

Ashiera

CHARACTER NAME

d20E 1, d10E 2, Druid

CLASS

3/4

Character Level/ECL

4000 / 10000

EXP / NEXT LEVEL

STR

Strength

18

+4

DEX

Dexterity

14

+2

CON

Constitution

12

+1

INT

Intelligence

10

+0

WIS

Wisdom

18

+4

CHA

Charisma

14

+2

HP

hit points

53

AC

armor class

22

20

13

10

3

4

2

0

2

0

0

1

10

+0

8

INITIATIVE

modifier

+2

=

+2

+

+0

TOTAL

DEX MODIFIER

MISC MODIFIER

BASE ATTACK

bonus

+6/+1

WOUNDS/CURRENT HP

SUBDUAL DAMAGE

DAMAGE REDUCTION

5/-

SPEED

Walk 30 ft., Fly 30 ft.(.)

None

REGION

Chaotic Good

ALIGNMENT

Darkvision (60 ft.), Low-light

VISION

POINTS

SAVING THROWS

FORTITUDE

(constitution)

+5

=

+2

+

+1

+

+0

+

+2

+

+0

+

REFLEX

(dexterity)

+5

=

+1

+

+2

+

+0

+

+2

+

+0

+

WILL

(wisdom)

+8

=

+2

+

+4

+

+0

+

+2

+

+0

+

TOTAL

BASE SAVE

ABILITY

MAGIC

MISC

EPIC

TEMP

Conditional Modifiers

MELEE

attack bonus

+7

=

+6

+

+4

+

+0

+

-3

+

+0

+

RANGED

attack bonus

+5

=

+6

+

+2

+

+0

+

-3

+

+0

+

GRAPPLE

attack bonus

+7

=

+6

+

+4

+

+0

+

-3

+

+0

+

TOTAL

BASE ATTACK BONUS

STAT

SIZE

MISC

EPIC

TEMP

*Ashiera's Scythe

HAND

TYPE

SIZE

CRITICAL

REACH

Both

PS

M

20/x4

5 ft.

To Hit

Dam

To Hit

Dam

2H

+13/+13

2d6+6

2W-OH

N/A

N/A

Special Properties

Power applied to both die, (Scythe)

*: 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

*Leather +1

TYPE

AC

MAXDEX

CHECK

SPELL FAILURE

Light

+3

+6

+0

10

TOTAL SKILLPOINTS: 12

SKILL NAME

KEY ABILITY

SKILL MODIFIER

ABILITY MODIFIER

RANKS

MISC MODIFIER

MAX RANKS: 6/3

✓ Acrobatics

DEX

5

=

2

+

3

✓ Appraise

INT

3

=

0

+

3

✓ Athletics

STR

13

=

4

+

6

+

3

✓ Craft (Untrained)

INT

0

=

0

✓ Deception

CHA

5

=

2

+

3

✓ Deception (Act in character)

CHA

7

=

2

+

5

✓ Endurance

CON

4

=

1

+

3

✓ Gather Information

CHA

5

=

2

+

3

✓ Heal

WIS

7

=

4

+

3

✓ Insight

WIS

7

=

4

+

3

Martial Arts (Strength Based)

STR

11

=

4

+

6

+

1

✓ Perception

WIS

9

=

4

+

5

✓ Persuasion

CHA

13

=

2

+

6

+

5

✓ Ride

DEX

5

=

2

+

3

✓ Stealth

DEX

5

=

2

+

3

✓ Survival

WIS

13

=

4

+

6

+

3

✓ Survival (Find or follow tracks)

WIS

17

=

4

+

[6]

+

7

✓ Thievery

DEX

5

=

2

+

3

✓ Use Rope

DEX

5

=

2

+

3

=

+

+

=

+

+

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

EQUIPMENT				
ITEM	LOCATION	QTY	WT	COST
Leather +1	Equipped	1	15.0	1160.0
Ashiera's Scythe	Equipped	1	10.0	18.0
Power applied to both die, (Scythe)				
TOTAL WEIGHT CARRIED/VALUE			25 lbs.	1178.0 gp

WEIGHT ALLOWANCE					
Light	100	Medium	200	Heavy	300
Lift over head	300	Lift off ground	600	Push / Drag	1500

LANGUAGES	
Common, Druidic, Xin	

Special Attacks	
Warcraft	[Eclipse, p.10]
+2 BAB	
Warcraft / Weapon Focus (Scythe)	[Eclipse, p.10]
Increase selected weapon to hit by +1	
Warcraft / Weapon Focus, Greater (Scythe)	[Eclipse, p.10]
Increase selected weapon to hit by +1	

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	
Scent (Ex)	[MM]
Detect creatures within 30 feet by scent. Grants +4 to Survival checks when tracking creatures by scent.	
Weapon Proficiency (All Simple Weapons and One Martial Weapon) (Scythe)	[Eclipse, p.49]
Grants Proficiency with all simple weapons and selected weapons.	

Recurring Bonuses	
Duties (Mercenary Guild)	[Eclipse, p.17]
You have duties. Grants 2 CP per level. [+6 total CP].	
Fast Learner (Focused on Skills)	[Eclipse, p.17]
+2 CP towards Skills per level. [+6 total Skill Points Granted].	

DISADVANTAGES	
Compulsive (Highly Curious)	[Eclipse, p.18]
You have the listed compulsions.	
History	[Eclipse, p.19]
You have a written history for the GM.	
Poor Reputation (People seem to judge you by your looks)	[Eclipse, p.19]
You have a poor reputation.	

Spell Caster Information	
Spell Points	[Eclipse]
Druid	[Eclipse, p.11]
Druid Level 4, Casterlevel is 4	

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 10 deducts 12 CP, HD 20 deducts 16 CP	
Adept (Athletics, Persuasion, Survival, Martial Arts)	[Eclipse, p.24]
Choose four related skills that only cost 1/2 a Character Point for each skill rank.	
Advanced Blessing	[Is This It]
Special powers apply in a 10' radius, Specialized: only works for Spell Resistance (rolled as a group), Tongues, and Protection from Opposing Alignment effects (4* CP)	
Berserker	[Eclipse, p.25]
Gains a Total of +8 in temp bonuses. Normally +4 to two attributes, +2 to a saving throw or AC, and -2 to something else.	
Berserker / Odinpowers	[Eclipse, p.26]
Total Increases to +13. Normally increasing the bonuses to +6, +6 and +3 respectively.	
Berserker / Enduring	[Eclipse, p.26]
Removes the fatigue after the berserker session.	
Celerity	[Is This It]
30' Flight (Specialized: Must have room for wings, cannot be wearing medium or heavy armor, can be entangled, etc, 6* CP)	
DR 5/-	[Is This It]
(Specialized: Physical Only, Corrupted: vulnerable to opposing alignment forces and to some special material, 4 CP)	
Empowerment	[Is This It]
(Innate Enchantments, 4* CP)	
Immunity	[Is This It]
All Energy damage except for opposing alignment energies (Resistance 12) (Very Common, Major, Minor, 7* CP).	
Innate Enchantment	[Is This It]
All Specialized: Only while remaining true to alignment and to the service of a patron deity, 42,000 GP total value, 14* CP.	
Innate Enchantment / Fortune's Favor	[Eclipse]
+1 Luck bonus to skills and checks.	
Innate Enchantment / Fast Healing I	[Eclipse]
Fast Healing I, up to a limit of 20 points/hit die/day (1400 GP).	
Innate Enchantment / Force Shield I	[Eclipse]
[At Will] As Shield Spell, grants +4 Shield AC.	
Innate Enchantment / Hide Like Ox	[Eclipse]
(+1 Natural Armor, 1400 GP)	
Innate Enchantment / Imbued Weapon	[Eclipse]
[At Will] Imbued Weapon (as per Bless Weapon but of a chosen alignment type, Personal Only). Treated as Magic and Aligned to overcome DR, autoconfirms crits against targets of opposing alignment.	
Innate Enchantment / Immortal Vigor I	[Eclipse]
[At Will] As grants 12 + CON*2 HP.	
Innate Enchantment / Martial Mastery (Scythe)	[Eclipse]
+4 Competence Bonus to BAB with Unarmed Strikes (or with another specific weapon).	
Innate Enchantment / Scent	[Eclipse]
The user gets the Scent ability.	
Innate Enchantment / Sustenance	[Eclipse]
(has only one-quarter the usual need to eat, sleep, drink, and breathe, 1400 GP)	
Innate Enchantment / Warding Rune	[Eclipse]
[At Will] Warding Rune (gain 1 + CL/3, +4 maximum, Resistance Bonus on Saves)	
Innate Enchantment / Detect Opposing Alignment	[Eclipse]
[At Will] Detect Opposing Alignment (Personal Only).	
Innate Enchantment / Enhanced Attribute (+4 Strength)	[Eclipse]
[At Will] Grants +4 Enhancement Bonus to Strength	
Innate Enchantment / Heroism	[Eclipse]
[At Will] +2 Morale Bonus to Attacks, Saves, and Skill Checks	
Innate Enchantment / Protection from Opposing Alignment Type	[Eclipse]
[At Will] Protection from Opposing Alignment Type (Personal Only).	
Innate Enchantment / Tongues	[Eclipse]
[At Will] Tongues - may understand and speak any language.	
Occult Sense / Darkvision	[Eclipse, p.38]
You have Darkvision (60')	
Occult Sense / Low light	[Eclipse, p.38]
You have Low-light vision	
Resist II	[Is This It]
+4 to saves versus Poison (4* CP)	
Spell Resistance	[Eclipse, p.45]
(6 CP). The character gains Spell Resistance which rises with his or her level, rated at (5 + character level),. Spell Resistance = 8	

Martial Arts

Martial Arts Basic / Attack [Eclipse, p.81]

Gain additional +1 each time taken [currently +1] bonus on rolls to Attack, Throw, Grapple, and Trip opponents.

Martial Arts Basic / Defenses [Eclipse, p.81]

Gain additional +1 each time taken [currently +1] bonus to AC when you are unarmored or lightly armored.

Martial Arts Basic / Power (2x) [Eclipse, p.81]

Increase your unarmed damage by +1 or increase your weapon die type by 1 step, up to a d12 maximum. Weapons that cause multiple dice of damage increase them independently.

Martial Arts Basic / Power / Improve Die Size (2x) [Eclipse, p.81]

Increase your weapon die type by 1 step, up to a d12 maximum. Weapons that cause multiple dice of damage increase them independently.

Martial Arts Advanced / Weapon Kata [Eclipse, p.81]

The user may employ his or her martial art with a particular weapon [e.g., "Longswords"]. This isn't relevant for dedicated weapon forms (e.g., those based on Weapon Finesse rather than Improved Unarmed Strike), although an "Unarmed Kata" might exist in an advanced weapon form.

Martial Arts Master / Whirlwind Attack [Eclipse, p.82]

As per the feat - When you use the full attack action, you can give up your regular attacks and instead make one melee attack at your full base attack bonus against each opponent within reach.

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, Scythe, Shortspear, Sickle, Skirt Blades, Sling, Spear, Spells(Ray), Sword Staff, Unarmed, Unarmed Strike

TEMPLATES

01 - World Law ~ Self Development Half Cost

Lesser Outsider

03 - World Law ~ Feat Progression 2 - Gain Bonus Feat every Odd Level

03 - World Law ~ Feat Progression 4 - Remove Bonus Feats

Druid Spells

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

LEVEL 0

Name	Save Information	Time	Duration	Range	Comp.	Source
<div>■■■■■ Create Water</div> <div>School: Conjuration (Creation) [Water] Effect: Creates 2 gallons/level of pure water.</div>	SR: No	Standard Action	Instantaneous	Close (35 ft.)	V,S	PHB: p.215
<div>■■■■■ Cure Minor Wounds</div> <div>School: Conjuration (Healing) Effect: Cures 1 point of damage.</div>	DC: 14, Will half (harmless); see text SR: Yes (harmless); see text	Standard Action	Instantaneous	Touch	V,S	PHB: p.216
<div>■■■■■ Dawn</div> <div>School: Abjuration Effect: Awakens sleeping creatures and those knocked out from nonlethal damage [but staggered].</div>	DC: 14, Fortitude negates [harmless] SR: Yes [harmless]	1 swift action	Instantaneous	15 ft.	V	SC: p.59
<div>■■■■■ Detect Magic</div> <div>School: Divination Effect: Detects spells and magic items within 60 ft.</div>	SR: No	Standard Action	Concentration, up to 1 minutes/level [D]	60 ft.	V,S	PHB: p.219
<div>■■■■■ Detect Poison</div> <div>School: Divination Effect: Detects poison in one creature or small object.</div>	SR: No	Standard Action	Instantaneous	Close (35 ft.)	V,S	PHB: p.219
<div>■■■■■ Flare</div> <div>School: Evocation [Light] Effect: Dazzles one creature [-1 on attack rolls].</div>	DC: 14, Fortitude negates SR: Yes	Standard Action	Instantaneous	Close (35 ft.)	V	PHB: p.232
<div>■■■■■ Guidance</div> <div>School: Divination Effect: +1 on one attack roll, saving throw, or skill check.</div>	DC: 14, Will negates (harmless) SR: Yes	Standard Action	1 minute or until discharged	Touch	V,S	PHB: p.238
<div>■■■■■ Know Direction</div> <div>School: Divination Effect: You discern north.</div>	SR: No	Standard Action	Instantaneous	Personal	V,S	PHB: p.246
<div>■■■■■ Light</div> <div>School: Evocation [Light] Effect: Object shines like a torch.</div>	SR: No	Standard Action	10 minutes/level [D]	Touch	V, M/DF	PHB: p.248
<div>■■■■■ Mending</div> <div>School: Transmutation Effect: Makes minor repairs on an object.</div>	DC: 14, Will negates (harmless, object) SR: Yes (harmless, object)	Standard Action	Instantaneous	10 ft.	V,S	PHB: p.253
<div>■■■■■ Naturewatch</div> <div>School: Necromancy Effect: Same as deathwatch but only functions on plants and animals; see text.</div>	SR: No	1 standard action	10 minutes/level	30 ft.	S	SC: p.146
<div>■■■■■ Purify Food and Drink</div> <div>School: Transmutation Effect: Purifies 1 cu. ft./level of food or water.</div>	DC: 14, Will negates (object) SR: Yes (object)	Standard Action	Instantaneous	10 ft.	V,S	PHB: p.267
<div>■■■■■ Read Magic</div> <div>School: Divination Effect: Read scrolls and spellbooks.</div>	SR: No	Standard Action	10 minutes/level	Personal	V,S,F	PHB: p.269
<div>■■■■■ Resistance</div> <div>School: Abjuration Effect: 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.</div>	DC: 14, Will negates (harmless) SR: Yes (harmless)	Standard Action	1 minute	Touch	V,S,M/DF	PHB: p.272
<div>■■■■■ Virtue</div> <div>School: Transmutation Effect: Subject gains 1 temporary hp.</div>	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
<div>■■■■■ Animate Fire</div> <div>School: Transmutation [Fire] Effect: Create a small fire elemental.</div>	SR: No	1 round	Concentration, up to 1 round/level [D]	Close (35 ft.)	V,S,M	SC: p.12
<div>■■■■■ Animate Water</div> <div>School: Transmutation [Water] Effect: Create a small water elemental.</div>	SR: No	1 round	Concentration, up to 1 round/level [D]	Close (35 ft.)	V,S,M	SC: p.13
<div>■■■■■ Animate Wood</div> <div>School: Transmutation Effect: Animates a wooden object to attack who you designate.</div>	SR: No	1 round	Concentration, up to 1 round/level [D]	Touch	V,S,M	SC: p.13
<div>■■■■■ Aspect of the Wolf</div> <div>School: Transmutation Effect: You assume the physical appearance and many of the qualities of a wolf.</div>	DC: 15, N/A SR: N/A	1 standard action	10 minutes/level	Personal	V,S,M/DF	SC: p.16
<div>■■■■■ Aura Against Flame</div> <div>School: Abjuration Effect: Protects against first 10 points of fire damage, it also extinguishes flames; see text.</div>	DC: 15, N/A SR: N/A	1 standard action	1 round/level	Personal	V,S	SC: p.18
<div>■■■■■ Babau Slime</div> <div>School: Transmutation Effect: Layer of slime coats you, inflicting 1d8 damage to any creature hitting you with unarmed strikes, a touch attack or natural weapon.</div>	DC: 15, Fortitude negates [harmless] SR: Yes [harmless]	1 standard action	1 minute/level	Touch	V,S,M/DF	SC: p.22
<div>■■■■■ Beast Claws</div> <div>School: Transmutation Effect: Change your hands into claws. Damage 1d4; Threat range 19-20. See text.</div>	DC: 15, N/A SR: N/A	1 Standard Action	1 hour/level	Personal	V,S,M	SC: p.25
<div>■■■■■ Beastland Ferocity</div> <div>School: Evocation [Electricity] Effect: Subject continues to fight even at -1 to -9 and gains +4 enhancement to Str.</div>	DC: 15, Fortitude negates [harmless] SR: Yes [harmless]	1 standard action	1 minute/level	Touch	V,S,DF	SC: p.25
<div>■■■■■ Beget Bogun</div> <div>School: Conjuration (Creation) Effect: Creates a natural homunculus.</div>	SR: No	1 standard action	Instantaneous	Touch	V,S,M,XP	SC: p.26
<div>■■■■■ Branch to Branch</div> <div>School: Transmutation Effect: Gain +10 competence bonus on Climb checks made in trees, also allows for brachiation.</div>	DC: 15, N/A SR: N/A	1 standard action	1 hour/level [D]	Personal	V,S	SC: p.38
<div>■■■■■ Breath of the Jungle</div> <div>School: Transmutation Effect: DC of saves vs. poison or disease increases by 2</div>	SR: No	1 standard action	1 minute/level	Medium (140 ft.)	V,S,DF	SC: p.39
<div>■■■■■ Buoyant Lifting</div> <div>School: Evocation Effect: Travel to the surface at 60 ft/round.</div>	SR: No	1 immediate action	1 minute/level [D]; see text	Close (35 ft.)	S,DF	SC: p.40
<div>■■■■■ Calm Animals</div> <div>School: Enchantment (Compulsion) [Mind-Affecting] Effect: Calms 2d4 + 1/level HD of animals.</div>	DC: 15, Will negates; see text SR: Yes	Standard Action	1 minute/level	Close (35 ft.)	V,S	PHB: p.207
<div>■■■■■ Camouflage</div> <div>School: Transmutation</div>	DC: 15, N/A SR: N/A	1 standard action	10 minutes/level	Personal	V,S	SC: p.43

* =Domain/Specialty Spell

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> 4		
<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> 4		
<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> 4		
<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 (560 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> 4		
<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> 4		
<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> 4		
<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> 4		
<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> 4		
<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> 4		
<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 (560 ft.)	V,S	PHB: p.218
<i>School:</i> Divination	<i>SR:</i> No	<i>Target:</i> Cone-shaped emanation		<i>Caster Level:</i> 4		
<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> 4		
<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> 4		
<i>Effect:</i> Exist comfortably in hot or cold environments.						
☐☐☐☐☐ Enrage Animal		1 standard action	Concentration +1 round/level	Medium (140 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> 4		
<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 (560 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> 4		
<i>Effect:</i> Plants entangle everyone in 40-ft.-radius circle.						
☐☐☐☐☐ Faerie Fire		Standard Action	1 minute/level [D]	Long (560 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> 4		
<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> 4		
<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> 4		
<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> 4		
<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> 4		
<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> 4		
<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> 4		
<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> 4		
<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> 4		
<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> 4		
<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> 4		
<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> 4		
<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> 4		
<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> 4		
<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> 4		
<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> 4		
<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> 4		
<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 (140 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 (140 ft.)	V,S,M/DF	SC: p.192
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Snake's Swiftiness</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: Conjuration (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 (35 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: Conjuration (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: Conjuration (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: Conjuration (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: Conjuration (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 (140 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>Close (35 ft.)</div>	<div>V,S</div> <div>Caster Level: 4</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>Touch</div>	<div>V,S</div> <div>Caster Level: 4</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>5 ft.</div>	<div>V,S,DF</div> <div>Caster Level: 4</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>Touch</div>	<div>V,S,M</div> <div>Caster Level: 4</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>Medium (140 ft.)</div>	<div>V,S,DF</div> <div>Caster Level: 4</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>Touch</div>	<div>V,S,M/DF</div> <div>Caster Level: 4</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>Touch</div>	<div>V,S,F/DF</div> <div>Caster Level: 4</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>Medium (140 ft.)</div>	<div>V,S</div> <div>Caster Level: 4</div>	<div>SC: p.43</div>
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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>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>Close (35 ft.)</div>	<div>V,S, DF</div> <div>Caster Level: 4</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>Touch</div>	<div>V,S</div> <div>Caster Level: 4</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>Close (35 ft.)</div>	<div>V,S,M</div> <div>Caster Level: 4</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>Close (35 ft.)</div>	<div>V,S,F</div> <div>Caster Level: 4</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>Personal</div>	<div>V,F</div> <div>Caster Level: 4</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>50 ft.</div>	<div>V,S,DF</div> <div>Caster Level: 4</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>Touch</div>	<div>V,S, DF</div> <div>Caster Level: 4</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>Medium (140 ft.)</div>	<div>V,S</div> <div>Caster Level: 4</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>Medium (140 ft.)</div>	<div>V,S</div> <div>Caster Level: 4</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>Close (35 ft.)</div>	<div>V,S</div> <div>Caster Level: 4</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>40 ft.</div>	<div>V,S</div> <div>Caster Level: 4</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>Personal</div>	<div>V</div> <div>Caster Level: 4</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>Touch</div>	<div>V,S</div> <div>Caster Level: 4</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+4 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>Touch</div>	<div>V,S,M</div> <div>Caster Level: 4</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>0 ft.</div>	<div>V,S, DF</div> <div>Caster Level: 4</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>Medium (140 ft.)</div>	<div>V,S,M/DF</div> <div>Caster Level: 4</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>Medium (140 ft.)</div>	<div>V,S</div> <div>Caster Level: 4</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>30 ft.</div>	<div>V,S,M</div> <div>Caster Level: 4</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>60 ft.</div>	<div>V,S</div> <div>Caster Level: 4</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>Personal</div>	<div>V,S,M</div> <div>Caster Level: 4</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>Touch</div>	<div>V,S,M</div> <div>Caster Level: 4</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>Effect: * =Domain/Specialty Spell</div>	<div>DC: 16, Fortitude partial</div> <div>SR: Yes</div>	<div>1 standard action</div> <div>1 round/level</div>	<div>Close (35 ft.)</div>	<div>V,S,DF</div> <div>Caster Level: 4</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 (140 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> Dispers 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 (140 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 Beettles]	<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 (140 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	DC: 16, Fortitude negates	1 standard action	1 round/level	Close (35 ft.)	V,S	SC: p.241
School: Evocation [Cold]	SR: Yes	Target: One creature			Caster Level: 4	
Effect: Creature fails it's save takes 1d8 cold damage each round; see text.						
Wood Shape	DC: 16, Will negates (object)	Standard Action	Instantaneous	Touch	V,S, DF	PHB: p.303
School: Transmutation	SR: Yes (object)	Target: One touched piece of wood no larger than 10 cu. ft. + 1 ft./level			Caster Level: 4	
Effect: Rearranges wooden objects to suit you.						
Wracking Touch	DC: 16, Fortitude half	1 standard action	Instantaneous	Touch	V,S	SC: p.243
School: Necromancy	SR: Yes	Target: Creature touched			Caster Level: 4	
Effect: Deal 1d6 +1 per caster level [max +10] plus you get sneak attack damage if you possess the ability.						
Zone of Glacial Cold	DC: 16, Fort half	Standard Action	4 rounds	Medium (140 ft.)	V,S,M	FrstB: p.106
School: Conjururation [Cold]	SR: No	Target: 20-ft.-radius			Caster Level: 4	
Effect: Zone deals 1d6 cold damage each round.						

* =Domain/Speciality Spell