

Kali

CHARACTER NAME

d6E 3, Druid

CLASS

3

Character Level

3000 / 6000

EXP / NEXT LEVEL

Kathleen Moyer

PLAYER NAME

Divine Human

RACE

Medium

SIZE

Female

GENDER

700

AGE

None

DEITY

5' 6"

HEIGHT

Blue

EYES

None

REGION

140 lbs.

WEIGHT

Brown

HAIR

Neutral Good

ALIGNMENT

Normal

VISION

POINTS

ABILITY NAME

ABILITY SCORE

EQUIPPED SCORE

ABILITY MODIFIER

ABILITY DAMAGE

PENALTY

STR

Strength

10

+0

DEX

Dexterity

12

+1

CON

Constitution

12

+1

INT

Intelligence

16

+3

WIS

Wisdom

18

+4

CHA

Charisma

10

+0

HP

hit points

17

AC

armor class

15

WOUNDS/CURRENT HP

14

11

10

4

INITIATIVE

modifier

+1

+1

+0

BASE ATTACK

bonus

+2

SAVING THROWS

TOTAL

BASE SAVE

ABILITY

MAGIC

MISC

EPIC

TEMP

Conditional Modifiers

FORTITUDE

(constitution)

+3

=

+2

+

+1

+

+0

+

+0

+

+0

+

REFLEX

(dexterity)

+3

=

+2

+

+1

+

+0

+

+0

+

+0

+

WILL

(wisdom)

+7

=

+3

+

+4

+

+0

+

+0

+

+0

+

MELEE

attack bonus

TOTAL

+2

=

BASE ATTACK BONUS

+2

+

STAT

+0

+

SIZE

+0

+

MISC

+0

+

EPIC

+0

+

TEMP

RANGED

attack bonus

+3

=

+2

+

+1

+

+0

+

+0

+

+0

+

GRAPPLE

attack bonus

+2

=

+2

+

+0

+

+0

+

+0

+

+0

+

Spirit Weapon - Ranged

TOTAL ATTACK BONUS

DAMAGE

CRITICAL

RANGE

+3

1d6+0

20/x2

50

*Quarterstaff (Darkwood)

HAND

TYPE

SIZE

CRITICAL

REACH

Both

B/B

M

20/x2

5 ft.

TOTAL ATTACK BONUS

DAMAGE

+3

1d6

Special Properties

10hp/inch and 5 hardness

ARMOR

TYPE

AC

MAXDEX

CHECK

SPELL FAILURE

*Chain Shirt

Light

+4

+4

-2

20

TOTAL SKILLPOINTS: 36

SKILL NAME

SKILL KEY ABILITY

SKILL MODIFIER

ABILITY MODIFIER

RANKS

MISC MODIFIER

✓ Acrobatics

DEX

-1

=

1

+

-2

✓ Appraise

INT

3

=

3

✓ Arcana

INT

10

=

3

+

5

+

2

✓ Athletics

STR

0

=

0

+

2

+

-2

✓ Athletics (Swim)

STR

-2

=

0

+

[2]

+

-4

✓ Craft (Untrained)

INT

3

=

3

✓ Deception

CHA

-2

=

0

+

-2

✓ Endurance

CON

5

=

1

+

6

+

-2

✓ Gather Information

CHA

-2

=

0

+

-2

✓ Heal

WIS

4

=

4

✓ Insight

WIS

10

=

4

+

6

✓ Nature

INT

8

=

3

+

5

✓ Perception

WIS

10

=

4

+

6

✓ Persuasion

CHA

-2

=

0

+

-2

✓ Persuasion (Diplomacy)

CHA

0

=

0

✓ Ride

DEX

1

=

1

✓ Stealth

DEX

-1

=

1

+

-2

✓ Survival

WIS

6

=

4

+

2

✓ Survival (Find or follow tracks)

WIS

8

=

4

+

4

✓ Thievery

DEX

1

=

1

✓ Use Rope

DEX

1

=

1

=

+

+

=

+

+

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

EQUIPMENT					
ITEM	LOCATION	QTY	WT	COST	
Chain Shirt	Equipped	1	25.0	100.0	
Quarterstaff (Darkwood)	Equipped	1	2.0	640.0	
10hp/inch and 5 hardness					
TOTAL WEIGHT CARRIED/VALUE			27 lbs.740.0 gp		

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

LANGUAGES					
Auran, Common, Draconic, Druidic, Elven					

Special Attacks	
Warcraft	[Eclipse, p.10]
+2 BAB	

Special Qualities	
Death and Dying	[Eclipse]
Disabled 0 HP till -1, Dying -2 and Dead -13	
Armor Proficiency (Light)	[Eclipse, p.49]
Proficient with Light Armors	
Human Skill Bonus	[MM]
Humans gain 1 extra skill point per level.	
Weapon Proficiency (All Simple Weapons)	[Eclipse, p.49]
Grants Proficiency with all simple weapons.	

Recurring Bonuses	
Duties (GM)	[Eclipse, p.17]
You have duties. Grants 2 CP per level. [+6 total CP].	

DISADVANTAGES	
Hallucinations, Flashbacks, and Visions (Kali is plagued by nightmares of her family's death when she sleeps. Survivor's guilt.)	[Eclipse, p.19]
You have visions or flashbacks.	
Inept (Charisma)	[Eclipse, p.19]
You have a -2 to selected group of skills.	
Secret (Kali's clan was hunted by other races who viewed their innate connection to the gods badly. As the last one, she is highly inclined to not tell anyone, as it may cause her to become hunted again.)	[Eclipse, p.19]
You have a secret.	

Spell Caster Information	
Spell Points	[Eclipse]
Druid	[Eclipse, p.11]
Druid Level 5, Casterlevel is 5	

Eclipse Abilities	
Character Points Total	[Eclipse]
Character Points Total 130, Bonus Feats have added 18 CP, Disadvantages have added 10 CP, Duties adds 6 CP, HD 6 deducts 6 CP	
Augmented Magic (+1 caster level for electricity-based spells)	[Eclipse, p.25]
+1 bonus on an aspect (usually Caster Level or damage per die) of a specific type of spell or under particular circumstances.	
Augmented Magic ~ +1 Caster Level to Electricity Based Spells	[Eclipse]
+1 Caster Level for Electricity based Spells	
Augmented Magic ~ +1 to Damage Die for Electricity Based Spells	[Eclipse]
[Not Calculated] Grants an additional die of damage for Electricity based spells	
Additional Natural Magic Form	[Eclipse, p.36]
Reality Editing	[Eclipse, p.36]
You may spend Mana to add details to the setting the GM has described. A minor detail consistent with the setting (say, a convenient tapestry or chandelier in the castle hall) costs 1-3 Mana. Notable, but plausible, additions (say a weak link in the chains or a handy display of weapons on a castle wall) cost 3-5. Major, unlikely, additions (a handy secret passage in your palace, a rescue party showing up two days early) cost 5-10 if the GM opts to allow them at all. Reality editing is always subject to GM approval. GM's who are quick-thinking and extremely flexible may opt to allow Grandiose additions. Be warned; even at a cost of 9-15 Mana this has the effect of turning over much of the plot and mood of the game to the players.	
Resilience	[Eclipse, p.36]
You may spend Mana to counteract or buy off attribute drains or damage at a 1 to 1 ratio, level drains at 2 Mana per level drained, and to resist mindaffecting powers at 2/3/4/6 Mana for effects of levels 0- 3/4-6/7-8/9. This is especially popular in Martial Arts based games (see page 80).	
Spirit Weapon / Ranged (Electrical)	[Eclipse, p.55]
(9 CP). With Spirit Weapon, the character may manifest a personal-use weapon which does subdual or lethal damage. The character picks either subdual or physical, not both, and the user also chooses slashing, piercing, crushing, a magical energy type, or a non-magical energy for the damage type. Most characters who take this also purchase Imbuement (page 53). The weapon may be any the user is proficient with including unarmed strikes. Unarmed strikes bought with the Spirit Weapon power are considered armed attacks. Spirit Weapon damage may be upgraded as per Martial Arts., Damage dealt 0d0	
Spirit Weapon / Exotic Appearance	[Eclipse, p.55]
(+3 CP) upgrades the Spirit Weapon to look like almost anything the user desires, such as "Bolts of Black Lighting" rather than a short bow.	
Timeless Body	[Eclipse, p.46]
(3 CP). You no longer age, do not suffer aging penalties (although benefits still accrue), and will not die naturally until reaching your maximum racial lifespan. Cosmetic aging may or may not continue at the option of the user. Most characters simply look the same for the rest of their lives, but sages and ancient kung-fu masters are notorious for looking fantastically aged. Timeless Body is free in games based around hacking monsters to bits each week with little-to no downtime.	

PROFICIENCIES	
Chakram, Club, Crossbow (Heavy), Crossbow (Light), Cutlass, Dagger, Dagger (Punching), Dart, Gauntlet, Gauntlet (Spiked), Giant Rock, Grapple, Halbspear, Hoopak, Javelin, Keyblade, Laser, Longspear, Mace (Heavy), Mace (Light), Magister's Staff, Maul, Morningstar, Quarterstaff, Scourge, Shortspear, Sickle, Skirt Blades, Sling, Spear, Spells(Ray), Sword Staff, Unarmed, Unarmed Strike	

TEMPLATES	
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Druid Spells

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

LEVEL 0

Name	Save Information	Time	Duration	Range	Comp.	Source
□□□□□ Create Water <i>School:</i> Conjuration (Creation) [Water] <i>Effect:</i> Creates 2 gallons/level of pure water.	SR: No	Standard Action	Instantaneous	Close (35 ft.)	V,S	PHB: p.215
□□□□□ Cure Minor Wounds <i>School:</i> Conjuration (Healing) <i>Effect:</i> Cures 1 point of damage.	DC: 14, Will half (harmless); see text SR: Yes (harmless); see text	Standard Action	Instantaneous	Touch	V,S	PHB: p.216
□□□□□ Dawn <i>School:</i> Abjuration <i>Effect:</i> Awakens sleeping creatures and those knocked out from nonlethal damage [but staggered].	DC: 14, Fortitude negates [harmless] SR: Yes [harmless]	1 swift action	Instantaneous	15 ft.	V	SC: p.59
□□□□□ Detect Magic <i>School:</i> Divination <i>Effect:</i> Detects spells and magic items within 60 ft.	SR: No	Standard Action	Concentration, up to 1 minutes/level [D]	60 ft.	V,S	PHB: p.219
□□□□□ Detect Poison <i>School:</i> Divination <i>Effect:</i> Detects poison in one creature or small object.	SR: No	Standard Action	Instantaneous	Close (35 ft.)	V,S	PHB: p.219
□□□□□ Flare <i>School:</i> Evocation [Light] <i>Effect:</i> Dazzles one creature [-1 on attack rolls].	DC: 14, Fortitude negates SR: Yes	Standard Action	Instantaneous	Close (35 ft.)	V	PHB: p.232
□□□□□ Guidance <i>School:</i> Divination <i>Effect:</i> +1 on one attack roll, saving throw, or skill check.	DC: 14, Will negates (harmless) SR: Yes	Standard Action	1 minute or until discharged	Touch	V,S	PHB: p.238
□□□□□ Know Direction <i>School:</i> Divination <i>Effect:</i> You discern north.	SR: No	Standard Action	Instantaneous	Personal	V,S	PHB: p.246
□□□□□ Light <i>School:</i> Evocation [Light] <i>Effect:</i> Object shines like a torch.	SR: No	Standard Action	10 minutes/level [D]	Touch	V, M/DF	PHB: p.248
□□□□□ Mending <i>School:</i> Transmutation <i>Effect:</i> Makes minor repairs on an object.	DC: 14, Will negates (harmless, object) SR: Yes (harmless, object)	Standard Action	Instantaneous	10 ft.	V,S	PHB: p.253
□□□□□ Naturewatch <i>School:</i> Necromancy <i>Effect:</i> Same as deathwatch but only functions on plants and animals; see text.	SR: No	1 standard action	10 minutes/level	30 ft.	S	SC: p.146
□□□□□ Purify Food and Drink <i>School:</i> Transmutation <i>Effect:</i> Purifies 1 cu. ft./level of food or water.	DC: 14, Will negates (object) SR: Yes (object)	Standard Action	Instantaneous	10 ft.	V,S	PHB: p.267
□□□□□ Read Magic <i>School:</i> Divination <i>Effect:</i> Read scrolls and spellbooks.	SR: No	Standard Action	10 minutes/level	Personal	V,S,F	PHB: p.269
□□□□□ Resistance <i>School:</i> Abjuration <i>Effect:</i> You imbue the subject with magical energy that protects it from harm, granting it a +1 resistance bonus on saves. Resistance can be made permanent with a permanency spell. Arcane Material - Component A miniature cloak.	DC: 14, Will negates (harmless) SR: Yes (harmless)	Standard Action	1 minute	Touch	V,S,M/DF	PHB: p.272
□□□□□ Virtue <i>School:</i> Transmutation <i>Effect:</i> Subject gains 1 temporary hp.	DC: 14, Fortitude negates (harmless) SR: Yes (harmless)	Standard Action	1 min.	Touch	V,S, DF	PHB: p.298

LEVEL 1

Name	Save Information	Time	Duration	Range	Comp.	Source
□□□□□ Animate Fire <i>School:</i> Transmutation [Fire] <i>Effect:</i> Create a small fire elemental.	SR: No	1 round	Concentration, up to 1 round/level [D]	Close (35 ft.)	V,S,M	SC: p.12
□□□□□ Animate Water <i>School:</i> Transmutation [Water] <i>Effect:</i> Create a small water elemental.	SR: No	1 round	Concentration, up to 1 round/level [D]	Close (35 ft.)	V,S,M	SC: p.13
□□□□□ Animate Wood <i>School:</i> Transmutation <i>Effect:</i> Animates a wooden object to attack who you designate.	SR: No	1 round	Concentration, up to 1 round/level [D]	Touch	V,S,M	SC: p.13
□□□□□ Aspect of the Wolf <i>School:</i> Transmutation <i>Effect:</i> You assume the physical appearance and many of the qualities of a wolf.	DC: 15, N/A SR: N/A	1 standard action	10 minutes/level	Personal	V,S,M/DF	SC: p.16
□□□□□ Aura Against Flame <i>School:</i> Abjuration <i>Effect:</i> Protects against first 10 points of fire damage, it also extinguishes flames; see text.	DC: 15, N/A SR: N/A	1 standard action	1 round/level	Personal	V,S	SC: p.18
□□□□□ Babau Slime <i>School:</i> Transmutation <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.	DC: 15, Fortitude negates [harmless] SR: Yes [harmless]	1 standard action	1 minute/level	Touch	V,S,M/DF	SC: p.22
□□□□□ Beast Claws <i>School:</i> Transmutation <i>Effect:</i> Change your hands into claws. Damage 1d4; Threat range 19-20. See text.	DC: 15, N/A SR: N/A	1 Standard Action	1 hour/level	Personal	V,S,M	SC: p.25
□□□□□ Beastland Ferocity <i>School:</i> Evocation [Electricity] <i>Effect:</i> Subject continues to fight even at -1 to -9 and gains +4 enhancement to Str.	DC: 15, Fortitude negates [harmless] SR: Yes [harmless]	1 standard action	1 minute/level	Touch	V,S,DF	SC: p.25
□□□□□ Beget Bogun <i>School:</i> Conjuration (Creation) <i>Effect:</i> Creates a natural homunculus.	SR: No	1 standard action	Instantaneous	Touch	V,S,M,XP	SC: p.26
□□□□□ Branch to Branch <i>School:</i> Transmutation <i>Effect:</i> Gain +10 competence bonus on Climb checks made in trees, also allows for brachiation.	DC: 15, N/A SR: N/A	1 standard action	1 hour/level [D]	Personal	V,S	SC: p.38
□□□□□ Breath of the Jungle <i>School:</i> Transmutation <i>Effect:</i> DC of saves vs. poison or disease increases by 2	SR: No	1 standard action	1 minute/level	Medium (150 ft.)	V,S,DF	SC: p.39
□□□□□ Buoyant Lifting <i>School:</i> Evocation <i>Effect:</i> Travel to the surface at 60 ft/round.	SR: No	1 immediate action	1 minute/level [D]; see text	Close (35 ft.)	S,DF	SC: p.40
□□□□□ Calm Animals <i>School:</i> Enchantment (Compulsion) [Mind-Affecting] <i>Effect:</i> Calms 2d4 + 1/level HD of animals.	DC: 15, Will negates; see text SR: Yes	Standard Action	1 minute/level	Close (35 ft.)	V,S	PHB: p.207
□□□□□ Camouflage <i>School:</i> Transmutation	DC: 15, N/A SR: N/A	1 standard action	10 minutes/level	Personal	V,S	SC: p.43

Druid Spells

<i>Effect:</i> Gain +10 circumstance bonus on Hide checks.						
☐☐☐☐☐ Charm Animal	DC: 15, Will negates	Standard Action	1 hour/level	Close (35 ft.)	V,S	PHB: p.208
<i>School:</i> Enchantment (Charm) [Mind-Affecting]	<i>SR:</i> Yes	<i>Target:</i> One animal		<i>Caster Level:</i> 5		
<i>Effect:</i> Makes one animal your friend.						
☐☐☐☐☐ Claws of the Bear	DC: 15, N/A	1 standard action	1 round/level	Personal	V,S	SC: p.47
<i>School:</i> Transmutation	<i>SR:</i> N/A	<i>Target:</i> You		<i>Caster Level:</i> 5		
<i>Effect:</i> Your hands become natural weapons that deal 1d8 with each attack.						
☐☐☐☐☐ Climb Walls	DC: 15, Will negates [harmless]	1 standard action	1 minute/level [D]	Touch	V,S,M	SC: p.47
<i>School:</i> Transmutation	<i>SR:</i> Yes [harmless]	<i>Target:</i> Creature touched		<i>Caster Level:</i> 5		
<i>Effect:</i> Gain +10 enhancement bonus on climb check. Bonus increases to +20 @5th level and +30 @9th level.						
☐☐☐☐☐ Cloudburst		1 round	10 minutes/level [D]	Long (600 ft.)	V,S	SC: p.49
<i>School:</i> Evocation (Water)	<i>SR:</i> No	<i>Target:</i> 100-ft.-radius emanation		<i>Caster Level:</i> 5		
<i>Effect:</i> Heavy rain reduces visibility. -4 Spot & Search.						
☐☐☐☐☐ Cold Fire	DC: 15, No [fire] or Fortitude half	1 standard action	1 minute/level [fire source] or Instantaneous [creature]	Close (35 ft.)	V,S,DF	SC: p.50
<i>School:</i> Transmutation [Cold]	<i>SR:</i> Yes [creature]	<i>Target:</i> One fire source [up to a 20-ft. cube] or one creature; see text		<i>Caster Level:</i> 5		
<i>Effect:</i> Flames deal cold damage; see text						
☐☐☐☐☐ Crabwalk		1 standard action	1 minute/level	Touch	V,S,M	SC: p.53
<i>School:</i> Transmutation [Cold]	<i>SR:</i> No	<i>Target:</i> Creature touched		<i>Caster Level:</i> 5		
<i>Effect:</i> When the subject charges, it gains +4 to attack roll and no penalty to AC. Only affects first attack.						
☐☐☐☐☐ Cure Light Wounds	DC: 15, Will half (harmless); see text	Standard Action	Instantaneous	Touch	V,S	PHB: p.215
<i>School:</i> Conjunction (Healing)	<i>SR:</i> Yes (harmless); see text	<i>Target:</i> Creature touched		<i>Caster Level:</i> 5		
<i>Effect:</i> Cures 1d8 +1/level [max +5] damage.						
☐☐☐☐☐ Deep Breath	DC: 15, N/A	1 immediate action	1 round/level	Personal	V	SC: p.61
<i>School:</i> Conjunction (Creation) [Air]	<i>SR:</i> N/A	<i>Target:</i> You		<i>Caster Level:</i> 5		
<i>Effect:</i> Your lungs are constantly filled with air for the duration of the spell.						
☐☐☐☐☐ Delay Disease	DC: 15, Will negates [harmless]	1 standard action	24 hours	Touch	V,S,DF	SC: p.63
<i>School:</i> Conjunction (Healing)	<i>SR:</i> Yes [harmless]	<i>Target:</i> Creature touched		<i>Caster Level:</i> 5		
<i>Effect:</i> Halts any nonmagical disease for the duration of the spell.						
☐☐☐☐☐ Detect Animals or Plants		Standard Action	Concentration, up to 10 minutes/level [D]	Long (600 ft.)	V,S	PHB: p.218
<i>School:</i> Divination	<i>SR:</i> No	<i>Target:</i> Cone-shaped emanation		<i>Caster Level:</i> 5		
<i>Effect:</i> Detects kinds of animals or plants.						
☐☐☐☐☐ Detect Snares and Pits		Standard Action	Concentration, up to 10 minutes/level [D]	60 ft.	V,S	PHB: p.220
<i>School:</i> Divination	<i>SR:</i> No	<i>Target:</i> Cone-shaped emanation		<i>Caster Level:</i> 5		
<i>Effect:</i> Reveals natural or primitive traps.						
☐☐☐☐☐ Endure Elements	DC: 15, Will negates (harmless)	Standard Action	24 hours	Touch	V,S	PHB: p.226
<i>School:</i> Abjuration	<i>SR:</i> Yes (harmless)	<i>Target:</i> Creature touched		<i>Caster Level:</i> 5		
<i>Effect:</i> Exist comfortably in hot or cold environments.						
☐☐☐☐☐ Enrage Animal		1 standard action	Concentration +1 round/level	Medium (150 ft.)	V,S	SC: p.81
<i>School:</i> Enchantment (Compulsion) [Mind-Affecting]	<i>SR:</i> Yes	<i>Target:</i> One animal		<i>Caster Level:</i> 5		
<i>Effect:</i> Grants +4 morale bonus to Str, Con, Will Saves & -2 penalty to AC to affected animal.						
☐☐☐☐☐ Entangle	DC: 15, Reflex partial; see text	Standard Action	1 minute/level [D]	Long (600 ft.)	V,S, DF	PHB: p.227
<i>School:</i> Transmutation	<i>SR:</i> No	<i>Target:</i> Plants in a 40-ft.-radius spread		<i>Caster Level:</i> 5		
<i>Effect:</i> Plants entangle everyone in 40-ft.-radius circle.						
☐☐☐☐☐ Faerie Fire		Standard Action	1 minute/level [D]	Long (600 ft.)	V,S, DF	PHB: p.229
<i>School:</i> Evocation [Light]	<i>SR:</i> Yes	<i>Target:</i> Creatures and objects within a 5-ft.-radius burst		<i>Caster Level:</i> 5		
<i>Effect:</i> A pale glow surrounds and outlines the subjects. Outlined subjects shed light as candles. Outlined creatures do not benefit from the concealment normally provided by darkness [though a 2nd-level or higher magical darkness effect functions normally], blur, displacement, invisibility, or similar effects. The light is too dim to have any special effect on undead or dark-dwelling creatures vulnerable to light. The faerie fire can be blue, green, or violet, according to your choice at the time of casting. The faerie fire does not cause any harm to the objects or creatures thus outlined.						
☐☐☐☐☐ Foundation of Stone		1 standard action	1 round/level	Close (35 ft.)	V,M	SC: p.99
<i>School:</i> Transmutation [Earth]	<i>SR:</i> Yes [harmless]	<i>Target:</i> One creature/level, no two of which are more than 30 ft. apart		<i>Caster Level:</i> 5		
<i>Effect:</i> As long as subjects don't move they gain +2 AC and +4 to Str against bull rush.						
☐☐☐☐☐ Goodberry		Standard Action	1 day/level	Touch	V,S, DF	PHB: p.237
<i>School:</i> Transmutation	<i>SR:</i> Yes	<i>Target:</i> 2d4 fresh berries touched		<i>Caster Level:</i> 5		
<i>Effect:</i> 2d4 berries each cure 1 hp [max 8 hp/24 hours].						
☐☐☐☐☐ Hawkeye	DC: 15, N/A	1 standard action	10 minutes/level [D]	Personal	V	SC: p.110
<i>School:</i> Transmutation	<i>SR:</i> N/A	<i>Target:</i> You		<i>Caster Level:</i> 5		
<i>Effect:</i> Increases range increment by 50% and +5 competence bonus on Spot checks.						
☐☐☐☐☐ Healthful Rest	DC: 15, Will negates [harmless]	10 minutes	24 hours	Close (35 ft.)	V,S	SC: p.111
<i>School:</i> Conjunction (Healing)	<i>SR:</i> Yes [harmless]	<i>Target:</i> One creature/level, no two of which can be more than 30 feet apart		<i>Caster Level:</i> 5		
<i>Effect:</i> Doubles the natural healing rate.						
☐☐☐☐☐ Hide from Animals	DC: 15, Will negates (harmless)	Standard Action	10 minutes/level [D]	Touch	S, DF	PHB: p.241
<i>School:</i> Abjuration	<i>SR:</i> Yes	<i>Target:</i> 1 creature/level touched		<i>Caster Level:</i> 5		
<i>Effect:</i> Animals can't perceive 1 subject/level.						
☐☐☐☐☐ Horrible Taste	DC: 15, Fortitude negates; see text	1 standard action	10 minutes/level	Touch	V,S,M	SC: p.116
<i>School:</i> Transmutation	<i>SR:</i> No	<i>Target:</i> Creature or object touched		<i>Caster Level:</i> 5		
<i>Effect:</i> Animals must save after biting or refuse to bite the subject.						
☐☐☐☐☐ Jump	DC: 15, Will negates (harmless)	Standard Action	1 minute/level [D]	Touch	V,S,M	PHB: p.246
<i>School:</i> Transmutation	<i>SR:</i> Yes	<i>Target:</i> Creature touched		<i>Caster Level:</i> 5		
<i>Effect:</i> Subject gets bonus on Jump checks.						
☐☐☐☐☐ Junglerazer	DC: 15, Reflex half	1 standard action	Instantaneous	120 ft.	V,S,M	SC: p.127
<i>School:</i> Necromancy	<i>SR:</i> Yes	<i>Target:</i> 120-ft. line		<i>Caster Level:</i> 5		
<i>Effect:</i> Fey, vermin, plants and plant creatures and animals caught in the area take 1d10/caster level [max 10d10] negative energy.						
☐☐☐☐☐ Longstrider		Standard Action	1 hour/level [D]	Personal	V,S,M	PHB: p.249
<i>School:</i> Transmutation	<i>SR:</i> No	<i>Target:</i> You		<i>Caster Level:</i> 5		
<i>Effect:</i> Increases your speed.						
☐☐☐☐☐ Low-light Vision	DC: 15, Will negates [harmless]	1 standard action	1 hour/level	Touch	V,M	SC: p.134
<i>School:</i> Transmutation	<i>SR:</i> Yes [harmless]	<i>Target:</i> Creature touched		<i>Caster Level:</i> 5		
<i>Effect:</i> Target gains low-light vision.						
☐☐☐☐☐ Magic Fang	DC: 15, Will negates (harmless)	Standard Action	1 minute/level	Touch	V,S, DF	PHB: p.250
<i>School:</i> Transmutation	<i>SR:</i> Yes (harmless)	<i>Target:</i> Living creature touched		<i>Caster Level:</i> 5		
<i>Effect:</i> One natural weapon of subject creature gets +1 on attack and damage rolls.						
☐☐☐☐☐ Magic Stone	DC: 15, Will negates (harmless, object)	Standard Action	30 minutes or until discharged	Touch	V,S, DF	PHB: p.251
<i>School:</i> Transmutation	<i>SR:</i> Yes (harmless, object)	<i>Target:</i> Up to three pebbles touched		<i>Caster Level:</i> 5		
<i>Effect:</i> Three stones gain +1 on attack rolls, deal 1d6+1 damage.						
☐☐☐☐☐ Obscuring Mist		Standard Action	1 minute/level	20 ft.	V,S	PHB: p.258
<i>School:</i> Conjunction (Creation)	<i>SR:</i> No	<i>Target:</i> Cloud spreads in 20-ft. radius from you, 20 ft. high		<i>Caster Level:</i> 5		
<i>Effect:</i> Fog surrounds you.						
☐☐☐☐☐ Omen of Peril	DC: 15, N/A	1 round	Instantaneous	Personal	V,F	SC: p.149
<i>School:</i> Divination	<i>SR:</i> N/A	<i>Target:</i> You		<i>Caster Level:</i> 5		
<i>Effect:</i> Brief supplication gives you a vision that hints at how dangerous the immediate future is likely to be.; see text.						
☐☐☐☐☐ Pass without Trace	DC: 15, Will negates (harmless)	Standard Action	1 hour/level [D]	Touch	V,S, DF	PHB: p.259
<i>School:</i> Transmutation	<i>SR:</i> Yes (harmless)	<i>Target:</i> 1 creature/level touched		<i>Caster Level:</i> 5		
<i>Effect:</i> 1 subject/level leaves no tracks.						
☐☐☐☐☐ Produce Flame		Standard Action	1 minute/level [D]	0 ft.	V,S	PHB: p.265
<i>School:</i> Evocation [Fire]	<i>SR:</i> Yes	<i>Target:</i> Flame in your palm		<i>Caster Level:</i> 5		
<i>Effect:</i> 1d6 +1/level [max +5] damage, touch or thrown.						
		* =Domain/Specialty Spell				

Druid Spells

<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Raging Flame</div> </div> <div> <div>School: Transmutation [Fire]</div> <div>SR: No</div> <div>Effect: Causes existing fire to double their heat and radiance; see text.</div> </div>		1 standard action	1 minute	Medium (150 ft.)	V,S	SC: p.164
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Ram's Might</div> </div> <div> <div>School: Transmutation</div> <div>SR: N/A</div> <div>Effect: Your hands harden +2 bonus to Str, inflict lethal damage, and you are considered armed.</div> </div>	DC: 15, N/A	1 standard action	1 minute/level	Personal	V,S	SC: p.166
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Rapid Burrowing</div> </div> <div> <div>School: Transmutation</div> <div>SR: Yes [harmless]</div> <div>Effect: Improves existing burrow speed by 20 ft.</div> </div>	DC: 15, Fortitude negates [harmless]	1 standard action	10 minutes/level	Touch	V,S,DF	SC: p.166
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Remove Scent</div> </div> <div> <div>School: Transmutation</div> <div>SR: Yes</div> <div>Effect: Hides the scent of the affected creature or removes potent affects from creatures such as ghosts or troglodytes.</div> </div>	DC: 15, Will negates	1 standard action	10 minutes/level	Touch	V,S,M	SC: p.173
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Resist Planar Alignment</div> </div> <div> <div>School: Abjuration</div> <div>SR: Yes [harmless]</div> <div>Effect: Grants limited protection from a plane's alignment traits; see text.</div> </div>	DC: 15, Will negates [harmless]	1 standard action	1 round/level	Touch	V,S,DF	SC: p.174
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Sandblast</div> </div> <div> <div>School: Evocation</div> <div>SR: Yes</div> <div>Effect: Creatures in area take 1d6 nonlethal damage, any creature that fails the save is also stunned for 1 round.</div> </div>	DC: 15, Reflex half	1 standard action	Instantaneous	10 ft.	V,S,DF	SC: p.180
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Shillelagh</div> </div> <div> <div>School: Transmutation</div> <div>SR: Yes (object)</div> <div>Effect: Cudgel or quarterstaff becomes +1 weapon dealing damage as if two size categories larger for 1 minutes/level.</div> </div>	DC: 15, Will negates (object)	Standard Action	1 minute/level	Touch	V,S, DF	PHB: p.278
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Slow Burn</div> </div> <div> <div>School: Transmutation [Fire]</div> <div>SR: No</div> <div>Effect: Doubles the amount of time to put out a fire; see text.</div> </div>		1 standard action	1 minute	Medium (150 ft.)	V,S,M/DF	SC: p.192
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Snake's Swiftess</div> </div> <div> <div>School: Transmutation</div> <div>SR: Yes [harmless]</div> <div>Effect: Subject may make another single attack melee or ranged; see text.</div> </div>	DC: 15, Will negates [harmless]	1 standard action	Instantaneous	Close (35 ft.)	V,S,M/DF	SC: p.193
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Snowshoes</div> </div> <div> <div>School: Transmutation</div> <div>SR: Yes [harmless]</div> <div>Effect: Speed increases by 10 ft. and no Balance checks or Reflex required to walk on snow.</div> </div>	DC: 15, Will negates [harmless]	1 standard action	1 hour/level [D]	Touch	V,S	SC: p.194
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Speak with Animals</div> </div> <div> <div>School: Divination</div> <div>SR: No</div> <div>Effect: You can communicate with animals.</div> </div>		Standard Action	1 minute/level	Personal	V,S	PHB: p.281
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Summon Nature's Ally I</div> </div> <div> <div>School: Conjururation (Summoning)</div> <div>SR: No</div> <div>Effect: Calls creature to fight.</div> </div>		1 round	1 round/level [D]	Close (35 ft.)	V,S, DF	PHB: p.288
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Surefooted Stride</div> </div> <div> <div>School: Transmutation</div> <div>SR: No</div> <div>Effect: Move through difficult terrain at full speed. Gain +2 Climb checks.</div> </div>		1 standard action	1 minute/level	Personal	V,S	SC: p.216
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Thunderhead</div> </div> <div> <div>School: Evocation [Electricity]</div> <div>SR: Yes</div> <div>Effect: Minature 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.</div> </div>	DC: 15, Reflex negates; see text	1 standard action	1 round/level	Close (40 ft.)	V,S,M	SC: p.219
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Traveler's Mount</div> </div> <div> <div>School: Transmutation</div> <div>SR: Yes</div> <div>Effect: +10 feet enhancement bonus to speed but cannot attack during the duration of the spell.</div> </div>	DC: 15, Will negates	1 standard action	1 hour/level	Touch	V,S	SC: p.223
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Updraft</div> </div> <div> <div>School: Conjururation (Creation) [Air]</div> <div>SR: N/A</div> <div>Effect: Gain 10 ft. per level of altitude, and then gently float back to the ground.</div> </div>	DC: 15, N/A	1 swift action	Instantaneous	Personal	V,S,M	SC: p.228
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Vigor, Lesser</div> </div> <div> <div>School: Conjururation (Healing)</div> <div>SR: Yes [harmless]</div> <div>Effect: Grants target fast healing ability for the duration of the spell. Heals 1 hp automatically per round.</div> </div>	DC: 15, Will negates [harmless]	1 standard action	10 rounds + 1 round/level [max 15]	Touch	V,S	SC: p.229
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Vine Strike</div> </div> <div> <div>School: Divination</div> <div>SR: N/A</div> <div>Effect: Allows sneak attacks against plants if you already have the ability.</div> </div>	DC: 15, N/A	1 swift action	1 round	Personal	V,DF	SC: p.230
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Wall of Smoke</div> </div> <div> <div>School: Conjururation (Creation)</div> <div>SR: No</div> <div>Effect: This spell creates a thin wall of black smoke. The wall is stationary once created. The wall blocks sight to a limited degree. Creatures on opposite sides of the wall that cannot see over it gain concealment from each other. A creature can pass through a wall of smoke, but it must make a Fortitude save to avoid being nauseated for 1 round. A moderate wind 11, such as from a gust of wind spell, destroys the wall in 1 round. This spell does not function underwater.</div> </div>	DC: 15, Fortitude partial; see text	1 standard action	1 round/level	Close (35 ft.)	V,S	SC: p.235
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Wings of the Sea</div> </div> <div> <div>School: Transmutation</div> <div>SR: Yes [harmless]</div> <div>Effect: Increases creatures swim speed by 30 ft.</div> </div>	DC: 15, Fortitude negates [harmless]	1 standard action	1 minute/level	Touch	S,M	SC: p.240
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Winter Chill</div> </div> <div> <div>School: Transmutation [Cold]</div> <div>SR: Yes</div> <div>Effect: Creature must succeed on save or take 1d6 points of cold damage and become fatigued.</div> </div>	DC: 15, Fortitude negates	1 standard action	Instantaneous	Close (35 ft.)	V,S	SC: p.241
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Wood Wose</div> </div> <div> <div>School: Conjururation (Creation)</div> <div>SR: No</div> <div>Effect: Summon minor nature spirit to perform simple natural tasks.</div> </div>		1 standard action	1 hour/level	Close (35 ft.)	V,S,DF	SC: p.242

LEVEL 2

Name	Save Information	Time	Duration	Range	Comp.	Source
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Align Fang</div> </div> <div> <div>School: Transmutation</div> <div>SR: Yes [harmless]</div> <div>Effect: Aligns a creature's natural weapon to good-,evil-,lawful-,or chaotic.</div> </div>	DC: 16, Will negates [harmless]	1 standard action	1 minute/level	Touch	V,S,DF	SC: p.9
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Animalistic Power</div> </div> <div> <div>School: Transmutation</div> <div>SR: Yes [harmless]</div> <div>Effect: Subject is imbued with +2 to Strength, Dexterity and Constitution.</div> </div>	DC: 16, Will negates [harmless]	1 standard action	1 minute/level	Touch	V,S,M	PHB II: p.101
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Animal Messenger</div> </div> <div> <div>School: Enchantment (Compulsion) [Mind-Affecting]</div> <div>SR: Yes</div> <div>Effect: Sends a Tiny animal to a specific place.</div> </div>	DC: 16, None; see text	Standard Action	1 day/level	Close (35 ft.)	V,S,M	PHB: p.198
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Animal Trance</div> </div> <div> <div>School: Enchantment (Compulsion) [Mind-Affecting, Sonic]</div> <div>SR: Yes</div> <div>Effect: Fascinates 2d6 HD of animals.</div> </div>	DC: 16, Will negates; see text	Standard Action	Concentration	Close (35 ft.)	V,S	PHB: p.198
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Avoid Planar Effects</div> </div> <div> <div>School: Abjuration</div> <div>SR: Yes [harmless]</div> <div>Effect: Gain temporary respite from the natural effects of a specific plane.</div> </div>		1 immediate action	1 minute/level	20 ft.	V	SC: p.19
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Balancing Lorecall</div> </div> <div> <div>School: Divination</div> <div>SR: N/A</div> <div>Effect: Gain +4 insight bonus to balance bonus; see text.</div> </div>	DC: 16, N/A	1 standard action	1 minute/level [D]	Personal	V,S,M/DF	SC: p.23
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Barkskin</div> </div> <div> <div>School: Transmutation</div> <div>SR: Yes (harmless)</div> <div>Effect: Grants +2 Enhancement bonus to natural armor. Additional +1 per three levels above 3rd [max +5 at 12th level]</div> </div>		Standard Action	10 minutes/level	Touch	V,S, DF	PHB: p.203
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Bear's Endurance</div> </div> <div> <div>School: Transmutation</div> <div>SR: Yes</div> <div>Effect: Subject gains +4 to Con for 1 minutes/level.</div> </div>	DC: 16, Will negates (harmless)	Standard Action	1 minute/level	Touch	V,S, DF	PHB: p.203
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Binding Winds</div> </div> <div> <div>School: Evocation [Air]</div> <div>SR: Yes</div> <div>Effect: Subject can act normally, but it cannot move from it's current location.</div> </div>	DC: 16, Reflex negates	1 standard action	Concentration	Medium (150 ft.)	V,S	SC: p.27

* =Domain/Specialty Spell

Druid Spells

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<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> </div> <div>Blinding Spittle</div> <div>School: Transmutation</div> <div>Effect: Spit caustic saliva into foes eyes on successful ranged touch attack. Causes -4 penalty to attack roll.</div>	<div>SR: Yes</div>	<div>1 standard action</div> <div>Instantaneous</div> <div>Target: One missile of spit</div>	<div>Close (35 ft.)</div> <div></div>	<div>V,S</div> <div>Caster Level: 5</div>	<div>SC: p.32</div>
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> </div> <div>Blood Frenzy</div> <div>School: Transmutation</div> <div>Effect: Target enters a rage, as its rage special ability, but this rage doesn't count against it's total.</div>	<div>DC: 16, Will negates</div> <div>SR: Yes</div>	<div>1 standard action</div> <div>Special; see text</div> <div>Target: Any creature with the rage ability</div>	<div>Touch</div> <div></div>	<div>V,S</div> <div>Caster Level: 5</div>	<div>SC: p.33</div>
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> </div> <div>Body of the Sun</div> <div>School: Transmutation [Fire]</div> <div>Effect: Fire and light extend 5ft. from caster's body inflicting 1d4/2 levels [max 5d4] points of fire damage [Reflex save for half].</div>	<div>DC: 16, Reflex half</div> <div>SR: Yes</div>	<div>1 standard action</div> <div>1 round/level</div> <div>Target: 5 ft.-radius emanation centered on you</div>	<div>5 ft.</div> <div></div>	<div>V,S,DF</div> <div>Caster Level: 5</div>	<div>SC: p.35</div>
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> </div> <div>Brambles</div> <div>School: Transmutation</div> <div>Effect: Small magical thorns/spikes protrude from wooden weapon; gains a +1 to hit enhancement and deals +1/level [max +10] damage.</div>	<div>SR: No</div>	<div>1 standard action</div> <div>1 round/level</div> <div>Target: Wooden weapon touched</div>	<div>Touch</div> <div></div>	<div>V,S,M</div> <div>Caster Level: 5</div>	<div>SC: p.38</div>
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> </div> <div>Briar Web</div> <div>School: Transmutation</div> <div>Effect: As entangle, but thorns deal damage each round.</div>	<div>SR: No</div>	<div>1 standard action</div> <div>1 minute/level</div> <div>Target: 40-ft-radius spread.</div>	<div>Medium (150 ft.)</div> <div></div>	<div>V,S,DF</div> <div>Caster Level: 5</div>	<div>SC: p.39</div>
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> </div> <div>Bull's Strength</div> <div>School: Transmutation</div> <div>Effect: Subject gains +4 to Str for 1 minutes/level.</div>	<div>DC: 16, Will negates (harmless)</div> <div>SR: Yes (harmless)</div>	<div>Standard Action</div> <div>1 minute/level</div> <div>Target: Creature touched</div>	<div>Touch</div> <div></div>	<div>V,S,M/DF</div> <div>Caster Level: 5</div>	<div>PHB: p.207</div>
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> </div> <div>Burrow</div> <div>School: Transmutation</div> <div>Effect: Burrow through earth at 30 ft unless wearing Medium or heavier armor or a Medium load than it is 20 ft.</div>	<div>DC: 16, Will negates [harmless]</div> <div>SR: Yes [harmless]</div>	<div>1 standard action</div> <div>1 minute/level [D]</div> <div>Target: Creature touched</div>	<div>Touch</div> <div></div>	<div>V,S,F/DF</div> <div>Caster Level: 5</div>	<div>SC: p.41</div>
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> </div> <div>Camouflage, Mass</div> <div>School: Transmutation</div> <div>Effect: As camouflage, except the effect is mobile within the group. [Broken for creatures who more than 60 ft apart].</div>	<div>DC: 16, Will negates [harmless]</div> <div>SR: Yes [harmless]</div>	<div>1 standard action</div> <div>10 minutes/level</div> <div>Target: Any number of creatures, no two of which can be more than 60 ft. apart</div>	<div>Medium (150 ft.)</div> <div></div>	<div>V,S</div> <div>Caster Level: 5</div>	<div>SC: p.43</div>
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> </div> <div>Cat's Grace</div> <div>School: Transmutation</div> <div>Effect: Subject gains +4 to Dex for 1 minutes/level.</div>	<div>DC: 16, Will negates (harmless)</div> <div>SR: Yes</div>	<div>Standard Action</div> <div>1 minute/level</div> <div>Target: Creature touched</div>	<div>Touch</div> <div></div>	<div>V,S,M</div> <div>Caster Level: 5</div>	<div>PHB: p.208</div>
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> </div> <div>Chill Metal</div> <div>School: Transmutation [Cold]</div> <div>Effect: Cold metal damages those who touch it.</div>	<div>DC: 16, Will negates (object)</div> <div>SR: Yes (object)</div>	<div>Standard Action</div> <div>7 rounds</div> <div>Target: Metal equipment of 1 creature/2 levels, no two of which can be more than 30 ft. apart; or 125 lbs of metal</div>	<div>Close (35 ft.)</div> <div></div>	<div>V,S, DF</div> <div>Caster Level: 5</div>	<div>PHB: p.209</div>
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> </div> <div>Cloud Wings</div> <div>School: Transmutation</div> <div>Effect: Increases fly speed by 30 ft.</div>	<div>DC: 16, Fortitude negates [harmless]</div> <div>SR: Yes [harmless]</div>	<div>1 standard action</div> <div>1 hour/level</div> <div>Target: Creature touched</div>	<div>Touch</div> <div></div>	<div>V,S</div> <div>Caster Level: 5</div>	<div>SC: p.49</div>
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> </div> <div>Countermoon</div> <div>School: Abjuration</div> <div>Effect: Stops lycanthropic shapechanging for 12 hours.</div>	<div>DC: 16, Will negates [D]</div> <div>SR: Yes</div>	<div>1 standard action</div> <div>12 hours</div> <div>Target: One lycanthrope</div>	<div>Close (35 ft.)</div> <div></div>	<div>V,S,M</div> <div>Caster Level: 5</div>	<div>SC: p.53</div>
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> </div> <div>Creeping Cold</div> <div>School: Transmutation [Cold]</div> <div>Effect: Deals progressive damage from cold [+1d6/round].</div>	<div>DC: 16, Fortitude half</div> <div>SR: Yes</div>	<div>1 standard action</div> <div>3 rounds</div> <div>Target: One creature</div>	<div>Close (35 ft.)</div> <div></div>	<div>V,S,F</div> <div>Caster Level: 5</div>	<div>SC: p.55</div>
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> </div> <div>Daggerspell Stance</div> <div>School: Abjuration</div> <div>Effect: 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.</div>	<div>DC: 16, N/A</div> <div>SR: N/A</div>	<div>1 swift action</div> <div>1 round/level [D]</div> <div>Target: You</div>	<div>Personal</div> <div></div>	<div>V,F</div> <div>Caster Level: 5</div>	<div>SC: p.57</div>
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> </div> <div>Decomposition</div> <div>School: Necromancy</div> <div>Effect: Wounded creatures suffer 3 extra hp/round.</div>	<div>SR: Yes</div>	<div>1 standard action</div> <div>1 round/level</div> <div>Target: Living enemies within a 50-ft.-radius emanation centered on you</div>	<div>50 ft.</div> <div></div>	<div>V,S,DF</div> <div>Caster Level: 5</div>	<div>SC: p.61</div>
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> </div> <div>Delay Poison</div> <div>School: Conjuraton (Healing)</div> <div>Effect: Stops poison from harming subject for 1 hour/level.</div>	<div>DC: 16, Fortitude negates (harmless)</div> <div>SR: Yes (harmless)</div>	<div>Standard Action</div> <div>1 hour/level</div> <div>Target: Creature touched</div>	<div>Touch</div> <div></div>	<div>V,S, DF</div> <div>Caster Level: 5</div>	<div>PHB: p.217</div>
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> </div> <div>Drifts of the Shalm</div> <div>School: Evocation</div> <div>Effect: 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.</div>	<div>SR: No</div>	<div>1 standard action</div> <div>1 round/level</div> <div>Target: One 5-ft. square/level [S]</div>	<div>Medium (150 ft.)</div> <div></div>	<div>V,S</div> <div>Caster Level: 5</div>	<div>PHB II: p.111</div>
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> </div> <div>Earthbind</div> <div>School: Transmutation</div> <div>Effect: Reduce a creatures fly speed to 0, airborne creatures fall to the ground as if by featherfall.</div>	<div>DC: 16, Fortitude negates</div> <div>SR: Yes</div>	<div>1 standard action</div> <div>1 minute/level [D]</div> <div>Target: One creature</div>	<div>Medium (150 ft.)</div> <div></div>	<div>V,S</div> <div>Caster Level: 5</div>	<div>SC: p.76</div>
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> </div> <div>Earthfast</div> <div>School: Transmutation</div> <div>Effect: Doubles Structures HP and increases Hardness to 10.</div>	<div>SR: Yes [object]</div>	<div>1 standard action</div> <div>10 minutes/level [D]</div> <div>Target: One stone structure or rock formation, up to 25 cu. ft./level</div>	<div>Close (35 ft.)</div> <div></div>	<div>V,S</div> <div>Caster Level: 5</div>	<div>SC: p.76</div>
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> </div> <div>Easy Trail</div> <div>School: Abjuration</div> <div>Effect: Removes movement penalties through dense brush and increases track DC by 5 for any pursurers.</div>	<div>SR: Yes</div>	<div>1 standard action</div> <div>1 hour/level [D]</div> <div>Target: 40-ft. radius emanation centered on you</div>	<div>40 ft.</div> <div></div>	<div>V,S</div> <div>Caster Level: 5</div>	<div>SC: p.76</div>
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> </div> <div>Embrace the Wild</div> <div>School: Transmutation</div> <div>Effect: 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>DC: 16, N/A</div> <div>SR: N/A</div>	<div>1 standard action</div> <div>10 minutes/level [D]</div> <div>Target: You</div>	<div>Personal</div> <div></div>	<div>V</div> <div>Caster Level: 5</div>	<div>SC: p.79</div>
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> </div> <div>Fins to Feet</div> <div>School: Transmutation</div> <div>Effect: Creatures lose swim speed but gain walk speed of 30 ft.</div>	<div>DC: 16, Fortitude negates [harmless]</div> <div>SR: Yes [harmless]</div>	<div>1 standard action</div> <div>1 hour/level</div> <div>Target: Willing creature touched</div>	<div>Touch</div> <div></div>	<div>V,S</div> <div>Caster Level: 5</div>	<div>SC: p.92</div>
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> </div> <div>Fire Trap</div> <div>School: Abjuration [Fire]</div> <div>Effect: Opened object deals 1d4+5 fire damage.</div>	<div>DC: 16, Reflex half; see text</div> <div>SR: Yes</div>	<div>10 minutes</div> <div>Permanent until discharged [D]</div> <div>Target: Object touched</div>	<div>Touch</div> <div></div>	<div>V,S,M</div> <div>Caster Level: 5</div>	<div>PHB: p.231</div>
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> </div> <div>Flame Blade</div> <div>School: Evocation [Fire]</div> <div>Effect: Touch attack deals 1d8 +2 fire damage.</div>	<div>SR: Yes</div>	<div>Standard Action</div> <div>1 minute/level [D]</div> <div>Target: Sword-like beam</div>	<div>0 ft.</div> <div></div>	<div>V,S, DF</div> <div>Caster Level: 5</div>	<div>PHB: p.231</div>
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> </div> <div>Flaming Sphere</div> <div>School: Evocation [Fire]</div> <div>Effect: Creates rolling ball of fire, 2d6 damage, lasts 1 round/level.</div>	<div>DC: 16, Reflex negates</div> <div>SR: Yes</div>	<div>Standard Action</div> <div>1 round/level</div> <div>Target: 5-ft.-diameter sphere</div>	<div>Medium (150 ft.)</div> <div></div>	<div>V,S,M/DF</div> <div>Caster Level: 5</div>	<div>PHB: p.232</div>
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> </div> <div>Fog Cloud</div> <div>School: Conjuraton (Creation)</div> <div>Effect: Fog obscures vision.</div>	<div>SR: No</div>	<div>Standard Action</div> <div>10 minutes/level</div> <div>Target: Fog spreads in 20-ft. radius, 20 ft. high</div>	<div>Medium (150 ft.)</div> <div></div>	<div>V,S</div> <div>Caster Level: 5</div>	<div>PHB: p.232</div>
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> </div> <div>Frost Breath</div> <div>School: Evocation [Cold]</div> <div>Effect: 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>DC: 16, Reflex half</div> <div>SR: Yes</div>	<div>1 standard action</div> <div>Instantaneous</div> <div>Target: Cone-shaped burst</div>	<div>30 ft.</div> <div></div>	<div>V,S,M</div> <div>Caster Level: 5</div>	<div>SC: p.100</div>
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> </div> <div>Gust of Wind</div> <div>School: Evocation [Air]</div> <div>Effect: Blows away or knocks down smaller creatures.</div>	<div>DC: 16, Fortitude negates</div> <div>SR: Yes</div>	<div>Standard Action</div> <div>1 round</div> <div>Target: Line-shaped gust of severe wind emanating out from you to the extreme of the range</div>	<div>60 ft.</div> <div></div>	<div>V,S</div> <div>Caster Level: 5</div>	<div>PHB: p.238</div>
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> </div> <div>Healing Lorecall</div> <div>School: Divination</div> <div>Effect: Allows caster with Heal ranks to remove other ailments when using Conjuraton [Healing] spells. Can also heal more; see text.</div>	<div>DC: 16, N/A</div> <div>SR: N/A</div>	<div>1 standard action</div> <div>10 minutes/level</div> <div>Target: You</div>	<div>Personal</div> <div></div>	<div>V,S,M</div> <div>Caster Level: 5</div>	<div>SC: p.110</div>
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> </div> <div>Healing Sting</div> <div>School: Necromancy</div> <div>Effect: Inflict 1d12 +1/caster level [max +10] to a living creature and gain an equal amount of HP.</div>	<div>SR: Yes</div>	<div>1 standard action</div> <div>Instantaneous</div> <div>Target: You and one living creature</div>	<div>Touch</div> <div></div>	<div>V,S,M</div> <div>Caster Level: 5</div>	<div>SC: p.110</div>
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> </div> <div>Heartfire</div> <div>School: Evocation [Light, Fire]</div> <div></div>	<div>DC: 16, Fortitude partial</div> <div>SR: Yes</div>	<div>1 standard action</div> <div>1 round/level</div> <div>Target: living creatures within a 5-ft.-radius burst * =Domain/Specialty Spell</div>	<div>Close (35 ft.)</div> <div></div>	<div>V,S,DF</div> <div>Caster Level: 5</div>	<div>SC: p.112</div>

Druid Spells

Effect: Subjects do benefit from concealment, on failed save they also take 1d4 fire damage each round [half damage on save].

Heat Metal <i>School:</i> Transmutation [Fire] <i>Effect:</i> Make metal so hot it damages those who touch it.	DC: 16, Will negates (object) <i>SR:</i> Yes (object)	Standard Action	7 rounds	Close (35 ft.)	V,S, DF	PHB: p.239
Hold Animal <i>School:</i> Enchantment (Compulsion) [Mind-Affecting] <i>Effect:</i> Paralyzes one animal for 1 round/level.	DC: 16, Will negates; see text <i>SR:</i> Yes	Standard Action	1 round/level [D]; see text	Medium (150 ft.)	V,S	PHB: p.241
Kelpstrand <i>School:</i> Conjunction (Creation) <i>Effect:</i> Make ranged attacks against each target; see text	<i>SR:</i> No	1 standard action	1 round/level	Close (35 ft.)	V,S,M	SC: p.128
Linked Perception <i>School:</i> Divination <i>Effect:</i> All allies get a shared awareness. +2 bonus on Spot and Listen checks per ally in the area [example: you and three allies would make +6].	DC: 16, Will negates (harmless) <i>SR:</i> Yes (harmless)	1 standard action	1 minute/level [D]	20 ft.	V,DF	PHB II: p.117
Listening Lorecall <i>School:</i> Divination <i>Effect:</i> Gain +4 insight bonus on Listen checks; see text.	DC: 16, N/A <i>SR:</i> N/A	1 standard action	10 minutes/level	Personal	V,S,DF	SC: p.133
Mark of the Outcast <i>School:</i> Necromancy <i>Effect:</i> Creates an indelible mark on the subjects face; see text.	DC: 16, Will negates <i>SR:</i> Yes	1 standard action	Permanent	Close (35 ft.)	V,S,DF	SC: p.138
Master Air <i>School:</i> Transmutation <i>Effect:</i> Fly at 90 ft. [or 60 if med or hvy armor].	DC: 16, N/A <i>SR:</i> N/A	1 standard action	1 round/level	Personal	V,S,F	SC: p.139
Mountain Stance <i>School:</i> Transmutation <i>Effect:</i> As a free action you can root yourself to the ground. Gain bonus equal to the caster level against grapple, lift, push, bull rush, over-run, throw, trip or otherwise force the creature to move.	DC: 16, Will negates [harmless] <i>SR:</i> No	1 standard action	1 minute/level	Touch	V,S	SC: p.144
Nature's Favor <i>School:</i> Evocation <i>Effect:</i> Target animal gains attack and damage bonus of +1 for every 3 caster levels max of +5 at 15th level.	DC: 16, Will negates [harmless] <i>SR:</i> Yes [harmless]	1 swift action	1 minute	Touch	V,S,DF	SC: p.146
One With the Land <i>School:</i> Transmutation <i>Effect:</i> Gain +2 insight bonus to Move Silently, Search, Hide, Survival and Handle Animal checks.	DC: 16, N/A <i>SR:</i> N/A	1 standard action	1 hour/level	Personal	V,S	SC: p.149
Owl's Wisdom <i>School:</i> Transmutation <i>Effect:</i> Subject gains +4 to Wis for 1 minutes/level.	DC: 16, Will negates (harmless) <i>SR:</i> Yes	Standard Action	1 minute/level	Touch	V,S,M/DF	PHB: p.259
Reduce Animal <i>School:</i> Transmutation <i>Effect:</i> Shrinks one willing animal.	<i>SR:</i> No	Standard Action	1 hour/level [D]	Touch	V,S	PHB: p.269
Resist Energy <i>School:</i> Abjuration <i>Effect:</i> Ignores first 10 points of damage/attack from specified energy type.	DC: 16, Fortitude negates (harmless) <i>SR:</i> Yes (harmless)	Standard Action	10 minutes/level	Touch	V,S, DF	PHB: p.272
Restoration, Lesser <i>School:</i> Conjunction (Healing) <i>Effect:</i> Dispel magical ability penalty or repairs 1d4 ability damage.	DC: 16, Will negates (harmless) <i>SR:</i> Yes (harmless)	3 rounds	Instantaneous	Touch	V,S	PHB: p.272
Saltray <i>School:</i> Evocation <i>Effect:</i> Ranged touch attack deals 1d6 per two caster levels [max 5d6] and make a save or be stunned for 1 round.	DC: 16, Fortitude partial <i>SR:</i> Yes	1 standard action	Instantaneous	Close (35 ft.)	V,S	SC: p.179
Scent <i>School:</i> Transmutation <i>Effect:</i> Bestows Scent ability with all the same powers.	<i>SR:</i> Yes [harmless]	1 standard action	10 minutes/level	Touch	V,S,M	SC: p.180
Share Husk <i>School:</i> Divination <i>Effect:</i> You can sense all the stimuli the target animal senses.	DC: 16, Will negates [harmless] <i>SR:</i> Yes	1 standard action	1 minute/level	Touch	V,S,M	SC: p.187
Snake's Swiftmess, Mass <i>School:</i> Transmutation <i>Effect:</i> The subjects can immediately make one melee or ranged attack. Taking this action doesn't affect the subject's normal place in the initiative order. This is a single attack and follows the standard rules for attacking. This spell does not allow the subject to make more than one additional attack in a round. If the subject has already made an additional attack, due to a prior casting of this spell, from the haste spell, or from any other source, this spell fails. Arcane Material Component: A few scales from a snake.	DC: 16, Will negates [harmless] <i>SR:</i> Yes [harmless]	1 standard action	Instantaneous	Medium (150 ft.)	V,S,M/DF	SC: p.193
Soften Earth and Stone <i>School:</i> Transmutation [Earth] <i>Effect:</i> Turns stone to clay or dirt to sand or mud.	<i>SR:</i> No	Standard Action	Instantaneous	Close (35 ft.)	V,S, DF	PHB: p.280
Spider Climb <i>School:</i> Transmutation <i>Effect:</i> The subject can climb and travel on vertical surfaces or even traverse ceilings as well as a spider does. The affected creature must have its hands free to climb in this manner. The subject gains a climb speed of 20 feet; furthermore, it need not make Climb checks to traverse a vertical or horizontal surface [even upside down]. A spider climbing creature retains its Dexterity bonus to Armor Class [if any] while climbing, and opponents get no special bonus to their attacks against it. It cannot, however, use the run action while climbing. Material Component - A drop of bitumen and a live spider, both of which must be eaten by the subject.	DC: 16, Will negates (harmless) <i>SR:</i> Yes (harmless)	Standard Action	10 minutes/level	Touch	V,S,M	PHB: p.283
Splinterbolt <i>School:</i> Conjunction (Creation) <i>Effect:</i> Make ranged attack to hit, on hit deal 4d6 piercing damage and threatens on 18-20. See text.	<i>SR:</i> No	1 standard action	Instantaneous	Close (35 ft.)	V,S,M	SC: p.203
Summon Nature's Ally II <i>School:</i> Conjunction (Summoning) <i>Effect:</i> Calls creature to fight.	<i>SR:</i> No	1 round	1 round/level [D]	Close (35 ft.)	V,S, DF	PHB: p.288
Summon Swarm <i>School:</i> Conjunction (Summoning) <i>Effect:</i> A swarm of little creatures carpets the effect's area, viciously attacking all other creatures there. [Roll on the table below to see what sort of creature is summoned]. A creature in the swarm who takes no actions other than fighting off the creatures takes 1 point of damage on its turn. A creature in the swarm who takes any other action, including leaving the swarm, takes 1d4 points of damage +1 point per three caster levels. Spellcasting or concentrating on spells within the swarm is impossible. A swarm of poisonous creatures deals no damage to creatures who are immune to poison, though it still prevents spellcasting and concentration. The creatures' attacks are nonmagical. Damage reduction, being incorporeal, and other special abilities also make a creature immune to damage from the swarm. The swarm cannot be fought effectively with weapons, but fire and damaging area effects can force it to disperse. The swarm disperses when it has taken a total of 2 hit points of damage per caster level from these attacks. Certain area or effect spells, such as gust of wind and stinking cloud, disperse a swarm immediately if appropriate to the swarm summoned. [For example, only fliers are affected by a gust of wind]. The swarm is stationary once summoned. A druid caster, however, can [as a move-equivalent action] direct the swarm to move up to 30 feet per round [or 90 feet per round if she has summoned bats or beetles]. Arcane Material Component: A square of red cloth. [1-8=Rats; 9-14=Bats; 15-16=Spiders; 17-18 Centipedes; 19-20 Flying Beetles]	<i>SR:</i> No	1 round	Concentration + 2 rounds	Close (35 ft.)	V,S,M/DF	PHB: p.289
Swim <i>School:</i> Transmutation [Water] <i>Effect:</i> Gain swim speed and +8 to Swim checks.	<i>SR:</i> Yes [harmless]	1 round	10 minutes/level [D]	Medium (150 ft.)	V,S,M	SC: p.217
Tiger's Tooth <i>School:</i> Transmutation <i>Effect:</i> As greater magic fang.	<i>SR:</i> No	1 swift action	1 round	Living creature touched	V	SC: p.221
Train Animal <i>School:</i> Enchantment (Charm) [Mind-Affecting] <i>Effect:</i> You temporarily boost the number of tricks that an animal knows.	DC: 16, Will negates [harmless] <i>SR:</i> Yes [harmless]	10 minutes	1 hour/level	Touch	V,S,DF	SC: p.221
Tree Shape <i>School:</i> Transmutation <i>Effect:</i> You look exactly like a tree for 1 hour/level.	<i>SR:</i> No	Standard Action	1 hour/level [D]	Personal	V,S, DF	PHB: p.296
Warp Wood <i>School:</i> Transmutation <i>Effect:</i> Bends wood [shaft, handle, door, plank].	DC: 16, Will negates (object) <i>SR:</i> Yes (object)	Standard Action	Instantaneous	Close (35 ft.)	V,S	PHB: p.300
Wings of Air <i>School:</i> Transmutation <i>Effect:</i> Maneuverability improves by one step.	<i>SR:</i> No	1 standard action	1 minute/level	Touch	V	SC: p.240

* =Domain/Specialty Spell

Druid Spells

Winter's Embrace <i>School:</i> Evocation [Cold] <i>Effect:</i> Creature fails it's save takes 1d8 cold damage each round; see text.	DC: 16, Fortitude negates <i>SR:</i> Yes	1 standard action	1 round/level	Close (35 ft.)	V,S	SC: p.241
Wood Shape <i>School:</i> Transmutation <i>Effect:</i> Rearranges wooden objects to suit you.	DC: 16, Will negates (object) <i>SR:</i> Yes (object)	Standard Action	Instantaneous	Touch	V,S, DF	PHB: p.303
Wracking Touch <i>School:</i> Necromancy <i>Effect:</i> Deal 1d6 +1 per caster level [max +10] plus you get sneak attack damage if you possess the ability.	DC: 16, Fortitude half <i>SR:</i> Yes	1 standard action	Instantaneous	Touch	V,S	SC: p.243
Zone of Glacial Cold <i>School:</i> Conjunction [Cold] <i>Effect:</i> Zone deals 1d6 cold damage each round.	DC: 16, Fort half <i>SR:</i> No	Standard Action	5 rounds	Medium (150 ft.)	V,S,M	FrstB: p.106

LEVEL 3

Name	Save Information	Time	Duration	Range	Comp.	Source
Air Breathing <i>School:</i> Transmutation <i>Effect:</i> Grants creatures the ability to breath air.	DC: 17, Will negates [harmless] <i>SR:</i> Yes [harmless]	1 standard action	2 hours/level; see text	Touch	S,M/DF	SC: p.8
Align Fang, Mass <i>School:</i> Transmutation <i>Effect:</i> Same as algin fang, but on multiple creatures.	DC: 17, Will negates [harmless] <i>SR:</i> Yes [harmless]	1 standard action	1 minute/level	Close (35 ft.)	V,S,DF	SC: p.9
Alter Fortune <i>School:</i> Divination <i>Effect:</i> Target must reroll any die roll it just made taking the second roll.	<i>SR:</i> No	1 immediate action	Instantaneous	Close (35 ft.)	V,X	PHB II: p.101
Attune Form <i>School:</i> Transmutation <i>Effect:</i> Attunes the affected creatures to the plane you are currently on, negating harmful effects.	DC: 17, N/A <i>SR:</i> N/A	1 standard action	24 hours	Touch	V,S,M/DF	SC: p.17
Bite of the Werewolf <i>School:</i> Transmutation <i>Effect:</i> Gain +2 bonus to Str, +4 Dex, +4 Con, +4 natural armor. Gain Bite attack.	DC: 17, N/A <i>SR:</i> N/A	1 standard action	1 round/level	Personal	V,S,M	SC: p.29
Blindsight <i>School:</i> Transmutation <i>Effect:</i> Grant blindsight to 30 ft.	DC: 17, Will negates [harmless] <i>SR:</i> Yes [harmless]	1 standard action	1 minute/level	Touch	V,S	SC: p.32
Call Lightning <i>School:</i> Evocation [Electricity] <i>Effect:</i> Calls down one lightning bolt/level [max 10] over duration [3d6 per bolt] from sky; 3d10 in outdoors stormy area.	DC: 17, Reflex half <i>SR:</i> Yes	1 round	1 minute/level	Medium (160 ft.)	V,S	PHB: p.207
Capricious Zephyr <i>School:</i> Evocation [Air] <i>Effect:</i> +2 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	DC: 17, None and Reflex partial; see text <i>SR:</i> Yes	1 standard action	1 round/level	Medium (150 ft.)	V,S	SC: p.43
Charge of the Triceratops <i>School:</i> Transmutation <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.	DC: 17, Will negates [harmless] <i>SR:</i> Yes	1 standard action	1 round/level [D]	Touch	V,S,DF	SC: p.45
Circle Dance <i>School:</i> Divination <i>Effect:</i> Get direction and general status of a known target.	DC: 17, N/A <i>SR:</i> N/A	1 minute	Instantaneous	Personal	V,S	SC: p.46
Corona of Cold <i>School:</i> Evocation [Cold] <i>Effect:</i> Gain fire resistance 10, and deal 1d12 damage to all in your area of effect. Creatures so affected have	DC: 17, Fortitude negates <i>SR:</i> Yes	1 standard action	1 round/level [D]	10 ft.	V,S,DF	SC: p.52
Creaking Cacophony <i>School:</i> Illusion (Figment) [Sonic] <i>Effect:</i> All who are in the effect have -4 to listen. Spellcasters are distracted.	<i>SR:</i> Yes	1 standard action	1 round/level	Medium (150 ft.)	V,S	SC: p.55
Crown of Clarity <i>School:</i> Divination <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.	DC: 17, Will negates (harmless) <i>SR:</i> Yes (harmless)	1 standard action	1 hour/level [D] or until discharged	Touch	V,S,F	PHB II: p.107
Crumble <i>School:</i> Transmutation <i>Effect:</i> Deal 1d8/level [max 10d8] damage to structure, ignoring hardness; see text.	DC: 17, Fortitude half [object] <i>SR:</i> Yes [object]	1 standard action	Instantaneous	Medium (150 ft.)	V,S	SC: p.56
Cure Moderate Wounds <i>School:</i> Conjunction (Healing) <i>Effect:</i> Cures 2d8 +1/level [max +10] damage.	DC: 17, Will half (harmless); see text <i>SR:</i> Yes (harmless); see text	Standard Action	Instantaneous	Touch	V,S	PHB: p.216
Daylight <i>School:</i> Evocation [Light] <i>Effect:</i> 60-ft. radius of bright light., The object touched sheds light as bright as full daylight in a 60-foot radius, and dim light for an additional 60 feet beyond that. Creatures that take penalties in bright light also take them while within the radius of this magical light. Despite its name, this spell is not the equivalent of daylight for the purposes of creatures that are damaged or destroyed by bright light. If daylight is cast on a small object that is then placed inside or under a light- proof covering, the spell's effects are blocked until the covering is removed. Daylight brought into an area of magical darkness [or vice versa] is temporarily negated, so that the otherwise prevailing light conditions exist in the overlapping areas of effect. Daylight counters or dispels any darkness spell of equal or lower level, such as darkness.	<i>SR:</i> No	Standard Action	10 minutes/level [D]	Touch	V,S	PHB: p.216
Dehydrate <i>School:</i> Necromancy <i>Effect:</i> Deal 1d6 plus 1/3 caster levels [max +5].	DC: 17, Fortitude negates <i>SR:</i> Yes	1 standard action	Instantaneous	Medium (150 ft.)	V,S,DF	SC: p.62
Diminish Plants <i>School:</i> Transmutation <i>Effect:</i> Reduces size or blights growth of normal plants.	<i>SR:</i> No	Standard Action	Instantaneous	See text	V,S, DF	PHB: p.221
Dominate Animal <i>School:</i> Enchantment (Compulsion) [Mind-Affecting] <i>Effect:</i> Subject animal obeys silent mental commands.	DC: 17, Will negates <i>SR:</i> Yes	1 round	1 round/level	Close (35 ft.)	V,S	PHB: p.224
Downdraft <i>School:</i> Evocation [Air] <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.].	DC: 17, Reflex partial; see text <i>SR:</i> Yes	1 standard action	Instantaneous	Long (600 ft.)	V,S,M	SC: p.72
Earthen Grace <i>School:</i> Abjuration [Earth] <i>Effect:</i> Earth and stone damage is treated as nonlethal [includes creatures with the subtype of earth/stone, falling onto stone]; see text.	DC: 17, Will negates [harmless] <i>SR:</i> Yes [harmless]	1 standard action	1 minute/level	Touch	V,S,M	SC: p.76
Energy Vortex <i>School:</i> Evocation [Choose:Acid, Cold, Fire, Electricity, Sonic] <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 as well.	DC: 17, Reflex half <i>SR:</i> Yes	1 standard action	Instantaneous	20 ft.	V,S	SC: p.81
Entangling Staff <i>School:</i> Transmutation <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	DC: 17, Fortitude negates [harmless,object] <i>SR:</i> Yes [harmless]	1 swift action	1 round/level [D]	Touch	V,S,F	SC: p.83
Evard's Manacing Tentacles <i>School:</i> Transmutation <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	<i>SR:</i>	1 standard action	1 round/level	Personal	V,S,M	PHB II: p.113
Fire Wings <i>School:</i> Transmutation [Fire] <i>Effect:</i> Attack or Fly; see text.	DC: 17, N/A <i>SR:</i> N/A	1 round	1 minute/level	Personal	V,S,M,F	SC: p.93
Fly, Swift <i>School:</i> Transmutation <i>Effect:</i> This spell functions like fly [PH 232], except as noted above.	DC: 17, N/A <i>SR:</i> N/A	1 swift action	1 round	Personal	V	SC: p.96

* =Domain/Specialty Spell

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Forestfold <i>School:</i> Transmutation <i>Effect:</i> Grants +10 competence bonus on Hide and Move Silently checks.	DC: 17, N/A SR: N/A	1 standard action	1 hour/level [D]	Personal	V,S	SC: p.98
Giant's Wrath <i>School:</i> Transmutation [Earth] <i>Effect:</i> Pebbles become boulders; see text	SR: No	1 swift action	1 round/level	Personal	V,S,M	SC: p.105
Girallon's Blessing <i>School:</i> Transmutation <i>Effect:</i> Gain an additional pair of arms; see text	DC: 17, Fortitude negates [harmless] SR: Yes [harmless]	1 standard action	10 minutes/level	Touch	V,S,M	SC: p.106
Heatstroke <i>School:</i> Transmutation <i>Effect:</i> Target becomes fatigued [if fatigued it becomes exhausted], takes 2d6 nonlethal heat [with or without save].	DC: 17, Fortitude partial SR: Yes [harmless]	1 standard action	Instantaneous	Medium (150 ft.)	V,S	SC: p.113
Hypothermia <i>School:</i> Evocation [Cold] <i>Effect:</i> Deals 1d6 per caster level [max 10d6] and becomes fatigued. Save halves damage and negates fatigue.	DC: 17, Fortitude partial SR: Yes	1 standard action	Instantaneous	Close (35 ft.)	V,S	SC: p.118
Icelance <i>School:</i> Conjuraton (Creation) <i>Effect:</i> Creates an ice lance; ranged touched attack at +4, if it hit causes 6d6 points, make save or be stunned for 1d4 rounds.	DC: 17, Fortitude partial SR: Yes	1 standard action	Instantaneous	Medium (150 ft.)	V,S,F	SC: p.119
Infestation of Maggots <i>School:</i> Necromancy <i>Effect:</i> Deal 1d4 constitution per round. Save ends the spell and the effect.	DC: 17, Fortitude negates SR: Yes	1 standard action	1 round/2 levels	Touch	V,S,M	SC: p.123
Jagged Tooth <i>School:</i> Transmutation <i>Effect:</i> Doubles the critical threat range of one natural weapon.	DC: 17, Will negates [harmless] SR: Yes [harmless]	1 standard action	10 minutes/level	Close (35 ft.)	V,S	SC: p.127
Lion's Charge <i>School:</i> Transmutation <i>Effect:</i> Gain pounce ability [make full attack after a charge].	DC: 17, N/A SR: N/A	1 swift action	1 round	Personal	V	SC: p.133
Magic Fang, Greater <i>School:</i> Transmutation <i>Effect:</i> One natural weapon of subject creature gets +1 on attack and damage rolls.	DC: 17, Will negates (harmless) SR: Yes (harmless)	Standard Action	1 hour/level	Close (35 ft.)	V,S, DF	PHB: p.250
Meld into Stone <i>School:</i> Transmutation [Earth] <i>Effect:</i> You and your gear merge with stone.	SR: No	Standard Action	10 minutes/level	Personal	V,S, DF	PHB: p.252
Nature's Balance <i>School:</i> Transmutation <i>Effect:</i> Take -4 to one ability score [Str, Dex, Con] and target gains like amount.	DC: 17, Fortitude negates [harmless] SR: Yes [harmless]	1 standard action	10 minutes/level	Touch	V,S	SC: p.145
Nature's Rampart <i>School:</i> Transmutation <i>Effect:</i> Shapes natural setting into a formidable defense.	SR: No	10 minutes	Instantaneous	Medium (150 ft.)	V,S,F	SC: p.146
Neutralize Poison <i>School:</i> Conjuraton (Healing) <i>Effect:</i> Immunizes subject against poison, detoxifies venom in or on subject.	DC: 17, Will negates (harmless, object) SR: Yes (harmless, object)	Standard Action	10 minutes/level	Touch	V,S,M/DF	PHB: p.257
Plant Growth <i>School:</i> Transmutation <i>Effect:</i> Grows vegetation, improves crops.	SR: No	Standard Action	Instantaneous	See text	V,S, DF	PHB: p.262
Poison <i>School:</i> Necromancy <i>Effect:</i> Touch deals 1d10 Con damage, repeats in 1 minute.	DC: 17, Fortitude negates; see text SR: Yes	Standard Action	Instantaneous; see text	Touch	V,S, DF	PHB: p.262
Primal Form <i>School:</i> Transmutation <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	DC: 17, N/A SR: N/A	1 standard action	1 minute/level	Personal	V,S,DF	SC: p.161
Protection from Energy <i>School:</i> Abjuration <i>Effect:</i> Absorb 12 points of damage/level [max 120] from one kind of energy.	DC: 17, Fortitude negates (harmless) SR: Yes (harmless)	Standard Action	10 minutes/level or until discharged	Touch	V,S, DF	PHB: p.266
Quench <i>School:</i> Transmutation <i>Effect:</i> Extinguishes nonmagical fires or one magic item.	DC: 17, None or Will negates (object) SR: No or Yes (object)	Standard Action	Instantaneous	Medium (150 ft.)	V,S, DF	PHB: p.267
Quillfire <i>School:</i> Transmutation <i>Effect:</i> Quills inflict 1d8 or thrown range 10 ft; see text.	DC: 17, N/A SR: N/A	1 standard action	1 round/level	Personal	V,S	SC: p.164
Remove Disease <i>School:</i> Conjuraton (Healing) <i>Effect:</i> Cures all diseases affecting subject.	DC: 17, Fortitude negates (harmless) SR: Yes (harmless)	Standard Action	Instantaneous	Touch	V,S	PHB: p.271
Resist Energy, Mass <i>School:</i> Abjuration <i>Effect:</i> As resist energy, except that it affects all targeted creatures.	DC: 17, Fortitude negates [harmless] SR: Yes [harmless]	1 standard action	10 minutes/level	Close (35 ft.)	V,S,DF	SC: p.174
Sink <i>School:</i> Transmutation <i>Effect:</i> Affect creatures sink 100 ft./round; see text.	DC: 17, Will negates SR: Yes	1 standard action	1 round	Close (35 ft.)	V,S,DF	SC: p.190
Sleet Storm <i>School:</i> Conjuraton (Creation) [Cold] <i>Effect:</i> Hampers vision and movement.	SR: No	Standard Action	1 round/level	Long (600 ft.)	V,S,M/DF	PHB: p.280
Snakebite <i>School:</i> Transmutation <i>Effect:</i> Turns one of your arms into a venomous snake; see text.	DC: 17, N/A SR: N/A	1 standard action	1 round/level [D]	Personal	V,S	SC: p.193
Snare <i>School:</i> Transmutation <i>Effect:</i> Creates a magic booby trap.	SR: No	3 rounds	Until triggered or broken	Touch	V,S, DF	PHB: p.280
Snowshoes, Mass <i>School:</i> Transmutation <i>Effect:</i> Same as Snowshoes, except as noted.	DC: 17, Will negates [harmless] SR: Yes [harmless]	1 standard action	1 hour/level [D]	Close (35 ft.)	V,S	SC: p.194
Speak with Plants <i>School:</i> Divination <i>Effect:</i> You can talk to normal plants and plant creatures.	SR: No	Standard Action	1 minute/level	Personal	V,S	PHB: p.282
Spiderskin <i>School:</i> Transmutation <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].	DC: 17, Will negates [harmless] SR: Yes [harmless]	1 standard action	10 minutes/level	Touch	V,S,M/DF	SC: p.202
Spike Growth <i>School:</i> Transmutation <i>Effect:</i> Creatures in area take 1d4 damage, may be slowed.	DC: 17, Reflex partial SR: Yes	Standard Action	1 hour/level [D]	Medium (150 ft.)	V,S, DF	PHB: p.283
Spikes <i>School:</i> Transmutation <i>Effect:</i> As brambles, except affected weapon gains +2 enhancement bonus and threat range doubled.	SR: No	1 standard action	1 hour/level	Touch	V,S,M	SC: p.202
Spiritjaws <i>School:</i> Evocation [Force] <i>Effect:</i> Jaws attempt to grapple the target; see text	SR: Yes	1 standard action	1 round/level [D]	Medium (150 ft.)	V,S,M	SC: p.202
* =Domain/Specialty Spell						

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<div>□□□□□Standing Wave</div> <div>School: Transmutation</div> <div>Effect: Transports across water; see text.</div>	<div>DC: 17, Reflex negates</div> <div>SR: Yes</div>	<div>1 standard action</div> <div>Target: Waves under a creature or object within range</div>	<div>10 minutes/level [D]</div>	<div>Close (35 ft.)</div>	<div>V,S,DF</div> <div>Caster Level: 5</div>	<div>SC: p.204</div>
<div>□□□□□Stone Shape</div> <div>School: Transmutation [Earth]</div> <div>Effect: Sculpts stone into any shape.</div>	<div>SR: No</div>	<div>Standard Action</div> <div>Target: Stone or stone object touched, up to 10 cu. ft. +1 cu. ft./level</div>	<div>Instantaneous</div>	<div>Touch</div>	<div>V,S,M/DF</div> <div>Caster Level: 5</div>	<div>PHB: p.284</div>
<div>□□□□□Summon Nature's Ally III</div> <div>School: Conjururation (Summoning)</div> <div>Effect: Calls creature to fight.</div>	<div>SR: No</div>	<div>1 round</div> <div>Target: One or more creatures, no two of which can be more than 30 ft. apart</div>	<div>1 round/level [D]</div>	<div>Close (35 ft.)</div>	<div>V,S, DF</div> <div>Caster Level: 5</div>	<div>PHB: p.288</div>
<div>□□□□□Thornskin</div> <div>School: Transmutation</div> <div>Effect: Sprout thorns from your skin that makes your unarmed deal lethal plus an extra 1d6 piercing damage on unarmed attacks.</div>	<div>DC: 17, N/A</div> <div>SR: N/A</div>	<div>1 standard action</div> <div>Target: You</div>	<div>1 round/level [D]</div>	<div>Personal</div>	<div>V,S,M</div> <div>Caster Level: 5</div>	<div>SC: p.219</div>
<div>□□□□□Thunderous Roar</div> <div>School: Evocation [Sonic]</div> <div>Effect: All creatures in the area take 1d6 sonic damage per two caster levels; see text.</div>	<div>DC: 17, Fortitude partial; see text</div> <div>SR: Yes</div>	<div>1 standard action</div> <div>Target: 20-ft.-radius burst</div>	<div>Instantaneous</div>	<div>Long (600 ft.)</div>	<div>V,S,DF</div> <div>Caster Level: 5</div>	<div>SC: p.220</div>
<div>□□□□□Treasure Scent</div> <div>School: Divination</div> <div>Effect: Detect copper, silver, gold, platinum, and gems within 30 feet. See text.</div>	<div>DC: 17, N/A</div> <div>SR: N/A</div>	<div>1 standard action</div> <div>Target: You</div>	<div>1 hour/level</div>	<div>Personal</div>	<div>V,S</div> <div>Caster Level: 5</div>	<div>SC: p.223</div>
<div>□□□□□Tremor</div> <div>School: Evocation [Earth]</div> <div>Effect: Disrupts concentration; see text.</div>	<div>DC: 17, See text</div> <div>SR: No</div>	<div>1 standard action</div> <div>Target: 40-ft.-radius spread</div>	<div>1 round/3 levels</div>	<div>Medium (150 ft.)</div>	<div>V,S,DF</div> <div>Caster Level: 5</div>	<div>SC: p.223</div>
<div>□□□□□Vigor, Mass Lesser</div> <div>School: Conjururation (Healing)</div> <div>Effect: 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.</div>	<div>DC: 17, Will negates [harmless]</div> <div>SR: Yes [harmless]</div>	<div>1 standard action</div> <div>Target: One creature/2 levels, no two of which can be more than 30 ft. apart</div>	<div>10 rounds + 1 round/level [max 25]</div>	<div>20 ft.</div>	<div>V,S</div> <div>Caster Level: 5</div>	<div>SC: p.229</div>
<div>□□□□□Vine Mine</div> <div>School: Conjururation (Creation)</div> <div>Effect: Creates a rapid growth of vines; see text.</div>	<div>DC: 17, See text</div> <div>SR: Yes</div>	<div>1 standard action</div> <div>Target: 10-ft.-radius/level spread</div>	<div>10 minutes/level</div>	<div>Medium (150 ft.)</div>	<div>V,S,M</div> <div>Caster Level: 5</div>	<div>SC: p.230</div>
<div>□□□□□Walk the Mountain's Path</div> <div>School: Transmutation</div> <div>Effect: Target is not slowed by slopes, gains a climb speed equal to his normal movement and gains a +10 enhancement bonus to Jump and Balance checks.</div>	<div>DC: 17, Will negates (harmless)</div> <div>SR: Yes (harmless)</div>	<div>Standard Action</div> <div>Target: Creature touched</div>	<div>50 minutes</div>	<div>Touch</div>	<div>V,S,M</div> <div>Caster Level: 5</div>	<div>Race Sto: p.163</div>
<div>□□□□□Water Breathing</div> <div>School: Transmutation</div> <div>Effect: Subjects can breathe underwater.</div>	<div>DC: 17, Will negates (harmless)</div> <div>SR: Yes (harmless)</div>	<div>Standard Action</div> <div>Target: Living creatures touched</div>	<div>2 hours/level; see text</div>	<div>Touch</div>	<div>V,S,M/DF</div> <div>Caster Level: 5</div>	<div>PHB: p.300</div>
<div>□□□□□Weather Eye</div> <div>School: Divination</div> <div>Effect: 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.</div>	<div>SR: No</div>	<div>1 hour</div> <div>Target: 1-mile radius +1-mile/level centered on you</div>	<div>Instantaneous</div>	<div>1 mile + 1 mile/level</div>	<div>V,S,M,F</div> <div>Caster Level: 5</div>	<div>SC: p.238</div>
<div>□□□□□Wind Wall</div> <div>School: Evocation [Air]</div> <div>Effect: Deflects arrows, smaller creatures, and gases.</div>	<div>DC: 17, None; see text</div> <div>SR: Yes</div>	<div>Standard Action</div> <div>Target: Wall up to 10 ft./level long and 5 ft./level high [S]</div>	<div>1 round/level</div>	<div>Medium (150 ft.)</div>	<div>V,S,M/DF</div> <div>Caster Level: 5</div>	<div>PHB: p.302</div>

* =Domain/Speciality Spell