | |
| ☐☐☐☐☐ Resist Planar Alignment | 16 | Will negates [harmless] | 1 standard action | 1 round/level | Touch | V,S,DF | Yes [harmless] | Abjuration | SC: Pg.174 |
| <i>Effect:</i> Grants limited protection from a plane's alignment traits; see text. | | | | | <i>Target:</i> Creature touched | | <i>Caster Level:</i> 9 | | |
| ☐☐☐☐☐ Sandblast | 16 | Reflex half | 1 standard action | Instantaneous | 10 ft. | V,S,DF | Yes | Evocation | SC: Pg.180 |
| <i>Effect:</i> Creatures in area take 1d6 nonlethal damage, any creature that fails the save is also stunned for 1 round. | | | | | <i>Target:</i> 10-ft.-radius burst centered on your hands | | <i>Caster Level:</i> 9 | | |
| ☐☐☐☐☐ Shillelagh | 16 | Will negates (object) | 1 standard action | 1 minute/level | Touch | V,S, DF | Yes (object) | Transmutation | PHB: pg.278 |
| <i>Effect:</i> Cudgel or quarterstaff becomes +1 weapon dealing damage as if two size categories larger for 1 minutes/level. | | | | | <i>Target:</i> One touched nonmagical oak club or quarterstaff | | <i>Caster Level:</i> 9 | | |
| ☐☐☐☐☐ Slow Burn | 16 | None | 1 standard action | 1 minute | Medium (190 ft.) | V,S,M/DF | No | Transmutation [Fire] | SC: Pg.192 |
| <i>Effect:</i> Doubles the amount of time to put out a fire; see text. | | | | | <i>Target:</i> 30-ft.-radius spread | | <i>Caster Level:</i> 9 | | |
| ☐☐☐☐☐ Snake's Swiftess | 16 | Will negates [harmless] | 1 standard action | Instantaneous | Close (45 ft.) | V,S,M/DF | Yes [harmless] | Transmutation | SC: Pg.193 |
| <i>Effect:</i> Subject may make another single attack melee or ranged; see text. | | | | | <i>Target:</i> One allied creature | | <i>Caster Level:</i> 9 | | |
| ☐☐☐☐☐ Snowshoes | 16 | Will negates [harmless] | 1 standard action | 1 hour/level [D] | Touch | V,S | Yes [harmless] | Transmutation | SC: Pg.194 |
| <i>Effect:</i> Speed increases by 10 ft. and no Balance checks or Reflex required to walk on snow. | | | | | <i>Target:</i> Creature touched | | <i>Caster Level:</i> 9 | | |
| ☐☐☐☐☐ Speak with Animals | 16 | None | 1 standard action | 1 minute/level | Personal | V,S | No | Divination | PHB: pg.281 |
| <i>Effect:</i> You can communicate with animals. | | | | | <i>Target:</i> You | | <i>Caster Level:</i> 9 | | |
| ☐☐☐☐☐ Summon Nature's Ally I | 16 | None | 1 round | 1 round/level [D] | Close (45 ft.) | V,S, DF | No | Conjuration (Summoning) | PHB: pg.288 |
| <i>Effect:</i> Calls creature to fight. | | | | | <i>Target:</i> One summoned creature | | <i>Caster Level:</i> 9 | | |
| ☐☐☐☐☐ Surefooted Stride | 16 | None | 1 standard action | 1 minute/level | Personal | V,S | No | Transmutation | SC: Pg.216 |
| <i>Effect:</i> Move through difficult terrain at full speed. Gain +2 Climb checks. | | | | | <i>Target:</i> You | | <i>Caster Level:</i> 9 | | |
| ☐☐☐☐☐ Thunderhead | 16 | Reflex negates; see text | 1 standard action | 1 round/level | Close (45 ft.) | V,S,M | Yes | Evocation [Electricity] | SC: Pg.219 |
| <i>Effect:</i> Miniature thundercloud follows creature unerringly each round [even if it goes invisible or leaves the region] striking it with lightning that deals 1 pt of damage. | | | | | <i>Target:</i> One creature | | <i>Caster Level:</i> 9 | | |
| ☐☐☐☐☐ Traveler's Mount | 16 | Will negates | 1 standard action | 1 hour/level | Touch | V,S | Yes | Transmutation | SC: Pg.223 |
| <i>Effect:</i> +10 feet enhancement bonus to speed but cannot attack during the duration of the spell. | | | | | <i>Target:</i> Animal or magical beast touched | | <i>Caster Level:</i> 9 | | |
| ☐☐☐☐☐ Updraft | 16 | N/A | 1 swift action | Instantaneous | Personal | V,S,M | N/A | Conjuration (Creation) [Air] | SC: Pg.228 |
| <i>Effect:</i> Gain 10 ft. per level of altitude, and then gently float back to the ground. | | | | | <i>Target:</i> You | | <i>Caster Level:</i> 9 | | |
| ☐☐☐☐☐ Vigor, Lesser | 16 | Will negates [harmless] | 1 standard action | 10 rounds + 1 round/level [max 15] | Touch | V,S | Yes [harmless] | Conjuration (Healing) | SC: Pg.229 |
| <i>Effect:</i> Grants target fast healing ability for the duration of the spell. Heals 1 hp automatically per round. | | | | | <i>Target:</i> Living creature touched | | <i>Caster Level:</i> 9 | | |
| ☐☐☐☐☐ Vine Strike | 16 | N/A | 1 swift action | 1 round | Personal | V,DF | N/A | Divination | SC: Pg.230 |
| <i>Effect:</i> Allows sneak attacks against plants if you already have the ability. | | | | | <i>Target:</i> You | | <i>Caster Level:</i> 9 | | |
| ☐☐☐☐☐ Wall of Smoke | 16 | Fortitude partial; see text | 1 standard action | 1 round/level | Close (45 ft.) | V,S | No | Conjuration (Creation) | SC: Pg.235 |
| <i>Effect:</i> Makes a wall of black smoke, causes nausea; see text. | | | | | <i>Target:</i> A straight wall whose area is up to one 10-ft. square/level [S] | | <i>Caster Level:</i> 9 | | |
| ☐☐☐☐☐ Wings of the Sea | 16 | Fortitude negates [harmless] | 1 standard action | 1 minute/level | Touch | S,M | Yes [harmless] | Transmutation | SC: Pg.240 |
| <i>Effect:</i> Increases creatures swim speed by 30 ft. | | | | | <i>Target:</i> Creature touched | | <i>Caster Level:</i> 9 | | |
| ☐☐☐☐☐ Winter Chill | 16 | Fortitude negates | 1 standard action | Instantaneous | Close (45 ft.) | V,S | Yes | Transmutation [Cold] | SC: Pg.241 |
| <i>Effect:</i> Creature must succeed on save or take 1d6 points of cold damage and become fatigued. | | | | | <i>Target:</i> One creature | | <i>Caster Level:</i> 9 | | |
| ☐☐☐☐☐ Wood Wose | 16 | None | 1 standard action | 1 hour/level | Close (45 ft.) | V,S,DF | No | Conjuration (Creation) | SC: Pg.242 |
| <i>Effect:</i> Summon minor nature spirit to perform simple natural tasks. | | | | | <i>Target:</i> One nature servant | | <i>Caster Level:</i> 9 | | |

LEVEL 2

| Name | DC | Saving Throw | Time | Duration | Range | Comp. | Spell Resistance | School | Source |
|---|----|-------------------------|-------------------|----------------|--|--------|------------------------|---------------|----------|
| ☐☐☐☐☐ Align Fang | 17 | Will negates [harmless] | 1 standard action | 1 minute/level | Touch | V,S,DF | Yes [harmless] | Transmutation | SC: Pg.9 |
| <i>Effect:</i> Aligns a creature's natural weapon to good-,evil-,lawful-,or chaotic. | | | | | <i>Target:</i> Living creature touched | | <i>Caster Level:</i> 9 | | |

* =Domain/Speciality Spell

Druid Spells

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|---|----|------------------------------|--|-------------------|--|----------|-----------------|--|----------------|
| ■■■■■ Animalistic Power | 17 | Will negates [harmless] | 1 standard 1 minute/level action | | Touch | V,S,M | Yes [harmless] | Transmutation | PHB II: pg.101 |
| <i>Effect:</i> Subject is imbued with +2 to Strength, Dexterity and Constitution. | | | | | Target: Creature touched | | Caster Level: 9 | | |
| ■■■■■ Animal Messenger | 17 | None; see text | 1 standard 1 day/level action | | Close (45 ft.) | V,S,M | Yes | Enchantment (Compulsion) [Mind-Affecting] | PHB: pg.198 |
| <i>Effect:</i> Sends a Tiny animal to a specific place. | | | | | Target: One Tiny animal | | Caster Level: 9 | | |
| ■■■■■ Animal Trance | 17 | Will negates; see text | 1 standard Concentration action | | Close (45 ft.) | V,S | Yes | Enchantment (Compulsion) [Mind-Affecting, Sonic] | PHB: pg.198 |
| <i>Effect:</i> Fascinates 2d6 HD of animals. | | | | | Target: Animals or magical beasts with Intelligence 1 or 2 | | Caster Level: 9 | | |
| ■■■■■ Avoid Planar Effects | 17 | None | 1 immediate action | 1 minute/level | 20 ft. | V | Yes [harmless] | Abjuration | SC: Pg.19 |
| <i>Effect:</i> Gain temporary respite from the natural effects of a specific plane. | | | | | Target: One creature/level in a 20-ft. radius burst centered on you | | Caster Level: 9 | | |
| ■■■■■ Balancing Lorecall | 17 | N/A | 1 standard 1 minute/level [D] action | | Personal | V,S,M/DF | N/A | Divination | SC: Pg.23 |
| <i>Effect:</i> Gain +4 insight bonus to balance bonus; see text. | | | | | Target: You | | Caster Level: 9 | | |
| ■■■■■ Barkskin | 17 | None | 1 standard 10 minutes/level action | | Touch | V,S, DF | Yes (harmless) | Transmutation | PHB: pg.203 |
| <i>Effect:</i> Grants +2 enhancement to natural armor. Additional +1 per three levels above 3rd [max +5 at 12th level] | | | | | Target: Living creature touched | | Caster Level: 9 | | |
| ■■■■■ Bear's Endurance | 17 | Will negates (harmless) | 1 standard 1 minute/level action | | Touch | V,S, DF | Yes | Transmutation | PHB: pg.203 |
| <i>Effect:</i> Subject gains +4 to Con for 1 minutes/level. | | | | | Target: Creature touched | | Caster Level: 9 | | |
| ■■■■■ Binding Winds | 17 | Reflex negates | 1 standard Concentration action | | Medium (190 ft.) | V,S | Yes | Evocation [Air] | SC: Pg.27 |
| <i>Effect:</i> Subject can act normally, but it cannot move from it's current location. | | | | | Target: One creature | | Caster Level: 9 | | |
| ■■■■■ Bite of the Wererat | 17 | N/A | 1 standard 1 round/level action | | Personal | V,S,M | N/A | Transmutation | SC: Pg.28 |
| <i>Effect:</i> Gain +6 bonus to Dex, +2 Con, +3 natural armor. | | | | | Target: You | | Caster Level: 9 | | |
| ■■■■■ Blinding Spittle | 17 | None | 1 standard Instantaneous action | | Close (45 ft.) | V,S | Yes | Transmutation | SC: Pg.32 |
| <i>Effect:</i> Spit caustic saliva into foes eyes on successful ranged touch attack. Causes -4 penalty to attack roll. | | | | | Target: One missile of spit | | Caster Level: 9 | | |
| ■■■■■ Blood Frenzy | 17 | Will negates | 1 standard Special; see text action | | Touch | V,S | Yes | Transmutation | SC: Pg.33 |
| <i>Effect:</i> Target enters a rage, as its rage special ability, but this rage doesn't count against it's total. | | | | | Target: Any creature with the rage ability | | Caster Level: 9 | | |
| ■■■■■ Body of the Sun | 17 | Reflex half | 1 standard 1 round/level action | | 5 ft. | V,S,DF | Yes | Trasmutation [Fire] | SC: Pg.35 |
| <i>Effect:</i> Fire and light extend 5ft. from caster's body inflicting 1d4/2 levels [max 5d4] points of fire damage [Reflex save for half]. | | | | | Target: 5 ft.-radius emanation centered on you | | Caster Level: 9 | | |
| ■■■■■ Brambles | 17 | None | 1 standard 1 round/level action | | Touch | V,S,M | No | Trasmutation | SC: Pg.38 |
| <i>Effect:</i> Small magical thorns/spikes protrude from wooden weapon; gains a +1 to hit enhancement and deals +1/level [max +10] damage. | | | | | Target: Wooden weapon touched | | Caster Level: 9 | | |
| ■■■■■ Briar Web | 17 | None | 1 standard 1 minute/level action | | Medium (190 ft.) | V,S,DF | No | Transmutation | SC: Pg.39 |
| <i>Effect:</i> As entangle, but thorns deal damage each round. | | | | | Target: 40-ft-radius spread. | | Caster Level: 9 | | |
| ■■■■■ Bull's Strength | 17 | Will negates (harmless) | 1 standard 1 minute/level action | | Touch | V,S,M/DF | Yes (harmless) | Transmutation | PHB: pg.207 |
| <i>Effect:</i> Subject gains +4 to Str for 1 minutes/level. | | | | | Target: Creature touched | | Caster Level: 9 | | |
| ■■■■■ Burrow | 17 | Will negates [harmless] | 1 standard 1 minute/level [D] action | | Touch | V,S,F/DF | Yes [harmless] | Transmutation | SC: Pg.41 |
| <i>Effect:</i> Burrow through earth at 30 ft unless wearing Medium or heavier armor or a Medium load than it is 20 ft. | | | | | Target: Creature touched | | Caster Level: 9 | | |
| ■■■■■ Camouflage, Mass | 17 | Will negates [harmless] | 1 standard 10 minutes/level action | | Medium (190 ft.) | V,S | Yes [harmless] | Transmutation | SC: Pg.43 |
| <i>Effect:</i> As camouflage, except the effect is mobile within the group. [Broken for creatures who more than 60 ft apart]. | | | | | Target: Any number of creatures, no two of which can be more than 60 ft. apart | | Caster Level: 9 | | |
| ■■■■■ Cat's Grace | 17 | Will negates (harmless) | 1 standard 1 minute/level action | | Touch | V,S,M | Yes | Transmutation | PHB: pg.208 |
| <i>Effect:</i> Subject gains +4 to Dex for 1 minutes/level. | | | | | Target: Creature touched | | Caster Level: 9 | | |
| ■■■■■ Chill Metal | 17 | Will negates (object) | 1 standard 7 rounds action | | Close (45 ft.) | V,S, DF | Yes (object) | Transmutation [Cold] | PHB: pg.209 |
| <i>Effect:</i> Cold metal damages those who touch it. | | | | | Target: Metal equipment of 1 creature/2 levels, no two of which can be more than 30 ft. apart; or 225 lbs of metal | | Caster Level: 9 | | |
| ■■■■■ Cloud Wings | 17 | Fortitude negates [harmless] | 1 standard 1 hour/level action | | Touch | V,S | Yes [harmless] | Transmutation | SC: Pg.49 |
| <i>Effect:</i> Increases fly speed by 30 ft. | | | | | Target: Creature touched | | Caster Level: 9 | | |
| ■■■■■ Countermoon | 17 | Will negates [D] | 1 standard 12 hours action | | Close (45 ft.) | V,S,M | Yes | Abjuration | SC: Pg.53 |
| <i>Effect:</i> Stops lycanthropic shapechanging for 12 hours. | | | | | Target: One lycanthrope | | Caster Level: 9 | | |
| ■■■■■ Creeping Cold | 17 | Fortitude half | 1 standard 3 rounds action | | Close (45 ft.) | V,S,F | Yes | Transmutation [Cold] | SC: Pg.55 |
| <i>Effect:</i> Deals progressive damage from cold [+1d6/round]. | | | | | Target: One creature | | Caster Level: 9 | | |
| ■■■■■ Daggerspell Stance | 17 | N/A | 1 swift action | 1 round/level [D] | Personal | V,F | N/A | Abjuration | SC: Pg.57 |
| <i>Effect:</i> Gain +2 insight bonus to hit and damage when you make a full attack wielding two daggers. Can deflect spells [SR 5+level] and gain DR 5/magic when full defense. | | | | | Target: You | | Caster Level: 9 | | |
| ■■■■■ Decomposition | 17 | None | 1 standard 1 round/level action | | 50 ft. | V,S,DF | Yes | Necromancy | SC: Pg.61 |
| <i>Effect:</i> Wounded creatures suffer 3 extra hp/round. | | | | | Target: Living enemies within a 50-ft.-radius emanation centered on you | | Caster Level: 9 | | |
| ■■■■■ Delay Poison | 17 | Fortitude negates (harmless) | 1 standard 1 hour/level action | | Touch | V,S, DF | Yes (harmless) | Conjuration (Healing) | PHB: pg.217 |
| <i>Effect:</i> Stops poison from harming subject for 1 hour/level. | | | | | Target: Creature touched | | Caster Level: 9 | | |
| ■■■■■ Drifts of the Shalm | 17 | None | 1 standard 1 round/level action | | Medium (190 ft.) | V,S | No | Evocation | PHB II: pg.111 |
| <i>Effect:</i> Delay enemies with a drift [double movement penalty] of snow, leaves or ash [your choice]; snow casues 3 cold damage; leaf can be ignited and cause 2d6 damage; ash causes 3 fire damage. | | | | | Target: One 5-ft. square/level [S] | | Caster Level: 9 | | |
| ■■■■■ Earthbind | 17 | Fortitude negates | 1 standard 1 minute/level [D] action | | Medium (190 ft.) | V,S | Yes | Transmutation | SC: Pg.76 |
| <i>Effect:</i> Reduce a creatures fly speed to 0, airborne creatures fall to the ground as if by featherfall. | | | | | Target: One creature | | Caster Level: 9 | | |
| ■■■■■ Earthfast | 17 | None | 1 standard 10 minutes/level [D] action | | Close (45 ft.) | V,S | Yes [object] | Transmutation | SC: Pg.76 |
| <i>Effect:</i> Doubles Structures HP and increases Hardness to 10. | | | | | Target: One stone structure or rock formation, up to 25 cu. ft./level | | Caster Level: 9 | | |
| * =Domain/Specialty Spell | | | | | | | | | |

Druid Spells

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|---|----|------------------------------|---|--|----------|---------------------------------------|---|----------------|
| <div>Easy Trail</div> | 17 | None | 1 standard 1 hour/level [D] action | 40 ft. | V,S | Yes | Abjuration | SC: Pg.76 |
| <div>Effect:</div> <div>Removes movement penalties through dense brush and increases track DC by 5 for any pursurers.</div> | | | | <div>Target:</div> <div>40-ft. radius emanation centered on you</div> | | <div>Caster Level:</div> <div>9</div> | | |
| <div>Embrace the Wild</div> | 17 | N/A | 1 standard 10 minutes/level [D] action | Personal | V | N/A | Transmutation | SC: Pg.79 |
| <div>Effect:</div> <div>The caster gains an animal's sensory and skills, low-light vision and Scent or Blindsense 30' your choice. +2 spot and listen checks.</div> | | | | <div>Target:</div> <div>You</div> | | <div>Caster Level:</div> <div>9</div> | | |
| <div>Fins to Feet</div> | 17 | Fortitude negates [harmless] | 1 standard 1 hour/level action | Touch | V,S | Yes [harmless] | Transmutation | SC: Pg.92 |
| <div>Effect:</div> <div>Creatures lose swim speed but gain walk speed of 30 ft.</div> | | | | <div>Target:</div> <div>Willing creature touched</div> | | <div>Caster Level:</div> <div>9</div> | | |
| <div>Fire Trap</div> | 17 | Reflex half; see text | 10 minutes Permanent until discharged [D] | Touch | V,S,M | Yes | Abjuration [Fire] | PHB: pg.231 |
| <div>Effect:</div> <div>Opened object deals 1d4+9 fire damage.</div> | | | | <div>Target:</div> <div>Object touched</div> | | <div>Caster Level:</div> <div>9</div> | | |
| <div>Flame Blade</div> | 17 | None | 1 standard 1 minute/level [D] action | 0 ft. | V,S, DF | Yes | Evocation [Fire] | PHB: pg.231 |
| <div>Effect:</div> <div>Touch attack deals 1d8 +4 fire damage.</div> | | | | <div>Target:</div> <div>Sword-like beam</div> | | <div>Caster Level:</div> <div>9</div> | | |
| <div>Flaming Sphere</div> | 17 | Reflex negates | 1 standard 1 round/level action | Medium (190 ft.) | V,S,M/DF | Yes | Evocation [Fire] | PHB: pg.232 |
| <div>Effect:</div> <div>Creates rolling ball of fire, 2d6 damage, lasts 1 round/level.</div> | | | | <div>Target:</div> <div>5-ft.-diameter sphere</div> | | <div>Caster Level:</div> <div>9</div> | | |
| <div>Fog Cloud</div> | 17 | None | 1 standard 10 minutes/level action | Medium (190 ft.) | V,S | No | Conjuration (Creation) | PHB: pg.232 |
| <div>Effect:</div> <div>Fog obscures vision.</div> | | | | <div>Target:</div> <div>Fog spreads in 20-ft. radius, 20 ft. high</div> | | <div>Caster Level:</div> <div>9</div> | | |
| <div>Frost Breath</div> | 17 | Reflex half | 1 standard Instantaneous action | 30 ft. | V,S,M | Yes | Evocation [Cold] | SC: Pg.100 |
| <div>Effect:</div> <div>Breath a cone of cold that deal 1d4/2 caster levels [max 5d4] and creatures are also dazed if they failed the Reflex save.</div> | | | | <div>Target:</div> <div>Cone-shaped burst</div> | | <div>Caster Level:</div> <div>9</div> | | |
| <div>Gust of Wind</div> | 17 | Fortitude negates | 1 standard 1 round action | 60 ft. | V,S | Yes | Evocation [Air] | PHB: pg.238 |
| <div>Effect:</div> <div>Blows away or knocks down smaller creatures.</div> | | | | <div>Target:</div> <div>Line-shaped gust of severe wind emanating out from you to the extreme of the range</div> | | <div>Caster Level:</div> <div>9</div> | | |
| <div>Healing Lorecall</div> | 17 | N/A | 1 standard 10 minutes/level action | Personal | V,S,M | N/A | Divination | SC: Pg.110 |
| <div>Effect:</div> <div>Allows caster with Heal ranks to remove other ailments when using Conjuration [Healing] spells. Can also heal more; see text.</div> | | | | <div>Target:</div> <div>You</div> | | <div>Caster Level:</div> <div>9</div> | | |
| <div>Healing Sting</div> | 17 | None | 1 standard Instantaneous action | Touch | V,S,M | Yes | Necromancy | SC: Pg.110 |
| <div>Effect:</div> <div>Inflict 1d12 +1/caster level [max +10] to a living creature and gain an equal amount of HP.</div> | | | | <div>Target:</div> <div>You and one living creature</div> | | <div>Caster Level:</div> <div>9</div> | | |
| <div>Heartfire</div> | 17 | Fortitude partial | 1 standard 1 round/level action | Close (45 ft.) | V,S,DF | Yes | Evocation [Light, Fire] | SC: Pg.112 |
| <div>Effect:</div> <div>Subjects do benefit from concealment, on failed save they also take 1d4 fire damage each round [half damage on save].</div> | | | | <div>Target:</div> <div>living creatures within a 5-ft.-radius burst</div> | | <div>Caster Level:</div> <div>9</div> | | |
| <div>Heat Metal</div> | 17 | Will negates (object) | 1 standard 7 rounds action | Close (45 ft.) | V,S, DF | Yes (object) | Transmutation [Fire] | PHB: pg.239 |
| <div>Effect:</div> <div>Make metal so hot it damages those who touch it.</div> | | | | <div>Target:</div> <div>Metal equipment of 1 creature/2 levels, no two of which can be more than 30 ft. apart; or 25 lb./level of metal, all of which must be within a 30-ft. circle</div> | | <div>Caster Level:</div> <div>9</div> | | |
| <div>Hold Animal</div> | 17 | Will negates; see text | 1 standard 1 round/level [D]; see text action | Medium (190 ft.) | V,S | Yes | Enchantment (Compulsion) [Mind-Affecting] | PHB: pg.241 |
| <div>Effect:</div> <div>Paralyzes one animal for 1 round/level.</div> | | | | <div>Target:</div> <div>One animal</div> | | <div>Caster Level:</div> <div>9</div> | | |
| <div>Kelpstrand</div> | 17 | None | 1 standard 1 round/level action | Close (45 ft.) | V,S,M | No | Conjuration (Creation) | SC: Pg.128 |
| <div>Effect:</div> <div>Make ranged attacks against each target; see text</div> | | | | <div>Target:</div> <div>One creature/3 levels, no two of which are more than 30 ft. apart</div> | | <div>Caster Level:</div> <div>9</div> | | |
| <div>Linked Perception</div> | 17 | Will negates (harmless) | 1 standard 1 minute/level [D] action | 20 ft. | V,DF | Yes (harmless) | Divination | PHB II: pg.117 |
| <div>Effect:</div> <div>All allies get a shared awareness. +2 bonus on Spot and Listen checks per ally in the area [example: you and three allies would make +6].</div> | | | | <div>Target:</div> <div>20-ft.-radius emanation centered on you</div> | | <div>Caster Level:</div> <div>9</div> | | |
| <div>Listening Lorecall</div> | 17 | N/A | 1 standard 10 minutes/level action | Personal | V,S,DF | N/A | Divination | SC: Pg.133 |
| <div>Effect:</div> <div>Gain +4 insight bonus on Listen checks; see text.</div> | | | | <div>Target:</div> <div>You</div> | | <div>Caster Level:</div> <div>9</div> | | |
| <div>Mark of the Outcast</div> | 17 | Will negates | 1 standard Permanent action | Close (45 ft.) | V,S,DF | Yes | Necromancy | SC: Pg.138 |
| <div>Effect:</div> <div>Creates an indelible mark on the subjects face; see text.</div> | | | | <div>Target:</div> <div>One creature</div> | | <div>Caster Level:</div> <div>9</div> | | |
| <div>Master Air</div> | 17 | N/A | 1 standard 1 round/level action | Personal | V,S,F | N/A | Transmutation | SC: Pg.139 |
| <div>Effect:</div> <div>Fly at 90 ft. [or 60 if med or hvy armor].</div> | | | | <div>Target:</div> <div>You</div> | | <div>Caster Level:</div> <div>9</div> | | |
| <div>Mountain Stance</div> | 17 | Will negates [harmless] | 1 standard 1 minute/level action | Touch | V,S | No | Transmutation | SC: Pg.144 |
| <div>Effect:</div> <div>As a free action you can root yourself to the ground. Gain bonus equal to the caster level against grapple, lift, push, bull rush, over-run, throw, trip or otherwise force the creature to move.</div> | | | | <div>Target:</div> <div>One creature</div> | | <div>Caster Level:</div> <div>9</div> | | |
| <div>Nature's Favor</div> | 17 | Will negates [harmless] | 1 swift 1 minute action | Touch | V,S,DF | Yes [harmless] | Evocation | SC: Pg.146 |
| <div>Effect:</div> <div>Target animal gains attack and damage bonus of +1 for every 3 caster levels max of +5 at 15th level.</div> | | | | <div>Target:</div> <div>Animal touched</div> | | <div>Caster Level:</div> <div>9</div> | | |
| <div>One With the Land</div> | 17 | N/A | 1 standard 1 hour/level action | Personal | V,S | N/A | Transmutation | SC: Pg.149 |
| <div>Effect:</div> <div>Gain +2 insight bonus to Move Silently, Search, Hide, Survival and Handle Animal checks.</div> | | | | <div>Target:</div> <div>You</div> | | <div>Caster Level:</div> <div>9</div> | | |
| <div>Owl's Wisdom</div> | 17 | Will negates (harmless) | 1 standard 1 minute/level action | Touch | V,S,M/DF | Yes | Transmutation | PHB: pg.259 |
| <div>Effect:</div> <div>Subject gains +4 to Wis for 1 minutes/level.</div> | | | | <div>Target:</div> <div>Creature touched</div> | | <div>Caster Level:</div> <div>9</div> | | |
| <div>Reduce Animal</div> | 17 | None | 1 standard 1 hour/level [D] action | Touch | V,S | No | Transmutation | PHB: pg.269 |
| <div>Effect:</div> <div>Shrinks one willing animal.</div> | | | | <div>Target:</div> <div>One willing animal of Small, Medium, Large, or Huge size</div> | | <div>Caster Level:</div> <div>9</div> | | |
| <div>Resist Energy</div> | 17 | Fortitude negates (harmless) | 1 standard 10 minutes/level action | Touch | V,S, DF | Yes (harmless) | Abjuration | PHB: pg.272 |
| <div>Effect:</div> <div>Ignores first 20 points of damage/attack from specified energy type.</div> | | | | <div>Target:</div> <div>Creature touched</div> | | <div>Caster Level:</div> <div>9</div> | | |
| <div>Restoration, Lesser</div> | 17 | Will negates (harmless) | 3 rounds Instantaneous | Touch | V,S | Yes (harmless) | Conjuration (Healing) | PHB: pg.272 |
| <div>Effect:</div> <div>Dispels magical ability penalty or repairs 1d4 ability damage.</div> | | | | <div>Target:</div> <div>Creature touched</div> | | <div>Caster Level:</div> <div>9</div> | | |
| <div>Saltray</div> | 17 | Fortitude partial | 1 standard Instantaneous action | Close (45 ft.) | V,S | Yes | Evocation | SC: Pg.179 |
| <div>Effect:</div> <div>Ranged touch attack deals 1d6 per two caster levels [max 5d6] and make a save or be stunned for 1 round.</div> | | | | <div>Target:</div> <div>Ray</div> | | <div>Caster Level:</div> <div>9</div> | | |
| <div>Scent</div> | 17 | None | 1 standard 10 minutes/level action | Touch | V,S,M | Yes [harmless] | Transmutation | SC: Pg.180 |
| <div>Effect:</div> <div>Bestows Scent ability with all the same powers.</div> | | | | <div>Target:</div> <div>Creature touched</div> | | <div>Caster Level:</div> <div>9</div> | | |
| <div>Share Husk</div> | 17 | Will negates [harmless] | 1 standard 1 minute/level action | Touch | V,S,M | Yes | Divination | SC: Pg.187 |
| <div>Effect:</div> <div>You can sense all the stimuli the target animal senses.</div> | | | | <div>Target:</div> <div>Animal touched</div> | | <div>Caster Level:</div> <div>9</div> | | |
| * =Domain/Speciality Spell | | | | | | | | |

Druid Spells

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|---|----|-------------------------|------------|--------------------------|---|----------|------------------------|--------------------------------------|----------------------------|
| Snake's Swiftmess, Mass | 17 | Will negates [harmless] | 1 standard | Instantaneous | Medium (190 ft.) | V,S,M/DF | Yes [harmless] | Transmutation | SC: Pg.193 |
| <i>Effect:</i> Subjects may make another single attack melee or ranged; see text. | | | | | <i>Target:</i> Allied creatures in a 20-ft.-radius burst | | <i>Caster Level:</i> 9 | | |
| Soften Earth and Stone | 17 | None | 1 standard | Instantaneous | Close (45 ft.) | V,S, DF | No | Transmutation [Earth] | PHB: pg.280 |
| <i>Effect:</i> Turns stone to clay or dirt to sand or mud. | | | | | <i>Target:</i> 10 ft./level square; see text | | <i>Caster Level:</i> 9 | | |
| Spider Climb | 17 | Will negates (harmless) | 1 standard | 10 minutes/level | Touch | V,S,M | Yes (harmless) | Transmutation | PHB: pg.283 |
| <i>Effect:</i> Grants ability to walk on walls and ceilings. | | | | | <i>Target:</i> Creature touched | | <i>Caster Level:</i> 9 | | |
| Splinterbolt | 17 | None | 1 standard | Instantaneous | Close (45 ft.) | V,S,M | No | Conjuration (Creation) | SC: Pg.203 |
| <i>Effect:</i> Make ranged attack to hit, on hit deal 4d6 piercing damage and threatens on 18-20. See text. | | | | | <i>Target:</i> One or more streams of splinters | | <i>Caster Level:</i> 9 | | |
| Summon Nature's Ally II | 17 | None | 1 round | 1 round/level [D] | Close (45 ft.) | V,S, DF | No | Conjuration (Summoning) | PHB: pg.288 |
| <i>Effect:</i> Calls creature to fight. | | | | | <i>Target:</i> One or more creatures, no two of which can be more than 30 ft. apart | | <i>Caster Level:</i> 9 | | |
| Summon Swarm | 17 | None | 1 round | Concentration + 2 rounds | Close (45 ft.) | V,S,M/DF | No | Conjuration (Summoning) | PHB: pg.289 |
| <i>Effect:</i> Summons swarm of bats, rats, or spiders. | | | | | <i>Target:</i> One swarm of bats, rats, or spiders | | <i>Caster Level:</i> 9 | | |
| Swim | 17 | None | 1 round | 10 minutes/level [D] | Medium (190 ft.) | V,S,M | Yes [harmless] | Transmutation [Water] | SC: Pg.217 |
| <i>Effect:</i> Gain swim speed and +8 to Swim checks. | | | | | <i>Target:</i> One creature | | <i>Caster Level:</i> 9 | | |
| Train Animal | 17 | Will negates [harmless] | 10 minutes | 1 hour/level | Touch | V,S,DF | Yes [harmless] | Enchantment (Charm) [Mind-Affecting] | SC: Pg.221 |
| <i>Effect:</i> You temporarily boost the number of tricks that an animal knows. | | | | | <i>Target:</i> Animal touched | | <i>Caster Level:</i> 9 | | |
| Tree Shape | 17 | None | 1 standard | 1 hour/level [D] action | Personal | V,S, DF | No | Transmutation | PHB: pg.296 |
| <i>Effect:</i> You look exactly like a tree for 1 hour/level. | | | | | <i>Target:</i> You | | <i>Caster Level:</i> 9 | | |
| Warp Wood | 17 | Will negates (object) | 1 standard | Instantaneous | Close (45 ft.) | V,S | Yes (object) | Transmutation | PHB: pg.300 |
| <i>Effect:</i> Bends wood [shaft, handle, door, plank]. | | | | | <i>Target:</i> One Small wooden object/level, all within a 20-ft. radius | | <i>Caster Level:</i> 9 | | |
| Wings of Air | 17 | None | 1 standard | 1 minute/level | Touch | V | No | Transmutation | SC: Pg.240 |
| <i>Effect:</i> Manuverability improves by one step. | | | | | <i>Target:</i> Winged creature touched | | <i>Caster Level:</i> 9 | | |
| Winter's Embrace | 17 | Fortitude negates | 1 standard | 1 round/level | Close (45 ft.) | V,S | Yes | Evocation [Cold] | SC: Pg.241 |
| <i>Effect:</i> Creature fails it's save takes 1d8 cold damage each round; see text. | | | | | <i>Target:</i> One creature | | <i>Caster Level:</i> 9 | | |
| Wood Shape | 17 | Will negates (object) | 1 standard | Instantaneous | Touch | V,S, DF | Yes (object) | Transmutation | PHB: pg.303 |
| <i>Effect:</i> Rearranges wooden objects to suit you. | | | | | <i>Target:</i> One touched piece of wood no larger than 10 cu. ft. + 1 ft./level | | <i>Caster Level:</i> 9 | | |
| Wracking Touch | 17 | Fortitude half | 1 standard | Instantaneous | Touch | V,S | Yes | Necromancy | SC: Pg.243 |
| <i>Effect:</i> Deal 1d6 +1 per caster level [max +10] plus you get sneak attack damage if you possess the ability. | | | | | <i>Target:</i> Creature touched | | <i>Caster Level:</i> 9 | | |
| Zone of Glacial Cold | 17 | Fort half | 1 standard | 9 rounds | Medium (190 ft.) | V,S,M | No | Conjuration [Cold] | Is This : Frostburn Pg.106 |
| <i>Effect:</i> Zone deals 1d6 cold damage each round. | | | | | <i>Target:</i> 20-ft.-radius | | <i>Caster Level:</i> 9 | | |

LEVEL 3

| Name | DC | Saving Throw | Time | Duration | Range | Comp. | Spell Resistance | School | Source |
|--|----|-----------------------------------|-------------|---|--|----------|------------------|----------------------------|----------------|
| □□□□□Air Breathing | 18 | Will negates [harmless] | 1 standard | 2 hours/level; see text action | Touch | S,M/DF | Yes [harmless] | Transmutation | SC: Pg.8 |
| <i>Effect:</i> Grants creatures the ability to breath air. | | | | | <i>Target:</i> Living creatures touched | | | <i>Caster Level:</i> 9 | |
| □□□□□Align Fang, Mass | 18 | Will negates [harmless] | 1 standard | 1 minute/level action | Close (45 ft.) | V,S,DF | Yes [harmless] | Transmutation | SC: Pg.9 |
| <i>Effect:</i> Same as algin fang, but on multiple creatures. | | | | | <i>Target:</i> One or more creatures, no two of which are more than 30 ft. apart | | | <i>Caster Level:</i> 9 | |
| □□□□□Alter Fortune | 18 | None | 1 immediate | Instantaneous action | Close (45 ft.) | V,X | No | Divination | PHB II: pg.101 |
| <i>Effect:</i> Target must reroll any die roll it just made taking the second roll. | | | | | <i>Target:</i> One creature | | | <i>Caster Level:</i> 9 | |
| □□□□□Attune Form | 18 | N/A | 1 standard | 24 hours action | Touch | V,S,M/DF | N/A | Transmutation | SC: Pg.17 |
| <i>Effect:</i> Attunes the affected creatures to the plane you are currently on, negating harmful effects. | | | | | <i>Target:</i> One creature/3 levels | | | <i>Caster Level:</i> 9 | |
| □□□□□Bite of the Werewolf | 18 | N/A | 1 standard | 1 round/level action | Personal | V,S,M | N/A | Transmutation | SC: Pg.29 |
| <i>Effect:</i> Gain +2 bonus to Str, +4 Dex, +4 Con, +4 natural armor. Gain Bite attack. | | | | | <i>Target:</i> You | | | <i>Caster Level:</i> 9 | |
| □□□□□Call Lightning | 18 | Reflex half | 1 round | 1 minute/level | Medium (190 ft.) | V,S | Yes | Evocation [Electricity] | PHB: pg.207 |
| <i>Effect:</i> Calls down one lightning bolt/level [max 10] over duration [3d6 per bolt] from sky; 3d10 in outdoors stormy area. | | | | | <i>Target:</i> One or more 30-ft.-long vertical lines of lightning | | | <i>Caster Level:</i> 9 | |
| □□□□□Capricious Zephyr | 18 | None and Reflex partial; see text | 1 standard | 1 round/level action | Medium (190 ft.) | V,S | Yes | Evocation [Air] | SC: Pg.43 |
| <i>Effect:</i> Ball of swirling dust and air that bull rush attacks with a +6 any creature it encounters as directed by caster. Movement 30 ft; see text | | | | | <i>Target:</i> 5-ft.-diameter | | | <i>Caster Level:</i> 9 | |
| □□□□□Charge of the Triceratops | 18 | Will negates [harmless] | 1 standard | 1 round/level [D] action | Touch | V,S,DF | Yes | Transmutation | SC: Pg.45 |
| <i>Effect:</i> Gain natural gore attack [S=1d6, M=1d8, L=2d6]. If gore is used as part of a charge it does double damage. Also gain +4 Natural Armor. | | | | | <i>Target:</i> Living creature touched | | | <i>Caster Level:</i> 9 | |
| □□□□□Circle Dance | 18 | N/A | 1 minute | Instantaneous | Personal | V,S | N/A | Divination | SC: Pg.46 |
| <i>Effect:</i> Get direction and general status of a known target. | | | | | <i>Target:</i> You | | | <i>Caster Level:</i> 9 | |
| □□□□□Corona of Cold | 18 | Fortitude negates | 1 standard | 1 round/level [D] action | 10 ft. | V,S,DF | Yes | Evocation [Cold] | SC: Pg.52 |
| <i>Effect:</i> Gain fire resistance 10, and deal 1d12 damage to all in your area of effect. Creatures so affected have -2 to Str & Dex, move at half speed for as ong as they remain in the area. | | | | | <i>Target:</i> 20-ft.-radius spread | | | <i>Caster Level:</i> 9 | |
| □□□□□Creaking Cacophony | 18 | None | 1 standard | 1 round/level action | Medium (190 ft.) | V,S | Yes | Illusion (Figment) [Sonic] | SC: Pg.55 |
| <i>Effect:</i> All who are in the effect have -4 to listen. Spellcasters are distracted. | | | | | <i>Target:</i> 40-ft.-radius spread | | | <i>Caster Level:</i> 9 | |
| □□□□□Crown of Clarity | 18 | Will negates (harmless) | 1 standard | 1 hour/level [D] or until discharged action | Touch | V,S,F | Yes (harmless) | Divination | PHB II: pg.107 |
| <i>Effect:</i> +2 competence bonus to Listen and Spot checks or if subject discharges spell gain +8 on a single Spot or Listen check. | | | | | <i>Target:</i> Creature touched | | | <i>Caster Level:</i> 9 | |
| □□□□□Crumble | 18 | Fortitude half [object] | 1 standard | Instantaneous action | Medium (190 ft.) | V,S | Yes [object] | Transmutation | SC: Pg.56 |
| <i>Effect:</i> Deal 1d8/level [max 10d8] damage to structure, ignoring hardness; see text. | | | | | <i>Target:</i> One structure or construct | | | <i>Caster Level:</i> 9 | |
| * =Domain/Specialty Spell | | | | | | | | | |

Druid Spells

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|---|----|---------------------------------|----------------|---|------------------|----------|--------------------------|---|----------------|
| <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Cure Moderate Wounds | 18 | Will half (harmless); see text | 1 standard | Instantaneous action | Touch | V,S | Yes (harmless); see text | Conjuration (Healing) <i>Caster Level:</i> 9 | PHB: pg.216 |
| <i>Effect:</i> Cures 2d8 +1/level [max +10] damage. | | | | | | | | | |
| <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Daylight | 18 | None | 1 standard | 10 minutes/level [D] action | Touch | V,S | No | Evocation [Light] <i>Caster Level:</i> 9 | PHB: pg.216 |
| <i>Effect:</i> 60-ft. radius of bright light. | | | | | | | | | |
| <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Dehydrate | 18 | Fortitude negates | 1 standard | Instantaneous action | Medium (190 ft.) | V,S,DF | Yes | Necromancy <i>Caster Level:</i> 9 | SC: Pg.62 |
| <i>Effect:</i> Deal 1d6 plus 1/3 caster levels [max +5]. | | | | | | | | | |
| <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Diminish Plants | 18 | None | 1 standard | Instantaneous action | See text | V,S, DF | No | Transmutation <i>Caster Level:</i> 9 | PHB: pg.221 |
| <i>Effect:</i> Reduces size or blights growth of normal plants. | | | | | | | | | |
| <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Dominate Animal | 18 | Will negates | 1 round | 1 round/level | Close (45 ft.) | V,S | Yes | Enchantment (Compulsion) [Mind-Affecting] <i>Caster Level:</i> 9 | PHB: pg.224 |
| <i>Effect:</i> Subject animal obeys silent mental commands. | | | | | | | | | |
| <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Downdraft | 18 | Reflex partial; see text | 1 standard | Instantaneous action | Long (760 ft.) | V,S,M | Yes | Evocation [Air] <i>Caster Level:</i> 9 | SC: Pg.72 |
| <i>Effect:</i> Either send a flying creature down 50 ft. or 100 ft. They take fall damage if they collide with the ground [1d6 per 10 ft.]. | | | | | | | | | |
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| <i>Effect:</i> Earth and stone damage is treated as nonlethal [includes creatures with the subtype of earth/stone, falling onto stone]; see text. | | | | | | | | | |
| <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Energy Vortex | 18 | Reflex half | 1 standard | Instantaneous action | 20 ft. | V,S | Yes | Evocation [Choose:Acid, Cold, Fire, Electricity, Sonic] <i>Caster Level:</i> 9 | SC: Pg.81 |
| <i>Effect:</i> Choose a energy type and it causes 1d8 +1/caster level [max +20]. You may double the damage if you forgoe a save and take the damage centered on you | | | | | | | | | |
| <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Entangling Staff | 18 | Yes? [harmless,object] | 1 swift action | 1 round/level [D] | Touch | V,S,F | Yes [harmless] | Transmutation <i>Caster Level:</i> 9 | SC: Pg.83 |
| <i>Effect:</i> Each time you successfully strike foe you can start a grapple as a free action, +8 grapple check. Deals an additional 2d6 damage for grapple [lethal or nonlethal]; see text | | | | | | | | | |
| <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Evard's Manacing Tentacles | 18 | | 1 standard | 1 round/level action | Personal | V,S,M | | Transmutation <i>Caster Level:</i> 9 | PHB II: pg.113 |
| <i>Effect:</i> You create two tentacles with a 10-foot reach. As a free action direct each one to attack an opponent in range using your base attack bonus and Str Modifier. Bludgeoning Damage dealt is 1d8 +Str Modifier. Also gain +4 bonus on Climb checks | | | | | | | | | |
| <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Fire Wings | 18 | N/A | 1 round | 1 minute/level | Personal | V,S,M,F | N/A | Transmutation [Fire] <i>Caster Level:</i> 9 | SC: Pg.93 |
| <i>Effect:</i> Attack or Fly; see text. | | | | | | | | | |
| <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Fly, Swift | 18 | N/A | 1 swift action | 1 round | Personal | V | N/A | Transmutation <i>Caster Level:</i> 9 | SC: Pg.96 |
| <i>Effect:</i> This spell functions like fly, except as noted. | | | | | | | | | |
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| <i>Effect:</i> Grants +10 competence bonus on Hide and Move Silently checks. | | | | | | | | | |
| <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Giant's Wrath | 18 | None | 1 swift action | 1 round/level | Personal | V,S,M | No | Transmutation [Earth] <i>Caster Level:</i> 9 | SC: Pg.105 |
| <i>Effect:</i> Pebbles become boulders; see text | | | | | | | | | |
| <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Girallon's Blessing | 18 | Fortitude negates [harmless] | 1 standard | 10 minutes/level action | Touch | V,S,M | Yes [harmless] | Transmutation <i>Caster Level:</i> 9 | SC: Pg.106 |
| <i>Effect:</i> Gain an additional pair of arms; see text | | | | | | | | | |
| <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Heatstroke | 18 | Fortitude partial | 1 standard | Instantaneous action | Medium (190 ft.) | V,S | Yes [harmless] | Transmutation <i>Caster Level:</i> 9 | SC: Pg.113 |
| <i>Effect:</i> Target becomes fatigued [if fatigued it becomes exhausted], takes 2d6 nonlethal heat [with or without save]. | | | | | | | | | |
| <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Hypothermia | 18 | Fortitude partial | 1 standard | Instantaneous action | Close (45 ft.) | V,S | Yes | Evocation [Cold] <i>Caster Level:</i> 9 | SC: Pg.118 |
| <i>Effect:</i> Deals 1d6 per caster level [max 10d6] and becomes fatigued. Save halves damage and negates fatigue. | | | | | | | | | |
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| <i>Effect:</i> Deal 1d4 constitution per round. Save ends the spell and the effect. | | | | | | | | | |
| <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Jagged Tooth | 18 | Will negates [harmless] | 1 standard | 10 minutes/level action | Close (45 ft.) | V,S | Yes [harmless] | Transmutation <i>Caster Level:</i> 9 | SC: Pg.127 |
| <i>Effect:</i> Doubles the critical threat range of one natural weapon. | | | | | | | | | |
| <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Lion's Charge | 18 | N/A | 1 swift action | 1 round | Personal | V | N/A | Transmutation <i>Caster Level:</i> 9 | SC: Pg.133 |
| <i>Effect:</i> Gain pounce ability [make full attack after a charge]. | | | | | | | | | |
| <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Magic Fang, Greater | 18 | Will negates (harmless) | 1 standard | 1 hour/level action | Close (45 ft.) | V,S, DF | Yes (harmless) | Transmutation <i>Caster Level:</i> 9 | PHB: pg.250 |
| <i>Effect:</i> One natural weapon of subject creature gets +2 on attack and damage rolls. | | | | | | | | | |
| <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Meld into Stone | 18 | None | 1 standard | 10 minutes/level action | Personal | V,S, DF | No | Transmutation [Earth] <i>Caster Level:</i> 9 | PHB: pg.252 |
| <i>Effect:</i> You and your gear merge with stone. | | | | | | | | | |
| <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Nature's Rampart | 18 | None | 10 minutes | Instantaneous | Medium (190 ft.) | V,S,F | No | Transmutation <i>Caster Level:</i> 9 | SC: Pg.146 |
| <i>Effect:</i> Shapes natural setting into a formidable defense. | | | | | | | | | |
| <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Neutralize Poison | 18 | Will negates (harmless, object) | 1 standard | 10 minutes/level action | Touch | V,S,M/DF | Yes (harmless, object) | Conjuration (Healing) <i>Caster Level:</i> 9 | PHB: pg.257 |
| <i>Effect:</i> Immunizes subject against poison, detoxifies venom in or on subject. | | | | | | | | | |
| <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Plant Growth | 18 | None | 1 standard | Instantaneous action | See text | V,S, DF | No | Transmutation <i>Caster Level:</i> 9 | PHB: pg.262 |
| <i>Effect:</i> Grows vegetation, improves crops. | | | | | | | | | |
| <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Poison | 18 | Fortitude negates; see text | 1 standard | Instantaneous; see text action | Touch | V,S, DF | Yes | Necromancy <i>Caster Level:</i> 9 | PHB: pg.262 |
| <i>Effect:</i> Touch deals 1d10 Con damage, repeats in 1 minute. | | | | | | | | | |
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| <i>Effect:</i> You assume the physical appearance and many of the qualities and abilities of a chosen elemental [fire, water, earth, air]; see text | | | | | | | | | |
| <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Protection from Energy | 18 | Fortitude negates (harmless) | 1 standard | 10 minutes/level or until discharged action | Touch | V,S, DF | Yes (harmless) | Abjuration <i>Caster Level:</i> 9 | PHB: pg.266 |
| <i>Effect:</i> Absorb 12 points of damage/level [max 120] from one kind of energy. | | | | | | | | | |
| * =Domain/Speciality Spell | | | | | | | | | |

Druid Spells

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| Quench | 18 | None or Will negates (object) | 1 standard | Instantaneous | Medium (190 ft.) | V,S, DF | No or Yes (object) | Transmutation | PHB: pg.267 |
| <i>Effect:</i> Extinguishes nonmagical fires or one magic item. | | | | | | | | | |
| Quillfire | 18 | N/A | 1 standard | 1 round/level | Personal | V,S | N/A | Transmutation | SC: Pg.164 |
| <i>Effect:</i> Quills inflict 1d8 or thrown range 10 ft; see text. | | | | | | | | | |
| Remove Disease | 18 | Fortitude negates (harmless) | 1 standard | Instantaneous | Touch | V,S | Yes (harmless) | Conjuration (Healing) | PHB: pg.271 |
| <i>Effect:</i> Cures all diseases affecting subject. | | | | | | | | | |
| Resist Energy, Mass | 18 | Fortitude negates [harmless] | 1 standard | 10 minutes/level | Close (45 ft.) | V,S,DF | Yes [harmless] | Abjuration | SC: Pg.174 |
| <i>Effect:</i> As resist energy, except that it affects all targeted creatures. | | | | | | | | | |
| Sink | 18 | Will negates | 1 standard | 1 round | Close (45 ft.) | V,S,DF | Yes | Transmutation | SC: Pg.190 |
| <i>Effect:</i> Affect creatures sink 100 ft./round; see text. | | | | | | | | | |
| Sleet Storm | 18 | None | 1 standard | 1 round/level | Long (760 ft.) | V,S,M/DF | No | Conjuration (Creation) [Cold] | PHB: pg.280 |
| <i>Effect:</i> Hampers vision and movement. | | | | | | | | | |
| Snakebite | 18 | N/A | 1 standard | 1 round/level [D] | Personal | V,S | N/A | Transmutation | SC: Pg.193 |
| <i>Effect:</i> Turns one of your arms into a venomous snake; see text. | | | | | | | | | |
| Snare | 18 | None | 3 rounds | Until triggered or broken | Touch | V,S, DF | No | Transmutation | PHB: pg.280 |
| <i>Effect:</i> Creates a magic booby trap. | | | | | | | | | |
| Snowshoes, Mass | 18 | Will negates [harmless] | 1 standard | 1 hour/level [D] | Close (45 ft.) | V,S | Yes [harmless] | Transmutation | SC: Pg.194 |
| <i>Effect:</i> Same as Snowshoes, except as noted. | | | | | | | | | |
| Speak with Plants | 18 | None | 1 standard | 1 minute/level | Personal | V,S | No | Divination | PHB: pg.282 |
| <i>Effect:</i> You can talk to normal plants and plant creatures. | | | | | | | | | |
| Spiderskin | 18 | Will negates [harmless] | 1 standard | 10 minutes/level | Touch | V,S,M/DF | Yes [harmless] | Transmutation | SC: Pg.202 |
| <i>Effect:</i> Grants recipient +1 to natural AC, +1 save against poison and +1 bonus to Hide checks for every three caster levels [max +5]. | | | | | | | | | |
| Spike Growth | 18 | Reflex partial | 1 standard | 1 hour/level [D] | Medium (190 ft.) | V,S, DF | Yes | Transmutation | PHB: pg.283 |
| <i>Effect:</i> Creatures in area take 1d4 damage, may be slowed. | | | | | | | | | |
| Spikes | 18 | None | 1 standard | 1 hour/level | Touch | V,S,M | No | Transmutation | SC: Pg.202 |
| <i>Effect:</i> As brambles, except affected weapon gains +2 enhancement bonus and threat range doubled. | | | | | | | | | |
| Spiritjaws | 18 | None | 1 standard | 1 round/level [D] | Medium (190 ft.) | V,S,M | Yes | Evocation [Force] | SC: Pg.202 |
| <i>Effect:</i> Jaws attempt to grapple the target; see text | | | | | | | | | |
| Standing Wave | 18 | Reflex negates | 1 standard | 10 minutes/level [D] | Close (45 ft.) | V,S,DF | Yes | Transmutation | SC: Pg.204 |
| <i>Effect:</i> Transports across water; see text. | | | | | | | | | |
| Stone Shape | 18 | None | 1 standard | Instantaneous | Touch | V,S,M/DF | No | Transmutation [Earth] | PHB: pg.284 |
| <i>Effect:</i> Sculpts stone into any shape. | | | | | | | | | |
| Summon Nature's Ally III | 18 | None | 1 round | 1 round/level [D] | Close (45 ft.) | V,S, DF | No | Conjuration (Summoning) | PHB: pg.288 |
| <i>Effect:</i> Calls creature to fight. | | | | | | | | | |
| Thornskin | 18 | N/A | 1 standard | 1 round/level [D] | Personal | V,S,M | N/A | Transmutation | SC: Pg.219 |
| <i>Effect:</i> Sprout thorns from your skin that makes your unarmed deal lethal plus an extra 1d6 piercing damage on unarmed attacks. | | | | | | | | | |
| Thunderous Roar | 18 | Fortitude partial; see text | 1 standard | Instantaneous | Long (760 ft.) | V,S,DF | Yes | Evocation [Sonic] | SC: Pg.220 |
| <i>Effect:</i> All creatures in the area take 1d6 sonic damage per two caster levels; see text. | | | | | | | | | |
| Treasure Scent | 18 | N/A | 1 standard | 1 hour/level | Personal | V,S | N/A | Divination | SC: Pg.223 |
| <i>Effect:</i> Detect copper, silver, gold, platinum, and gems within 30 feet. See text. | | | | | | | | | |
| Tremor | 18 | See text | 1 standard | 1 round/3 levels | Medium (190 ft.) | V,S,DF | No | Evocation [Earth] | SC: Pg.223 |
| <i>Effect:</i> Disrupts concentration; see text. | | | | | | | | | |
| Vigor | 18 | Will negates [harmless] | 1 standard | 10 rounds + 1 round/level [max 25] | Touch | V,S | Yes [harmless] | Conjuration (Healing) | SC: Pg.229 |
| <i>Effect:</i> Same as lesser vigor except it grants target fast healing ability for the duration of the spell at 2 hp automatically healed per round. | | | | | | | | | |
| Vigor, Mass Lesser | 18 | Will negates [harmless] | 1 standard | 10 rounds + 1 round/level [max 25] | 20 ft. | V,S | Yes [harmless] | Conjuration (Healing) | SC: Pg.229 |
| <i>Effect:</i> Same as lesser vigor except it grants all targets fast healing ability for the duration of the spell at 1 hp automatically healed per round. | | | | | | | | | |
| Vine Mine | 18 | See text | 1 standard | 10 minutes/level | Medium (190 ft.) | V,S,M | Yes | Conjuration (Creation) | SC: Pg.230 |
| <i>Effect:</i> Creates a rapid growth of vines, see text. | | | | | | | | | |
| Water Breathing | 18 | Will negates (harmless) | 1 standard | 2 hours/level; see text | Touch | V,S,M/DF | Yes (harmless) | Transmutation | PHB: pg.300 |
| <i>Effect:</i> Subjects can breathe underwater. | | | | | | | | | |
| Weather Eye | 18 | None | 1 hour | Instantaneous | 1 mile + 1 mile/level | V,S,M,F | No | Divination | SC: Pg.238 |
| <i>Effect:</i> You may accurately predict the natural weather up to one week into the future. If unnatural forces currently affect the weather then the spell acts as detect magic. | | | | | | | | | |
| Wind Wall | 18 | None; see text | 1 standard | 1 round/level | Medium (190 ft.) | V,S,M/DF | Yes | Evocation [Air] | PHB: pg.302 |
| <i>Effect:</i> Deflects arrows, smaller creatures, and gases. | | | | | | | | | |

LEVEL 4

| Name | DC | Saving Throw | Time | Duration | Range | Comp. | Spell Resistance | School | Source |
|---|----|--------------|------------|------------------|-------|---------|------------------|---------------------|-------------|
| Air Walk | 19 | None | 1 standard | 10 minutes/level | Touch | V,S, DF | Yes (harmless) | Transmutation [Air] | PHB: pg.196 |
| <i>Effect:</i> Subject treads on air as if solid [climb at 45-degree angle]. | | | | | | | | | |
| <i>Target:</i> Creature [Gargantuan or smaller] touched | | | | | | | | | |
| <i>Caster Level:</i> 9 | | | | | | | | | |

* =Domain/Specialty Spell

Druid Spells

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|--|----|-----------------------------------|---|-------------------|-----------|-----------------------------|---|----------------|
| <div>Antiplant Shell</div> <div>Effect: Keeps animated plants at bay.</div> | 19 | None | 1 standard 10 minutes/level [D] action | 10 ft. | V,S, DF | Yes | Abjuration | PHB: pg.200 |
| <div>Arc of Lightning</div> <div>Effect: Create a bolt of electricity between two creatures causing 1d6/level [max 15d6] to both creatures and anything in between them.</div> | 19 | Reflex half | 1 standard Instantaneous action | Close (45 ft.) | V,S,M/DF | No | Conjuration (Creation) [Electricity] Caster Level: 9 | SC: Pg.15 |
| <div>Bite of the Wereboar</div> <div>Effect: Gain +4 bonus to Str, +6 Con, +8 natural armor. Gain Bite attack; see text</div> | 19 | N/A | 1 standard 1 round/level action | Personal | V,S,M | N/A | Transmutation | SC: Pg.28 |
| <div>Blight</div> <div>Effect: Withers one plant or deals 1d6/level damage to plant creature.</div> | 19 | Fortitude half; see text | 1 standard Instantaneous action | Touch | V,S, DF | Yes | Necromancy | PHB: pg.206 |
| <div>Blindsight, Greater</div> <div>Effect: Grant blindsight to 30 ft.</div> | 19 | Will negates [harmless] | 1 standard 1 minute/level action | Touch | V,S | Yes [harmless] | Transmutation | SC: Pg.32 |
| <div>Bottle of Smoke</div> <div>Effect: Creates a steed made of smoke.</div> | 19 | None | 10 minutes 1 hour/level | Touch | V,S,F | No | Conjuration (Creation) Caster Level: 9 | SC: Pg.37 |
| <div>Burrow, Mass</div> <div>Effect: Same as Burrow, except effects multiple creatures.</div> | 19 | Will negates [harmless] | 1 standard 1 minute/level [D] action | Touch | V,S,F/DF | Yes [harmless] | Transmutation | SC: Pg.41 |
| <div>Call of Stone</div> <div>Effect: Target must make successive saves each round or slowly turn into stone statue.</div> | 19 | Fortitude partial | 1 standard 1 round/2 levels action | Medium (190 ft.) | V,S | Yes | Transmutation | PHB II: pg.105 |
| <div>Chain of Eyes</div> <div>Effect: Scriying sensor passed along by touch.</div> | 19 | Will negates | 1 standard 1 hour/level action | Touch | V,S | Yes | Divination | SC: Pg.45 |
| <div>Command Plants</div> <div>Effect: Sway the actions of one or more plant creatures.</div> | 19 | Will negates | 1 standard 1 day/level action | Close (45 ft.) | V | Yes | Transmutation | PHB: pg.211 |
| <div>Contagious Touch</div> <div>Effect: Any creature you hit with melee touch is afflicted with contagion and the selected disease; see text.</div> | 19 | Fortitude negates | 1 standard 1 round/level action | Touch | V,S | Yes | Necromancy | SC: Pg.52 |
| <div>Contingent Energy Resistance</div> <div>Effect: Same as Contingency, except it is more limited.</div> | 19 | N/A | 1 minute 1 hour/level [D] | Personal | V,S,M | N/A | Abjuration | SC: Pg.52 |
| <div>Control Water</div> <div>Effect: Raises or lowers bodies of water.</div> | 19 | None; see text | 1 standard 10 minutes/level [D] action | Long (760 ft.) | V,S,M/DF | No | Transmutation [Water] Caster Level: 9 | PHB: pg.214 |
| <div>Creeping Cold, Greater</div> <div>Effect: As creeping cold, but has a higher damage cap with additional rounds.</div> | 19 | Fortitude half | 1 standard See text action | Close (45 ft.) | V,S,F | Yes | Transmutation [Cold] Caster Level: 9 | SC: Pg.56 |
| <div>Cure Serious Wounds</div> <div>Effect: Cures 3d8 +1/level [max +15] damage.</div> | 19 | Will half (harmless); see text | 1 standard Instantaneous action | Touch | V,S | Yes (harmless); see text | Conjuration (Healing) Caster Level: 9 | PHB: pg.216 |
| <div>Dispel Magic</div> <div>Effect: Cancels magical spells and effects.</div> | 19 | None | 1 standard Instantaneous action | Medium (190 ft.) | V,S | No | Abjuration | PHB: pg.223 |
| <div>Enhance Wild Shape</div> <div>Effect: Gain enhancement to your next wild shape; See text.</div> | 19 | N/A | 1 minute 1 hour/level | Personal | V,S | N/A | Transmutation | SC: Pg.81 |
| <div>Essence of the Raptor</div> <div>Effect: Speed increases to 60 ft. Gain +8 bonus to Hide, Jump, Listen, Spot and Survival checks. Gain Scent ability.</div> | 19 | N/A | 1 standard 10 minutes/level [D] action | Personal | V,S | N/A | Transmutation | SC: Pg.84 |
| <div>Eye of the Hurricane</div> <div>Effect: Creates a hurricane with you unaffected at the center; see text</div> | 19 | Fortitude negates | 1 standard Instantaneous action | 40 ft. | V,S | Yes | Abjuration [Air] | SC: Pg.86 |
| <div>Flame Strike</div> <div>Effect: Smite foes with divine fire for 1d6/level [max 15d6] damage.</div> | 19 | Reflex half | 1 standard Instantaneous action | Medium (190 ft.) | V,S, DF | Yes | Evocation [Fire] | PHB: pg.231 |
| <div>Freedom of Movement</div> <div>Effect: Subject moves normally despite impediments.</div> | 19 | Will negates (harmless) | 1 standard 10 minutes/level action | Personal or touch | V,S,M, DF | Yes (harmless) | Abjuration | PHB: pg.233 |
| <div>Giant Vermin</div> <div>Effect: Turns centipedes, scorpions, or spiders into giant vermin.</div> | 19 | None | 1 standard 1 minute/level action | Close (45 ft.) | V,S, DF | Yes | Transmutation | PHB: pg.235 |
| <div>Healing Spirit</div> <div>Effect: Create a spirit that heals with positive energy 1d8 [undead are dealt damage] Flies at 30 ft.; see text.</div> | 19 | Will half (harmless) | 1 standard 1 round/2 levels action | Close (45 ft.) | V,S | Yes (harmless) | Conjuration (Healing) Caster Level: 9 | PHB II: pg.114 |
| <div>Ice Storm</div> <div>Effect: Hail deals 5d6 damage in cylinder 40 ft. across.</div> | 19 | None | 1 standard 1 full round action | Long (760 ft.) | V,S,M/DF | Yes | Evocation [Cold] | PHB: pg.243 |
| <div>Jaws of the Wolf</div> <div>Effect: Transform small wooden carvings into real worgs equal to one for every two caster levels.</div> | 19 | None | 1 standard 1 round/level [D] action | Close (45 ft.) | V,S,F | No | Transmutation | SC: Pg.127 |
| <div>Land Womb</div> <div>Effect: Descend into a protective bubble in the earth below, others see you descend as if the earth opened up and swallowed you.</div> | 19 | Will negates | 1 standard 10 minutes/level [D] action | Touch | V,S | Yes | Abjuration | SC: Pg.130 |
| <div>Languor</div> <div>Effect: Ranged touch attack. Causes short term Strength loss and slowing; See text.</div> | 19 | Will partial | 1 standard 1 round/level action | Close (45 ft.) | V,S | Yes | Transmutation | SC: Pg.130 |
| <div>Last Breath</div> <div>Effect: Creature killed within 1 round returns to 0 hp.</div> | 19 | None | 1 standard Instantaneous action | Touch | V,S | Yes [harmless] | Transmutation | SC: Pg.130 |
| <div>Lay of the Land</div> <div>Effect: Learn area of 50 miles radius; see text</div> | 19 | N/A | 3 rounds Instantaneous | Personal | V,S,F/DF | N/A | Divination | SC: Pg.131 |
| * =Domain/Specialty Spell | | | | | | | | |

Druid Spells

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|--|----|--|--------------------------|--|--|-------------|----------------------------|---------------------------------------|----------------|
| <div>☐☐☐☐☐ Magic Fang, Superior</div> | 19 | N/A | 1 standard action | 1 round/level | Personal | V,S | N/A | Abjuration | SC: Pg.136 |
| <div>Effect: Every natural weapon you possess becomes enchanted to +1 per four caster levels [max +5 level 20].</div> | | | | | <div>Target: You</div> | | <div>Caster Level: 9</div> | | |
| <div>☐☐☐☐☐ Meteoric Strike</div> | 19 | None or Reflex half; see text | 1 swift action | 1 round or until dischared | 0 ft. | V,S | See text | Transmutation [Fire] | PHB II: pg.120 |
| <div>Effect: Your next successful melee attack deal 1d6 + 1d6/4 caster levels fire damage; all adjacent creatures take half the damage [SR applies and Reflex for half of that].</div> | | | | | <div>Target: Your melee weapon</div> | | <div>Caster Level: 9</div> | | |
| <div>☐☐☐☐☐ Miasma of Entropy</div> | 19 | Fortitude half or Will negates [object] | 1 standard action | Instantaneous | 30 ft. | V,S | Yes [object] | Necromancy | SC: Pg.141 |
| <div>Effect: Accelerates decay in natural substances; see text</div> | | | | | <div>Target: Cone-shaped burst or one solid object; see text</div> | | <div>Caster Level: 9</div> | | |
| <div>☐☐☐☐☐ Moon Bolt</div> | 19 | Fortitude half[living] Will negates[undead] | 1 standard action | Instantaneous | Long (760 ft.) | V,S | Yes | Evocation | SC: Pg.143 |
| <div>Effect: 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: One living or undead creature, or two living or undead creatures, that are <15 ft. apart</div> | | <div>Caster Level: 9</div> | | |
| <div>☐☐☐☐☐ Murderous Mist</div> | 19 | Reflex partial; see text | 1 standard action | 1 round/level | Close (45 ft.) | V,S | No | Conjuration (Creation) | SC: Pg.145 |
| <div>Effect: Create cloud of scalding hot steam; see text.</div> | | | | | <div>Target: Cloud spreads in 30-ft. radius, 20 ft. high</div> | | <div>Caster Level: 9</div> | | |
| <div>☐☐☐☐☐ Perinarch</div> | 19 | None [object] and Reflex negates; see text | 1 standard action | 1 round/level; see text | Close (45 ft.) | V,S,DF | No | Transmutation | SC: Pg.153 |
| <div>Effect: Grants temporary over the terrain of limbo.</div> | | | | | <div>Target: N/A</div> | | <div>Caster Level: 9</div> | | |
| <div>☐☐☐☐☐ Planar Tolerance</div> | 19 | None | 1 immediate action | 1 hour/level | 20 ft. | V | Yes [harmless] | Abjuration | SC: Pg.159 |
| <div>Effect: Gain temporary respite from the natural effects of a specific plane.</div> | | | | | <div>Target: One creature/level in a 20-ft. radius burst centered on you</div> | | <div>Caster Level: 9</div> | | |
| <div>☐☐☐☐☐ Poison Vines</div> | 19 | Fortitude negates | 1 standard action | 10 minutes/level | Medium (190 ft.) | V,S,M | Yes | Conjuration (Creation) | SC: Pg.160 |
| <div>Effect: Creates vines like vine mine except vines have contact poison; see text.</div> | | | | | <div>Target: 10-ft.-radius/level spread</div> | | <div>Caster Level: 9</div> | | |
| <div>☐☐☐☐☐ Reincarnate</div> | 19 | None; see text | 10 minutes | Instantaneous | Touch | V,S,M, DF | Yes [harmless] | Transmutation | PHB: pg.270 |
| <div>Effect: Brings dead subject back in a random body.</div> | | | | | <div>Target: Dead creature touched</div> | | <div>Caster Level: 9</div> | | |
| <div>☐☐☐☐☐ Renewed Vigor</div> | 19 | Fortitude negates (harmless) | 1 standard action | Instantaneous; see text | 30 ft. | V,S | Yes [harmless] | Transmutation | PHB II: pg.123 |
| <div>Effect: Remove the fatigued condition from all creatures in area, and exhausted creatures become fatigued. +2 bonus to Constitution for 1 round per caster level.</div> | | | | | <div>Target: 30-ft.-radius- burst centered on you</div> | | <div>Caster Level: 9</div> | | |
| <div>☐☐☐☐☐ Repel Vermin</div> | 19 | None or Will negates; see text | 1 standard action | 10 minutes/level [D] | 10 ft. | V,S, DF | Yes | Abjuration | PHB: pg.271 |
| <div>Effect: Insects, spiders, and other vermin stay 10 ft. away.</div> | | | | | <div>Target: 10 ft. radius emanation centered on you</div> | | <div>Caster Level: 9</div> | | |
| <div>☐☐☐☐☐ Resistance, Greater</div> | 19 | Will negates [harmless] | 1 standard action | 24 hours | Touch | V,S,M,DF | Yes [harmless] | Abjuration | SC: Pg.174 |
| <div>Effect: As resistance, except you grant the subject +3 resistance bonus.</div> | | | | | <div>Target: Creature touched</div> | | <div>Caster Level: 9</div> | | |
| <div>☐☐☐☐☐ Rushing Waters</div> | 19 | None; see text | 1 standard action | Instantaneous | Medium (190 ft.) | V,S,DF | No | Conjuration (Creation) [Water] | SC: Pg.178 |
| <div>Effect: Wave of water bull rushes from you with a +15 bonus on the opposed Str check; see text.</div> | | | | | <div>Target: 15-ft.-radius spread</div> | | <div>Caster Level: 9</div> | | |
| <div>☐☐☐☐☐ Rusting Grasp</div> | 19 | None | 1 standard action | See text | Touch | V,S, DF | No | Transmutation | PHB: pg.273 |
| <div>Effect: Your touch corrodes iron and alloys.</div> | | | | | <div>Target: 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: 9</div> | | |
| <div>☐☐☐☐☐ Scrying</div> | 19 | Will negates | 1 hour 1 minute/level | | See text | V,S,M,DF, F | Yes | Divination (Scrying) | PHB: pg.274 |
| <div>Effect: Spies on subject from a distance.</div> | | | | | <div>Target: Magical sensor</div> | | <div>Caster Level: 9</div> | | |
| <div>☐☐☐☐☐ Shadowblast</div> | 19 | Fort negates | 1 standard action | Insta | Long (760 ft.) | V,S,M | Yes | Evocation [Light] | SC: Pg.186 |
| <div>Effect: Creatures stunned for 1d6 rounds; natives of shadow vulnerable take damage; see text.</div> | | | | | <div>Target: 20-ft.-radius spread</div> | | <div>Caster Level: 9</div> | | |
| <div>☐☐☐☐☐ Sheltered Vitality</div> | 19 | Fortitude negates [harmless] | 1 standard action | 1 minute/level | Touch | V,S,DF | Yes [harmless] | Abjuration | SC: Pg.188 |
| <div>Effect: Subject gains immunity to fatigue, exhaustion, and ability damage or drain.</div> | | | | | <div>Target: Living creature touched</div> | | <div>Caster Level: 9</div> | | |
| <div>☐☐☐☐☐ Spark of Life</div> | 19 | Will negates | 1 standard action | 1 round/level | Touch | V,S | Yes | Necromancy | SC: Pg.196 |
| <div>Effect: Undead touched temporarily acts as if it were alive and vulnerable as if it weren't undead.</div> | | | | | <div>Target: Undead creature touched</div> | | <div>Caster Level: 9</div> | | |
| <div>☐☐☐☐☐ Spike Stones</div> | 19 | Reflex partial | 1 standard action | 1 hour/level [D] | Medium (190 ft.) | V,S, DF | Yes | Transmutation [Earth] | PHB: pg.283 |
| <div>Effect: Creatures in area take 1d8 damage, may be slowed.</div> | | | | | <div>Target: 20-ft. squares/level</div> | | <div>Caster Level: 9</div> | | |
| <div>☐☐☐☐☐ Starvation</div> | 19 | Fortitude partial | 1 standard action | Instantaneous | Close (45 ft.) | V,S,M | Yes | Transmutation | SC: Pg.206 |
| <div>Effect: Target takes 1d6 per caster level [max 10d6] nonlethal damage; see text.</div> | | | | | <div>Target: One living creature</div> | | <div>Caster Level: 9</div> | | |
| <div>☐☐☐☐☐ Sudden Stalagmite</div> | 19 | Reflex half | 1 standard action | Instantaneous | Medium (190 ft.) | V,S | No | Conjuration (Creation) [Earth] | SC: Pg.213 |
| <div>Effect: Stalagmite springs up under creature causing 1d6 per caster level [max 10d6].</div> | | | | | <div>Target: One creature</div> | | <div>Caster Level: 9</div> | | |
| <div>☐☐☐☐☐ Summon Elementite Swarm</div> | 19 | None | 1 round | Concentration, up to 1 round/level + 1 round | Close (45 ft.) | V,S | No | Conjuration (Summoning) [see text] | SC: Pg.214 |
| <div>Effect: Summons a elementite swarm [Planar Handbook 114]; see text</div> | | | | | <div>Target: One summoned elementite</div> | | <div>Caster Level: 9</div> | | |
| <div>☐☐☐☐☐ Summon Nature's Ally IV</div> | 19 | None | 1 round | 1 round/level [D] | Close (45 ft.) | V,S, DF | No | Conjuration (Summoning) | PHB: pg.288 |
| <div>Effect: Calls creature to fight.</div> | | | | | <div>Target: One or more creatures, no two of which can be more than 30 ft. apart</div> | | <div>Caster Level: 9</div> | | |
| <div>☐☐☐☐☐ Swim, Mass</div> | 19 | None | 1 round | 10 minutes/level [D] | Medium (190 ft.) | V,S,M | Yes [harmless] | Transmutation [Water] | SC: Pg.217 |
| <div>Effect: Gain swim speed and +8 to Swim checks.</div> | | | | | <div>Target: One creature/level, no two of which can be more than 30 ft. apart</div> | | <div>Caster Level: 9</div> | | |
| <div>☐☐☐☐☐ Vortex of Teeth</div> | 19 | None | 1 standard action | 1 round/level [D] | Medium (190 ft.) | V,S,M | Yes | Evocation [Force] | SC: Pg.232 |
| <div>Effect: Creatures in the area take 3d8 damage per round, it also harms incorporeal creatures.</div> | | | | | <div>Target: Hollow cylinder [40-ft. radius, 20-ft. high, with a 5-ft.-radius safe zone in center]</div> | | <div>Caster Level: 9</div> | | |
| <div>☐☐☐☐☐ Wall of Sand</div> | 19 | None | 1 standard action | Concentration +1 round/level | Medium (190 ft.) | V,S,M,DF | No | Conjuration (Creation) [Earth] | SC: Pg.235 |
| <div>Effect: Creates a churning wall of sand.</div> | | | | | <div>Target: A straight wall whose area is up to one 10-ft. square/level [S]</div> | | <div>Caster Level: 9</div> | | |
| <div>☐☐☐☐☐ Wall of Water</div> | 19 | Reflex negates; see text | 1 standard action | 10 minutes/level | Medium (190 ft.) | V,S,M | No | Conjuration (Creation) [Water] | SC: Pg.235 |
| <div>Effect: Creates a vertical wall of swirling water.</div> | | | | | <div>Target: A straight wall whose area is up to one 10-ft. square/level [S]</div> | | <div>Caster Level: 9</div> | | |
| <div>☐☐☐☐☐ Wild Runner</div> | 19 | N/A | 1 standard action | 10 minutes/level | Personal | V,S,DF | N/A | Transmutation | SC: Pg.239 |
| <div>Effect: Assume the physical appearance and many abilities of a centaur [MM 32]; see text.</div> | | | | | <div>Target: You</div> | | <div>Caster Level: 9</div> | | |
| * =Domain/Speciality Spell | | | | | | | | | |

Druid Spells

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|--|----|------------------------------|-------------------|--|------------------|-------|----------------|---------------|------------|
| Wind at Back | 19 | Fortitude negates [harmless] | 1 standard action | 12 hours | Medium (190 ft.) | V,S | Yes [harmless] | Evocation | SC: Pg.239 |
| <i>Effect:</i> Doubles overland speed of all targets. | | | | | | | | | |
| Wings of Air, Greater | 19 | None | 1 standard action | 1 minute/level | Touch | V | No | Transmutation | SC: Pg.240 |
| <i>Effect:</i> Manuverability improves by two steps. | | | | | | | | | |
| Wood Rot | 19 | None | 1 standard action | Instantaneous or 1 round/level; see text | Touch | V,S,M | No | Transmutation | SC: Pg.241 |
| <i>Effect:</i> Deal damage to plants or destroy wooden objects. | | | | | | | | | |
| <i>Target:</i> One nonmagical wooden object or a volume of wood; or one plant creature | | | | | | | | | |
| <i>Caster Level:</i> 9 | | | | | | | | | |

LEVEL 5

| Name | DC | Saving Throw | Time | Duration | Range | Comp. | Spell Resistance | School | Source |
|---|----|---|-------------------|--------------------|------------------|-----------------|--------------------------|-------------------------|----------------|
| Animal Growth | 20 | Fortitude negates | 1 standard action | 1 minute/level | Medium (190 ft.) | V,S | Yes | Transmutation | PHB: pg.198 |
| <i>Effect:</i> One animal/two levels doubles in size. | | | | | | | | | |
| <i>Target:</i> Up to one animal/per two levels [Gargantuan or smaller], no two of which can be more than 30 ft. apart | | | | | | | | | |
| Anticold Sphere | 20 | None | 1 standard action | 10 minutes/level | 10 ft. | V,S | Yes | Abjuration [Cold] | SC: Pg.13 |
| <i>Effect:</i> Immune to cold and Hedge creatures of the cold subtype. | | | | | | | | | |
| <i>Target:</i> 10-ft.-radius emanation, centered on you | | | | | | | | | |
| Atonement | 20 | None | 1 hour | Instantaneous | Touch | V,S,M,F, DF, XP | Yes | Abjuration | PHB: pg.201 |
| <i>Effect:</i> Removes burden of misdeeds from subject. | | | | | | | | | |
| <i>Target:</i> Living creature touched | | | | | | | | | |
| Awaken | 20 | Will negates | 24 hours | Instantaneous | Touch | V,S, DF, XP | Yes | Transmutation | PHB: pg.202 |
| <i>Effect:</i> Animal or tree gains human intellect. | | | | | | | | | |
| <i>Target:</i> Animal or tree touched | | | | | | | | | |
| Baleful Polymorph | 20 | Fortitude negates, Will partial; see text | 1 standard action | Permanent | Close (45 ft.) | V,S | Yes | Transmutation | PHB: pg.202 |
| <i>Effect:</i> Transforms subject into harmless animal. | | | | | | | | | |
| <i>Target:</i> One creature | | | | | | | | | |
| Bite of the Weretiger | 20 | N/A | 1 standard action | 1 round/level | Personal | V,S,M | N/A | Transmutation | SC: Pg.28 |
| <i>Effect:</i> Gain +12 bonus to Str, +4 Dex, +6 Con, +5 natural armor. Gain Bite and Claw attacks. | | | | | | | | | |
| <i>Target:</i> You | | | | | | | | | |
| Blood Creeper | 20 | Fortitude negates | 1 standard action | 1 round/level | Medium (190 ft.) | V,S,DF | Yes | Conjuration (Creation) | PHB II: pg.104 |
| <i>Effect:</i> Subject takes 1 point of piercing damage per caster level [max 15] each round. The target is held securely in place. Subject can make a strength check DC 20, or Escape Artist DC 25. | | | | | | | | | |
| <i>Target:</i> One creature | | | | | | | | | |
| Call Lightning Storm | 20 | Reflex half | 1 round | 1 minute/level | Long (760 ft.) | V,S | Yes | Evocation [Electricity] | PHB: pg.207 |
| <i>Effect:</i> Calls down one lightning bolt/level [max 15] over duration [5d6 per bolt] from sky; 5d10 in outdoors stormy area. | | | | | | | | | |
| <i>Target:</i> One or more 30-ft.-long vertical lines of lightning | | | | | | | | | |
| Cloak of the Sea | 20 | Will negates [harmless] | 1 standard action | 1 hour/level [D] | Touch | V,S,DF | Yes [harmless] | Transmutation | SC: Pg.48 |
| <i>Effect:</i> Bestows water breathing, blur & doesn't take nonlethal damage. | | | | | | | | | |
| <i>Target:</i> Creature touched | | | | | | | | | |
| Cold Snap | 20 | None | 1 minute | 2d4 hours | 1 mile | V,S | No | Transmutation [Cold] | SC: Pg.50 |
| <i>Effect:</i> Lowers temperature by 5 degrees per level [Max 50 degrees] | | | | | | | | | |
| <i>Target:</i> 1-mile-radius circle centered on you | | | | | | | | | |
| Commune with Nature | 20 | None | 10 minutes | Instantaneous | Personal | V,S | No | Divination | PHB: pg.211 |
| <i>Effect:</i> Learn about terrain for one mile/level. | | | | | | | | | |
| <i>Target:</i> You | | | | | | | | | |
| Control Winds | 20 | Fortitude negates | 1 standard action | 10 minutes/level | 40 ft./level | V,S | No | Transmutation [Air] | PHB: pg.214 |
| <i>Effect:</i> Change wind direction and speed. | | | | | | | | | |
| <i>Target:</i> 40 ft./level radius cylinder 40 ft. high | | | | | | | | | |
| Cure Critical Wounds | 20 | Will half (harmless); see text | 1 standard action | Instantaneous | Touch | V,S | Yes (harmless); see text | Conjuration (Healing) | PHB: pg.215 |
| <i>Effect:</i> Cures 4d8 +1/level [max +20] damage. | | | | | | | | | |
| <i>Target:</i> Creature touched | | | | | | | | | |
| Dance of the Unicorn | 20 | None | 1 standard action | 1 minute/level [D] | 5 ft./level | V,S | No | Abjuration | SC: Pg.58 |
| <i>Effect:</i> Purifies surrounding area; see text. | | | | | | | | | |
| <i>Target:</i> 5 ft./level-radius emanation centered on you | | | | | | | | | |
| Death Ward | 20 | Will negates (harmless) | 1 standard action | 1 minute/level | Touch | V,S, DF | Yes (harmless) | Necromancy | PHB: pg.217 |
| <i>Effect:</i> Grants immunity to death spells and negative energy effects. | | | | | | | | | |
| <i>Target:</i> Living creature touched | | | | | | | | | |
| Dire Hunger | 20 | Fortitude negates | 1 standard action | Instantaneous | Close (45 ft.) | V,S | Yes | Transmutation | SC: Pg.65 |
| <i>Effect:</i> Creature becomes hungry and grows fangs [See text for damage]. Target only attacks with bite | | | | | | | | | |
| <i>Target:</i> One living creature | | | | | | | | | |
| Echo Skull | 20 | None | 1 standard action | 1 hour/level [D] | Touch | V,S,F | Yes [object] | Divination | SC: Pg.77 |
| <i>Effect:</i> See, hear and speak through a specific animal skull at any distance. | | | | | | | | | |
| <i>Target:</i> Animal skull touched | | | | | | | | | |
| Fireward | 20 | None | 1 standard action | 1 hour/level | Medium (190 ft.) | V,S,DF | No | Transmutation | SC: Pg.94 |
| <i>Effect:</i> As quench; suppresses all magical fire spells | | | | | | | | | |
| <i>Target:</i> One 20-ft. cubes/level [S] | | | | | | | | | |
| Hallow | 20 | See text | 24 hours | Instantaneous | Touch | V,S,M, DF | See text | Evocation [Good] | PHB: pg.238 |
| <i>Effect:</i> Designates location as holy. | | | | | | | | | |
| <i>Target:</i> 40-ft. radius emanating from the touched point | | | | | | | | | |
| Heal Animal Companion | 20 | Will negates [harmless] | 1 standard action | Instantaneous | Touch | V,S | Yes [harmless] | Conjuration (Healing) | SC: Pg.110 |
| <i>Effect:</i> Functions as heal, except it only affects your animal companion. | | | | | | | | | |
| <i>Target:</i> One item of a volume no greater than 10 cu. ft./level; see text | | | | | | | | | |
| Inferno | 20 | Fortitude partial; see text | 1 standard action | 6 rounds; see text | Close (45 ft.) | V,S,M | Yes | Transmutation [Fire] | SC: Pg.123 |
| <i>Effect:</i> Cause single creature to burst in flames causing 6d6 and decreases 1d6 each round [min 1d6] for duration of spell | | | | | | | | | |
| <i>Target:</i> One creature | | | | | | | | | |
| Insect Plague | 20 | None | 1 round | 1 minute/level | Long (760 ft.) | V,S, DF | No | Conjuration (Summoning) | PHB: pg.244 |
| <i>Effect:</i> Locust swarms attack creatures. | | | | | | | | | |
| <i>Target:</i> One swarm of locust/per 3 levels, each of which must be adjacent to at least one other swarm | | | | | | | | | |
| Jungle's Rapture | 20 | Will negates | 1 standard action | Permanent [D] | Close (45 ft.) | V,S | Yes | Transmutation | SC: Pg.128 |
| <i>Effect:</i> Target takes 1d6 Dex damage, each day victim takes additional 1d6 Dex. | | | | | | | | | |
| <i>Target:</i> One living nonplant creatures | | | | | | | | | |
| Longstrider Mass | 20 | Fortitude negates (harmless) | 1 swift action | 1 hour/level [D] | 60 ft. | V | Yes (harmless) | Transmutation | PHB II: pg.117 |
| <i>Effect:</i> All allies in the area gain a +10-foot enhancement bonus to their speed. | | | | | | | | | |
| <i>Target:</i> 60-ft.-radius emanation centered on you | | | | | | | | | |
| Magic Convalescence | 20 | None | 1 standard action | 1 round/level | 20 ft. | V,S,M | No | Conjuration (Healing) | PHB II: pg.118 |
| <i>Effect:</i> Whenever a creature, including you casts a spell cast within the area of this spell, you heal 1 hit point per level of the spell cast. | | | | | | | | | |
| <i>Target:</i> 20-ft.-radius emanation centered on you | | | | | | | | | |
| <i>Caster Level:</i> 9 | | | | | | | | | |

* =Domain/Speciality Spell

Druid Spells

| | | | | | | | | |
|---|----|-----------------------------------|--|---|----------|------------------------|-----------------------------|----------------|
| ■■■■■Mantle of the Icy Soul | 20 | Will negates | 1 standard 1 hour/level action | Touch | V,S,M | Yes | Transmutation [Cold] | SC: Pg.138 |
| <i>Effect:</i> Grants Cold Subtype to target. | | | | <i>Target:</i> Creature touched | | <i>Caster Level:</i> 9 | | |
| ■■■■■Memory Rot | 20 | Fortitude negates | 1 standard Instantaneous action | Close (45 ft.) | V,S | Yes | Evocation | SC: Pg.140 |
| <i>Effect:</i> Permanently drain 1d6 Intelligence, with 1 pt loss each round thereafter; save stops Int loss. | | | | <i>Target:</i> One living creature | | <i>Caster Level:</i> 9 | | |
| ■■■■■Owl's Insight | 20 | Fortitude negates [harmless] | 1 standard 1 hour action | Touch | V,S | Yes [harmless] | Transmutation | SC: Pg.152 |
| <i>Effect:</i> Gain half your caster level as an enhancement bonus to Wisdom. | | | | <i>Target:</i> Creature touched | | <i>Caster Level:</i> 9 | | |
| ■■■■■Panacea | 20 | Will negates [harmless]; see text | 1 standard Instantaneous action | Touch | V,S | Yes [harmless] | Conjuration (Healing) | SC: Pg.152 |
| <i>Effect:</i> Removes most conditions; see text. | | | | <i>Target:</i> Creature touched | | <i>Caster Level:</i> 9 | | |
| ■■■■■Phantom Stag | 20 | None; See text | 1 standard 1 hour/level [D] action | 0 ft. | V,S | No | Conjuration (Creation) | SC: Pg.157 |
| <i>Effect:</i> You conjure a quasi-real, staglike creature; see text | | | | <i>Target:</i> One quasi-real staglike creature | | <i>Caster Level:</i> 9 | | |
| ■■■■■Plant Body | 20 | N/A | 1 standard 10 minutes/level action | Personal | V,S,DF | N/A | Transmutation | SC: Pg.159 |
| <i>Effect:</i> Gain some plant-like qualities; immune to extra damage from criticals, mind-affecting spells, poison, sleep, paralysis, stunning and polymorphing; see text | | | | <i>Target:</i> You | | <i>Caster Level:</i> 9 | | |
| ■■■■■Poison Thorns | 20 | See text | 1 standard 1 round/level action | Personal | V | No | Transmutation | SC: Pg.159 |
| <i>Effect:</i> As thornskin, poison creatures grappling you get a dose of poison; see text | | | | <i>Target:</i> You | | <i>Caster Level:</i> 9 | | |
| ■■■■■Quill Blast | 20 | Reflex half; see text | 1 standard Instantaneous action | 20 ft. | V,S,M | Yes | Conjuration (Creation) | SC: Pg.164 |
| <i>Effect:</i> Targets struck by quills [each quill does 1d6], size of targets determines amount of quills; see text | | | | <i>Target:</i> 20-ft.-radius spread, centered on you | | <i>Caster Level:</i> 9 | | |
| ■■■■■Radiance | 20 | None | 1 standard 1 round/level [D]; see text action | 60 ft. | V,S,DF | No | Evocation [Good, Light] | PHB II: pg.122 |
| <i>Effect:</i> Undead are dazzled by illumination for the duration they are in the area and 1d6 rounds after they leave. Illuminate as daylight spell. | | | | <i>Target:</i> 60-ft.-radius emanation centered on you | | <i>Caster Level:</i> 9 | | |
| ■■■■■Rejuvenation Cocoon | 20 | Will negates [harmless] | 1 standard 2 rounds action | Touch | V,S,M | Yes [harmless] | Conjuration (Healing) | SC: Pg.172 |
| <i>Effect:</i> Heals and protects target; see text. | | | | <i>Target:</i> Willing creature touched | | <i>Caster Level:</i> 9 | | |
| ■■■■■Sirine's Grace | 20 | N/A | 1 standard 1 round/level action | Personal | V,S,M | N/A | Evocation | SC: Pg.191 |
| <i>Effect:</i> Gain +4 to Cha & Dex, deflection bonus to AC equal to your CHA bonus, a +8 bonus to Perform checks, gain swim speed 60 ft; see text. | | | | <i>Target:</i> You | | <i>Caster Level:</i> 9 | | |
| ■■■■■Stone Shape, Greater | 20 | None | 1 standard Instantaneous action | Touch | V,S,M/DF | No | Transmutation [Earth] | SC: Pg.208 |
| <i>Effect:</i> Sculpts stone into any shape. | | | | <i>Target:</i> Stone or stone object touched, up to 10 cu. ft. | | <i>Caster Level:</i> 9 | | |
| ■■■■■Stoneskin | 20 | Will negates (harmless) | 1 standard 10 minutes/level or until discharged action | Touch | V,S,M | Yes (harmless) | Abjuration | PHB: pg.285 |
| <i>Effect:</i> Ignore 10 points of damage per attack. | | | | <i>Target:</i> Creature touched | | <i>Caster Level:</i> 9 | | |
| ■■■■■Summon Nature's Ally V | 20 | None | 1 round 1 round/level [D] | Close (45 ft.) | V,S, DF | No | Conjuration (Summoning) | PHB: pg.289 |
| <i>Effect:</i> Calls creature to fight. | | | | <i>Target:</i> One or more creatures, no two of which can be more than 30 ft. apart | | <i>Caster Level:</i> 9 | | |
| ■■■■■Swamp Stride | 20 | N/A | 1 standard 1 round/level action | Personal | V,S,DF | N/A | Conjuration (Teleportation) | SC: Pg.217 |
| <i>Effect:</i> As tree stride, instead you use pools of water. | | | | <i>Target:</i> You | | <i>Caster Level:</i> 9 | | |
| ■■■■■Transmute Mud to Rock | 20 | See text | 1 standard Permanent action | Medium (190 ft.) | V,S,M/DF | No | Transmutation [Earth] | PHB: pg.295 |
| <i>Effect:</i> Transforms 2 10-ft. cubes/level. | | | | <i>Target:</i> Up to two 10 ft. cubes/level [S] | | <i>Caster Level:</i> 9 | | |
| ■■■■■Transmute Rock to Mud | 20 | See text | 1 standard Permanent; see text action | Medium (190 ft.) | V,S,M/DF | No | Transmutation [Earth] | PHB: pg.295 |
| <i>Effect:</i> Transforms 2 10-ft. cubes/level. | | | | <i>Target:</i> Up to two 10 ft. cubes/level [S] | | <i>Caster Level:</i> 9 | | |
| ■■■■■Tree Stride | 20 | None | 1 standard 1 hour/level or until expended; see text action | Personal | V,S, DF | No | Conjuration (Teleportation) | PHB: pg.296 |
| <i>Effect:</i> Step from one tree to another far away. | | | | <i>Target:</i> You | | <i>Caster Level:</i> 9 | | |
| ■■■■■Vigor, Greater | 20 | Will negates [harmless] | 1 standard 10 rounds + 1 round/level [max 35] action | Touch | V,S | Yes [harmless] | Conjuration (Healing) | SC: Pg.229 |
| <i>Effect:</i> Same as lesser vigor except it grants target fast healing ability for the duration of the spell at 4 hp automatically healed per round. | | | | <i>Target:</i> Living creature touched | | <i>Caster Level:</i> 9 | | |
| ■■■■■Wall of Fire | 20 | None | 1 standard Concentration + 1 round/level action | Medium (190 ft.) | V,S,M/DF | Yes | Evocation [Fire] | PHB: pg.298 |
| <i>Effect:</i> Deals 2d4 fire damage out 10 ft. and 1d4 out 20 ft. Passing through wall deals 2d6 +1/level damage | | | | <i>Target:</i> Opaque sheet of flame up to 20 ft./level long or a ring of fire with a radius of up to 5 ft./2 levels; either form 20 ft. high | | <i>Caster Level:</i> 9 | | |
| ■■■■■Wall of Thorns | 20 | None | 1 standard 10 minutes/level [D] action | Medium (190 ft.) | V,S | No | Conjuration (Creation) | PHB: pg.300 |
| <i>Effect:</i> Thorns damage anyone who tries to pass. | | | | <i>Target:</i> Wall of thorny brush, up to one 10-ft. cube/level [S] | | <i>Caster Level:</i> 9 | | |
| ■■■■■Wind Tunnel | 20 | Fortitude negates [harmless] | 1 standard 1 round/level action | Close (45 ft.) | V,S | Yes [harmless] | Evocation | SC: Pg.239 |
| <i>Effect:</i> Doubles range and grants +5 competence bonus to ranged attacks. | | | | <i>Target:</i> One creature/level | | <i>Caster Level:</i> 9 | | |

LEVEL 6

| Name | DC | Saving Throw | Time | Duration | Range | Comp. | Spell Resistance | School | Source |
|--|----|--------------------------|------------|-------------------------|---|----------|------------------|----------------------|-------------|
| ■■■■■Anger of the Noonday Sun | 21 | Reflex negates; see text | 1 standard | Instantaneous action | 20 feet | V,S | Yes | Evocation [Light] | SC: Pg.11 |
| <i>Effect:</i> Causes blindness to all within range, undead take 1d6/per 2 level [max 10d6]; see text | | | | | <i>Target:</i> All sighted creatures within a 20-ft.-radius burst centered on you <i>Caster Level:</i> 9 | | | | |
| ■■■■■Animate Snow | 21 | None | 1 standard | 1 round/level action | Medium (190 ft.) | V,S | No | Transmutation [Cold] | SC: Pg.12 |
| <i>Effect:</i> Create animated objects of snow; see text. | | | | | <i>Target:</i> Cube of snow up to 20 ft on a side <i>Caster Level:</i> 9 | | | | |
| ■■■■■Antilife Shell | 21 | None | 1 round | 10 minutes/level [D] | 10 ft. | V,S, DF | Yes | Abjuration | PHB: pg.199 |
| <i>Effect:</i> 10-ft. field hedges out living creatures. | | | | | <i>Target:</i> 10-ft.-radius emanation, centered on you <i>Caster Level:</i> 9 | | | | |
| ■■■■■Aspect of the Earth Hunter | 21 | N/A | 1 standard | 10 minutes/level action | Personal | V,S,M,DF | N/A | Transmutation | SC: Pg.16 |
| <i>Effect:</i> You assume the physical appearance and many of the qualities of a bulutte. | | | | | <i>Target:</i> You <i>Caster Level:</i> 9 | | | | |
| ■■■■■Bear's Endurance, Mass | 21 | Will negates (harmless) | 1 standard | 1 minute/level action | Close (45 ft.) | V,S, DF | Yes | Transmutation | PHB: pg.203 |
| <i>Effect:</i> As bear's endurance, affects 1 subject/level. | | | | | <i>Target:</i> 1 creature/level, no two of which can be more than 30 ft. apart <i>Caster Level:</i> 9 | | | | |
| ■■■■■Bite of the Werebear | 21 | N/A | 1 standard | 1 round/level action | Personal | V,S,M | N/A | Transmutation | SC: Pg.28 |
| <i>Effect:</i> Gain +16 bonus to Str, +2 Dex, +8 Con, +7 natural armor. Gain claws and bite attack; see text. | | | | | <i>Target:</i> You <i>Caster Level:</i> 9 | | | | |
| * =Domain/Speciality Spell | | | | | | | | | |

Druid Spells

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|--|----|---|--|--|----------|---------------------------------|--------------------------------------|----------------|
| ■■■■■Blood Sirocco | 21 | Fortitude negates; see 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> 9 | | |
| ■■■■■Bones of the Earth | 21 | Reflex negates | 1 standard 1 round/2 level [D] action | 60 ft. | V,S,DF | No | Conjuration (Creation) [Earth] | PHB II: pg.104 |
| <i>Effect:</i> Creates pillar each round. See text. | | | | <i>Target:</i> One 5-ft.-diameter pillar of stone per round | | <i>Caster Level:</i> 9 | | |
| ■■■■■Bull's Strength, Mass | 21 | Will negates (harmless) | 1 standard 1 minute/level action | Close (45 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> 9 | | |
| ■■■■■Cat's Grace, Mass | 21 | Will negates (harmless) | 1 standard 1 minute/level action | Close (45 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> 9 | | |
| ■■■■■Chasing Perfection | 21 | Will negates (harmless) | 1 standard 1 minute/level action | Touch | V,S,M | Yes (harmless) | Transmutation | PHB II: pg.106 |
| <i>Effect:</i> Subject improves in all ways, +4 enhancement bonus to all ability scores. | | | | <i>Target:</i> Creature touched | | <i>Caster Level:</i> 9 | | |
| ■■■■■Cometfall | 21 | Reflex half | 1 standard Instantaneous action | Medium (190 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> 9 | | |
| ■■■■■Cure Light Wounds, Mass | 21 | Will half (harmless) or Will half; see text | 1 standard Instantaneous action | Close (45 ft.) | V,S | Yes (harmless) or Yes; see text | Conjuration (Healing) | 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> 9 | | |
| ■■■■■Dinosaur Stampede | 21 | Reflex half | 1 standard 1 round/level [D] action | Medium (190 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> 9 | | |
| ■■■■■Dispel Magic, Greater | 21 | None | 1 standard Instantaneous action | Medium (190 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> 9 | | |
| ■■■■■Drown | 21 | Fortitude negates | 1 standard Instantaneous action | Close (45 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> 9 | | |
| ■■■■■Energy Immunity | 21 | None | 1 standard 24 hours action | 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> 9 | | |
| ■■■■■Enveloping Cocoon | 21 | Reflex negates | 1 standard 1 round/level [D] action | Medium (190 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 Large or smaller creature | | <i>Caster Level:</i> 9 | | |
| ■■■■■Extract Water Elemental | 21 | Fortitude half | 1 standard Instantaneous action | Close (45 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> 9 | | |
| ■■■■■Find the Path | 21 | None or Will negates (harmless) | 3 rounds 10 minutes/level | Personal or touch | V,S,F | No or Yes (harmless) | Divination | PHB: pg.230 |
| <i>Effect:</i> Shows most direct way to a location. | | | | <i>Target:</i> You or creature touched | | <i>Caster Level:</i> 9 | | |
| ■■■■■Fire Seeds | 21 | None or Reflex half; see text | 1 standard 10 minutes/level or until used action | Touch | V,S,M | No | Conjuration (Creation) [Fire] | 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> 9 | | |
| ■■■■■Fires of Purity | 21 | See text | 1 standard 1 round/level action | 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> 9 | | |
| ■■■■■Freeze | 21 | Reflex partial; see text | 1 standard 1 round/2 levels action | Medium (190 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> 9 | | |
| ■■■■■Hide the Path | 21 | 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> 9 | | |
| ■■■■■Hungry Gizzard | 21 | Reflex negates | 1 standard 1 round/level [D] action | Medium (190 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> 9 | | |
| ■■■■■Ice Flowers | 21 | Reflex half | 1 standard Instantaneous action | Long (760 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> 9 | | |
| ■■■■■Ironwood | 21 | 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> 9 | | |
| ■■■■■Liveoak | 21 | 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> 9 | | |
| ■■■■■Miasma | 21 | Fortitude negates; see text | 1 standard 3 rounds/level action | Close (45 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> 9 | | |
| ■■■■■Move Earth | 21 | None | See text Instantaneous | Long (760 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> 9 | | |
| ■■■■■Owl's Wisdom, Mass | 21 | Will negates (harmless) | 1 standard 1 minute/level action | Close (45 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> 9 | | |
| ■■■■■Phantasmal Disorientation | 21 | Will negates; see text | 1 standard 1 minute/level [D] action | Medium (190 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> 9 | | |
| ■■■■■Repel Wood | 21 | None | 1 standard 1 minute/level [D] action | 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> 9 | | |
| ■■■■■Resistance, Superior | 21 | Will negates [harmless] | 1 standard 24 hours action | 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> 9 | | |
| ■■■■■Spellstaff | 21 | 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> 9 | | |
| * =Domain/Speciality Spell | | | | | | | | |

Druid Spells

| | | | | | | | | | |
|--|----|-------------------------|-------------------|--|------------------|----------|----------------|------------------------------------|----------------|
| Stonehold | 21 | See text | 1 standard action | 24 hours/level | Medium (190 ft.) | V,S | Yes [object] | Conjuration (Creation) [Earth] | SC: Pg.209 |
| <i>Effect:</i> Conjures stony arms that grapple anything that comes within range. | | | | | | | | | |
| Stone Tell | 21 | None | 10 minutes | 1 minute/level | Personal | V,S, DF | No | Divination | PHB: pg.284 |
| <i>Effect:</i> Talk to natural or worked stone. | | | | | | | | | |
| Summon Greater Elemental | 21 | None | 1 round | Concentration, up to 1 round/level + 1 round | Close (45 ft.) | V,S,DF | No | Conjuration (Summoning) [see text] | SC: Pg.214 |
| <i>Effect:</i> Summons a greater elemental [MM 96-100]; see text | | | | | | | | | |
| Summon Nature's Ally VI | 21 | None | 1 round | 1 round/level [D] | Close (45 ft.) | V,S, DF | No | Conjuration (Summoning) | PHB: pg.289 |
| <i>Effect:</i> Calls creature to fight. | | | | | | | | | |
| Thunder Field | 21 | See text | 1 standard action | 1 round/level | Medium (190 ft.) | V,S | Yes | Evocation | PHB II: pg.126 |
| <i>Effect:</i> Any creature that starts its turn in the area must save [Fortitude] or take 1d8 sonic damage. Affected creatures must save [Reflex] or be knocked prone. | | | | | | | | | |
| Tidal Surge | 21 | Reflex half | 1 standard action | Instantaneous | Medium (190 ft.) | V,S | Yes | Evocation [Water] | SC: Pg.220 |
| <i>Effect:</i> Creates a huge wave of water; see text. | | | | | | | | | |
| Tortoise Shell | 21 | None | 1 standard action | 10 minutes/level | Touch | V,S,DF | Yes [harmless] | Transmutation | SC: Pg.221 |
| <i>Effect:</i> Grants +6 enhancement bonus to subject's existing natural armor bonus, plus 1 per three caster levels beyond 11th [max +9]. | | | | | | | | | |
| Transport via Plants | 21 | None | 1 standard action | 1 round | Unlimited | V,S | No | Conjuration (Teleportation) | PHB: pg.295 |
| <i>Effect:</i> Move instantly from one plant to another of the same kind. | | | | | | | | | |
| Vigorous Circle | 21 | Will negates [harmless] | 1 standard action | 10 rounds + 1 round/level [max 40] | 20 ft. | V,S | Yes [harmless] | Conjuration (Healing) | SC: Pg.229 |
| <i>Effect:</i> Same as mass lesser vigor except it grants all targets fast healing ability for the duration of the spell at 3 hp automatically healed per round. | | | | | | | | | |
| Wall of Stone | 21 | See text | 1 standard action | Instantaneous | Medium (190 ft.) | V,S,M,DF | No | Conjuration (Creation) [Earth] | PHB: pg.299 |
| <i>Effect:</i> Creates a stone wall that can be shaped. | | | | | | | | | |

LEVEL 7

| Name | DC | Saving Throw | Time | Duration | Range | Comp. | Spell Resistance | School | Source |
|--|----|---|----------------------|----------------------------------|------------------|--------|---------------------------------|-------------------------|----------------|
| Animalistic Power, Mass | 22 | Will negates [harmless] | 1 standard action | 1 minute/level | Touch | V,S,M | Yes [harmless] | Transmutation | PHB II: pg.101 |
| <i>Effect:</i> Subject is imbued with +2 to Strength, Dexterity and Constitution. | | | | | | | | | |
| Animate Plants | 22 | None | 1 standard action | 1 round/level or hours; see text | Close (45 ft.) | V | No | Transmutation | PHB: pg.199 |
| <i>Effect:</i> One or more plants animate and fight for you. | | | | | | | | | |
| As the Frost | 22 | | 1 standard action | 1 round/level | Personal | V,S,M | | Transmutation [Cold] | PHB II: pg.101 |
| <i>Effect:</i> Immunity to Cold; DR:10/magic and piercing; inflict 2d6 cold damage to all within 15 ft. each round [failed fort save and creature is slowed]; Gain Outsider Type. | | | | | | | | | |
| Aura of Vitality | 22 | Will negates [harmless] | 1 standard action | 1 round/level | Close (45 ft.) | V,S | Yes [harmless] | Transmutation | SC: Pg.18 |
| <i>Effect:</i> +4 morale bonus to Str, Dex and Con. | | | | | | | | | |
| Brilliant Blade | 22 | Will negates [harmless,object] | 1 standard action | 1 minute/level | Close (45 ft.) | V,S | Yes [harmless,object] | Transmutation | SC: Pg.40 |
| <i>Effect:</i> Transform weapons into brilliant energy. | | | | | | | | | |
| Changestaff | 22 | None | 1 round | 1 hour/level [D] | Touch | V,S,F | No | Transmutation | PHB: pg.208 |
| <i>Effect:</i> Your staff becomes a treant on command. | | | | | | | | | |
| Cloud-Walkers | 22 | Reflex negates [harmless] | 1 standard action | 10 minutes/level [D] | Touch | V,S,DF | Yes [harmless] | Transmutation | SC: Pg.49 |
| <i>Effect:</i> Imbues each subject with fly speed of 60 [perfect] but only outdoors. | | | | | | | | | |
| Control Weather | 22 | None | 10 minutes; see text | 4d12 hours; see text | 2 miles | V,S | No | Transmutation | PHB: pg.214 |
| <i>Effect:</i> Changes weather in local area. | | | | | | | | | |
| Creeping Doom | 22 | None | 1 round | 1 minute/level | Close (45 ft.) | V,S | No | Conjuration (Summoning) | PHB: pg.215 |
| <i>Effect:</i> Swarms of centipedes attack at your command. | | | | | | | | | |
| Cure Moderate Wounds, Mass | 22 | Will half (harmless) or Will half; see text | 1 standard action | Instantaneous | Close (45 ft.) | V,S | Yes (harmless) or Yes; see text | Conjuration (Healing) | PHB: pg.216 |
| <i>Effect:</i> Cures 2d8 +1/level [max +30] damage for many creatures. | | | | | | | | | |
| Fire Storm | 22 | Reflex half | 1 round | Instantaneous | Medium (190 ft.) | V,S | Yes | Evocation [Fire] | PHB: pg.231 |
| <i>Effect:</i> Deals 1d6/level [max 20d6] fire damage. | | | | | | | | | |
| Heal | 22 | Will negates (harmless) | 1 standard action | Instantaneous | Touch | V,S | Yes (harmless) | Conjuration (Healing) | PHB: pg.239 |
| <i>Effect:</i> Cures 10 points of damage/level [max 150], all diseases and mental conditions. | | | | | | | | | |
| Master Earth | 22 | N/A | 1 standard action | Instantaneous | Personal | V,S,F | N/A | Transmutation | SC: Pg.139 |
| <i>Effect:</i> Travel instantly through the earth to the exact location you choose. | | | | | | | | | |
| Scrying, Greater | 22 | Will negates | 1 standard action | 1 hour/level | See text | V,S | Yes | Divination (Scrying) | PHB: pg.275 |
| <i>Effect:</i> As scrying, but faster and longer. | | | | | | | | | |
| Shifting Paths | 22 | Will disbelief [if interacter with] | 10 minutes | 1 hour/level | Medium (190 ft.) | V,S | Yes | Illusion (Glamer) | SC: Pg.188 |
| <i>Effect:</i> Creates an illusionary path and hides a path chosen by you; see text. | | | | | | | | | |
| Slime Wave | 22 | Reflex negates | 1 standard action | 1 round/level | Close (45 ft.) | V,S,M | No | Conjuration (Summoning) | SC: Pg.192 |
| <i>Effect:</i> Green slime covers everything in area, dealing damage to everything; see text. | | | | | | | | | |
| Storm of Elemental Fury | 22 | See text | 1 round | 4 rounds | Long (760 ft.) | V,S | Yes | Conjuration (Summoning) | SC: Pg.209 |
| <i>Effect:</i> See text. | | | | | | | | | |
| Storm Tower | 22 | Fortitude negates; see text | 1 round | 1 round/level [D] | Long (760 ft.) | V,S | Yes | Abjuration [Air] | SC: Pg.210 |
| <i>Effect:</i> Absorbs any electricity damage and magic missiles; see text. | | | | | | | | | |
| * =Domain/Specialty Spell | | | | | | | | | |

Druid Spells

| | | | | | | | | | |
|---|----|--|-------------------|--|---|---------|------------------------|-------------------------|----------------|
| ☐☐☐☐☐ Summon Nature's Ally VII | 22 | None | 1 round | 1 round/level [D] | Close (45 ft.) | V,S, DF | No | Conjuration (Summoning) | PHB: pg.289 |
| <i>Effect:</i> Calls creature to fight. | | | | | <i>Target:</i> One or more creatures, no two of which can be more than 30 ft. apart | | | | |
| ☐☐☐☐☐ Sunbeam | 22 | Reflex negates and Reflex half; see text | 1 standard action | 1 round/level or until all beams are exhausted | 60 ft. | V,S, DF | Yes | Evocation [Light] | PHB: pg.289 |
| <i>Effect:</i> Up to 3 beams blind and deal 4d6 damage; undead take 1d6/level [max 20d6] damage. | | | | | <i>Target:</i> Line from your hand | | | | |
| ☐☐☐☐☐ Swamp Lung | 22 | Fortitude negates | 1 standard action | Instantaneous | Medium (190 ft.) | V,S,DF | No | Conjuration (Creation) | SC: Pg.216 |
| <i>Effect:</i> Causes stagnant swamp water to fill the subject's lungs; see text. | | | | | <i>Target:</i> One living creature with a respiratory system | | | | |
| ☐☐☐☐☐ Transmute Metal to Wood | 22 | None | 1 standard action | Instantaneous | Long (760 ft.) | V,S, DF | Yes (object; see text) | Transmutation | PHB: pg.294 |
| <i>Effect:</i> Metal within 40 ft. becomes wood. | | | | | <i>Target:</i> All metal objects within a 40-ft.-radius burst | | | | |
| ☐☐☐☐☐ True Seeing | 22 | Will negates (harmless) | 1 standard action | 1 minute/level | Touch | V,S,M | Yes (harmless) | Divination | PHB: pg.296 |
| <i>Effect:</i> Lets you see all things as they really are. | | | | | <i>Target:</i> Creature touched | | | | |
| ☐☐☐☐☐ Waterspout | 22 | Reflex negates | 1 round | 1 round/level | Long (760 ft.) | V,S,DF | No | Conjuration (Creation) | SC: Pg.236 |
| <i>Effect:</i> Create waterspout; see text | | | | | <i>Target:</i> Cylinder [5-ft. radius, 80 ft. high] | | | | |
| ☐☐☐☐☐ Wind Walk | 22 | No and Will negates (harmless) | 1 standard action | 1 hour/level [D]; see text | Touch | V,S, DF | No and Yes (harmless) | Transmutation [Air] | PHB: pg.302 |
| <i>Effect:</i> You and your allies turn vaporous and travel fast. | | | | | <i>Target:</i> You and One touched creature/3 levels | | | | |
| ☐☐☐☐☐ Word of Balance | 22 | None or Will negates; see text | 1 standard action | Instantaneous | 30 ft. | V | Yes | Evocation [Sonic] | SC: Pg.242 |
| <i>Effect:</i> Speaks a word that affects creatures; see text. | | | | | <i>Target:</i> Creatures in a 30-ft.-radius spread centered on you | | | | |
| ☐☐☐☐☐ Wrack Earth | 22 | Reflex half; see text | 1 standard action | Instantaneous | 30 ft. | V,S,DF | No | Evocation [Earth] | PHB II: pg.128 |
| <i>Effect:</i> Deals 1d6 bludgeoning/caster level [max 15d6] to every creature in line. Rubble made and creatures must make Reflex or be moved to a random side. Rubble counts as difficult terrain [double movement]. | | | | | <i>Target:</i> 30-ft.-line | | | | |

LEVEL 8

| Name | DC | Saving Throw | Time | Duration | Range | Comp. | Spell Resistance | School | Source |
|--|----|---|-------------------|-----------------------------------|---|-----------|---------------------------------|--------------------------------|-------------|
| ☐☐☐☐☐ Animal Shapes | 23 | None; see text | 1 standard action | 1 hour/level [D] | Close (45 ft.) | V,S, DF | Yes (harmless) | Transmutation | PHB: pg.198 |
| <i>Effect:</i> One ally/level polymorphs into chosen animal. | | | | | <i>Target:</i> Up to one willing creature/level, all within 30 ft. of each other | | | | |
| ☐☐☐☐☐ Awaken, Mass | 23 | See text | 24 hours | Instantaneous | Medium (190 ft.) | V,S,DF,XP | Yes | Transmutation | SC: Pg.21 |
| <i>Effect:</i> You awaken one or more trees or animals to humanlike sentience. All awakened creatures must be of the same type. | | | | | <i>Target:</i> One animals or tree/3 levels, no two of which may be more than 30 ft. apart | | | | |
| ☐☐☐☐☐ Bombardment | 23 | Reflex half; see text | 1 standard action | Instantaneous | Long (760 ft.) | V,S,F | No | Conjuration (Creation) | SC: Pg.37 |
| <i>Effect:</i> Creatures take 1d8/caster level [max 20d8] and is buried under 5 ft of rubble; see text. | | | | | <i>Target:</i> Cylinder [15-ft. radius, 40 ft. high] | | | | |
| ☐☐☐☐☐ Brilliant Aura | 23 | Will negates [harmless] | 1 standard action | 1 round/level | Close (45 ft.) | V,S | Yes [harmless] | Transmutation | SC: Pg.39 |
| <i>Effect:</i> Functions as brilliant blade, except all subject creatures weapons gain brilliant energy special ability. | | | | | <i>Target:</i> Weapons carried by one creature/2 levels, no two of which are more than 30 ft. apart | | | | |
| ☐☐☐☐☐ Cocoon | 23 | Fortitude negates | 1 round | Instantaneous | Close (45 ft.) | V,S,M,XP | Yes | Conjuration (Creation) | SC: Pg.49 |
| <i>Effect:</i> Corpse begins rebirth process if cast on it within 1 round/level. | | | | | <i>Target:</i> One corpse | | | | |
| ☐☐☐☐☐ Control Plants | 23 | Will negates | 1 standard action | 1 minute/level | Close (45 ft.) | V,S, DF | No | Transmutation | PHB: pg.213 |
| <i>Effect:</i> Control actions of one or more plant creatures. | | | | | <i>Target:</i> 2 HD/level of plant creatures, no two of which can be more than 30 ft. apart | | | | |
| ☐☐☐☐☐ Cure Serious Wounds, Mass | 23 | Will half (harmless) or Will half; see text | 1 standard action | Instantaneous | Close (45 ft.) | V,S | Yes (harmless) or Yes; see text | Conjuration (Healing) | PHB: pg.216 |
| <i>Effect:</i> Cures 3d8 +1/level [max +35] damage for many creatures. | | | | | <i>Target:</i> 1 creature/level, no two of which can be more than 30 ft. apart | | | | |
| ☐☐☐☐☐ Deadfall | 23 | Reflex partial; see text | 1 standard action | Instantaneous; see text | Long (760 ft.) | V,S | No | Conjuration (Creation) | SC: Pg.59 |
| <i>Effect:</i> Deal 1d6/level [max 20d6] to all in the area and on failed save they are knocked prone. | | | | | <i>Target:</i> Mass of dead wood forming in a cylinder [20-ft. radius, 40 ft. high]; see text | | | | |
| ☐☐☐☐☐ Earthquake | 23 | See text | 1 standard action | 1 round | Long (760 ft.) | V,S, DF | No | Evocation [Earth] | PHB: pg.225 |
| <i>Effect:</i> Intense tremor shakes 80-ft.-radius. | | | | | <i>Target:</i> 80-ft.-radius spread [S] | | | | |
| ☐☐☐☐☐ Finger of Death | 23 | Fortitude partial | 1 standard action | Instantaneous | Close (45 ft.) | V,S | Yes | Necromancy [Death] | PHB: pg.230 |
| <i>Effect:</i> Kills one subject. | | | | | <i>Target:</i> One living creature | | | | |
| ☐☐☐☐☐ Maelstrom | 23 | Reflex negates; see text | 1 round | 1 round/level | Long (760 ft.) | V,S,DF | No | Conjuration (Creation) [Water] | SC: Pg.135 |
| <i>Effect:</i> Creates a maelstrom which affects waterborne creatures; see text. | | | | | <i>Target:</i> A whirlpool 120 ft. wide and 60 ft. deep | | | | |
| ☐☐☐☐☐ Phantom Wolf | 23 | None | 1 round | Concentration up to 1 round/level | Medium (190 ft.) | V,S,DF | No | Conjuration (Summoning) | SC: Pg.157 |
| <i>Effect:</i> Conjure phantom wolf to do your bidding. | | | | | <i>Target:</i> One summoned phantom wolf | | | | |
| ☐☐☐☐☐ Red Tide | 23 | Fortitude partial; see text | 1 standard action | Instantaneous | Medium (190 ft.) | V,S,DF | Yes | Evocation [Water] | SC: Pg.170 |
| <i>Effect:</i> Creatures knocked prone unless they save; see text for failed save results. | | | | | <i>Target:</i> 30-ft.-radius burst | | | | |
| ☐☐☐☐☐ Repel Metal or Stone | 23 | None | 1 standard action | 1 round/level [D] | 60 ft. | V,S | No | Abjuration [Earth] | PHB: pg.271 |
| <i>Effect:</i> Pushes away metal and stone. | | | | | <i>Target:</i> 60 ft. line from you | | | | |
| ☐☐☐☐☐ Reverse Gravity | 23 | None; see text | 1 standard action | 1 round/level [D] | Medium (190 ft.) | V,S,M/DF | No | Transmutation | PHB: pg.273 |
| <i>Effect:</i> Objects and creatures fall upward. | | | | | <i>Target:</i> Up to 1 10-ft. cube/2 levels [S] | | | | |
| ☐☐☐☐☐ Stormrage | 23 | N/A | 1 standard action | 1 minute/level [D] | Personal | V,S,DF | N/A | Transmutation [Electricity] | SC: Pg.210 |
| <i>Effect:</i> Launch lightning bolts 1d6 per level; see text. | | | | | <i>Target:</i> You | | | | |
| ☐☐☐☐☐ Summon Nature's Ally VIII | 23 | None | 1 round | 1 round/level [D] | Close (45 ft.) | V,S, DF | No | Conjuration (Summoning) | PHB: pg.289 |
| <i>Effect:</i> Calls creature to fight. | | | | | <i>Target:</i> One or more creatures, no two of which can be more than 30 ft. apart | | | | |
| ☐☐☐☐☐ Sunburst | 23 | Reflex partial; see text | 1 standard action | Instantaneous | Long (760 ft.) | V,S,M/DF | Yes | Evocation [Light] | PHB: pg.289 |
| <i>Effect:</i> Blinds all within 10 ft., deals 6d6 damage. | | | | | <i>Target:</i> 80-ft.-radius burst | | | | |
| ☐☐☐☐☐ Unyielding Roots | 23 | Fortitude negates [harmless] | 1 standard action | 1 round/level [D] | Touch | V,S,DF | Yes [harmless] | Tranmutation | SC: Pg.228 |
| <i>Effect:</i> Creature cannot move from the current space. | | | | | <i>Target:</i> Willing creature touched | | | | |

* =Domain/Speciality Spell

Druid Spells

| <div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Whirlwind</div> </div> <div> <div>Effect:</div> <div>Cyclone deals damage and can pick up creatures.</div> </div> | 23 | Reflex negates; see text | 1 standard action | 1 round/level [D] | Long (760 ft.) | V,S, DF | Yes | Evocation [Air] | PHB: pg.301 |
|---|----|---|-------------------|--|-------------------|----------|------------------------------|---|-------------|
| <div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Word of Recall</div> </div> <div> <div>Effect:</div> <div>Teleports you back to designated place.</div> </div> | 23 | None or Will negates (harmless, object) | 1 standard action | Instantaneous | Unlimited | V | No or Yes (harmless, object) | Conjuration (Teleportation) | PHB: pg.303 |
| <div>LEVEL 9</div> | | | | | | | | | |
| Name | DC | Saving Throw | Time | Duration | Range | Comp. | Spell Resistance | School | Source |
| <div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Antipathy</div> </div> <div> <div>Effect:</div> <div>Object or location affected by spell repels certain creatures.</div> </div> | 24 | Will partial | 1 hour | 2 hours/level [D] | Close (45 ft.) | V,S,M/DF | Yes | Enchantment (Compulsion) [Mind-Affecting] | PHB: pg.200 |
| <div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Cast in Stone</div> </div> <div> <div>Effect:</div> <div>Any creature within 30 ft that meets your gaze is turned into a mindless, inert stone statue unless it succeeds on Fort Save.</div> </div> | 24 | None and Fort negates; see text | 1 standard action | 1 round/level [D] | Personal | V,S | No | Transmutation | SC: Pg.43 |
| <div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Cure Critical Wounds, Mass</div> </div> <div> <div>Effect:</div> <div>Cures 4d8 +1/level [max +40] damage for many creatures.</div> </div> | 24 | Will half (harmless) or Will half; see text | 1 standard action | Instantaneous | Close (45 ft.) | V,S | Yes (harmless) or Yes | Conjuration (Healing) | PHB: pg.215 |
| <div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Death Ward, Mass</div> </div> <div> <div>Effect:</div> <div>Grants immunity to death spells and negative energy effects to targeted creatures.</div> </div> | 24 | Will negates [harmless] | 1 standard action | 1 minute/level | Close (45 ft.) | V,S,DF | Yes [harmless] | Necromancy | SC: Pg.61 |
| <div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Drown, Mass</div> </div> <div> <div>Effect:</div> <div>As drown, but affects multiple creatures.</div> </div> | 24 | Fortitude negates | 1 standard action | Instantaneous | Close (45 ft.) | V,S | Yes | Conjuration (Creation) [Water] | SC: Pg.74 |
| <div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Elemental Swarm</div> </div> <div> <div>Effect:</div> <div>Summons multiple elementals.</div> </div> | 24 | None | 10 minutes | 10 minutes/level [D] | Medium (190 ft.) | V,S | No | Conjuration (Summoning) | PHB: pg.226 |
| <div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Foresight</div> </div> <div> <div>Effect:</div> <div>'Sixth sense' warns of impending danger.</div> </div> | 24 | None or Will negates (harmless) | 1 standard action | 10 minutes/level | Personal or touch | V,S,M/DF | No or Yes (harmless) | Divination | PHB: pg.233 |
| <div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Nature's Avatar</div> </div> <div> <div>Effect:</div> <div>Target animal gains +10 attack and damage bonus, haste, and 1d8 temporary hit points/caster level.</div> </div> | 24 | Will negates [harmless] | 1 swift action | 1 minute/level | Touch | V,S,DF | Yes [harmless] | Transmutation | SC: Pg.145 |
| <div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Perinarch, Planar</div> </div> <div> <div>Effect:</div> <div>Grants temporary over any morphic or highly morphic terrain.</div> </div> | 24 | None [object] and Reflex negates; see text | 1 standard action | 1 round/level; see text | Close (45 ft.) | V,S,DF | No | Transmutation | SC: Pg.154 |
| <div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Phantom Bear</div> </div> <div> <div>Effect:</div> <div>As phantom wolf; see text</div> </div> | 24 | None | 1 round | Concentration up to 1 round/level | Medium (190 ft.) | V,S,DF | No | Conjuration (Summoning) | SC: Pg.155 |
| <div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Regenerate</div> </div> <div> <div>Effect:</div> <div>Subject's severed limbs grow back, cures 4d8+ +1/level [max +35].</div> </div> | 24 | Fortitude negates (harmless) | 3 full rounds | Instantaneous | Touch | V,S, DF | Yes (harmless) | Conjuration (Healing) | PHB: pg.270 |
| <div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Shadow Landscape</div> </div> <div> <div>Effect:</div> <div>Make an area more dangerous; see text.</div> </div> | 24 | Reflex partial; see text | 1 hour | 24 hours/level [D] | Long (760 ft.) | V,S,DF | Yes | Illusion (Shadow) | SC: Pg.184 |
| <div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Shambler</div> </div> <div> <div>Effect:</div> <div>Summons 1d4+2 shambling mounds to fight for you.</div> </div> | 24 | None | 1 standard action | Seven days or seven months [D]; see text | Medium (190 ft.) | V,S | No | Conjuration (Creation) | PHB: pg.277 |
| <div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Shapechange</div> </div> <div> <div>Effect:</div> <div>Transforms you into any creature, and change forms once per round.</div> </div> | 24 | None | 1 standard action | 10 minutes/level [D] | Personal | V,S,F | No | Transmutation | PHB: pg.277 |
| <div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Storm of Vengeance</div> </div> <div> <div>Effect:</div> <div>Storm rains acid, lightning, and hail.</div> </div> | 24 | See text | 1 round | Concentration [maximum 10 rounds] [D] | Long (760 ft.) | V,S | Yes | Conjuration (Summoning) | PHB: pg.285 |
| <div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Summon Elemental Monolith</div> </div> <div> <div>Effect:</div> <div>Summon monolith to do your bidding.</div> </div> | 24 | None | 1 round | Concentration, up to 1 round/level | Medium (190 ft.) | V,S,M | No | Conjuration (Summoning) [see text] | SC: Pg.214 |
| <div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Summon Nature's Ally IX</div> </div> <div> <div>Effect:</div> <div>Calls creature to fight.</div> </div> | 24 | None | 1 round | 1 round/level [D] | Close (45 ft.) | V,S, DF | No | Conjuration (Summoning) | PHB: pg.289 |
| <div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Sympathy</div> </div> <div> <div>Effect:</div> <div>Object or location attracts certain creatures.</div> </div> | 24 | Will negates; see text | 1 hour | 2 hours/level [D] | Close (45 ft.) | V,S,M | Yes | Enchantment (Compulsion) [Mind-Affecting] | PHB: pg.292 |
| <div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Transmute Rock to Lava</div> </div> <div> <div>Effect:</div> <div>Create lava; those that fail take 20d6 each round; see text.</div> </div> | 24 | Reflex half; see text | 1 standard action | Instantaneous | Medium (190 ft.) | V,S | No | Transmutation [Earth, Fire] | SC: Pg.222 |
| <div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Tsunami</div> </div> <div> <div>Effect:</div> <div>Create a towering tsunami; see text.</div> </div> | 24 | Fortitude partial [object] | 1 round | Concentration, up to 1 round/level [D] | Long (760 ft.) | V,S,M | No | Conjuration (Creation) [Water] | SC: Pg.224 |
| <div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Undermaster</div> </div> <div> <div>Effect:</div> <div>Gain mastery over earth able to cast earth spells; see text</div> </div> | 24 | N/A | 1 standard action | 5 rounds | Personal | V,M | N/A | Transmutation [Earth] | SC: Pg.227 |
| <div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Whirlwind, Greater</div> </div> <div> <div>Effect:</div> <div>More potent version of whirlwind.</div> </div> | 24 | Fortitude partial | 1 standard action | 1 round/level | Medium (190 ft.) | V,S | Yes | Evocation [Air] | SC: Pg.239 |
| * =Domain/Speciality Spell | | | | | | | | | |

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

Notes:

Character Sheet Notes: