

Desire'

NAME
Drd15
CLASS
15
Character Level

105000
EXPERIENCE
120000
NEXT LEVEL

Donnamarie Fuller

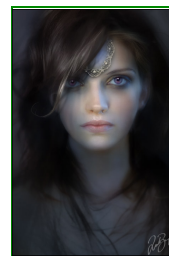
PLAYERNAME
Illan
RACE
24
AGE

Medium
SIZE
Female
GENDER

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

Neutral Good

ALIGNMENT
VISION
-1
POINTS



ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD	HP	hit points	WOUNDS/CURRENT HP	SUBDUAL DAMAGE	DAMAGE REDUCTION	SPEED									
STR	10	+0	10	+0	10	+0	217					Walk 40 ft.									
DEX	14	+2	14	+2	14	+2	AC	armor class	25	23	24	10	0	0	2	0	1	12	0	+0	0
CON	12	+1	12	+1	12	+1	TOTAL	FLAT	TOUCH	BASE	ARMOR BONUS	SHIELD BONUS	STAT	SIZE	NATURAL	MISC	MISS CHANCE	ARCANE SPELL FAILURE	ARMOR CHECK PENALTY	SPELL RESIST	
INT	18	+4	18	+4	18	+4	INITIATIVE	modifier	+6	+2	+4	TOTAL	DEX MODIFIER	MISC MODIFIER							
WIS	21	+5	27	+8	27	+8	BASE ATTACK	bonus	+11/+6/+1												
CHA	12	+1	12	+1	12	+1															

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

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

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

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

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

*Desire's Quarterstaff (Head 2 only)	HAND	TYPE	SIZE	CRITICAL	REACH
	Two-Weapon	B	M	20/x2	5 ft.
TOTAL ATTACK BONUS	DAMAGE				
+11/+6/+1	1d6				
Special Properties					

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

ARMOR	TYPE	AC	MAXDEX	CHECK	SPELL FAILURE
*Amulet of Natural Armor +1		+1	+0	0	
*Belt, Monk's		+9	+0	0	
*Ring of Protection +3		+3	+0	0	

DRUID WILDSHAPE

Uses per day

Duration = 15 Hours

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

✓: can be used untrained. X: exclusive skills

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

EQUIPMENT					
ITEM	LOCATION	QTY	WT	COST	
Amulet of Natural Armor +1	Equipped	1	0.0	2000.0	
Backpack		1	2.0	2.0	
Bedroll	Handy	1	5.0	0.1	
Belt, Monk's	Haversack				
Blanket (Winter)	Equipped	1	1.0	13000.0	
	Handy	1	3.0	0.5	
Cloak of Resistance +1	Haversack				
	Equipped	1	1.0	1000.0	
Desire's Headband of Insight	Equipped	1	0.0	0.0	
Desire's Quarterstaff	Equipped	1	4.0	18300.0	
Head1: can store a single targeted spell of up to 3rd level with a casting time of 1 action					
Handy Haversack	Carried	1	5.0	2000.0	
19.5 lbs., 1 Bedroll, 1 Rope (Silk/50 Ft.), 1 Spell Component Pouch, 1 Blanket (Winter), 1 Healer's Kit, 1 Ink (1 Oz. Vial), 1 Inkpen, 1 Lantern (Hooded), 1 Mirror (Small/Steel), 1 Oil (1 Pt. Flask), 4 Parchment (Sheet)					
Healer's Kit	Handy	1	1.0	0.0	
Ink (1 Oz. Vial)	Haversack				
	Handy	1	0.0	8.0	
Inkpen	Haversack				
	Handy	1	0.0	0.1	
Lantern (Hooded)	Haversack				
	Handy	1	2.0	7.0	
Mirror (Small/Steel)	Haversack				
	Handy	1	0.5	10.0	
Oil (1 Pt. Flask)	Haversack				
	Handy	1	1.0	0.1	
Parchment (Sheet)	Haversack				
	Handy	4	0.0	0.2 (0.8)	
Pearl of Power (3rd Level)	Equipped	1	0.0	9000.0	
Pouch (Belt)		1	0.5	1.0	
4 lbs., 4 Rations (Trail/Per Day)					
Rations (Trail/Per Day)	Pouch (Belt)	4	1.0	0.5 (2.0)	
Ring of Protection +3	Equipped	1	0.0	18000.0	
Rope (Silk/50 Ft.)	Handy	1	5.0	10.0	
	Haversack				
Sack		1	0.5	0.1	
0 lbs.					
Sling	Carried	1	0.0	0.0	
0 lbs.					
Spell Component Pouch	Handy	1	2.0	5.0	
	Haversack				
Tome of Understanding +2	Equipped	1	5.0	55000.0	
TOTAL WEIGHT CARRIED/VALUE			16 lbs.	118346.7 gp	

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

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

SPECIAL ABILITIES	
+1 skill point per level for psychic abilities	
A Thousand Faces (Su) ~ Ability to change appearance at will, as if using alter self.	
Animal Companion (Ex)	
Divine spell DCs are base: 19 + spell level	
Nature Sense (Ex) ~ +2 bonus on Knowledge (Nature) and Survival checks.	
Nature's Gift (Su) ~ 1/day gain and grant a +15 divine bonus that can last up to 3 rounds or until discharged	
Percipience (Su) ~ You can see and hear nature spirits otherwise imperceptible to mortals (unless a spirit wishes to show itself). The character finds this ability disconcerting at first, because it makes him realize how pervasive spirits are: They are everywhere, all the time - although only rarely do they pay attention to the actions of mortals.	
Resist Nature's Lure (Ex) ~+4 bonus on saving throws against the spell-like abilities of fey.	
Speak With Spirits (Su) ~ You can speak with the spirit of a tree, a brook, the air, or any other part of nature that you touch. Once per day you can ask a question that requires an answer of up to one word per level or a series of yes/no questions. The spirit is not omniscient. It knows all observable facts about its surroundings, and can answer any such question with 100 percent accuracy. To convince the spirit to give an answer, you must make a Diplomacy check.	
Spontaneous casting - Can spontaneously cast Summon Nature's Ally spells	
Timeless Body (Ex) ~ No longer take ability score penalties for aging and cannot be magically aged.	
Trackless Step (Ex) ~ Leaves no trail in natural surroundings and cannot be tracked.	
Venom Immunity (Ex) ~ Immune to all poisons.	
Wild Empathy (Ex) ~ +18 to Diplomacy check against animals (+14 on Magical Beasts) - takes 1 minute	
Wild Shape (Su) 5/day for 15 hours (Large, Tiny, Plant, Huge)	
Woodland Stride (Ex) ~ Can move through any sort of undergrowth at her normal speed and without taking damage or suffering any impairment. (Magically manipulated can still impede her).	

FEATS	
Fleet of Foot	+10 feet bonus to ground speed
Improved Initiative	+4 bonus on initiative checks.
Natural Spell	You can complete the verbal and somatic components of spells while in a wild shape. You can also use any material components or focuses you possess, even if such items are melded within your current form.
Psychic Channeling	You can channel spell energy to fuel your psychic abilities.
Psychic Stamina	Your mental strength reinforces your physical endurance.
Psychokinesis	You have the potential to learn psychokinesis skills.
Psychometabolism	You have the potential to learn psychometabolism skills.
Psychoportation	You have the potential to learn psychoportation skills.
Spellcasting Prodigy	Treat primary spellcasting ability score as 2 higher for bonus spells and save DCs. [Increases Spell Points by 2 @ 1st level and an additional 1 per each level beyond]
Armor Proficiency (Light)	Armor Check Penalty applies normally.
Armor Proficiency (Medium)	Armor Check Penalty applies normally.
Psychic Ability	You have the potential to acquire psychic feats and skills.
Shield Proficiency	You can use a shield.
Telepathy	You have the potential to learn telepathy skills.
Modify Spell ~ Double Area or Targets	[Lv+3] Touch spells cannot be affected.
Modify Spell ~ Double Duration	[Lv+1] Durations of Concentration, Instantaneous, or Permanent are not affected.
Modify Spell ~ Double Range	[Lv+1] If the range determines its area or effect, the dimensions of its area or effect increase proportionally.
Modify Spell ~ Increase Power	[Lv+2] All the variables, numeric effects increase by one-half. Saving throws and opposed rolls (such as caster power checks) are not affected.
Modify Spell ~ No Somatic Components	[Lv+1] Spell can be cast without gestures or movements.
Modify Spell ~ No Verbal Component	[Lv+1] Spell can be cast with no verbal components.

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

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

TEMPLATES	
Truename	
1-Desire (Greenbond)	

Druid Spells

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

LEVEL 0

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

LEVEL 1

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□ Animate Fire <i>Effect:</i> Create a small fire elemental.		None	1 round	Concentration, up to 1 round/level [D]	Close (60 ft.)	V,S,M	No	Transmutation [Fire] <i>Caster Level:</i> 15	SC: Pg.12
□□□□ Animate Water <i>Effect:</i> Create a small water elemental.		None	1 round	Concentration, up to 1 round/level [D]	Close (60 ft.)	V,S,M	No	Transmutation [Water] <i>Caster Level:</i> 15	SC: Pg.13
□□□□ Animate Wood <i>Effect:</i> Animates a wooden object to attack who you designate.		None	1 round	Concentration, up to 1 round/level [D]	Touch	V,S,M	No	Transmutation <i>Caster Level:</i> 15	SC: Pg.13
□□□□ Aspect of the Wolf <i>Effect:</i> You assume the physical appearance and many of the qualities of a wolf.	20	N/A	1 standard action	10 minutes/level	Personal	V,S,M/DF	N/A	Transmutation <i>Caster Level:</i> 15	SC: Pg.16
□□□□ Aura Against Flame <i>Effect:</i> Protects against first 10 points of fire damage, it also extinguishes flames; see text.	20	N/A	1 standard action	1 round/level	Personal	V,S	N/A	Abjuration <i>Caster Level:</i> 15	SC: Pg.18
□□□□ Babau Slime <i>Effect:</i> Layer of slime coats you, inflicting 1d8 damage to any creature hitting you with unarmed strikes, a touch attack or natural weapon.	20	Fortitude negates [harmless]	1 standard action	1 minute/level	Touch	V,S,M/DF	Yes [harmless]	Transmutation <i>Caster Level:</i> 15	SC: Pg.22
□□□□ Beast Claws <i>Effect:</i> Change your hands into claws. Damage 1d4; Threat range 19-20. See text.	20	N/A	1 Standard Action	1 hour/level	Personal	V,S,M	N/A	Transmutation <i>Caster Level:</i> 15	SC: Pg.25
□□□□ Beastland Ferocity <i>Effect:</i> Subject continues to fight even at -1 to -9 and gains +4 enhancement to Str.	20	Fortitude negates [harmless]	1 standard action	1 minute/level	Touch	V,S,DF	Yes [harmless]	Evocation [Electricity] <i>Caster Level:</i> 15	SC: Pg.25
□□□□ Beget Bogun <i>Effect:</i> Creates a natural homunculus.		None	1 standard action	Instantaneous	Touch	V,S,M,XP	No	Conjuration (Creation) <i>Caster Level:</i> 15	SC: Pg.26
□□□□ Branch to Branch <i>Effect:</i> Gain +10 competence bonus on Climb checks made in trees, also allows for brachiation.	20	N/A	1 standard action	1 hour/level [D]	Personal	V,S	N/A	Transmutation <i>Caster Level:</i> 15	SC: Pg.38
□□□□ Breath of the Jungle <i>Effect:</i> DC of saves vs. poison or disease increases by 2		None	1 standard action	1 minute/level	Medium (250 ft.)	V,S,DF	No	Transmutation <i>Caster Level:</i> 15	SC: Pg.39

* =Domain/Speciality Spell

Druid Spells

□□□□□ Buoyant Lifting		None	1 immediate action	1 minute/level [D]; see text	Close (60 ft.)	S,DF	No	Evocation	SC: Pg.40
<i>Effect:</i> Travel to the surface at 60 ft./round.					<i>Target:</i> One willing creature/level, no two of which are more than 20 ft. apart		<i>Caster Level:</i> 15		
□□□□□ Calm Animals	20	Will negates; see text	1 standard action	1 minute/level	Close (60 ft.)	V,S	Yes	Enchantment (Compulsion) [Mind-Affecting]	PHB: pg.207
<i>Effect:</i> Calms 2d4 + 1/level HD of animals.					<i>Target:</i> Animals within 30 ft. of each other		<i>Caster Level:</i> 15		
□□□□□ Camouflage	20	N/A	1 standard action	10 minutes/level	Personal	V,S	N/A	Transmutation	SC: Pg.43
<i>Effect:</i> Gain +10 circumstance bonus on Hide checks.					<i>Target:</i> You		<i>Caster Level:</i> 15		
□□□□□ Charm Animal	20	Will negates	1 standard action	1 hour/level	Close (60 ft.)	V,S	Yes	Enchantment (Charm) [Mind-Affecting]	PHB: pg.208
<i>Effect:</i> Makes one animal your friend.					<i>Target:</i> One animal		<i>Caster Level:</i> 15		
□□□□□ Claws of the Bear	20	N/A	1 standard action	1 round/level	Personal	V,S	N/A	Transmutation	SC: Pg.47
<i>Effect:</i> Your hands become natural weapons that deal 1d8 with each attack.					<i>Target:</i> You		<i>Caster Level:</i> 15		
□□□□□ Climb Walls	20	Will negates [harmless]	1 standard action	1 minute/level [D]	Touch	V,S,M	Yes [harmless]	Transmutation	SC: Pg.47
<i>Effect:</i> Gain +10 enhancement bonus on climb check. Bonus increases to +20 @5th level and +30 @9th level.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 15		
□□□□□ Cloudburst		None	1 round	10 minutes/level [D]	Long (1000 ft.)	V,S	No	Evocation (Water)	SC: Pg.49
<i>Effect:</i> Heavy rain reduces visibility. -4 Spot & Search.					<i>Target:</i> 100-ft.-radius emanation		<i>Caster Level:</i> 15		
□□□□□ Cold Fire	20	No [fire] or Fortitude half	1 standard action	1 minute/level [fire source] or Instantaneous [creature]	Close (60 ft.)	V,S,DF	Yes [creature]	Transmutation [Cold]	SC: Pg.50
<i>Effect:</i> Flames deal cold damage; see text					<i>Target:</i> One fire source [up to a 20-ft. cube] or one creature; see text		<i>Caster Level:</i> 15		
□□□□□ Crabwalk		None	1 standard action	1 minute/level	Touch	V,S,M	No	Transmutation [Cold]	SC: Pg.53
<i>Effect:</i> When the subject charges, it gains +4 to attack roll and no penalty to AC. Only affects first attack.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 15		
□□□□□ Cure Light Wounds	20	Will half (harmless); see text	1 standard action	Instantaneous	Touch	V,S	Yes (harmless); see text	Conjuration (Healing)	PHB: pg.215
<i>Effect:</i> Cures 1d8 +1/level [max +5] damage.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 15		
□□□□□ Deep Breath	20	N/A	1 immediate action	1 round/level	Personal	V	N/A	Conjuration (Creation) [Air]	SC: Pg.61
<i>Effect:</i> Your lungs are constantly filled with air for the duration of the spell.					<i>Target:</i> You		<i>Caster Level:</i> 15		
□□□□□ Delay Disease	20	Will negates [harmless]	1 standard action	24 hours	Touch	V,S,DF	Yes [harmless]	Conjuration (Healing)	SC: Pg.63
<i>Effect:</i> Halts any nonmagical disease for the duration of the spell.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 15		
□□□□□ Detect Animals or Plants		None	1 standard action	Concentration, up to 10 minutes/level [D]	Long (1000 ft.)	V,S	No	Divination	PHB: pg.218
<i>Effect:</i> Detects kinds of animals or plants.					<i>Target:</i> Cone-shaped emanation		<i>Caster Level:</i> 15		
□□□□□ Detect Snares and Pits		None	1 standard action	Concentration, up to 10 minutes/level [D]	60 ft.	V,S	No	Divination	PHB: pg.220
<i>Effect:</i> Reveals natural or primitive traps.					<i>Target:</i> Cone-shaped emanation		<i>Caster Level:</i> 15		
□□□□□ Endure Elements	20	Will negates (harmless)	1 standard action	24 hours	Touch	V,S	Yes (harmless)	Abjuration	PHB: pg.226
<i>Effect:</i> Exist comfortably in hot or cold environments.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 15		
□□□□□ Enrage Animal		None	1 standard action	Concentration +1 round/level	Medium (250 ft.)	V,S	Yes	Enchantment (Compulsion) [Mind-Affecting]	SC: Pg.81
<i>Effect:</i> Grants +4 morale bonus to Str, Con, Will Saves & -2 penalty to AC to affected animal.					<i>Target:</i> One animal		<i>Caster Level:</i> 15		
□□□□□ Entangle	20	Reflex partial; see text	1 standard action	1 minute/level [D]	Long (1000 ft.)	V,S, DF	No	Transmutation	PHB: pg.227
<i>Effect:</i> Plants entangle everyone in 40-ft.-radius circle.					<i>Target:</i> Plants in a 40-ft.-radius spread		<i>Caster Level:</i> 15		
□□□□□ Faerie Fire		None	1 standard action	1 minute/level [D]	Long (1000 ft.)	V,S, DF	Yes	Evocation [Light]	PHB: pg.229
<i>Effect:</i> Outlines subjects with light, canceling blur, concealment, and the like.					<i>Target:</i> Creatures and objects within a 5-ft.-radius burst		<i>Caster Level:</i> 15		
□□□□□ Foundation of Stone		None	1 standard action	1 round/level	Close (60 ft.)	V,M	Yes [harmless]	Transmutation [Earth]	SC: Pg.99
<i>Effect:</i> As long as subjects don't move they gain +2 AC and +4 to Str against bull rush.					<i>Target:</i> One creature/level, no two of which are more than 30 ft. apart		<i>Caster Level:</i> 15		
□□□□□ Goodberry		None	1 standard action	1 day/level	Touch	V,S, DF	Yes	Transmutation	PHB: pg.237
<i>Effect:</i> 2d4 berries each cure 1 hp [max 8 hp/24 hours].					<i>Target:</i> 2d4 fresh berries touched		<i>Caster Level:</i> 15		
□□□□□ Hawkeye	20	N/A	1 standard action	10 minutes/level [D]	Personal	V	N/A	Transmutation	SC: Pg.110
<i>Effect:</i> Increases range increment by 50% and +5 competence bonus on Spot checks.					<i>Target:</i> You		<i>Caster Level:</i> 15		
□□□□□ Healthful Rest	20	Will negates [harmless]		10 minutes 24 hours	Close (60 ft.)	V,S	Yes [harmless]	Conjuration (Healing)	SC: Pg.111
<i>Effect:</i> Doubles the natural healing rate.					<i>Target:</i> One creature/level, no two of which can be more than 30 feet apart		<i>Caster Level:</i> 15		
□□□□□ Hide from Animals	20	Will negates (harmless)	1 standard action	10 minutes/level [D]	Touch	S, DF	Yes	Abjuration	PHB: pg.241
<i>Effect:</i> Animals can't perceive 1 subject/level.					<i>Target:</i> 1 creature/level touched		<i>Caster Level:</i> 15		
□□□□□ Horrible Taste	20	Fortitude negates; see text	1 standard action	10 minutes/level	Touch	V,S,M	No	Transmutation	SC: Pg.116
<i>Effect:</i> Animals must save after biting or refuse to bite the subject.					<i>Target:</i> Creature or object touched		<i>Caster Level:</i> 15		
□□□□□ Juglerazer	20	Reflex half	1 standard action	Instantaneous	120 ft.	V,S,M	Yes	Necromancy	SC: Pg.127
<i>Effect:</i> Fey, vermin, plants and plant creatures and animals caught in the area take 1d10/caster level [max 10d10] negative energy.					<i>Target:</i> 120-ft. line		<i>Caster Level:</i> 15		
□□□□□ Jump	20	Will negates (harmless)	1 standard action	1 minute/level [D]	Touch	V,S,M	Yes	Transmutation	PHB: pg.246
<i>Effect:</i> Subject gets bonus on Jump checks.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 15		
□□□□□ Longstrider		None	1 standard action	1 hour/level [D]	Personal	V,S,M	No	Transmutation	PHB: pg.249
<i>Effect:</i> Increases your speed.					<i>Target:</i> You		<i>Caster Level:</i> 15		
□□□□□ Low-light Vision	20	Will negates [harmless]	1 standard action	1 hour/level	Touch	V,M	Yes [harmless]	Transmutation	SC: Pg.134
<i>Effect:</i> Target gains low-light vision.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 15		
* =Domain/Specialty Spell									

Druid Spells

☐☐☐☐☐ Magic Fang	20	Will negates (harmless)	1 standard action	1 minute/level	Touch	V,S, DF	Yes (harmless)	Transmutation	PHB: pg.250
<i>Effect:</i> One natural weapon of subject creature gets +1 on attack and damage rolls.					<i>Target:</i> Living creature touched		<i>Caster Level:</i> 15		
☐☐☐☐☐ Magic Stone	20	Will negates (harmless, object)	1 standard action	30 minutes or until discharged	Touch	V,S, DF	Yes (harmless, object)	Transmutation	PHB: pg.251
<i>Effect:</i> Three stones gain +1 on attack rolls, deal 1d6+1 damage.					<i>Target:</i> Up to three pebbles touched		<i>Caster Level:</i> 15		
☐☐☐☐☐ Obscuring Mist		None	1 standard action	1 minute/level	20 ft.	V,S	No	Conjuration (Creation)	PHB: pg.258
<i>Effect:</i> Fog surrounds you.					<i>Target:</i> Cloud spreads in 20-ft. radius from you, 20 ft. high		<i>Caster Level:</i> 15		
☐☐☐☐☐ Pass without Trace	20	Will negates (harmless)	1 standard action	1 hour/level [D]	Touch	V,S, DF	Yes (harmless)	Transmutation	PHB: pg.259
<i>Effect:</i> 1 subject/level leaves no tracks.					<i>Target:</i> 1 creature/level touched		<i>Caster Level:</i> 15		
☐☐☐☐☐ Produce Flame		None	1 standard action	1 minute/level [D]	0 ft.	V,S	Yes	Evocation [Fire]	PHB: pg.265
<i>Effect:</i> 1d6 +1/level [max +5] damage, touch or thrown.					<i>Target:</i> Flame in your palm		<i>Caster Level:</i> 15		
☐☐☐☐☐ Raging Flame		None	1 standard action	1 minute	Medium (250 ft.)	V,S	No	Transmutation [Fire]	SC: Pg.164
<i>Effect:</i> Causes existing fire to double their heat and radiance; see text.					<i>Target:</i> 30-ft.-radius spread		<i>Caster Level:</i> 15		
☐☐☐☐☐ Ram's Might	20	N/A	1 standard action	1 minute/level	Personal	V,S	N/A	Transmutation	SC: Pg.166
<i>Effect:</i> Your hands harden +2 bonus to Str, inflict lethal damage, and you are considered armed.					<i>Target:</i> You		<i>Caster Level:</i> 15		
☐☐☐☐☐ Rapid Burrowing	20	Fortitude negates [harmless]	1 standard action	10 minutes/level	Touch	V,S,DF	Yes [harmless]	Transmutation	SC: Pg.166
<i>Effect:</i> Improves existing burrow speed by 20 ft.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 15		
☐☐☐☐☐ Remove Scent	20	Will negates	1 standard action	10 minutes/level	Touch	V,S,M	Yes	Transmutation	SC: Pg.173
<i>Effect:</i> Hides the scent of the affected creature or removes potent affects from creatures such as ghosts or troglodytes.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 15		
☐☐☐☐☐ Resist Planar Alignment	20	Will negates [harmless]	1 standard action	1 round/level	Touch	V,S,DF	Yes [harmless]	Abjuration	SC: Pg.174
<i>Effect:</i> Grants limited protection from a plane's alignment traits; see text.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 15		
☐☐☐☐☐ Sandblast	20	Reflex half	1 standard action	Instantaneous	10 ft.	V,S,DF	Yes	Evocation	SC: Pg.180
<i>Effect:</i> Creatures in area take 1d6 nonlethal damage, any creature that fails the save is also stunned for 1 round.					<i>Target:</i> 10-ft.-radius burst centered on your hands		<i>Caster Level:</i> 15		
☐☐☐☐☐ Shillelagh	20	Will negates (object)	1 standard action	1 minute/level	Touch	V,S, DF	Yes (object)	Transmutation	PHB: pg.278
<i>Effect:</i> Cudgel or quarterstaff becomes +1 weapon dealing damage as if two size categories larger for 1 minutes/level.					<i>Target:</i> One touched nonmagical oak club or quarterstaff		<i>Caster Level:</i> 15		
☐☐☐☐☐ Slow Burn		None	1 standard action	1 minute	Medium (250 ft.)	V,S,M/DF	No	Transmutation [Fire]	SC: Pg.192
<i>Effect:</i> Doubles the amount of time to put out a fire; see text.					<i>Target:</i> 30-ft.-radius spread		<i>Caster Level:</i> 15		
☐☐☐☐☐ Snake's Swiftess	20	Will negates [harmless]	1 standard action	Instantaneous	Close (60 ft.)	V,S,M/DF	Yes [harmless]	Transmutation	SC: Pg.193
<i>Effect:</i> Subject may make another single attack melee or ranged; see text.					<i>Target:</i> One allied creature		<i>Caster Level:</i> 15		
☐☐☐☐☐ Snowshoes	20	Will negates [harmless]	1 standard action	1 hour/level [D]	Touch	V,S	Yes [harmless]	Transmutation	SC: Pg.194
<i>Effect:</i> Speed increases by 10 ft. and no Balance checks or Reflex required to walk on snow.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 15		
☐☐☐☐☐ Speak with Animals		None	1 standard action	1 minute/level	Personal	V,S	No	Divination	PHB: pg.281
<i>Effect:</i> You can communicate with animals.					<i>Target:</i> You		<i>Caster Level:</i> 15		
☐☐☐☐☐ Summon Nature's Ally I		None	1 round	1 round/level [D]	Close (60 ft.)	V,S, DF	No	Conjuration (Summoning)	PHB: pg.288
<i>Effect:</i> Calls creature to fight.					<i>Target:</i> One summoned creature		<i>Caster Level:</i> 15		
☐☐☐☐☐ Surefooted Stride		None	1 standard action	1 minute/level	Personal	V,S	No	Transmutation	SC: Pg.216
<i>Effect:</i> Move through difficult terrain at full speed. Gain +2 Climb checks.					<i>Target:</i> You		<i>Caster Level:</i> 15		
☐☐☐☐☐ Thunderhead	20	Reflex negates; see text	1 standard action	1 round/level	Close (60 ft.)	V,S,M	Yes	Evocation [Electricity]	SC: Pg.219
<i>Effect:</i> Miniature thundercloud follows creature unerringly each round [even if it goes invisible or leaves the region] striking it with lightning that deals 1 pt of damage.					<i>Target:</i> One creature		<i>Caster Level:</i> 15		
☐☐☐☐☐ Traveler's Mount	20	Will negates	1 standard action	1 hour/level	Touch	V,S	Yes	Transmutation	SC: Pg.223
<i>Effect:</i> +10 feet enhancement bonus to speed but cannot attack during the duration of the spell.					<i>Target:</i> Animal or magical beast touched		<i>Caster Level:</i> 15		
☐☐☐☐☐ Updraft	20	N/A	1 swift action	Instantaneous	Personal	V,S,M	N/A	Conjuration (Creation) [Air]	SC: Pg.228
<i>Effect:</i> Gain 10 ft. per level of altitude, and then gently float back to the ground.					<i>Target:</i> You		<i>Caster Level:</i> 15		
☐☐☐☐☐ Vigor, Lesser	20	Will negates [harmless]	1 standard action	10 rounds + 1 round/level [max 15]	Touch	V,S	Yes [harmless]	Conjuration (Healing)	SC: Pg.229
<i>Effect:</i> Grants target fast healing ability for the duration of the spell. Heals 1 hp automatically per round.					<i>Target:</i> Living creature touched		<i>Caster Level:</i> 15		
☐☐☐☐☐ Vine Strike	20	N/A	1 swift action	1 round	Personal	V,DF	N/A	Divination	SC: Pg.230
<i>Effect:</i> Allows sneak attacks against plants if you already have the ability.					<i>Target:</i> You		<i>Caster Level:</i> 15		
☐☐☐☐☐ Wall of Smoke	20	Fortitude partial; see text	1 standard action	1 round/level	Close (60 ft.)	V,S	No	Conjuration (Creation)	SC: Pg.235
<i>Effect:</i> Makes a wall of black smoke, causes nausea; see text.					<i>Target:</i> A straight wall whose area is up to one 10-ft. square/level [S]		<i>Caster Level:</i> 15		
☐☐☐☐☐ Wings of the Sea	20	Fortitude negates [harmless]	1 standard action	1 minute/level	Touch	S,M	Yes [harmless]	Transmutation	SC: Pg.240
<i>Effect:</i> Increases creatures swim speed by 30 ft.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 15		
☐☐☐☐☐ Winter Chill	20	Fortitude negates	1 standard action	Instantaneous	Close (60 ft.)	V,S	Yes	Transmutation [Cold]	SC: Pg.241
<i>Effect:</i> Creature must succeed on save or take 1d6 points of cold damage and become fatigued.					<i>Target:</i> One creature		<i>Caster Level:</i> 15		
☐☐☐☐☐ Wood Wose		None	1 standard action	1 hour/level	Close (60 ft.)	V,S,DF	No	Conjuration (Creation)	SC: Pg.242
<i>Effect:</i> Summon minor nature spirit to perform simple natural tasks.					<i>Target:</i> One nature servant		<i>Caster Level:</i> 15		

LEVEL 2

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
☐☐☐☐☐ Align Fang	21	Will negates [harmless]	1 standard action	1 minute/level	Touch	V,S,DF	Yes [harmless]	Transmutation	SC: Pg.9
<i>Effect:</i> Aligns a creature's natural weapon to good-,evil-,lawful-,or chaotic.					<i>Target:</i> Living creature touched		<i>Caster Level:</i> 15		
☐☐☐☐☐ Animal Messenger	21	None; see text	1 standard action	1 day/level	Close (60 ft.)	V,S,M	Yes	Enchantment (Compulsion)	PHB: pg.198
* =Domain/Speciality Spell									

Druid Spells

<i>Effect:</i> Sends a Tiny animal to a specific place.					<i>Target:</i> One Tiny animal			[Mind-Affecting] <i>Caster Level:</i> 15	
□□□□□ Animal Trance	21	Will negates; see text	1 standard Concentration action		Close (60 ft.)	V,S	Yes	Enchantment (Compulsion) [Mind-Affecting, Sonic] <i>Caster Level:</i> 15	PHB: pg.198
<i>Effect:</i> Fascinates 2d6 HD of animals.					<i>Target:</i> Animals or magical beasts with Intelligence 1 or 2			<i>Caster Level:</i> 15	
□□□□□ Avoid Planar Effects		None	1 immediate action	1 minute/level	20 ft.	V	Yes [harmless]	Abjuration	SC: Pg.19
<i>Effect:</i> Gain temporary respite from the natural effects of a specific plane.					<i>Target:</i> One creature/level in a 20-ft. radius burst centered on you			<i>Caster Level:</i> 15	
□□□□□ Balancing Lorecall	21	N/A	1 standard action	1 minute/level [D]	Personal	V,S,M/DF	N/A	Divination	SC: Pg.23
<i>Effect:</i> Gain +4 insight bonus to balance bonus; see text.					<i>Target:</i> You			<i>Caster Level:</i> 15	
□□□□□ Barkskin		None	1 standard action	10 minutes/level	Touch	V,S, DF	Yes (harmless)	Transmutation	PHB: pg.203
<i>Effect:</i> Grants +2 enhancement to natural armor. Additional +1 per three levels above 3rd [max +5 at 12th level]					<i>Target:</i> Living creature touched			<i>Caster Level:</i> 15	
□□□□□ Bear's Endurance	21	Will negates (harmless)	1 standard action	1 minute/level	Touch	V,S, DF	Yes	Transmutation	PHB: pg.203
<i>Effect:</i> Subject gains +4 to Con for 1 minutes/level.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 15	
□□□□□ Binding Winds	21	Reflex negates	1 standard action	Concentration	Medium (250 ft.)	V,S	Yes	Evocation [Air]	SC: Pg.27
<i>Effect:</i> Subject can act normally, but it cannot move from it's current location.					<i>Target:</i> One creature			<i>Caster Level:</i> 15	
□□□□□ Bite of the Wererat	21	N/A	1 standard action	1 round/level	Personal	V,S,M	N/A	Transmutation	SC: Pg.28
<i>Effect:</i> Gain +6 bonus to Dex, +2 Con, +3 natural armor.					<i>Target:</i> You			<i>Caster Level:</i> 15	
□□□□□ Blood Frenzy	21	Will negates	1 standard action	Special; see text	Touch	V,S	Yes	Transmutation	SC: Pg.33
<i>Effect:</i> Target enters a rage, as its rage special ability, but this rage doesn't count against it's total.					<i>Target:</i> Any creature with the rage ability			<i>Caster Level:</i> 15	
□□□□□ Body of the Sun	21	Reflex half	1 standard action	1 round/level	5 ft.	V,S,DF	Yes	Trasmutation [Fire]	SC: Pg.35
<i>Effect:</i> Fire and light extend 5ft. from caster's body inflicting 1d4/2 levels [max 5d4] points of fire damage [Reflex save for half].					<i>Target:</i> 5 ft.-radius emanation centered on you			<i>Caster Level:</i> 15	
□□□□□ Brambles		None	1 standard action	1 round/level	Touch	V,S,M	No	Trasmutation	SC: Pg.38
<i>Effect:</i> Small magical thorns/spikes protrude from wooden weapon; gains a +1 to hit enhancement and deals +1/level [max +10] damage.					<i>Target:</i> Wooden weapon touched			<i>Caster Level:</i> 15	
□□□□□ Briar Web		None	1 standard action	1 minute/level	Medium (250 ft.)	V,S,DF	No	Transmutation	SC: Pg.39
<i>Effect:</i> As entangle, but thorns deal damage each round.					<i>Target:</i> 40-ft-radius spread.			<i>Caster Level:</i> 15	
□□□□□ Bull's Strength	21	Will negates (harmless)	1 standard action	1 minute/level	Touch	V,S,M/DF	Yes (harmless)	Transmutation	PHB: pg.207
<i>Effect:</i> Subject gains +4 to Str for 1 minutes/level.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 15	
□□□□□ Burrow	21	Will negates [harmless]	1 standard action	1 minute/level [D]	Touch	V,S,F/DF	Yes [harmless]	Transmutation	SC: Pg.41
<i>Effect:</i> Burrow through earth at 30 ft unless wearing Medium or heavier armor or a Medium load than it is 20 ft.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 15	
□□□□□ Camouflage, Mass	21	Will negates [harmless]	1 standard action	10 minutes/level	Medium (250 ft.)	V,S	Yes [harmless]	Transmutation	SC: Pg.43
<i>Effect:</i> As camouflage, except the effect is mobile within the group. [Broken for creatures who more than 60 ft apart].					<i>Target:</i> Any number of creatures, no two of which can be more than 60 ft. apart			<i>Caster Level:</i> 15	
□□□□□ Cat's Grace	21	Will negates (harmless)	1 standard action	1 minute/level	Touch	V,S,M	Yes	Transmutation	PHB: pg.208
<i>Effect:</i> Subject gains +4 to Dex for 1 minutes/level.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 15	
□□□□□ Chill Metal	21	Will negates (object)	1 standard action	7 rounds	Close (60 ft.)	V,S, DF	Yes (object)	Transmutation [Cold] <i>Caster Level:</i> 15	PHB: pg.209
<i>Effect:</i> Cold metal damages those who touch it.					<i>Target:</i> Metal equipment of 1 creature/2 levels, no two of which can be more than 30 ft. apart; or 375 lbs of metal			<i>Caster Level:</i> 15	
□□□□□ Cloud Wings	21	Fortitude negates [harmless]	1 standard action	1 hour/level	Touch	V,S	Yes [harmless]	Transmutation	SC: Pg.49
<i>Effect:</i> Increases fly speed by 30 ft.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 15	
□□□□□ Countermoon	21	Will negates [D]	1 standard action	12 hours	Close (60 ft.)	V,S,M	Yes	Abjuration	SC: Pg.53
<i>Effect:</i> Stops lycanthropic shapechanging for 12 hours.					<i>Target:</i> One lycanthrope			<i>Caster Level:</i> 15	
□□□□□ Creeping Cold	21	Fortitude half	1 standard action	3 rounds	Close (60 ft.)	V,S,F	Yes	Transmutation [Cold] <i>Caster Level:</i> 15	SC: Pg.55
<i>Effect:</i> Deals progressive damage from cold [+1d6/round].					<i>Target:</i> One creature			<i>Caster Level:</i> 15	
□□□□□ Daggerspell Stance	21	N/A	1 swift action	1 round/level [D]	Personal	V,F	N/A	Abjuration	SC: Pg.57
<i>Effect:</i> Gain +2 insight bonus to hit and damage when you make a full attack wielding two daggers. Can deflect spells [SR 5+level] and gain DR 5/magic when full defense.					<i>Target:</i> You			<i>Caster Level:</i> 15	
□□□□□ Decomposition		None	1 standard action	1 round/level	50 ft.	V,S,DF	Yes	Necromancy	SC: Pg.61
<i>Effect:</i> Wounded creatures suffer 3 extra hp/round.					<i>Target:</i> Living enemies within a 50-ft.-radius emanation centered on you			<i>Caster Level:</i> 15	
□□□□□ Delay Poison	21	Fortitude negates (harmless)	1 standard action	1 hour/level	Touch	V,S, DF	Yes (harmless)	Conjuration (Healing) <i>Caster Level:</i> 15	PHB: pg.217
<i>Effect:</i> Stops poison from harming subject for 1 hour/level.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 15	
□□□□□ Earthbind	21	Fortitude negates	1 standard action	1 minute/level [D]	Medium (250 ft.)	V,S	Yes	Transmutation	SC: Pg.76
<i>Effect:</i> Reduce a creatures fly speed to 0, airborne creatures fall to the ground as if by featherfall.					<i>Target:</i> One creature			<i>Caster Level:</i> 15	
□□□□□ Earthfast		None	1 standard action	10 minutes/level [D]	Close (60 ft.)	V,S	Yes [object]	Transmutation	SC: Pg.76
<i>Effect:</i> Doubles Structures HP and increases Hardness to 10.					<i>Target:</i> One stone structure or rock formation, up to 25 cu. ft./level			<i>Caster Level:</i> 15	
□□□□□ Easy Trail		None	1 standard action	1 hour/level [D]	40 ft.	V,S	Yes	Abjuration	SC: Pg.76
<i>Effect:</i> Removes movement penalties through dense brush and increases track DC by 5 for any pursuers.					<i>Target:</i> 40-ft. radius emanation centered on you			<i>Caster Level:</i> 15	
□□□□□ Embrace the Wild	21	N/A	1 standard action	10 minutes/level [D]	Personal	V	N/A	Transmutation	SC: Pg.79
<i>Effect:</i> The caster gains an animal's sensory and skills, low-light vision and Scent or Blindsense 30' your choice. +2 spot and listen checks.					<i>Target:</i> You			<i>Caster Level:</i> 15	
□□□□□ Fins to Feet	21	Fortitude negates [harmless]	1 standard action	1 hour/level	Touch	V,S	Yes [harmless]	Transmutation	SC: Pg.92
<i>Effect:</i> Creatures lose swim speed but gain walk speed of 30 ft.					<i>Target:</i> Willing creature touched			<i>Caster Level:</i> 15	
□□□□□ Fire Trap	21	Reflex half; see text	10 minutes	Permanent until discharged [D]	Touch	V,S,M	Yes	Abjuration [Fire]	PHB: pg.231
<i>Effect:</i> Opened object deals 1d4+15 fire damage.					<i>Target:</i> Object touched			<i>Caster Level:</i> 15	

* =Domain/Specialty Spell

Druid Spells

<div>Flame Blade</div> <div><div>Effect:</div><div>Touch attack deals 1d8 +7 fire damage.</div></div>	21	None	1 standard	1 minute/level [D] action	0 ft.	V,S, DF	Yes	Evocation [Fire]	PHB: pg.231
<div>Flaming Sphere</div> <div><div>Effect:</div><div>Creates rolling ball of fire, 2d6 damage, lasts 1 round/level.</div></div>	21	Reflex negates	1 standard	1 round/level action	Medium (250 ft.)	V,S,M/DF	Yes	Evocation [Fire]	PHB: pg.232
<div>Fog Cloud</div> <div><div>Effect:</div><div>Fog obscures vision.</div></div>		None	1 standard	10 minutes/level action	Medium (250 ft.)	V,S	No	Conjuration (Creation)	PHB: pg.232
<div>Frost Breath</div> <div><div>Effect:</div><div>Breath a cone of cold that deal 1d4/2 caster levels [max 5d4] and creatures are also dazed if they failed the Reflex save.</div></div>	21	Reflex half	1 standard	Instantaneous action	30 ft.	V,S,M	Yes	Evocation [Cold]	SC: Pg.100
<div>Gust of Wind</div> <div><div>Effect:</div><div>Blows away or knocks down smaller creatures.</div></div>	21	Fortitude negates	1 standard	1 round action	60 ft.	V,S	Yes	Evocation [Air]	PHB: pg.238
<div>Healing Lorecall</div> <div><div>Effect:</div><div>Allows caster with Heal ranks to remove other ailments when using Conjuration [Healing] spells. Can also heal more; see text.</div></div>	21	N/A	1 standard	10 minutes/level action	Personal	V,S,M	N/A	Divination	SC: Pg.110
<div>Healing Sting</div> <div><div>Effect:</div><div>Inflict 1d12 +1/caster level [max +10] to a living creature and gain an equal amount of HP.</div></div>		None	1 standard	Instantaneous action	Touch	V,S,M	Yes	Necromancy	SC: Pg.110
<div>Heartfire</div> <div><div>Effect:</div><div>Subjects do benefit from concealment, on failed save they also take 1d4 fire damage each round [half damage on save].</div></div>	21	Fortitude partial	1 standard	1 round/level action	Close (60 ft.)	V,S,DF	Yes	Evocation [Light, Fire]	SC: Pg.112
<div>Heat Metal</div> <div><div>Effect:</div><div>Make metal so hot it damages those who touch it.</div></div>	21	Will negates (object)	1 standard	7 rounds action	Close (60 ft.)	V,S, DF	Yes (object)	Transmutation [Fire]	PHB: pg.239
<div>Hold Animal</div> <div><div>Effect:</div><div>Paralyzes one animal for 1 round/level.</div></div>	21	Will negates; see text	1 standard	1 round/level [D]; see text action	Medium (250 ft.)	V,S	Yes	Enchantment (Compulsion) [Mind-Affecting]	PHB: pg.241
<div>Kelpstrand</div> <div><div>Effect:</div><div>Make ranged attacks against each target; see text</div></div>		None	1 standard	1 round/level action	Close (60 ft.)	V,S,M	No	Conjuration (Creation)	SC: Pg.128
<div>Listening Lorecall</div> <div><div>Effect:</div><div>Gain +4 insight bonus on Listen checks; see text.</div></div>	21	N/A	1 standard	10 minutes/level action	Personal	V,S,DF	N/A	Divination	SC: Pg.133
<div>Mark of the Outcast</div> <div><div>Effect:</div><div>Creates an indelible mark on the subjects face; see text.</div></div>	21	Will negates	1 standard	Permanent action	Close (60 ft.)	V,S,DF	Yes	Necromancy	SC: Pg.138
<div>Master Air</div> <div><div>Effect:</div><div>Fly at 90 ft. [or 60 if med or hvy armor].</div></div>	21	N/A	1 standard	1 round/level action	Personal	V,S,F	N/A	Transmutation	SC: Pg.139
<div>Mountain Stance</div> <div><div>Effect:</div><div>As a free action you can root yourself to the ground. Gain bonus equal to the caster level against grapple, lift, push, bull rush, over-run, throw, trip or otherwise force the creature to move.</div></div>	21	Will negates [harmless]	1 standard	1 minute/level action	Touch	V,S	No	Transmutation	SC: Pg.144
<div>Nature's Favor</div> <div><div>Effect:</div><div>Target animal gains attack and damage bonus of +1 for every 3 caster levels max of +5 at 15th level.</div></div>	21	Will negates [harmless]	1 swift	1 minute	Touch	V,S,DF	Yes [harmless]	Evocation	SC: Pg.146
<div>One With the Land</div> <div><div>Effect:</div><div>Gain +2 insight bonus to Move Silently, Search, Hide, Survival and Handle Animal checks.</div></div>	21	N/A	1 standard	1 hour/level action	Personal	V,S	N/A	Transmutation	SC: Pg.149
<div>Owl's Wisdom</div> <div><div>Effect:</div><div>Subject gains +4 to Wis for 1 minutes/level.</div></div>	21	Will negates (harmless)	1 standard	1 minute/level action	Touch	V,S,M/DF	Yes	Transmutation	PHB: pg.259
<div>Reduce Animal</div> <div><div>Effect:</div><div>Shrinks one willing animal.</div></div>		None	1 standard	1 hour/level [D] action	Touch	V,S	No	Transmutation	PHB: pg.269
<div>Resist Energy</div> <div><div>Effect:</div><div>Ignores first 30 points of damage/attack from specified energy type.</div></div>	21	Fortitude negates (harmless)	1 standard	10 minutes/level action	Touch	V,S, DF	Yes (harmless)	Abjuration	PHB: pg.272
<div>Restoration, Lesser</div> <div><div>Effect:</div><div>Dispels magical ability penalty or repairs 1d4 ability damage.</div></div>	21	Will negates (harmless)	3 rounds	Instantaneous	Touch	V,S	Yes (harmless)	Conjuration (Healing)	PHB: pg.272
<div>Saltray</div> <div><div>Effect:</div><div>Ranged touch attack deals 1d6 per two caster levels [max 5d6] and make a save or be stunned for 1 round.</div></div>	21	Fortitude partial	1 standard	Instantaneous action	Close (60 ft.)	V,S	Yes	Evocation	SC: Pg.179
<div>Scent</div> <div><div>Effect:</div><div>Bestows Scent ability with all the same powers.</div></div>		None	1 standard	10 minutes/level action	Touch	V,S,M	Yes [harmless]	Transmutation	SC: Pg.180
<div>Share Husk</div> <div><div>Effect:</div><div>You can sense all the stimuli the target animal senses.</div></div>	21	Will negates [harmless]	1 standard	1 minute/level action	Touch	V,S,M	Yes	Divination	SC: Pg.187
<div>Snake's Swiftmess, Mass</div> <div><div>Effect:</div><div>Subjects may make another single attack melee or ranged; see text.</div></div>	21	Will negates [harmless]	1 standard	Instantaneous action	Medium (250 ft.)	V,S,M/DF	Yes [harmless]	Transmutation	SC: Pg.193
<div>Soften Earth and Stone</div> <div><div>Effect:</div><div>Turns stone to clay or dirt to sand or mud.</div></div>		None	1 standard	Instantaneous action	Close (60 ft.)	V,S, DF	No	Transmutation [Earth]	PHB: pg.280
<div>Spider Climb</div> <div><div>Effect:</div><div>Grants ability to walk on walls and ceilings.</div></div>	21	Will negates (harmless)	1 standard	10 minutes/level action	Touch	V,S,M	Yes (harmless)	Transmutation	PHB: pg.283
<div>Splinterbolt</div> <div><div>Effect:</div><div>Make ranged attack to hit, on hit deal 4d6 piercing damage and threatens on 18-20. See text.</div></div>		None	1 standard	Instantaneous action	Close (60 ft.)	V,S,M	No	Conjuration (Creation)	SC: Pg.203
<div>Summon Nature's Ally II</div> <div><div>Effect:</div><div>Calls creature to fight.</div></div>		None	1 round	1 round/level [D]	Close (60 ft.)	V,S, DF	No	Conjuration (Summoning)	PHB: pg.288

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□□□□□ Summon Swarm	None	1 round	Concentration + 2 rounds	Close (60 ft.)	V,S,M/DF	No	Conjuration (Summoning)	PHB: pg.289
<i>Effect:</i> Summons swarm of bats, rats, or spiders.				<i>Target:</i> One swarm of bats, rats, or spiders				<i>Caster Level:</i> 15
□□□□□ Swim	None	1 round	10 minutes/level [D]	Medium (250 ft.)	V,S,M	Yes [harmless]	Transmutation [Water]	SC: Pg.217
<i>Effect:</i> Gain swim speed and +8 to Swim checks.				<i>Target:</i> One creature				<i>Caster Level:</i> 15
□□□□□ Tiger's Tooth	None	1 swift action	1 round	Living creature touched	V	No	Transmutation	SC: Pg.221
<i>Effect:</i> As greater magic fang.				<i>Target:</i> You				<i>Caster Level:</i> 15
□□□□□ Train Animal	21	Will negates [harmless]	10 minutes 1 hour/level	Touch	V,S,DF	Yes [harmless]	Enchantment (Charm) [Mind-Affecting]	SC: Pg.221
<i>Effect:</i> You temporarily boost the number of tricks that an animal knows.				<i>Target:</i> Animal touched				<i>Caster Level:</i> 15
□□□□□ Tree Shape	None	1 standard action	1 hour/level [D]	Personal	V,S, DF	No	Transmutation	PHB: pg.296
<i>Effect:</i> You look exactly like a tree for 1 hour/level.				<i>Target:</i> You				<i>Caster Level:</i> 15
□□□□□ Warp Wood	21	Will negates (object)	1 standard action	Close (60 ft.)	V,S	Yes (object)	Transmutation	PHB: pg.300
<i>Effect:</i> Bends wood [shaft, handle, door, plank].				<i>Target:</i> One Small wooden object/level, all within a 20-ft. radius				<i>Caster Level:</i> 15
□□□□□ Wings of Air	None	1 standard action	1 minute/level	Touch	V	No	Transmutation	SC: Pg.240
<i>Effect:</i> Manuverability improves by one step.				<i>Target:</i> Winged creature touched				<i>Caster Level:</i> 15
□□□□□ Winter's Embrace	21	Fortitude negates	1 standard action	Close (60 ft.)	V,S	Yes	Evocation [Cold]	SC: Pg.241
<i>Effect:</i> Creature fails it's save takes 1d8 cold damage each round; see text.				<i>Target:</i> One creature				<i>Caster Level:</i> 15
□□□□□ Wood Shape	21	Will negates (object)	1 standard action	Touch	V,S, DF	Yes (object)	Transmutation	PHB: pg.303
<i>Effect:</i> Rearranges wooden objects to suit you.				<i>Target:</i> One touched piece of wood no larger than 10 cu. ft. + 1 ft./level				<i>Caster Level:</i> 15
□□□□□ Wracking Touch	21	Fortitude half	1 standard action	Touch	V,S	Yes	Necromancy	SC: Pg.243
<i>Effect:</i> Deal 1d6 +1 per caster level [max +10] plus you get sneak attack damage if you possess the ability.				<i>Target:</i> Creature touched				<i>Caster Level:</i> 15
□□□□□ Zone of Glacial Cold	21	Fort half	1 standard action	Medium (250 ft.)	V,S,M	No	Conjuration [Cold]	Custom: Frostburn Pg.106
<i>Effect:</i> Zone deals 1d6 cold damage each round.				<i>Target:</i> 20-ft.-radius				<i>Caster Level:</i> 15

LEVEL 3

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□□Air Breathing	22	Will negates [harmless]	1 standard action	2 hours/level; see text	Touch	S,M/DF	Yes [harmless]	Transmutation	SC: Pg.8
<i>Effect:</i> Grants creatures the ability to breath air.					<i>Target:</i> Living creatures touched			<i>Caster Level:</i> 15	
□□□□□Align Fang, Mass	22	Will negates [harmless]	1 standard action	1 minute/level	Close (60 ft.)	V,S,DF	Yes [harmless]	Transmutation	SC: Pg.9
<i>Effect:</i> Same as algin fang, but on multiple creatures.					<i>Target:</i> One or more creatures, no two of which are more than 30 ft. apart			<i>Caster Level:</i> 15	
□□□□□Attune Form	22	N/A	1 standard action	24 hours	Touch	V,S,M/DF	N/A	Transmutation	SC: Pg.17
<i>Effect:</i> Attunes the affected creatures to the plane you are currently on, negating harmful effects.					<i>Target:</i> One creature/3 levels			<i>Caster Level:</i> 15	
□□□□□Bite of the Werewolf	22	N/A	1 standard action	1 round/level	Personal	V,S,M	N/A	Transmutation	SC: Pg.29
<i>Effect:</i> Gain +2 bonus to Str, +4 Dex, +4 Con, +4 natural armor. Gain Bite attack.					<i>Target:</i> You			<i>Caster Level:</i> 15	
□□□□□Call Lightning	22	Reflex half	1 round	1 minute/level	Medium (250 ft.)	V,S	Yes	Evocation [Electricity]	PHB: pg.207
<i>Effect:</i> Calls down one lightning bolt/level [max 10] over duration [3d6 per bolt] from sky; 3d10 in outdoors stormy area.					<i>Target:</i> One or more 30-ft.-long vertical lines of lightning			<i>Caster Level:</i> 15	
□□□□□Capricious Zephyr	22	None and Reflex partial; see text	1 standard action	1 round/level	Medium (250 ft.)	V,S	Yes	Evocation [Air]	SC: Pg.43
<i>Effect:</i> Ball of swirling dust and air that bull rush attacks with a +6 any creature it encounters as directed by caster. Movement 30 ft; see text					<i>Target:</i> 5-ft.-diameter			<i>Caster Level:</i> 15	
□□□□□Charge of the Triceratops	22	Will negates [harmless]	1 standard action	1 round/level [D]	Touch	V,S,DF	Yes	Transmutation	SC: Pg.45
<i>Effect:</i> Gain natural gore attack [S=1d6, M=1d8, L=2d6]. If gore is used as part of a charge it does double damage. Also gain +4 Natural Armor.					<i>Target:</i> Living creature touched			<i>Caster Level:</i> 15	
□□□□□Circle Dance	22	N/A	1 minute	Instantaneous	Personal	V,S	N/A	Divination	SC: Pg.46
<i>Effect:</i> Get direction and general status of a known target.					<i>Target:</i> You			<i>Caster Level:</i> 15	
□□□□□Corona of Cold	22	Fortitude negates	1 standard action	1 round/level [D]	10 ft.	V,S,DF	Yes	Evocation [Cold]	SC: Pg.52
<i>Effect:</i> Gain fire resistance 10, and deal 1d12 damage to all in your area of effect. Creatures so affected have -2 to Str & Dex, move at half speed for as ong as they remain in the area.					<i>Target:</i> 20-ft.-radius spread			<i>Caster Level:</i> 15	
□□□□□Creaking Cacophony		None	1 standard action	1 round/level	Medium (250 ft.)	V,S	Yes	Illusion (Figment) [Sonic]	SC: Pg.55
<i>Effect:</i> All who are in the effect have -4 to listen. Spellcasters are distracted.					<i>Target:</i> 40-ft.-radius spread			<i>Caster Level:</i> 15	
□□□□□Crumble	22	Fortitude half [object]	1 standard action	Instantaneous	Medium (250 ft.)	V,S	Yes [object]	Transmutation	SC: Pg.56
<i>Effect:</i> Deal 1d8/level [max 10d8] damage to structure, ignoring hardness; see text.					<i>Target:</i> One structure or construct			<i>Caster Level:</i> 15	
□□□□□Cure Moderate Wounds	22	Will half (harmless); see text	1 standard action	Instantaneous	Touch	V,S	Yes (harmless); see text	Conjuration (Healing)	PHB: pg.216
<i>Effect:</i> Cures 2d8 +1/level [max +10] damage.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 15	
□□□□□Daylight		None	1 standard action	10 minutes/level [D]	Touch	V,S	No	Evocation [Light]	PHB: pg.216
<i>Effect:</i> 60-ft. radius of bright light.					<i>Target:</i> Object touched			<i>Caster Level:</i> 15	
□□□□□Dehydrate	22	Fortitude negates	1 standard action	Instantaneous	Medium (250 ft.)	V,S,DF	Yes	Necromancy	SC: Pg.62
<i>Effect:</i> Deal 1d6 plus 1/3 caster levels [max +5].					<i>Target:</i> One living creature			<i>Caster Level:</i> 15	
□□□□□Diminish Plants		None	1 standard action	Instantaneous	See text	V,S, DF	No	Transmutation	PHB: pg.221
<i>Effect:</i> Reduces size or blights growth of normal plants.					<i>Target:</i> See text			<i>Caster Level:</i> 15	
□□□□□Dominate Animal	22	Will negates	1 round	1 round/level	Close (60 ft.)	V,S	Yes	Enchantment (Compulsion) [Mind-Affecting]	PHB: pg.224
<i>Effect:</i> Subject animal obeys silent mental commands.					<i>Target:</i> One animal			<i>Caster Level:</i> 15	
□□□□□Downdraft	22	Reflex partial; see text	1 standard action	Instantaneous	Long (1000 ft.)	V,S,M	Yes	Evocation [Air]	SC: Pg.72
<i>Effect:</i> Either send a flying creature down 50 ft. or 100 ft. They take fall damage if they collide with the ground [1d6 per 10 ft.].					<i>Target:</i> Cylinder [20-ft. radius, 100 ft. high]			<i>Caster Level:</i> 15	
* =Domain/Speciality Spell									

=Domain/Specialty Spell

Druid Spells

■■■■■ Earthen Grace	22	Will negates [harmless]	1 standard 1 minute/level action	Touch	V,S,M	Yes [harmless]	Abjuration [Earth]	SC: Pg.76
<i>Effect:</i> Earth and stone damage is treated as nonlethal [includes creatures with the subtype of earth/stone, falling onto stone]; see text.				<i>Target:</i> Living creature touched		<i>Caster Level:</i> 15		
■■■■■ Energy Vortex	22	Reflex half	1 standard Instantaneous action	20 ft.	V,S	Yes	Evocation [Choose:Acid, Cold, Fire, Electricity, Sonic]	SC: Pg.81
<i>Effect:</i> Choose an 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.				<i>Target:</i> All creatures within a 20-ft.-radius burst centered on you		<i>Caster Level:</i> 15		
■■■■■ Entangling Staff	22	Fortitude negates [harmless,object]	1 swift action 1 round/level [D]	Touch	V,S,F	Yes [harmless]	Transmutation	SC: Pg.83
<i>Effect:</i> Each time you successfully strike foe you can start a grapple as a free action, +8 grapple check. Deals an additional 2d6 damage for grapple [lethal or nonlethal]; see text				<i>Target:</i> Quarterstaff touched		<i>Caster Level:</i> 15		
■■■■■ Fire Wings	22	N/A	1 round 1 minute/level	Personal	V,S,M,F	N/A	Transmutation [Fire]	SC: Pg.93
<i>Effect:</i> Attack or Fly; see text.				<i>Target:</i> You		<i>Caster Level:</i> 15		
■■■■■ Fly, Swift	22	N/A	1 swift action 1 round	Personal	V	N/A	Transmutation	SC: Pg.96
<i>Effect:</i> This spell functions like fly, except as noted.				<i>Target:</i> You		<i>Caster Level:</i> 15		
■■■■■ Forestfold	22	N/A	1 standard 1 hour/level [D] action	Personal	V,S	N/A	Transmutation	SC: Pg.98
<i>Effect:</i> Grants +10 competence bonus on Hide and Move Silently checks.				<i>Target:</i> You		<i>Caster Level:</i> 15		
■■■■■ Giant's Wrath		None	1 swift action 1 round/level	Personal	V,S,M	No	Transmutation [Earth]	SC: Pg.105
<i>Effect:</i> Pebbles become boulders; see text				<i>Target:</i> One pebble/3 levels		<i>Caster Level:</i> 15		
■■■■■ Girallon's Blessing	22	Fortitude negates [harmless]	1 standard 10 minutes/level action	Touch	V,S,M	Yes [harmless]	Transmutation	SC: Pg.106
<i>Effect:</i> Gain an additional pair of arms; see text				<i>Target:</i> Creature touched		<i>Caster Level:</i> 15		
■■■■■ Heatstroke	22	Fortitude partial	1 standard Instantaneous action	Medium (250 ft.)	V,S	Yes [harmless]	Transmutation	SC: Pg.113
<i>Effect:</i> Target becomes fatigued [if fatigued it becomes exhausted], takes 2d6 nonlethal heat [with or without save].				<i>Target:</i> One Creature		<i>Caster Level:</i> 15		
■■■■■ Hypothermia	22	Fortitude partial	1 standard Instantaneous action	Close (60 ft.)	V,S	Yes	Evocation [Cold]	SC: Pg.118
<i>Effect:</i> Deals 1d6 per caster level [max 10d6] and becomes fatigued. Save halves damage and negates fatigue.				<i>Target:</i> One creature		<i>Caster Level:</i> 15		
■■■■■ Infestation of Maggots	22	Fortitude negates	1 standard 1 round/2 levels action	Touch	V,S,M	Yes	Necromancy	SC: Pg.123
<i>Effect:</i> Deal 1d4 constitution per round. Save ends the spell and the effect.				<i>Target:</i> Creature touched		<i>Caster Level:</i> 15		
■■■■■ Jagged Tooth	22	Will negates [harmless]	1 standard 10 minutes/level action	Close (60 ft.)	V,S	Yes [harmless]	Transmutation	SC: Pg.127
<i>Effect:</i> Doubles the critical threat range of one natural weapon.				<i>Target:</i> One natural slashing or piercing weapon of target creatures		<i>Caster Level:</i> 15		
■■■■■ Lion's Charge	22	N/A	1 swift action 1 round	Personal	V	N/A	Transmutation	SC: Pg.133
<i>Effect:</i> Gain pounce ability [make full attack after a charge].				<i>Target:</i> You		<i>Caster Level:</i> 15		
■■■■■ Magic Fang, Greater	22	Will negates (harmless)	1 standard 1 hour/level action	Close (60 ft.)	V,S, DF	Yes (harmless)	Transmutation	PHB: pg.250
<i>Effect:</i> One natural weapon of subject creature gets +3 on attack and damage rolls.				<i>Target:</i> One living creature		<i>Caster Level:</i> 15		
■■■■■ Meld into Stone		None	1 standard 10 minutes/level action	Personal	V,S, DF	No	Transmutation [Earth]	PHB: pg.252
<i>Effect:</i> You and your gear merge with stone.				<i>Target:</i> You		<i>Caster Level:</i> 15		
■■■■■ Nature's Rampart		None	10 minutes Instantaneous	Medium (250 ft.)	V,S,F	No	Transmutation	SC: Pg.146
<i>Effect:</i> Shapes natural setting into a formidable defense.				<i>Target:</i> Structure up to 40 ft. square		<i>Caster Level:</i> 15		
■■■■■ Neutralize Poison	22	Will negates (harmless, object)	1 standard 10 minutes/level action	Touch	V,S,M/DF	Yes (harmless, object)	Conjuration (Healing)	PHB: pg.257
<i>Effect:</i> Immunizes subject against poison, detoxifies venom in or on subject.				<i>Target:</i> Creature or object of up to 1 cu. ft./level.		<i>Caster Level:</i> 15		
■■■■■ Plant Growth		None	1 standard Instantaneous action	See text	V,S, DF	No	Transmutation	PHB: pg.262
<i>Effect:</i> Grows vegetation, improves crops.				<i>Target:</i> See text		<i>Caster Level:</i> 15		
■■■■■ Poison	22	Fortitude negates; see text	1 standard Instantaneous; see text action	Touch	V,S, DF	Yes	Necromancy	PHB: pg.262
<i>Effect:</i> Touch deals 1d10 Con damage, repeats in 1 minute.				<i>Target:</i> Living creature touched		<i>Caster Level:</i> 15		
■■■■■ Primal Form	22	N/A	1 standard 1 minute/level action	Personal	V,S,DF	N/A	Transmutation	SC: Pg.161
<i>Effect:</i> You assume the physical appearance and many of the qualities and abilities of a chosen elemental [fire, water, earth, air]; see text				<i>Target:</i> You		<i>Caster Level:</i> 15		
■■■■■ Protection from Energy	22	Fortitude negates (harmless)	1 standard 10 minutes/level or until discharged action	Touch	V,S, DF	Yes (harmless)	Abjuration	PHB: pg.266
<i>Effect:</i> Absorb 12 points of damage/level [max 120] from one kind of energy.				<i>Target:</i> Creature touched		<i>Caster Level:</i> 15		
■■■■■ Quench	22	None or Will negates (object)	1 standard Instantaneous action	Medium (250 ft.)	V,S, DF	No or Yes (object)	Transmutation	PHB: pg.267
<i>Effect:</i> Extinguishes nonmagical fires or one magic item.				<i>Target:</i> 20-ft. cube/level [S] or one fire-based magic item		<i>Caster Level:</i> 15		
■■■■■ Quillfire	22	N/A	1 standard 1 round/level action	Personal	V,S	N/A	Transmutation	SC: Pg.164
<i>Effect:</i> Quills inflict 1d8 or thrown range 10 ft; see text.				<i>Target:</i> You		<i>Caster Level:</i> 15		
■■■■■ Remove Disease	22	Fortitude negates (harmless)	1 standard Instantaneous action	Touch	V,S	Yes (harmless)	Conjuration (Healing)	PHB: pg.271
<i>Effect:</i> Cures all diseases affecting subject.				<i>Target:</i> Creature touched		<i>Caster Level:</i> 15		
■■■■■ Resist Energy, Mass	22	Fortitude negates [harmless]	1 standard 10 minutes/level action	Close (60 ft.)	V,S,DF	Yes [harmless]	Abjuration	SC: Pg.174
<i>Effect:</i> As resist energy, except that it affects all targeted creatures.				<i>Target:</i> One creature/level, no two of which can be more than 30 ft. apart		<i>Caster Level:</i> 15		
■■■■■ Sink	22	Will negates	1 standard 1 round action	Close (60 ft.)	V,S,DF	Yes	Transmutation	SC: Pg.190
<i>Effect:</i> Affect creatures sink 100 ft./round; see text.				<i>Target:</i> One creature/level, no two of which are more than 30 ft. apart		<i>Caster Level:</i> 15		
■■■■■ Sleet Storm		None	1 standard 1 round/level action	Long (1000 ft.)	V,S,M/DF	No	Conjuration (Creation) [Cold]	PHB: pg.280
<i>Effect:</i> Hampers vision and movement.				<i>Target:</i> Cylinder 40		<i>Caster Level:</i> 15		
■■■■■ Snakebite	22	N/A	1 standard 1 round/level [D] action	Personal	V,S	N/A	Transmutation	SC: Pg.193
<i>Effect:</i> Turns one of your arms into a venomous snake; see text.				<i>Target:</i> You		<i>Caster Level:</i> 15		
■■■■■ Snare		None	3 rounds Until triggered or broken	Touch	V,S, DF	No	Transmutation	PHB: pg.280
<i>Effect:</i> Creates a magic booby trap.				<i>Target:</i> Touched nonmagical circle of vine, rope, or thong with a 2 ft. diameter + 2 ft./level		<i>Caster Level:</i> 15		

* =Domain/Speciality Spell

Druid Spells

□□□□□ Snowshoes, Mass	22	Will negates [harmless]	1 standard 1 hour/level [D] action	Close (60 ft.)	V,S	Yes [harmless]	Transmutation	SC: Pg.194
<i>Effect:</i> Same as Snowshoes, except as noted.								
□□□□□ Speak with Plants		None	1 standard 1 minute/level action	Personal	V,S	No	Divination	PHB: pg.282
<i>Effect:</i> You can talk to normal plants and plant creatures.								
□□□□□ Spiderskin	22	Will negates [harmless]	1 standard 10 minutes/level action	Touch	V,S,M/DF	Yes [harmless]	Transmutation	SC: Pg.202
<i>Effect:</i> Grants recipient +1 to natural AC, +1 save against poison and +1 bonus to Hide checks for every three caster levels [max +5].								
□□□□□ Spike Growth	22	Reflex partial	1 standard 1 hour/level [D] action	Medium (250 ft.)	V,S, DF	Yes	Transmutation	PHB: pg.283
<i>Effect:</i> Creatures in area take 1d4 damage, may be slowed.								
□□□□□ Spikes		None	1 standard 1 hour/level action	Touch	V,S,M	No	Transmutation	SC: Pg.202
<i>Effect:</i> As brambles, except affected weapon gains +2 enhancement bonus and threat range doubled.								
□□□□□ Spiritjaws		None	1 standard 1 round/level [D] action	Medium (250 ft.)	V,S,M	Yes	Evocation [Force]	SC: Pg.202
<i>Effect:</i> Jaws attempt to grapple the target; see text								
□□□□□ Standing Wave	22	Reflex negates	1 standard 10 minutes/level [D] action	Close (60 ft.)	V,S,DF	Yes	Transmutation	SC: Pg.204
<i>Effect:</i> Transports across water; see text.								
□□□□□ Stone Shape		None	1 standard Instantaneous action	Touch	V,S,M/DF	No	Transmutation [Earth]	PHB: pg.284
<i>Effect:</i> Sculpts stone into any shape.								
□□□□□ Summon Nature's Ally III		None	1 round 1 round/level [D]	Close (60 ft.)	V,S, DF	No	Conjuration (Summoning)	PHB: pg.288
<i>Effect:</i> Calls creature to fight.								
□□□□□ Thornskin	22	N/A	1 standard 1 round/level [D] action	Personal	V,S,M	N/A	Transmutation	SC: Pg.219
<i>Effect:</i> Sprout thorns from your skin that makes your unarmed deal lethal plus an extra 1d6 piercing damage on unarmed attacks.								
□□□□□ Thunderous Roar	22	Fortitude partial; see text	1 standard Instantaneous action	Long (1000 ft.)	V,S,DF	Yes	Evocation [Sonic]	SC: Pg.220
<i>Effect:</i> All creatures in the area take 1d6 sonic damage per two caster levels; see text.								
□□□□□ Treasure Scent	22	N/A	1 standard 1 hour/level action	Personal	V,S	N/A	Divination	SC: Pg.223
<i>Effect:</i> Detect copper, silver, gold, platinum, and gems within 30 feet. See text.								
□□□□□ Tremor	22	See text	1 standard 1 round/3 levels action	Medium (250 ft.)	V,S,DF	No	Evocation [Earth]	SC: Pg.223
<i>Effect:</i> Disrupts concentration; see text.								
□□□□□ Vigor	22	Will negates [harmless]	1 standard 10 rounds + 1 round/level [max 25] action	Touch	V,S	Yes [harmless]	Conjuration (Healing)	SC: Pg.229
<i>Effect:</i> Same as lesser vigor except it grants target fast healing ability for the duration of the spell at 2 hp automatically healed per round.								
□□□□□ Vigor, Mass Lesser	22	Will negates [harmless]	1 standard 10 rounds + 1 round/level [max 25] action	20 ft.	V,S	Yes [harmless]	Conjuration (Healing)	SC: Pg.229
<i>Effect:</i> Same as lesser vigor except it grants all targets fast healing ability for the duration of the spell at 1 hp automatically healed per round.								
□□□□□ Vine Mine	22	See text	1 standard 10 minutes/level action	Medium (250 ft.)	V,S,M	Yes	Conjuration (Creation)	SC: Pg.230
<i>Effect:</i> Creates a rapid growth of vines, see text.								
□□□□□ Water Breathing	22	Will negates (harmless)	1 standard 2 hours/level; see text action	Touch	V,S,M/DF	Yes (harmless)	Transmutation	PHB: pg.300
<i>Effect:</i> Subjects can breathe underwater.								
□□□□□ Weather Eye		None	1 hour Instantaneous	1 mile + 1 mile/level	V,S,M,F	No	Divination	SC: Pg.238
<i>Effect:</i> You may accurately predict the natural weather up to one week into the future. If unnatural forces currently affect the weather then the spell acts as detect magic.								
□□□□□ Wind Wall	22	None; see text	1 standard 1 round/level action	Medium (250 ft.)	V,S,M/DF	Yes	Evocation [Air]	PHB: pg.302
<i>Effect:</i> Deflects arrows, smaller creatures, and gases.								

LEVEL 4

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□□Air Walk		None	1 standard	10 minutes/level action	Touch	V,S, DF	Yes (harmless)	Transmutation [Air]	PHB: pg.196
Effect: Subject treads on air as if solid [climb at 45-degree angle].					Target: Creature [Gargantuan or smaller] touched			Caster Level: 15	
□□□□□Antiplant Shell		None	1 standard	10 minutes/level [D] action	10 ft.	V,S, DF	Yes	Abjuration	PHB: pg.200
Effect: Keeps animated plants at bay.					Target: 10-ft.-radius emanation, centered on you			Caster Level: 15	
□□□□□Arc of Lightning	23	Reflex half	1 standard	Instantaneous action	Close (60 ft.)	V,S,M/DF	No	Conjuration (Creation) [Electricity]	SC: Pg.15
Effect: Create a bolt of electricity between two creatures causing 1d6/level [max 15d6] to both creatures and anything in between them.					Target: A line between two creatures			Caster Level: 15	
□□□□□Bite of the Wereboar	23	N/A	1 standard	1 round/level action	Personal	V,S,M	N/A	Transmutation	SC: Pg.28
Effect: Gain +4 bonus to Str, +6 Con, +8 natural armor. Gain Bite attack; see text					Target: You			Caster Level: 15	
□□□□□Blight	23	Fortitude half; see text	1 standard	Instantaneous action	Touch	V,S, DF	Yes	Necromancy	PHB: pg.206
Effect: Withers one plant or deals 1d6/level damage to plant creature.					Target: one plant/plant-creature			Caster Level: 15	
□□□□□Blindsight, Greater	23	Will negates [harmless]	1 standard	1 minute/level action	Touch	V,S	Yes [harmless]	Transmutation	SC: Pg.32
Effect: Grant blindsight to 30 ft.					Target: Creature touched			Caster Level: 15	
□□□□□Bottle of Smoke		None	10 minutes	1 hour/level	Touch	V,S,F	No	Conjuration (Creation)	SC: Pg.37
Effect: Creates a steed made of smoke.					Target: One smoky, horselike creature			Caster Level: 15	
□□□□□Burrow, Mass	23	Will negates [harmless]	1 standard	1 minute/level [D] action	Touch	V,S,F/DF	Yes [harmless]	Transmutation	SC: Pg.41
Effect: Same as Burrow, except effects multiple creatures.					Target: One creature/level, no two of which can be more than 30 ft. apart			Caster Level: 15	
□□□□□Chain of Eyes	23	Will negates	1 standard	1 hour/level action	Touch	V,S	Yes	Divination	SC: Pg.45
Effect: Srying sensor passed along by touch.					Target: Living creature touched			Caster Level: 15	

* =Domain/Specialty Spell

Druid Spells

□□□□□ Command Plants	23	Will negates	1 standard 1 day/level action	Close (60 ft.)	V	Yes	Transmutation	PHB: pg.211
<i>Effect:</i> Sway the actions of one or more plant creatures.				<i>Target:</i> Up to 2 HD/level of plant creatures, no two of which can be more than 30 ft. apart		<i>Caster Level:</i> 15		
□□□□□ Contagious Touch	23	Fortitude negates	1 standard 1 round/level action	Touch	V,S	Yes	Necromancy	SC: Pg.52
<i>Effect:</i> Any creature you hit with melee touch is afflicted with contagion and the selected disease; see text.				<i>Target:</i> You		<i>Caster Level:</i> 15		
□□□□□ Contingent Energy Resistance	23	N/A	1 minute 1 hour/level [D]	Personal	V,S,M	N/A	Abjuration	SC: Pg.52
<i>Effect:</i> Same as Contingency, except it is more limited.				<i>Target:</i> You		<i>Caster Level:</i> 15		
□□□□□ Control Water	23	None; see text	1 standard 10 minutes/level [D] action	Long (1000 ft.)	V,S,M/DF	No	Transmutation [Water]	PHB: pg.214
<i>Effect:</i> Raises or lowers bodies of water.				<i>Target:</i> Water in a volume of 10-ft. by 10-ft. by 2-ft. per level [S]		<i>Caster Level:</i> 15		
□□□□□ Creeping Cold, Greater	23	Fortitude half	1 standard See text action	Close (60 ft.)	V,S,F	Yes	Transmutation [Cold]	SC: Pg.56
<i>Effect:</i> As creeping cold, but has a higher damage cap with additional rounds.				<i>Target:</i> One creature		<i>Caster Level:</i> 15		
□□□□□ Cure Serious Wounds	23	Will half (harmless); see text	1 standard Instantaneous action	Touch	V,S	Yes (harmless); see text	Conjuration (Healing)	PHB: pg.216
<i>Effect:</i> Cures 3d8 +1/level [max +15] damage.				<i>Target:</i> Creature touched		<i>Caster Level:</i> 15		
□□□□□ Dispel Magic		None	1 standard Instantaneous action	Medium (250 ft.)	V,S	No	Abjuration	PHB: pg.223
<i>Effect:</i> Cancels magical spells and effects.				<i>Target:</i> One spellcaster, creature, or object; or 20-ft.-radius burst		<i>Caster Level:</i> 15		
□□□□□ Enhance Wild Shape	23	N/A	1 minute 1 hour/level	Personal	V,S	N/A	Transmutation	SC: Pg.81
<i>Effect:</i> Gain enhancement to your next wild shape; See text.				<i>Target:</i> You		<i>Caster Level:</i> 15		
□□□□□ Essence of the Raptor	23	N/A	1 standard 10 minutes/level [D] action	Personal	V,S	N/A	Transmutation	SC: Pg.84
<i>Effect:</i> Speed increases to 60 ft. Gain +8 bonus to Hide, Jump, Listen, Spot and Survival checks. Gain Scent ability.				<i>Target:</i> You		<i>Caster Level:</i> 15		
□□□□□ Eye of the Hurricane	23	Fortitude negates	1 standard Instantaneous action	40 ft.	V,S	Yes	Abjuration [Air]	SC: Pg.86
<i>Effect:</i> Creates a hurricane with you unaffected at the center; see text				<i>Target:</i> 40-ft.-radius emanation centered on you, with 10-ft.-radius quiet area centered on you		<i>Caster Level:</i> 15		
□□□□□ Flame Strike	23	Reflex half	1 standard Instantaneous action	Medium (250 ft.)	V,S, DF	Yes	Evocation [Fire]	PHB: pg.231
<i>Effect:</i> Smite foes with divine fire for 1d6/level [max 15d6] damage.				<i>Target:</i> Cylinder 10		<i>Caster Level:</i> 15		
□□□□□ Freedom of Movement	23	Will negates (harmless)	1 standard 10 minutes/level action	Personal or touch	V,S,M, DF	Yes (harmless)	Abjuration	PHB: pg.233
<i>Effect:</i> Subject moves normally despite impediments.				<i>Target:</i> You or creature touched		<i>Caster Level:</i> 15		
□□□□□ Giant Vermin		None	1 standard 1 minute/level action	Close (60 ft.)	V,S, DF	Yes	Transmutation	PHB: pg.235
<i>Effect:</i> Turns centipedes, scorpions, or spiders into giant vermin.				<i>Target:</i> Up to three vermin, no two of which can be more than 30 ft. apart		<i>Caster Level:</i> 15		
□□□□□ Ice Storm		None	1 standard 1 full round action	Long (1000 ft.)	V,S,M/DF	Yes	Evocation [Cold]	PHB: pg.243
<i>Effect:</i> Hail deals 5d6 damage in cylinder 40 ft. across.				<i>Target:</i> Cylinder 20		<i>Caster Level:</i> 15		
□□□□□ Jaws of the Wolf		None	1 standard 1 round/level [D] action	Close (60 ft.)	V,S,F	No	Transmutation	SC: Pg.127
<i>Effect:</i> Transform small wooden carvings into real worgs equal to one for every two caster levels.				<i>Target:</i> One or more created worgs		<i>Caster Level:</i> 15		
□□□□□ Land Womb	23	Will negates	1 standard 10 minutes/level [D] action	Touch	V,S	Yes	Abjuration	SC: Pg.130
<i>Effect:</i> Descend into a protective bubble in the earth below, others see you descend as if the earth opened up and swallowed you.				<i>Target:</i> You and one other creature/level		<i>Caster Level:</i> 15		
□□□□□ Languor	23	Will partial	1 standard 1 round/level action	Close (60 ft.)	V,S	Yes	Transmutation	SC: Pg.130
<i>Effect:</i> Ranged touch attack. Causes short term Strength loss and slowing; See text.				<i>Target:</i> Ray		<i>Caster Level:</i> 15		
□□□□□ Last Breath		None	1 standard Instantaneous action	Touch	V,S	Yes [harmless]	Transmutation	SC: Pg.130
<i>Effect:</i> Creature killed within 1 round returns to 0 hp.				<i>Target:</i> Dead creature touched		<i>Caster Level:</i> 15		
□□□□□ Lay of the Land	23	N/A	3 rounds Instantaneous	Personal	V,S,F/DF	N/A	Divination	SC: Pg.131
<i>Effect:</i> Learn area of 50 miles radius; see text				<i>Target:</i> You		<i>Caster Level:</i> 15		
□□□□□ Magic Fang, Superior	23	N/A	1 standard 1 round/level action	Personal	V,S	N/A	Abjuration	SC: Pg.136
<i>Effect:</i> Every natural weapon you possess becomes enchanted to +1 per four caster levels [max +5 level 20].				<i>Target:</i> You		<i>Caster Level:</i> 15		
□□□□□ Miasma of Entropy	23	Fortitude half or Will negates [object]	1 standard Instantaneous action	30 ft.	V,S	Yes [object]	Necromancy	SC: Pg.141
<i>Effect:</i> Accelerates decay in natural substances; see text				<i>Target:</i> Cone-shaped burst or one solid object; see text		<i>Caster Level:</i> 15		
□□□□□ Moon Bolt	23	Fortitude half[living] Will negates[undead]	1 standard Instantaneous action	Long (1000 ft.)	V,S	Yes	Evocation	SC: Pg.143
<i>Effect:</i> Bolt unerringly strikes dealing 1d4 Str damage per three caster levels [max 5d4]. Undead instead fall helpless for 1d4 rounds; see text.				<i>Target:</i> One living or undead creature, or two living or undead creatures, that are <15 ft. apart		<i>Caster Level:</i> 15		
□□□□□ Murderous Mist	23	Reflex partial; see text	1 standard 1 round/level action	Close (60 ft.)	V,S	No	Conjuration (Creation)	SC: Pg.145
<i>Effect:</i> Create cloud of scalding hot steam; see text.				<i>Target:</i> Cloud spreads in 30-ft. radius, 20 ft. high		<i>Caster Level:</i> 15		
□□□□□ Perinarch	23	None [object] and Reflex negates; see text	1 standard 1 round/level; see text action	Close (60 ft.)	V,S,DF	No	Transmutation	SC: Pg.153
<i>Effect:</i> Grants temporary over the terrain of limbo.				<i>Target:</i> N/A		<i>Caster Level:</i> 15		
□□□□□ Planar Tolerance		None	1 immediate 1 hour/level action	20 ft.	V	Yes [harmless]	Abjuration	SC: Pg.159
<i>Effect:</i> Gain temporary respite from the natural effects of a specific plane.				<i>Target:</i> One creature/level in a 20-ft. radius burst centered on you		<i>Caster Level:</i> 15		
□□□□□ Poison Vines	23	Fortitude negates	1 standard 10 minutes/level action	Medium (250 ft.)	V,S,M	Yes	Conjuration (Creation)	SC: Pg.160
<i>Effect:</i> Creates vines like vine mine except vines have contact poison; see text.				<i>Target:</i> 10-ft.-radius/level spread		<i>Caster Level:</i> 15		
□□□□□ Reincarnate	23	None; see text	10 minutes Instantaneous	Touch	V,S,M, DF	Yes (harmless)	Transmutation	PHB: pg.270
<i>Effect:</i> Brings dead subject back in a random body.				<i>Target:</i> Dead creature touched		<i>Caster Level:</i> 15		
□□□□□ Repel Vermin	23	None or Will negates; see text	1 standard 10 minutes/level [D] action	10 ft.	V,S, DF	Yes	Abjuration	PHB: pg.271
<i>Effect:</i> Insects, spiders, and other vermin stay 10 ft. away.				<i>Target:</i> 10 ft. radius emanation centered on you		<i>Caster Level:</i> 15		
□□□□□ Resistance, Greater	23	Will negates [harmless]	1 standard 24 hours action	Touch	V,S,M/DF	Yes [harmless]	Abjuration	SC: Pg.174
<i>Effect:</i> As resistance, except you grant the subject +3 resistance bonus.				<i>Target:</i> Creature touched		<i>Caster Level:</i> 15		

* =Domain/Specialty Spell

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□□□□□ Rushing Waters	23	None; see text	1 standard action	Instantaneous	Medium (250 ft.)	V,S,DF	No	Conjuration (Creation) [Water] <i>Caster Level:</i> 15	SC: Pg.178
<i>Effect:</i> Wave of water bull rushes from you with a +15 bonus on the opposed Str check; see text.									
□□□□□ Rusting Grasp		None	1 standard action	See text	Touch	V,S, DF	No	Transmutation <i>Caster Level:</i> 15	PHB: pg.273
<i>Effect:</i> Your touch corrodes iron and alloys.									
□□□□□ Scrying	23	Will negates	1 hour	1 minute/level	See text	V,S,M,DF, F	Yes	Divination (Scrying) <i>Caster Level:</i> 15	PHB: pg.274
<i>Effect:</i> Spies on subject from a distance.									
□□□□□ Shadowblast	23	Fort negates	1 standard action	Instant	Long (1000 ft.)	V,S,M	Yes	Evocation [Light] <i>Caster Level:</i> 15	SC: Pg.186
<i>Effect:</i> Creatures stunned for 1d6 rounds; natives of shadow vulnerable take damage; see text.									
□□□□□ Sheltered Vitality	23	Fortitude negates [harmless]	1 standard action	1 minute/level	Touch	V,S,DF	Yes [harmless]	Abjuration <i>Caster Level:</i> 15	SC: Pg.188
<i>Effect:</i> Subject gains immunity to fatigue, exhaustion, and ability damage or drain.									
□□□□□ Spark of Life	23	Will negates	1 standard action	1 round/level	Touch	V,S	Yes	Necromancy <i>Caster Level:</i> 15	SC: Pg.196
<i>Effect:</i> Undead touched temporarily acts as if it were alive and vulnerable as if it weren't undead.									
□□□□□ Spike Stones	23	Reflex partial	1 standard action	1 hour/level [D]	Medium (250 ft.)	V,S, DF	Yes	Transmutation [Earth] <i>Caster Level:</i> 15	PHB: pg.283
<i>Effect:</i> Creatures in area take 1d8 damage, may be slowed.									
□□□□□ Starvation	23	Fortitude partial	1 standard action	Instantaneous	Close (60 ft.)	V,S,M	Yes	Transmutation <i>Caster Level:</i> 15	SC: Pg.206
<i>Effect:</i> Target takes 1d6 per caster level [max 10d6] nonlethal damage; see text.									
□□□□□ Sudden Stalagmite	23	Reflex half	1 standard action	Instantaneous	Medium (250 ft.)	V,S	No	Conjuration (Creation) [Earth] <i>Caster Level:</i> 15	SC: Pg.213
<i>Effect:</i> Stalagmite springs up under creature causing 1d6 per caster level [max 10d6].									
□□□□□ Summon Elementite Swarm		None	1 round	Concentration, up to 1 round/level + 1 round	Close (60 ft.)	V,S	No	Conjuration (Summoning) [see text] <i>Caster Level:</i> 15	SC: Pg.214
<i>Effect:</i> Summons a elementite swarm [Planar Handbook 114]; see text									
□□□□□ Summon Nature's Ally IV		None	1 round	1 round/level [D]	Close (60 ft.)	V,S, DF	No	Conjuration (Summoning) <i>Caster Level:</i> 15	PHB: pg.288
<i>Effect:</i> Calls creature to fight.									
□□□□□ Swim, Mass		None	1 round	10 minutes/level [D]	Medium (250 ft.)	V,S,M	Yes [harmless]	Transmutation [Water] <i>Caster Level:</i> 15	SC: Pg.217
<i>Effect:</i> Gain swim speed and +8 to Swim checks.									
□□□□□ Vortex of Teeth		None	1 standard action	1 round/level [D]	Medium (250 ft.)	V,S,M	Yes	Evocation [Force] <i>Caster Level:</i> 15	SC: Pg.232
<i>Effect:</i> Creatures in the area take 3d8 damage per round, it also harms incorporeal creatures.									
□□□□□ Wall of Sand		None	1 standard action	Concentration +1 round/level	Medium (250 ft.)	V,S,M,DF	No	Conjuration (Creation) [Earth] <i>Caster Level:</i> 15	SC: Pg.235
<i>Effect:</i> Creates a churning wall of sand.									
□□□□□ Wall of Water	23	Reflex negates; see text	1 standard action	10 minutes/level	Medium (250 ft.)	V,S,M	No	Conjuration (Creation) [Water] <i>Caster Level:</i> 15	SC: Pg.235
<i>Effect:</i> Creates a vertical wall of swirling water.									
□□□□□ Wild Runner	23	N/A	1 standard action	10 minutes/level	Personal	V,S,DF	N/A	Transmutation <i>Caster Level:</i> 15	SC: Pg.239
<i>Effect:</i> Assume the physical appearance and many abilities of a centaur [MM 32]; see text.									
□□□□□ Wind at Back	23	Fortitude negates [harmless]	1 standard action	12 hours	Medium (250 ft.)	V,S	Yes [harmless]	Evocation <i>Caster Level:</i> 15	SC: Pg.239
<i>Effect:</i> Doubles overland speed of all targets.									
□□□□□ Wings of Air, Greater		None	1 standard action	1 minute/level	Touch	V	No	Transmutation <i>Caster Level:</i> 15	SC: Pg.240
<i>Effect:</i> Manuverability improves by two steps.									
□□□□□ Wood Rot		None	1 standard action	Instantaneous or 1 round/level; see text	Touch	V,S,M	No	Transmutation <i>Caster Level:</i> 15	SC: Pg.241
<i>Effect:</i> Deal damage to plants or destroy wooden objects.									

LEVEL 5

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□□ Animal Growth	24	Fortitude negates	1 standard action	1 minute/level	Medium (250 ft.)	V,S	Yes	Transmutation <i>Caster Level:</i> 15	PHB: pg.198
<i>Effect:</i> One animal/two levels doubles in size.									
□□□□□ Anticold Sphere		None	1 standard action	10 minutes/level	10 ft.	V,S	Yes	Abjuration [Cold] <i>Caster Level:</i> 15	SC: Pg.13
<i>Effect:</i> Immune to cold and Hedge creatures of the cold subtype.									
□□□□□ Atonement		None	1 hour	Instantaneous	Touch	V,S,M,F, DF, XP	Yes	Abjuration <i>Caster Level:</i> 15	PHB: pg.201
<i>Effect:</i> Removes burden of misdeeds from subject.									
□□□□□ Awaken	24	Will negates	24 hours	Instantaneous	Touch	V,S, DF, XP	Yes	Transmutation <i>Caster Level:</i> 15	PHB: pg.202
<i>Effect:</i> Animal or tree gains human intellect.									
□□□□□ Baleful Polymorph	24	Fortitude negates, Will partial; see text	1 standard action	Permanent	Close (60 ft.)	V,S	Yes	Transmutation <i>Caster Level:</i> 15	PHB: pg.202
<i>Effect:</i> Transforms subject into harmless animal.									
□□□□□ Bite of the Weretiger	24	N/A	1 standard action	1 round/level	Personal	V,S,M	N/A	Transmutation <i>Caster Level:</i> 15	SC: Pg.28
<i>Effect:</i> Gain +12 bonus to Str, +4 Dex, +6 Con, +5 natural armor. Gain Bite and Claw attacks.									
□□□□□ Call Lightning Storm	24	Reflex half	1 round	1 minute/level	Long (1000 ft.)	V,S	Yes	Evocation [Electricity] <i>Caster Level:</i> 15	PHB: pg.207
<i>Effect:</i> Calls down one lightning bolt/level [max 15] over duration [5d6 per bolt] from sky; 5d10 in outdoors stormy area.									
□□□□□ Cloak of the Sea	24	Will negates [harmless]	1 standard action	1 hour/level [D]	Touch	V,S,DF	Yes [harmless]	Transmutation <i>Caster Level:</i> 15	SC: Pg.48
<i>Effect:</i> Bestows water breathing, blur & doesn't take nonlethal damage.									
□□□□□ Cold Snap		None	1 minute	2d4 hours	1 mile	V,S	No	Transmutation [Cold] <i>Caster Level:</i> 15	SC: Pg.50
<i>Effect:</i> Lowers temperature by 5 degrees per level [Max 50 degrees]									
* =Domain/Specialty Spell									

Druid Spells

☐☐☐☐☐ Commune with Nature			None	10 minutes Instantaneous		Personal	V,S	No	Divination	PHB: pg.211
Effect: Learn about terrain for one mile/level.						Target: You			Caster Level: 15	
☐☐☐☐☐ Control Winds			24	Fortitude negates	1 standard 10 minutes/level action	40 ft./level	V,S	No	Transmutation [Air]	PHB: pg.214
Effect: Change wind direction and speed.						Target: 40 ft./level radius cylinder 40 ft. high			Caster Level: 15	
☐☐☐☐☐ Cure Critical Wounds			24	Will half (harmless); see text	1 standard Instantaneous action	Touch	V,S	Yes (harmless); see text	Conjuration (Healing)	PHB: pg.215
Effect: Cures 4d8 +1/level [max +20] damage.						Target: Creature touched			Caster Level: 15	
☐☐☐☐☐ Dance of the Unicorn				None	1 standard 1 minute/level [D] action	5 ft./level	V,S	No	Abjuration	SC: Pg.58
Effect: Purifies surrounding area; see text.						Target: 5 ft./level-radius emanation centered on you			Caster Level: 15	
☐☐☐☐☐ Death Ward			24	Will negates (harmless)	1 standard 1 minute/level action	Touch	V,S, DF	Yes (harmless)	Necromancy	PHB: pg.217
Effect: Grants immunity to death spells and negative energy effects.						Target: Living creature touched			Caster Level: 15	
☐☐☐☐☐ Dire Hunger			24	Fortitude negates	1 standard Instantaneous action	Close (60 ft.)	V,S	Yes	Transmutation	SC: Pg.65
Effect: Creature becomes hungry and grows fangs [See text for damage]. Target only attacks with bite						Target: One living creature			Caster Level: 15	
☐☐☐☐☐ Echo Skull				None	1 standard 1 hour/level [D] action	Touch	V,S,F	Yes [object]	Divination	SC: Pg.77
Effect: See, hear and speak through a specific animal skull at any distance.						Target: Animal skull touched			Caster Level: 15	
☐☐☐☐☐ Hallow			24	See text	24 hours Instantaneous	Touch	V,S,M, DF	See text	Evocation [Good]	PHB: pg.238
Effect: Designates location as holy.						Target: 40-ft. radius emanating from the touched point			Caster Level: 15	
☐☐☐☐☐ Heal Animal Companion			24	Will negates [harmless]	1 standard Instantaneous action	Touch	V,S	Yes [harmless]	Conjuration (Healing)	SC: Pg.110
Effect: Functions as heal, except it only affects your animal companion.						Target: One item of a volume no greater than 10 cu. ft./level; see text			Caster Level: 15	
☐☐☐☐☐ Insect Plague				None	1 round 1 minute/level	Long (1000 ft.)	V,S, DF	No	Conjuration (Summoning)	PHB: pg.244
Effect: Locust swarms attack creatures.						Target: One swarm of locust/per 3 levels, each of which must be adjacent to at least one other swarm			Caster Level: 15	
☐☐☐☐☐ Jungle's Rapture			24	Will negates	1 standard Permanent [D] action	Close (60 ft.)	V,S	Yes	Transmutation	SC: Pg.128
Effect: Target takes 1d6 Dex damage, each day victim takes additional 1d6 Dex.						Target: One living nonplant creatures			Caster Level: 15	
☐☐☐☐☐ Mantle of the Icy Soul			24	Will negates	1 standard 1 hour/level action	Touch	V,S,M	Yes	Transmutation [Cold]	SC: Pg.138
Effect: Grants Cold Subtype to target.						Target: Creature touched			Caster Level: 15	
☐☐☐☐☐ Memory Rot			24	Fortitude negates	1 standard Instantaneous action	Close (60 ft.)	V,S	Yes	Evocation	SC: Pg.140
Effect: Permanently drain 1d6 Intelligence, with 1 pt loss each round thereafter; save stops Int loss.						Target: One living creature			Caster Level: 15	
☐☐☐☐☐ Owl's Insight			24	Fortitude negates [harmless]	1 standard 1 hour action	Touch	V,S	Yes [harmless]	Transmutation	SC: Pg.152
Effect: Gain half your caster level as an enhancement bonus to Wisdom.						Target: Creature touched			Caster Level: 15	
☐☐☐☐☐ Panacea			24	Will half [harmless]; see text	1 standard Instantaneous action	Touch	V,S	Yes [harmless]	Conjuration (Healing)	SC: Pg.152
Effect: Removes most conditions; see text.						Target: Creature touched			Caster Level: 15	
☐☐☐☐☐ Phantom Stag			24	None; See text	1 standard 1 hour/level [D] action	0 ft.	V,S	No	Conjuration (Creation)	SC: Pg.157
Effect: You conjure a quasi-real, staglike creature; see text						Target: One quasi-real staglike creature			Caster Level: 15	
☐☐☐☐☐ Plant Body			24	N/A	1 standard 10 minutes/level action	Personal	V,S,DF	N/A	Transmutation	SC: Pg.159
Effect: Gain some plant-like qualities; immune to extra damage from criticals, mind-affecting spells, poison, sleep, paralysis, stunning and polymorphing; see text						Target: You			Caster Level: 15	
☐☐☐☐☐ Poison Thorns			24	See text	1 standard 1 round/level action	Personal	V	No	Transmutation	SC: Pg.159
Effect: As thornskin, except creatures grappling you get a dose of poison; see text						Target: You			Caster Level: 15	
☐☐☐☐☐ Quill Blast			24	Reflex half; see text	1 standard Instantaneous action	20 ft.	V,S,M	Yes	Conjuration (Creation)	SC: Pg.164
Effect: Targets struck by quills [each quill does 1d6], size of targets determines amount of quills; see text						Target: 20-ft.-radius spread, centered on you			Caster Level: 15	
☐☐☐☐☐ Rejuvenation Cocoon			24	Will negates [harmless]	1 standard 2 rounds action	Touch	V,S,M	Yes [harmless]	Conjuration (Healing)	SC: Pg.172
Effect: Heals and protects target; see text.						Target: Willing creature touched			Caster Level: 15	
☐☐☐☐☐ Sirine's Grace			24	N/A	1 standard 1 round/level action	Personal	V,S,M	N/A	Evocation	SC: Pg.191
Effect: Gain +4 to Cha & Dex, deflection bonus to AC equal to your CHA bonus, a +8 bonus to Perform checks, gain swim speed 60 ft; see text.						Target: You			Caster Level: 15	
☐☐☐☐☐ Stone Shape, Greater				None	1 standard Instantaneous action	Touch	V,S,M/DF	No	Transmutation [Earth]	SC: Pg.208
Effect: Sculpts stone into any shape.						Target: Stone or stone object touched, up to 10 cu. ft. + 10 cu. ft./level			Caster Level: 15	
☐☐☐☐☐ Stoneskin			24	Will negates (harmless)	1 standard 10 minutes/level or until discharged action	Touch	V,S,M	Yes (harmless)	Abjuration	PHB: pg.285
Effect: Ignore 10 points of damage per attack.						Target: Creature touched			Caster Level: 15	
☐☐☐☐☐ Summon Nature's Ally V				None	1 round 1 round/level [D]	Close (60 ft.)	V,S, DF	No	Conjuration (Summoning)	PHB: pg.289
Effect: Calls creature to fight.						Target: One or more creatures, no two of which can be more than 30 ft. apart			Caster Level: 15	
☐☐☐☐☐ Swamp Stride			24	N/A	1 standard 1 round/level action	Personal	V,S,DF	N/A	Conjuration (Teleportation)	SC: Pg.217
Effect: As tree stride, instead you use pools of water.						Target: You			Caster Level: 15	
☐☐☐☐☐ Transmute Mud to Rock			24	See text	1 standard Permanent action	Medium (250 ft.)	V,S,M/DF	No	Transmutation [Earth]	PHB: pg.295
Effect: Transforms 2 10-ft. cubes/level.						Target: Up to two 10 ft. cubes/level [S]			Caster Level: 15	
☐☐☐☐☐ Transmute Rock to Mud			24	See text	1 standard Permanent; see text action	Medium (250 ft.)	V,S,M/DF	No	Transmutation [Earth]	PHB: pg.295
Effect: Transforms 2 10-ft. cubes/level.						Target: Up to two 10 ft. cubes/level [S]			Caster Level: 15	
☐☐☐☐☐ Tree Stride				None	1 standard 1 hour/level or until expended; see text action	Personal	V,S, DF	No	Conjuration (Teleportation)	PHB: pg.296
Effect: Step from one tree to another far away.						Target: You			Caster Level: 15	
☐☐☐☐☐ Vigor, Greater			24	Will negates [harmless]	1 standard 10 rounds + 1 round/level [max 35] action	Touch	V,S	Yes [harmless]	Conjuration (Healing)	SC: Pg.229
Effect: Same as lesser vigor except it grants target fast healing ability for the duration of the spell at 4 hp automatically healed per round.						Target: Living creature touched			Caster Level: 15	

*=Domain/Speciality Spell

Druid Spells

Wall of Fire	None	1 standard	Concentration + 1 round/level action	Medium (250 ft.)	V,S,M/DF	Yes	Evocation [Fire]	PHB: pg.298	
Effect: Deals 2d4 fire damage out 10 ft. and 1d4 out 20 ft. Passing through wall deals 2d6 +1/level damage				Target: Opaque sheet of flame up to 20 ft./level long or a ring of fire with a radius of up to 5 ft./2 levels; either form 20 ft. high Caster Level: 15					
Wall of Thorns	None	1 standard	10 minutes/level [D] action	Medium (250 ft.)	V,S	No	Conjuration (Creation)	PHB: pg.300	
Effect: Thorns damage anyone who tries to pass.				Target: Wall of thorny brush, up to one 10-ft. cube/level [S] Caster Level: 15					
Wind Tunnel	24	Fortitude negates [harmless]	1 standard 1 round/level action	Close (60 ft.)	V,S	Yes [harmless]	Evocation	SC: Pg.239	
Effect: Doubles range and grants +5 competence bonus to ranged attacks.				Target: One creature/level Caster Level: 15					
LEVEL 6									
Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
Anger of the Noonday Sun	25	Reflex negates; see text	1 standard	Instantaneous action	20 feet	V,S	Yes	Evocation [Light]	SC: Pg.11
Effect: Causes blindness to all within range, undead take 1d6/per 2 level [max 10d6]; see text				Target: All sighted creatures within a 20-ft.-radius burst centered on you Caster Level: 15					
Animate Snow	None		1 standard 1 round/level action	Medium (250 ft.)	V,S	No	Transmutation [Cold]	SC: Pg.12	
Effect: Create animated objects of snow; see text.				Target: Cube of snow up to 20 ft on a side Caster Level: 15					
Antilife Shell	None		1 round 10 minutes/level [D]	10 ft.	V,S, DF	Yes	Abjuration	PHB: pg.199	
Effect: 10-ft. field hedges out living creatures.				Target: 10-ft.-radius emanation, centered on you Caster Level: 15					
Aspect of the Earth Hunter	25	N/A	1 standard 10 minutes/level action	Personal	V,S,M,DF	N/A	Transmutation	SC: Pg.16	
Effect: You assume the physical appearance and many of the qualities of a bulutte.				Target: You Caster Level: 15					
Bear's Endurance, Mass	25	Will negates (harmless)	1 standard 1 minute/level action	Close (60 ft.)	V,S, DF	Yes	Transmutation	PHB: pg.203	
Effect: As bear's endurance, affects 1 subject/level.				Target: 1 creature/level, no two of which can be more than 30 ft. apart Caster Level: 15					
Bite of the Werebear	25	N/A	1 standard 1 round/level action	Personal	V,S,M	N/A	Transmutation	SC: Pg.28	
Effect: Gain +16 bonus to Str, +2 Dex, +8 Con, +7 natural armor. Gain claws and bite attack; see text.				Target: You Caster Level: 15					
Blood Sirocco	25	Fortitude negates; see text	1 standard 1 round/level action	60 ft.	V,S	Yes	Evocation	SC: Pg.33	
Effect: Blood sirocco blows out from your location with the force of a windstorm [DMG 95]; see text				Target: Cone-shaped emanation centered on you or on a point in space Caster Level: 15					
Bull's Strength, Mass	25	Will negates (harmless)	1 standard 1 minute/level action	Close (60 ft.)	V,S,M/DF	Yes (harmless)	Transmutation	PHB: pg.207	
Effect: As bull's strength, affects one subject/ level.				Target: 1 creature/level, no two of which can be more than 30 ft. apart Caster Level: 15					
Cat's Grace, Mass	25	Will negates (harmless)	1 standard 1 minute/level action	Close (60 ft.)	V,S,M	Yes	Transmutation	PHB: pg.208	
Effect: As cat's grace, affects 1 subject/level.				Target: 1 creature/level, no two of which can be more than 30 ft. apart Caster Level: 15					
Cometfall	25	Reflex half	1 standard Instantaneous action	Medium (250 ft.)	V,S,DF	No	Conjuration (Creation)	SC: Pg.50	
Effect: Comet falls to the ground dealing 1d6/level [max 15d6] to everything in the area. Creatures that fail their Reflex are prone; see text				Target: 400-pound ball of rock and ice Caster Level: 15					
Cure Light Wounds, Mass	25	Will half (harmless) or Will half; see text	1 standard Instantaneous action	Close (60 ft.)	V,S	Yes (harmless) or Yes; see text	Conjuration (Healing)	PHB: pg.216	
Effect: Cures 1d8 +1/level [max +25] damage for many creatures.				Target: 1 creature/level, no two of which can be more than 30 ft. apart Caster Level: 15					
Dinosaur Stampede	25	Reflex half	1 standard 1 round/level [D] action	Medium (250 ft.)	V,S,M	Yes	Evocation [Force]	SC: Pg.64	
Effect: Creatures in the area take 1d12 +1 per caster level [max +20].				Target: 20-ft.-radius spread Caster Level: 15					
Dispel Magic, Greater	None		1 standard Instantaneous action	Medium (250 ft.)	V,S	No	Abjuration	PHB: pg.223	
Effect: As dispel magic, but +20 on check.				Target: One spellcaster, creature, or object; or 20-ft.-radius burst Caster Level: 15					
Drown	25	Fortitude negates	1 standard Instantaneous action	Close (60 ft.)	V,S	Yes	Conjuration (Creation) [Water]	SC: Pg.74	
Effect: Subject immediately falls unconscious, drops to 0 HP, next round -1 HP and is dying.				Target: One living creature Caster Level: 15					
Energy Immunity	None		1 standard 24 hours action	Touch	V,S	Yes [harmless]	Abjuration	SC: Pg.80	
Effect: Become immune to one energy type.				Target: Creature touched Caster Level: 15					
Enveloping Cocoon	25	Reflex negates	1 standard 1 round/level [D] action	Medium (250 ft.)	V,S,M	Yes	Evocation [Force]	SC: Pg.83	
Effect: Cocoon holds creature unless it breaks free; see text.				Target: Cocoon of force around one Large or smaller creature Caster Level: 15					
Extract Water Elemental	25	Fortitude half	1 standard Instantaneous action	Close (60 ft.)	V,S	Yes	Transmutation [Water]	SC: Pg.86	
Effect: Creature takes 1d6/caster level [max 20d6], if slain you get a water elemental you can control for 1 minute.				Target: One living creature Caster Level: 15					
Find the Path	25	None or Will negates (harmless)	3 rounds 10 minutes/level	Personal or touch	V,S,F	No or Yes (harmless)	Divination	PHB: pg.230	
Effect: Shows most direct way to a location.				Target: You or creature touched Caster Level: 15					
Fire Seeds	25	None or Reflex half; see text	1 standard 10 minutes/level or until used action	Touch	V,S,M	No	Conjuration (Creation) [Fire]	PHB: pg.230	
Effect: Acorns and berries become grenades and bombs.				Target: Up to four touched acorns or up to eight touched holly berries Caster Level: 15					
Fires of Purity	25	See text	1 standard 1 round/level action	Touch	V,S,DF	Yes [harmless]; see text	Evocation [Fire]	SC: Pg.94	
Effect: Deal an extra 1 pt/caster level [max 15 pts] of fire damage to any you attack or attack you.				Target: Creature touched Caster Level: 15					
Freeze	25	Reflex partial; see text	1 standard 1 round/2 levels action	Medium (250 ft.)	V,S,DF	Yes	Conjuration (Creation) [Cold]	SC: Pg.99	
Effect: Ranged touch attack deals 2d6 cold damage; see text				Target: Ray Caster Level: 15					
Hide the Path	None		10 minutes 24 hours [D]	Anywhere in the area to be warded	V,S,F	No	Abjuration	SC: Pg.114	
Effect: Protects area against divinations; see text				Target: Up to 200 sq.ft./level [S] Caster Level: 15					
Hungry Gizzard	25	Reflex negates	1 standard 1 round/level [D] action	Medium (250 ft.)	V,S,M	Yes	Conjuration (Creation)	SC: Pg.117	
Effect: Creature gets trapped inside a gizzard that does 2d8+8 crushing, 1d8 acid				Target: One medium or smaller creature Caster Level: 15					
Ice Flowers	25	Reflex half	1 standard Instantaneous action	Long (1000 ft.)	V,S	No	Transmutation [Cold]	SC: Pg.119	
Effect: Creates dense rumble and causes 1d6/caster level [max 15d6]. No affect in desert or solid stone.				Target: 20-ft.-radius burst Caster Level: 15					
Ironwood	None		1 minute/lb. created	0 ft.	V,S,M	No	Transmutation	PHB: pg.246	
Effect: Magic wood is strong as steel.				Target: An ironwood object weighing up to 5 lbs/level Caster Level: 15					
* =Domain/Specialty Spell									

Druid Spells

□□□□□ Liveoak	None	10 minutes	1 day/level [D]	Touch	V,S	No	Transmutation	PHB: pg.248
<i>Effect:</i> Oak becomes treant guardian.				<i>Target:</i> Tree touched		<i>Caster Level:</i> 15		
□□□□□ Miasma	25	Fortitude negates; see text	1 standard 3 rounds/level action	Close (60 ft.)	V,S,DF	Yes	Evocation	SC: Pg.141
<i>Effect:</i> Gas cloud suffocates target.				<i>Target:</i> One living creature		<i>Caster Level:</i> 15		
□□□□□ Move Earth	None	See text	Instantaneous	Long (1000 ft.)	V,S,M	No	Transmutation [Earth]	PHB: pg.257
<i>Effect:</i> Digs trenches and build hills.				<i>Target:</i> Dirt in an area up to 750 ft. square and up to 10 ft. deep [S]		<i>Caster Level:</i> 15		
□□□□□ Owl's Wisdom, Mass	25	Will negates (harmless)	1 standard 1 minute/level action	Close (60 ft.)	V,S,M/DF	Yes	Transmutation	PHB: pg.259
<i>Effect:</i> As owl's wisdom, affects one subject/ level.				<i>Target:</i> 1 creature/level, no two of which can be more than 30 ft. apart		<i>Caster Level:</i> 15		
□□□□□ Phantasmal Disorientation	25	Will negates; see text	1 standard 1 minute/level [D] action	Medium (250 ft.)	V,S	Yes	Illusion (Phantasm) [Mind-Affecting]	SC: Pg.155
<i>Effect:</i> Need to make a Will save to discern true landmarks; see text				<i>Target:</i> One living creature		<i>Caster Level:</i> 15		
□□□□□ Repel Wood	None	1 standard 1 minute/level [D] action		60 ft.	V,S	No	Transmutation	PHB: pg.271
<i>Effect:</i> Pushes away wooden objects.				<i>Target:</i> 60 ft. line-shaped emanation from you		<i>Caster Level:</i> 15		
□□□□□ Resistance, Superior	25	Will negates [harmless]	1 standard 24 hours action	Touch	V,S,M/DF	Yes [harmless]	Abjuration	SC: Pg.174
<i>Effect:</i> As resistance, except you grant the subject +6 resistance bonus.				<i>Target:</i> Creature touched		<i>Caster Level:</i> 15		
□□□□□ Spellstaff	25	Will negates (object)	10 minutes Permanent until discharged [D]	Touch	V,S,F	Yes (object)	Transmutation	PHB: pg.283
<i>Effect:</i> Stores one spell in wooden quarterstaff.				<i>Target:</i> Wooden quarterstaff touched		<i>Caster Level:</i> 15		
□□□□□ Stonehold	25	See text	1 standard 24 hours/level action	Medium (250 ft.)	V,S	Yes [object]	Conjuration (Creation) [Earth]	SC: Pg.209
<i>Effect:</i> Conjures stony arms that grapple anything that comes within range.				<i>Target:</i> One 10-ft. square/level		<i>Caster Level:</i> 15		
□□□□□ Stone Tell	None	10 minutes 1 minute/level		Personal	V,S, DF	No	Divination	PHB: pg.284
<i>Effect:</i> Talk to natural or worked stone.				<i>Target:</i> You		<i>Caster Level:</i> 15		
□□□□□ Summon Greater Elemental	None	1 round	Concentration, up to 1 round/level + 1 round	Close (60 ft.)	V,S,DF	No	Conjuration (Summoning) [see text]	SC: Pg.214
<i>Effect:</i> Summons a greater elemental [MM 96-100]; see text				<i>Target:</i> One summoned elemental		<i>Caster Level:</i> 15		
□□□□□ Summon Nature's Ally VI	None	1 round	1 round/level [D]	Close (60 ft.)	V,S, DF	No	Conjuration (Summoning)	PHB: pg.289
<i>Effect:</i> Calls creature to fight.				<i>Target:</i> One or more creatures, no two of which can be more than 30 ft. apart		<i>Caster Level:</i> 15		
□□□□□ Tidal Surge	25	Reflex half	1 standard Instantaneous action	Medium (250 ft.)	V,S	Yes	Evocation [Water]	SC: Pg.220
<i>Effect:</i> Creates a huge wave of water; see text.				<i>Target:</i> One creature or all creatures in a 20-ft.-radius burst		<i>Caster Level:</i> 15		
□□□□□ Tortoise Shell	None	1 standard 10 minutes/level action		Touch	V,S,DF	Yes [harmless]	Transmutation	SC: Pg.221
<i>Effect:</i> Grants +6 enhancement bonus to subject's existing natural armor bonus, plus 1 per three caster levels beyond 11th [max +9].				<i>Target:</i> Living creature touched		<i>Caster Level:</i> 15		
□□□□□ Transport via Plants	None	1 standard 1 round action		Unlimited	V,S	No	Conjuration (Teleportation)	PHB: pg.295
<i>Effect:</i> Move instantly from one plant to another of the same kind.				<i>Target:</i> You and touched objects or other touched willing creatures		<i>Caster Level:</i> 15		
□□□□□ Vigorous Circle	25	Will negates [harmless]	1 standard 10 rounds + 1 round/level [max 40] action	20 ft.	V,S	Yes [harmless]	Conjuration (Healing)	SC: Pg.229
<i>Effect:</i> Same as mass lesser vigor except it grants all targets fast healing ability for the duration of the spell at 3 hp automatically healed per round.				<i>Target:</i> One creature/2 levels, no two of which can be more than 30 ft. apart		<i>Caster Level:</i> 15		
□□□□□ Wall of Stone	25	See text	1 standard Instantaneous action	Medium (250 ft.)	V,S,M/DF	No	Conjuration (Creation) [Earth]	PHB: pg.299
<i>Effect:</i> Creates a stone wall that can be shaped.				<i>Target:</i> Stone wall whose area is up to one 5-ft. square/level [S]		<i>Caster Level:</i> 15		

LEVEL 7

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□□ Animate Plants	None		1 standard 1 round/level or hours; see text action		Close (60 ft.)	V	No	Transmutation	PHB: pg.199
<i>Effect:</i> One or more plants animate and fight for you.				<i>Target:</i> One/per 3 levels Large plants or all plants within range; see text		<i>Caster Level:</i> 15			
□□□□□ Aura of Vitality	26	Will negates [harmless]	1 standard 1 round/level action		Close (60 ft.)	V,S	Yes [harmless]	Transmutation	SC: Pg.18
<i>Effect:</i> +4 morale bonus to Str, Dex and Con.				<i>Target:</i> One creature/3 levels, no two of which can be more than 30 ft. apart		<i>Caster Level:</i> 15			
□□□□□ Brilliant Blade	26	Will negates [harmless,object]	1 standard 1 minute/level action		Close (60 ft.)	V,S	Yes [harmless,object]	Transmutation	SC: Pg.40
<i>Effect:</i> Transform weapons into brilliant energy.				<i>Target:</i> One melee or thrown weapon, or fifty projectiles		<i>Caster Level:</i> 15			
□□□□□ Changestaff	None		1 round 1 hour/level [D]		Touch	V,S,F	No	Transmutation	PHB: pg.208
<i>Effect:</i> Your staff becomes a treant on command.				<i>Target:</i> Your touched staff		<i>Caster Level:</i> 15			
□□□□□ Cloud-walkers	26	Reflex negates [harmless]	1 standard 10 minutes/level [D] action		Touch	V,S,DF	Yes [harmless]	Transmutation	SC: Pg.49
<i>Effect:</i> Imbues each subject with fly speed of 60 [perfect] but only outdoors.				<i>Target:</i> One creature/level		<i>Caster Level:</i> 15			
□□□□□ Control Weather	None		10 minutes; see text		2 miles	V,S	No	Transmutation	PHB: pg.214
<i>Effect:</i> Changes weather in local area.				<i>Target:</i> 2-mile-radius circle, centered on you; see text		<i>Caster Level:</i> 15			
□□□□□ Creeping Doom	None		1 round 1 minute/level		Close (60 ft.)	V,S	No	Conjuration (Summoning)	PHB: pg.215
<i>Effect:</i> Swarms of centipedes attack at your command.				<i>Target:</i> one swarm of centipedes/2 levels		<i>Caster Level:</i> 15			
□□□□□ Cure Moderate Wounds, Mass	26	Will half (harmless) or Will half; see text	1 standard Instantaneous action		Close (60 ft.)	V,S	Yes (harmless) or Yes; see text	Conjuration (Healing)	PHB: pg.216
<i>Effect:</i> Cures 2d8 +1/level [max +30] damage for many creatures.				<i>Target:</i> 1 creature/level, no two of which can be more than 30 ft. apart		<i>Caster Level:</i> 15			
□□□□□ Fire Storm	26	Reflex half	1 round Instantaneous		Medium (250 ft.)	V,S	Yes	Evocation [Fire]	PHB: pg.231
<i>Effect:</i> Deals 1d6/level [max 20d6] fire damage.				<i>Target:</i> 2 10-ft. cubes/level [S]		<i>Caster Level:</i> 15			
□□□□□ Heal	26	Will negates (harmless)	1 standard Instantaneous action		Touch	V,S	Yes (harmless)	Conjuration (Healing)	PHB: pg.239
<i>Effect:</i> Cures 10 points of damage/level [max 150], all diseases and mental conditions.				<i>Target:</i> Creature touched		<i>Caster Level:</i> 15			
□□□□□ Master Earth	26	N/A	1 standard Instantaneous action		Personal	V,S,F	N/A	Transmutation	SC: Pg.139
<i>Effect:</i> Travel instantly through the earth to the exact location you choose.				<i>Target:</i> You		<i>Caster Level:</i> 15			

* =Domain/Specialty Spell

Druid Spells

■■■■■ Scrying, Greater	26	Will negates	1 standard action	1 hour/level	See text	V,S	Yes	Divination (Scrying)	PHB: pg.275
<i>Effect:</i> As scrying, but faster and longer.					<i>Target:</i> Magical sensor			<i>Caster Level:</i> 15	
■■■■■ Shifting Paths	26	Will disbelief [if interacter with]	10 minutes	1 hour/level	Medium (250 ft.)	V,S	Yes	Illusion (Glamour)	SC: Pg.188
<i>Effect:</i> Creates an illusionary path and hides a path chosen by you; see text.					<i>Target:</i> 1-mile radius + 1 mile/level			<i>Caster Level:</i> 15	
■■■■■ Slime Wave	26	Reflex negates	1 standard action	1 round/level	Close (60 ft.)	V,S,M	No	Conjuration (Summoning)	SC: Pg.192
<i>Effect:</i> Green slime covers everything in area, dealing damage to everything; see text.					<i>Target:</i> 15 ft.-radius spread			<i>Caster Level:</i> 15	
■■■■■ Storm of Elemental Fury	26	See text	1 round	4 rounds	Long (1000 ft.)	V,S	Yes	Conjuration (Summoning)	SC: Pg.209
<i>Effect:</i> See text.					<i>Target:</i> 40-ft.-radius storm cloud, 200 feet above the ground			<i>Caster Level:</i> 15	
■■■■■ Storm Tower	26	Fortitude negates; see text	1 round	1 round/level [D]	Long (1000 ft.)	V,S	Yes	Abjuration [Air]	SC: Pg.210
<i>Effect:</i> Absorbs any electricity damage and magic missiles; see text.					<i>Target:</i> Cylinder 100-ft. tall, 20-ft.-radius			<i>Caster Level:</i> 15	
■■■■■ Summon Nature's Ally VII		None	1 round	1 round/level [D]	Close (60 ft.)	V,S, DF	No	Conjuration (Summoning)	PHB: pg.289
<i>Effect:</i> Calls creature to fight.					<i>Target:</i> One or more creatures, no two of which can be more than 30 ft. apart			<i>Caster Level:</i> 15	
■■■■■ Sunbeam	26	Reflex negates and Reflex half; see text	1 standard action	1 round/level or until all beams are exhausted	60 ft.	V,S, DF	Yes	Evocation [Light]	PHB: pg.289
<i>Effect:</i> Up to 5 beams blind and deal 4d6 damage; undead take 1d6/level [max 20d6] damage.					<i>Target:</i> Line from your hand			<i>Caster Level:</i> 15	
■■■■■ Swamp Lung	26	Fortitude negates	1 standard action	Instantaneous	Medium (250 ft.)	V,S,DF	No	Conjuration (Creation)	SC: Pg.216
<i>Effect:</i> Causes stagnant swamp water to fill the subject's lungs; see text.					<i>Target:</i> One living creature with a respiratory system			<i>Caster Level:</i> 15	
■■■■■ Transmute Metal to Wood		None	1 standard action	Instantaneous	Long (1000 ft.)	V,S, DF	Yes (object; see text)	Transmutation	PHB: pg.294
<i>Effect:</i> Metal within 40 ft. becomes wood.					<i>Target:</i> All metal objects within a 40-ft.-radius burst			<i>Caster Level:</i> 15	
■■■■■ True Seeing	26	Will negates (harmless)	1 standard action	1 minute/level	Touch	V,S,M	Yes (harmless)	Divination	PHB: pg.296
<i>Effect:</i> Lets you see all things as they really are.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 15	
■■■■■ Waterspout	26	Reflex negates	1 round	1 round/level	Long (1000 ft.)	V,S,DF	No	Conjuration (Creation)	SC: Pg.236
<i>Effect:</i> Create waterspout; see text					<i>Target:</i> Cylinder [5-ft. radius, 80 ft. high]			<i>Caster Level:</i> 15	
■■■■■ Wind Walk	26	No and Will negates (harmless)	1 standard action	1 hour/level [D]; see text	Touch	V,S, DF	No and Yes (harmless)	Transmutation [Air]	PHB: pg.302
<i>Effect:</i> You and your allies turn vaporous and travel fast.					<i>Target:</i> You and One touched creature/3 levels			<i>Caster Level:</i> 15	
■■■■■ Word of Balance	26	None or Will negates; see text	1 standard action	Instantaneous	30 ft.	V	Yes	Evocation [Sonic]	SC: Pg.242
<i>Effect:</i> Speaks a word that affects creatures; see text.					<i>Target:</i> Creatures in a 30-ft.-radius spread centered on you			<i>Caster Level:</i> 15	

LEVEL 8

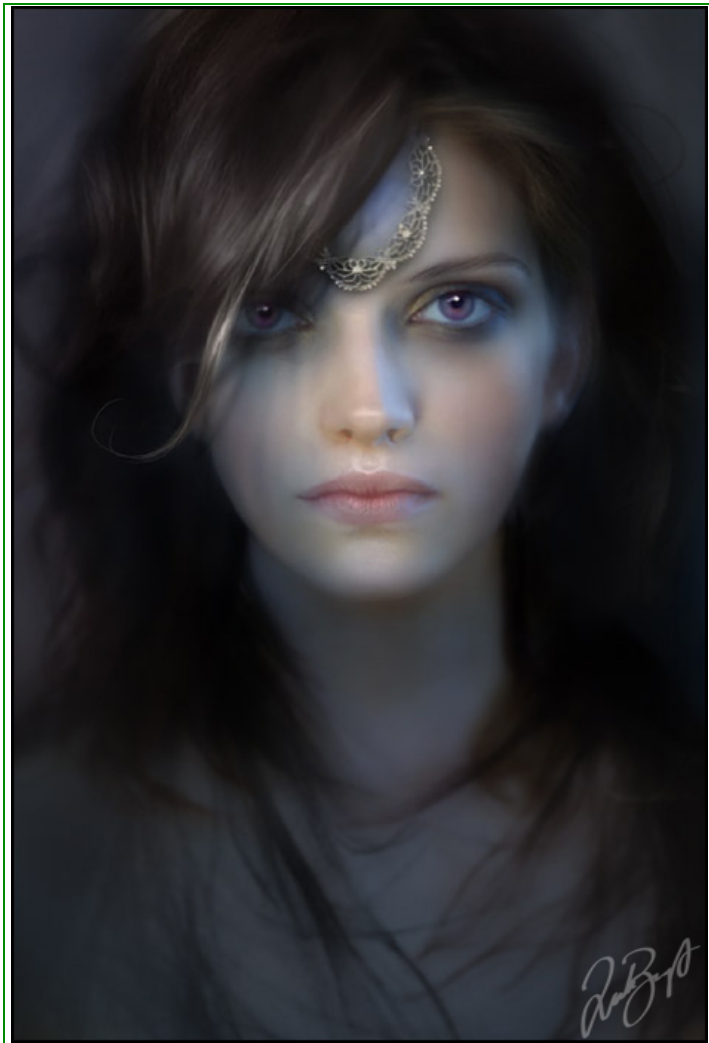
Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
■■■■■ Animal Shapes	27	None; see text	1 standard action	1 hour/level [D]	Close (60 ft.)	V,S, DF	Yes (harmless)	Transmutation	PHB: pg.198
<i>Effect:</i> One ally/level polymorphs into chosen animal.					<i>Target:</i> Up to one willing creature/level, all within 30 ft. of each other			<i>Caster Level:</i> 15	
■■■■■ Awaken, Mass	27	See text	24 hours	Instantaneous	Medium (250 ft.)	V,S,DF,XP	Yes	Transmutation	SC: Pg.21
<i>Effect:</i> You awaken one or more trees or animals to humanlike sentience. All awakened creatures must be of the same type.					<i>Target:</i> One animals or tree/3 levels, no two of which may be more than 30 ft. apart			<i>Caster Level:</i> 15	
■■■■■ Brilliant Aura	27	Will negates [harmless]	1 standard action	1 round/level	Close (60 ft.)	V,S	Yes [harmless]	Transmutation	SC: Pg.39
<i>Effect:</i> Functions as brilliant blade, except all subject creatures weapons gain brilliant energy special ability.					<i>Target:</i> Weapons carried by one creature/2 levels, no two of which are more than 30 ft. apart			<i>Caster Level:</i> 15	
■■■■■ Cocoon	27	Fortitude negates	1 round	Instantaneous	Close (60 ft.)	V,S,M,XP	Yes	Conjuration (Creation)	SC: Pg.49
<i>Effect:</i> Corpse begins rebirth process if cast on it within 1 round/level.					<i>Target:</i> One corpse			<i>Caster Level:</i> 15	
■■■■■ Control Plants	27	Will negates	1 standard action	1 minute/level	Close (60 ft.)	V,S, DF	No	Transmutation	PHB: pg.213
<i>Effect:</i> Control actions of one or more plant creatures.					<i>Target:</i> 2 HD/level of plant creatures, no two of which can be more than 30 ft. apart			<i>Caster Level:</i> 15	
■■■■■ Cure Serious Wounds, Mass	27	Will half (harmless) or Will half; see text	1 standard action	Instantaneous	Close (60 ft.)	V,S	Yes (harmless) or see text	Yes;Conjuration (Healing)	PHB: pg.216
<i>Effect:</i> Cures 3d8 +1/level [max +35] damage for many creatures.					<i>Target:</i> 1 creature/level, no two of which can be more than 30 ft. apart			<i>Caster Level:</i> 15	
■■■■■ Deadfall	27	Reflex partial; see text	1 standard action	Instantaneous; see text	Long (1000 ft.)	V,S	No	Conjuration (Creation)	SC: Pg.59
<i>Effect:</i> Deal 1d6/level [max 20d6] to all in the area and on failed save they are knocked prone.					<i>Target:</i> Mass of dead wood forming in a cylinder [20-ft. radius, 40 ft. high]; see text			<i>Caster Level:</i> 15	
■■■■■ Earthquake	27	See text	1 standard action	1 round	Long (1000 ft.)	V,S, DF	No	Evocation [Earth]	PHB: pg.225
<i>Effect:</i> Intense tremor shakes 80-ft.-radius.					<i>Target:</i> 80-ft.-radius spread [S]			<i>Caster Level:</i> 15	
■■■■■ Finger of Death	27	Fortitude partial	1 standard action	Instantaneous	Close (60 ft.)	V,S	Yes	Necromancy [Death]	PHB: pg.230
<i>Effect:</i> Kills one subject.					<i>Target:</i> One living creature			<i>Caster Level:</i> 15	
■■■■■ Maelstrom	27	Reflex negates; see text	1 round	1 round/level	Long (1000 ft.)	V,S,DF	No	Conjuration (Creation) [Water]	SC: Pg.135
<i>Effect:</i> Creates a maelstrom which affects waterborne creatures; see text.					<i>Target:</i> A whirlpool 120 ft. wide and 60 ft. deep			<i>Caster Level:</i> 15	
■■■■■ Phantom Wolf		None	1 round	Concentration up to 1 round/level	Medium (250 ft.)	V,S,DF	No	Conjuration (Summoning)	SC: Pg.157
<i>Effect:</i> Conjure phantom wolf to do your bidding.					<i>Target:</i> One summoned phantom wolf			<i>Caster Level:</i> 15	
■■■■■ Red Tide	27	Fortitude partial; see text	1 standard action	Instantaneous	Medium (250 ft.)	V,S,DF	Yes	Evocation [Water]	SC: Pg.170
<i>Effect:</i> Creatures knocked prone unless they save; see text for failed save results.					<i>Target:</i> 30-ft.-radius burst			<i>Caster Level:</i> 15	
■■■■■ Repel Metal or Stone		None	1 standard action	1 round/level [D]	60 ft.	V,S	No	Abjuration [Earth]	PHB: pg.271
<i>Effect:</i> Pushes away metal and stone.					<i>Target:</i> 60 ft. line from you			<i>Caster Level:</i> 15	
■■■■■ Reverse Gravity	27	None; see text	1 standard action	1 round/level [D]	Medium (250 ft.)	V,S,M/DF	No	Transmutation	PHB: pg.273
<i>Effect:</i> Objects and creatures fall upward.					<i>Target:</i> Up to 1 10-ft. cube/2 levels [S]			<i>Caster Level:</i> 15	
■■■■■ Stormrage	27	N/A	1 standard action	1 minute/level [D]	Personal	V,S,DF	N/A	Transmutation [Electricity]	SC: Pg.210
<i>Effect:</i> Launch lightning bolts 1d6 per level; see text.					<i>Target:</i> You			<i>Caster Level:</i> 15	

* =Domain/Specialty Spell

Druid Spells

☐☐☐☐☐ Summon Nature's Ally VIII	None	1 round	1 round/level [D]	Close (60 ft.)	V,S, DF	No	Conjuration (Summoning)	PHB: pg.289
<i>Effect:</i> Calls creature to fight.				<i>Target:</i> One or more creatures, no two of which can be more than 30 ft. apart				<i>Caster Level:</i> 15
☐☐☐☐☐ Sunburst	27	Reflex partial; see text	1 standard Instantaneous action	Long (1000 ft.)	V,S,M/DF	Yes	Evocation [Light]	PHB: pg.289
<i>Effect:</i> Blinds all within 10 ft., deals 6d6 damage.				<i>Target:</i> 80-ft.-radius burst				<i>Caster Level:</i> 15
☐☐☐☐☐ Unyielding Roots	27	Fortitude negates [harmless]	1 standard 1 round/level [D] action	Touch	V,S,DF	Yes [harmless]	Tranmutation	SC: Pg.228
<i>Effect:</i> Creature cannot move from the current space.				<i>Target:</i> Willing creature touched				<i>Caster Level:</i> 15
☐☐☐☐☐ Whirlwind	27	Reflex negates; see text	1 standard 1 round/level [D] action	Long (1000 ft.)	V,S, DF	Yes	Evocation [Air]	PHB: pg.301
<i>Effect:</i> Cyclone deals damage and can pick up creatures.				<i>Target:</i> Cyclone 10 ft. wide at base, 30 ft. wide at top, and 30 ft. tall				<i>Caster Level:</i> 15
☐☐☐☐☐ Word of Recall	27	None or Will negates (harmless, object)	1 standard Instantaneous action	Unlimited	V	No or Yes (harmless, object)	Conjuration (Teleportation)	PHB: pg.303
<i>Effect:</i> Teleports you back to designated place.				<i>Target:</i> You and touched objects or other willing creatures				<i>Caster Level:</i> 15
* =Domain/Speciality Spell								

Desire'



Illan

RACE

24

AGE

Female

GENDER

VISION

Neutral Good

ALIGNMENT

Right

DOMINANT HAND

5' 4"

HEIGHT

140 lbs.

WEIGHT

EYE COLOUR

SKIN COLOUR

,

HAIR

PHOBIAS

,

PERSONALITY TRAITS

INTERESTS

,

SPOKEN STYLE

RESIDENCE

LOCATION

None

REGION

Description:

Lv 10 Druid

HP:1d8+1

Skills:+9

Spell Points:2d6+6

Feat:+1

Biography:

Notes:

Character Sheet Notes: