

Destinie

NAME

Drd8

28000

CLASS

EXPERIENCE

8

36000

Character Level

NEXT LEVEL

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

SAVING THROWS

FORTITUDE
(constitution)

+10

=

+6

+

+2

+

+2

+

+0

+

+0

+

REFLEX
(dexterity)

+7

=

+2

+

+3

+

+2

+

+0

+

+0

+

WILL
(wisdom)

+12

=

+6

+

+4

+

+2

+

+0

+

+0

+

TOTAL

+6/+1

=

BASE ATTACK BONUS

+6/+1

+

STAT

+0

+

SIZE

+0

+

MISC

+0

+

EPIC

+0

+

TEMP

RANGED
attack bonus

+9/+4

=

+6/+1

+

+3

+

+0

+

+0

+

GRAPPLE
attack bonus

+6/+1

=

+6/+1

+

+0

+

+0

+

+0

+

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

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

| Scimitar | | | | HAND | TYPE | SIZE | CRITICAL | REACH |
|--------------------|--------|-----|-----------|---------|------|------|----------|-------|
| | | | | Carried | S | M | 18-20/x2 | 5 ft. |
| | To Hit | Dam | | To Hit | | Dam | | |
| 1H-P | +6/+1 | 1d6 | 2W-P-(OH) | +0/-5 | | 1d6 | | |
| 1H-O | +2/-3 | 1d6 | 2W-P-(OL) | +2/-3 | | 1d6 | | |
| 2H | +6/+1 | 1d6 | 2W-OH | -4 | | 1d6 | | |
| Special Properties | | | | | | | | |

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

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

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

DRUID WILDSHAPE

Uses per day

Duration = 8 Hours

Donnamarie

PLAYERNAME

Human

Medium

DEITY

5' 6"

120 lbs.

ALIGNMENT

Darkvision (30')

RACE

SIZE

HEIGHT

WEIGHT

VISION

25

Female

EYES

HAIR

POINTS

-1

AGE

GENDER

| | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
|-------------------|--|----|-------------------|------|----------------|-------|---|--------------------|---|-------------|------------------|--------------|----------------------|------|---|------|---|---------|---|------|--|-------------|----|--------------|--|-------------|--|--------------|
| VP Vitality | | 69 | WOUNDS/CURRENT HP | | SUBDUAL DAMAGE | | | WP Wound Points | | 15 | DAMAGE REDUCTION | | SPEED Walk 30 ft. | | | | | | | | | | | | | | | |
| AC armor class | | 21 | : | 18 | : | 14 | = | 10 | + | 2 | + | 0 | + | 3 | + | 0 | + | 5 | + | 1 | | 10 | +0 | 0 | | | | |
| TOTAL | | | | FLAT | | TOUCH | | BASE | | ARMOR BONUS | | SHIELD BONUS | | STAT | | SIZE | | NATURAL | | MISC | | MISS CHANCE | | ARCANE SPELL | | ARMOR CHECK | | SPELL RESIST |

INITIATIVE

+7

=

+3

+

+4

BASE ATTACK

+6/+1

bonus

modifier

DEX MODIFIER

MISC MODIFIER

TOTAL

| SKILLS | | KEY ABILITY | SKILL MODIFIER | ABILITY MODIFIER | MAX RANKS | 11/5.5 |
|---|-----|-------------|----------------|------------------|-----------|---------------|
| SKILL NAME | | | | | RANKS | MISC MODIFIER |
| ✓ Appraise | INT | 2 | = | 2 | + | + |
| ✓ Balance | DEX | 3 | = | 3 | + | + |
| ✓ Bluff | CHA | 2 | = | 1 | + | 1.0 |
| ✓ Climb | STR | 2 | = | 0 | + | 2.0 |
| ✓ Concentration | CON | 10 | = | 2 | + | 8.0 |
| ✓ Craft (Untrained) | INT | 2 | = | 2 | + | + |
| ✓ Diplomacy | CHA | 4 | = | 1 | + | 3.0 |
| ✓ Diplomacy (Wild Empathy) | CHA | 13 | = | 1 | + | 3.0 |
| ✓ Disguise | CHA | 1 | = | 1 | + | + |
| ✓ Escape Artist | DEX | 3 | = | 3 | + | + |
| ✓ Forgery | INT | 2 | = | 2 | + | + |
| ✓ Gather Information | CHA | 1 | = | 1 | + | + |
| Handle Animal | CHA | 5 | = | 1 | + | 4.0 |
| ✓ Heal | WIS | 6 | = | 4 | + | 2.0 |
| ✓ Hide | DEX | 6 | = | 3 | + | 3.0 |
| ✓ Intimidate | CHA | 1 | = | 1 | + | + |
| ✓ Jump | STR | 0 | = | 0 | + | + |
| Knowledge (Dangerous Beasts) | INT | 3 | = | 2 | + | 1.0 |
| Knowledge (Dungeoneering) | INT | 6 | = | 2 | + | 4.0 |
| Knowledge (Fey) | INT | 3 | = | 2 | + | 1.0 |
| Knowledge (Geography) | INT | 4 | = | 2 | + | 2.0 |
| Knowledge (History) | INT | 4 | = | 2 | + | 2.0 |
| Knowledge (Nature) | INT | 17 | = | 2 | + | 11.0 |
| Knowledge (Religion) | INT | 6 | = | 2 | + | 4.0 |
| Knowledge (The Planes) | INT | 3 | = | 2 | + | 1.0 |
| Knowledge (Undead) | INT | 4 | = | 2 | + | 2.0 |
| ✓ Listen | WIS | 11 | = | 4 | + | 7.0 |
| ✓ Move Silently | DEX | 6 | = | 3 | + | 3.0 |
| ✓ Ride | DEX | 3 | = | 3 | + | + |
| ✓ Search | INT | 2 | = | 2 | + | + |
| ✓ Sense Motive | WIS | 4 | = | 4 | + | + |
| Spellcraft | INT | 6 | = | 2 | + | 4.0 |
| ✓ Spot | WIS | 14 | = | 4 | + | 10.0 |
| ✓ Survival | WIS | 14 | = | 4 | + | 8.0 |
| Survival (Natural environments) | WIS | 16 | = | 4 | + | 8.0 |
| ✓ Swim | STR | 3 | = | 0 | + | 3.0 |
| ✓ Use Rope | DEX | 3 | = | 3 | + | + |
| | | | = | | + | + |
| | | | = | | + | + |
| ✓: can be used untrained. X: exclusive skills | | | | | | |

| EQUIPMENT | | | | |
|---|--------------|-----|--------------|----------------|
| ITEM | LOCATION | QTY | WT | COST |
| Amulet of Natural Armor +2 | Equipped | 1 | 0.0 | 8000.0 |
| Backpack <small>4.1 lbs., 2 Candle, 2 Fishhook, 1 Waterskin (Filled), 1 Vial</small> | Equipped | 1 | 2.0 | 2.0 |
| Bullets, Sling (10) □□□□□ □□□□□ | Equipped | 1 | 5.0 | 0.1 |
| Candle □□ | Backpack | 2 | 0.0 (0.0) | 0.01 (0.02) |
| Chalk (1 piece) | Pouch (Belt) | 2 | 0.0 (0.0) | 0.01 (0.02) |
| Cloak of Resistance +2 | Equipped | 1 | 1.0 | 4000.0 |
| Dagger | Carried | 1 | 1.0 | 2.0 |
| Fishhook | Backpack | 2 | 0.0 (0.0) | 0.1 (0.2) |
| Flint and Steel | Pouch (Belt) | 1 | 0.0 | 1.0 |
| Gloves of Dexterity +2 | Equipped | 1 | 0.0 | 4000.0 |
| Holly and Mistletoe | Equipped | 1 | 0.0 | 0.0 |
| Leather | Equipped | 1 | 15.0 | 10.0 |
| Pouch (Belt) <small>1 lbs., 2 Chalk (1 piece), 1 Flint and Steel, 1 Whetstone</small> | Equipped | 1 | 0.5 | 1.0 |
| Ring of Protection +1 | Equipped | 1 | 0.0 | 2000.0 |
| Scimitar | Carried | 1 | 4.0 | 15.0 |
| Spell Component Pouch | Equipped | 1 | 2.0 | 5.0 |
| Vial <small>0 lbs.</small> | Backpack | 1 | 0.1 | 1.0 |
| Waterskin (Filled) | Backpack | 1 | 4.0 | 1.0 |
| Whetstone | Pouch (Belt) | 1 | 1.0 | 0.02 |
| Winter's Sling <small>0 lbs. (Sling +1 (DRAGONHIDE/Frost)), +1d6 cold damage bestowed on ammunition</small> | Equipped | 1 | 0.0 | 8300.0 |
| TOTAL WEIGHT CARRIED/VALUE | | | 35.6 lbs. | 26338.36 gp |

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

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

| SPECIAL ABILITIES |
|---|
| Animal Companion (Ex) |
| Blessing of the Woods (Ex): Grants a Natural Armor Bonus |
| Nature Sense (Ex): +2 bonus on Knowledge (Nature) and Survival checks. |
| Resist Nature's Lure (Ex):+4 bonus on saving throws against the spell-like abilities of fey. |
| Roots & Twigs (Sp): 1/day - Cast Entangle as an Innate Ability |
| Shapeshift (Su): Eagle - Talon 1d6, +2 STR, +2 Reflex Save, +2 Natural Armor, Fly 40 (good maneuverability) |
| Shapeshift (Su): Panther - Bite deals 1d6, +4 STR, +4 Natural Armor, Base Speed +20, Gain Mobility Feat |
| Spontaneous casting - Can spontaneously cast Summon Nature's Ally spells |
| Trackless Step (Ex): Leaves no trail in natural surroundings and cannot be tracked. |
| Wild Empathy (Ex): +9 to Diplomacy check against animals - takes 1 minute |
| Wild Shape (Su): 3/day for 8 hours (Large) |
| Wind in the grass (Sp): 1/day - Cast Freedom of Movement as an Innate Ability |
| Woodland Stride (Ex): Can move through any sort of undergrowth at her normal speed and without taking damage or suffering any impairment. (Magically manipulated can still impede her). |

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

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

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

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

Innate Racial Spells

| | Name | DC | Saving Throw | Time | Duration | Range | Comp. | Spell Resistance | School | Source |
|---|---------------------|----|--------------------------|-------------------|--|---|-----------|------------------|-----------------------------|-----------------|
| ☐ | Entangle | 15 | Reflex partial; see text | 1 standard action | 1 minute/level [D] | Long (720 ft.) | V,S, DF | No | Transmutation | RttEToE: 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> 8 | |
| ☐ | Freedom of Movement | 18 | Will negates (harmless) | 1 standard action | 10 minutes/level | Personal or touch | V,S,M, DF | Yes (harmless) | Abjuration | RttEToE: pg.233 |
| <i>Effect:</i> Subject moves normally despite impediments. | | | | | | <i>Target:</i> You or creature touched | | | <i>Caster Level:</i> 8 | |
| ☐ | Tree Stride | 20 | None | 1 standard action | 1 hour/level or until expended; see text | Personal | V,S, DF | No | Conjuration (Teleportation) | RttEToE: pg.296 |
| <i>Effect:</i> Step from one tree to another far away. | | | | | | <i>Target:</i> You | | | <i>Caster Level:</i> 8 | |
| * =Domain/Speciality Spell | | | | | | | | | | |

Druid Spells

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

LEVEL 0

| Name | DC | Saving Throw | Time | Duration | Range | Comp. | Spell Resistance | School | Source |
|---|----|---------------------------------|-------------------|--|---|----------|--------------------------|--------------------------------|-----------------|
| <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Create Water | 15 | None | 1 standard action | Instantaneous | Close (45 ft.) | V,S | No | Conjuration (Creation) [Water] | RttEToE: pg.215 |
| <i>Effect:</i> Creates 2 gallons/level of pure water. | | | | | | | | | |
| | | | | | <i>Target:</i> Up to 2 gallons/level of water | | | | |
| <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Cure Minor Wounds | 15 | Will half (harmless); see text | 1 standard action | Instantaneous | Touch | V,S | Yes (harmless); see text | Conjuration (Healing) | RttEToE: pg.216 |
| <i>Effect:</i> Cures 1 point of damage. | | | | | | | | | |
| | | | | | <i>Target:</i> Creature touched | | | | |
| <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Dawn | 15 | Fortitude negates [harmless] | 1 swift action | Instantaneous | 15 ft. | V | Yes [harmless] | Abjuration | SC: Pg.59 |
| <i>Effect:</i> Awakens sleeping creatures and those knocked out from nonlethal damage [but staggered]. | | | | | | | | | |
| | | | | | <i>Target:</i> All creatures within a 15-ft.-radius burst centered on you | | | | |
| <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Detect Magic | 15 | None | 1 standard action | Concentration, up to 1 minutes/level [D] | 60 ft. | V,S | No | Divination | RttEToE: pg.219 |
| <i>Effect:</i> Detects spells and magic items within 60 ft. | | | | | | | | | |
| | | | | | <i>Target:</i> Cone-shaped emanation | | | | |
| <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Detect Poison | 15 | None | 1 standard action | Instantaneous | Close (45 ft.) | V,S | No | Divination | RttEToE: pg.219 |
| <i>Effect:</i> Detects poison in one creature or small object. | | | | | | | | | |
| | | | | | <i>Target:</i> One creature, one object, or a 5-ft. cube | | | | |
| <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Flare | 15 | Fortitude negates | 1 standard action | Instantaneous | Close (45 ft.) | V | Yes | Evocation [Light] | RttEToE: pg.232 |
| <i>Effect:</i> Dazzles one creature [-1 on attack rolls]. | | | | | | | | | |
| | | | | | <i>Target:</i> Burst of light | | | | |
| <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Guidance | 15 | Will negates (harmless) | 1 standard action | 1 minute or until discharged | Touch | V,S | Yes | Divination | RttEToE: pg.238 |
| <i>Effect:</i> +1 on one attack roll, saving throw, or skill check. | | | | | | | | | |
| | | | | | <i>Target:</i> Creature touched | | | | |
| <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Know Direction | 15 | None | 1 standard action | Instantaneous | Personal | V,S | No | Divination | RttEToE: pg.246 |
| <i>Effect:</i> You discern north. | | | | | | | | | |
| | | | | | <i>Target:</i> You | | | | |
| <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Light | 15 | None | 1 standard action | 10 minutes/level [D] | Touch | V, M/DF | No | Evocation [Light] | RttEToE: pg.248 |
| <i>Effect:</i> Object shines like a torch. | | | | | | | | | |
| | | | | | <i>Target:</i> Object touched | | | | |
| <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Mending | 15 | Will negates (harmless, object) | 1 standard action | Instantaneous | 10 ft. | V,S | Yes (harmless, object) | Transmutation | RttEToE: pg.253 |
| <i>Effect:</i> Makes minor repairs on an object. | | | | | | | | | |
| | | | | | <i>Target:</i> One object of up to 1 lb. | | | | |
| <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Naturewatch | 15 | None | 1 standard action | 10 minutes/level | 30 ft. | S | No | Necromancy | SC: Pg.146 |
| <i>Effect:</i> Same as deathwatch but only functions on plants and animals; see text. | | | | | | | | | |
| | | | | | <i>Target:</i> Cone-shaped emanation | | | | |
| <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Purify Food and Drink | 15 | Will negates (object) | 1 standard action | Instantaneous | 10 ft. | V,S | Yes (object) | Transmutation | RttEToE: pg.267 |
| <i>Effect:</i> Purifies 1 cu. ft./level of food or water. | | | | | | | | | |
| | | | | | <i>Target:</i> 1 cu. ft./level. of contaminated food and water | | | | |
| <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Read Magic | 15 | None | 1 standard action | 10 minutes/level | Personal | V,S,F | No | Divination | RttEToE: pg.269 |
| <i>Effect:</i> Read scrolls and spellbooks. | | | | | | | | | |
| | | | | | <i>Target:</i> You | | | | |
| <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Resistance | 15 | Will negates (harmless) | 1 standard action | 1 minute | Touch | V,S,M/DF | Yes (harmless) | Abjuration | RttEToE: pg.272 |
| <i>Effect:</i> Subject gains +1 on saving throws. | | | | | | | | | |
| | | | | | <i>Target:</i> Creature touched | | | | |
| <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Virtue | 15 | Fortitude negates (harmless) | 1 standard action | 1 min. | Touch | V,S, DF | Yes (harmless) | Transmutation | RttEToE: pg.298 |
| <i>Effect:</i> Subject gains 1 temporary hp. | | | | | | | | | |
| | | | | | <i>Target:</i> Creature touched | | | | |

LEVEL 1

| Name | DC | Saving Throw | Time | Duration | Range | Comp. | Spell Resistance | School | Source |
|---|----|------------------------------|-------------------|--|---|----------|------------------|-------------------------|-----------|
| <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Animate Fire | 16 | None | 1 round | Concentration, up to 1 round/level [D] | Close (45 ft.) | V,S,M | No | Transmutation [Fire] | SC: Pg.12 |
| <i>Effect:</i> Create a small fire elemental. | | | | | | | | | |
| | | | | | <i>Target:</i> One Small fire | | | | |
| <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Animate Water | 16 | None | 1 round | Concentration, up to 1 round/level [D] | Close (45 ft.) | V,S,M | No | Transmutation [Water] | SC: Pg.13 |
| <i>Effect:</i> Create a small water elemental. | | | | | | | | | |
| | | | | | <i>Target:</i> Cube of water up to 5 ft on a side | | | | |
| <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Animate Wood | 16 | None | 1 round | Concentration, up to 1 round/level [D] | Touch | V,S,M | No | Transmutation | SC: Pg.13 |
| <i>Effect:</i> Animates a wooden object to attack who you designate. | | | | | | | | | |
| | | | | | <i>Target:</i> One Small or smaller wooden object | | | | |
| <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Aspect of the Wolf | 16 | N/A | 1 standard action | 10 minutes/level | Personal | V,S,M/DF | N/A | Transmutation | SC: Pg.16 |
| <i>Effect:</i> You assume the physical appearance and many of the qualities of a wolf. | | | | | | | | | |
| | | | | | <i>Target:</i> You | | | | |
| <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Aura Against Flame | 16 | N/A | 1 standard action | 1 round/level | Personal | V,S | N/A | Abjuration | SC: Pg.18 |
| <i>Effect:</i> Protects against first 10 points of fire damage, it also extinguishes flames; see text. | | | | | | | | | |
| | | | | | <i>Target:</i> You | | | | |
| <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Babau Slime | 16 | Fortitude negates [harmless] | 1 standard action | 1 minute/level | Touch | V,S,M/DF | Yes [harmless] | Transmutation | SC: Pg.22 |
| <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. | | | | | | | | | |
| | | | | | <i>Target:</i> Creature touched | | | | |
| <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Beast Claws | 16 | N/A | 1 Standard Action | 1 hour/level | Personal | V,S,M | N/A | Transmutation | SC: Pg.25 |
| <i>Effect:</i> Change your hands into claws. Damage 1d4; Threat range 19-20. See text. | | | | | | | | | |
| | | | | | <i>Target:</i> You | | | | |
| <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Beastland Ferocity | 16 | Fortitude negates [harmless] | 1 standard action | 1 minute/level | Touch | V,S,DF | Yes [harmless] | Evocation [Electricity] | SC: Pg.25 |
| <i>Effect:</i> Subject continues to fight even at -1 to -9 and gains +4 enhancement to Str. | | | | | | | | | |
| | | | | | <i>Target:</i> Creature touched | | | | |
| <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Beget Bogun | 16 | None | 1 standard action | Instantaneous | Touch | V,S,M,XP | No | Conjuration (Creation) | SC: Pg.26 |
| <i>Effect:</i> Creates a natural homunculus. | | | | | | | | | |
| | | | | | <i>Target:</i> Tiny Construct | | | | |
| <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Branch to Branch | 16 | N/A | 1 standard action | 1 hour/level [D] | Personal | V,S | N/A | Transmutation | SC: Pg.38 |
| <i>Effect:</i> Gain +10 competence bonus on Climb checks made in trees, also allows for brachiation. | | | | | | | | | |
| | | | | | <i>Target:</i> You | | | | |
| <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Breath of the Jungle | 16 | None | 1 standard action | 1 minute/level | Medium (180 ft.) | V,S,DF | No | Transmutation | SC: Pg.39 |
| <i>Effect:</i> DC of saves vs. poison or disease increases by 2 | | | | | | | | | |
| | | | | | <i>Target:</i> Mist spreads in a 40-ft. radius, 20 ft. high | | | | |

* =Domain/Specialty Spell

Druid Spells

| | | | | | | | | | |
|--|----|--------------------------------|--------------------|--|---|---------|--------------------------|---|-----------------|
| □□□□□ Buoyant Lifting | 16 | None | 1 immediate action | 1 minute/level [D]; see text | Close (45 ft.) | S,DF | No | Evocation | SC: Pg.40 |
| <i>Effect:</i> Travel to the surface at 60 ft./round. | | | | | <i>Target:</i> One willing creature/level, no two of which are more than 20 ft. apart | | <i>Caster Level:</i> 8 | | |
| □□□□□ Calm Animals | 16 | Will negates; see text | 1 standard action | 1 minute/level | Close (45 ft.) | V,S | Yes | Enchantment (Compulsion) [Mind-Affecting] | RttEToE: 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> 8 | | |
| □□□□□ Camouflage | 16 | N/A | 1 standard action | 10 minutes/level | Personal | V,S | N/A | Transmutation | SC: Pg.43 |
| <i>Effect:</i> Gain +10 circumstance bonus on Hide checks. | | | | | <i>Target:</i> You | | <i>Caster Level:</i> 8 | | |
| □□□□□ Charm Animal | 16 | Will negates | 1 standard action | 1 hour/level | Close (45 ft.) | V,S | Yes | Enchantment (Charm) [Mind-Affecting] | RttEToE: pg.208 |
| <i>Effect:</i> Makes one animal your friend. | | | | | <i>Target:</i> One animal | | <i>Caster Level:</i> 8 | | |
| □□□□□ Claws of the Bear | 16 | N/A | 1 standard action | 1 round/level | Personal | V,S | N/A | Transmutation | SC: Pg.47 |
| <i>Effect:</i> Your hands become natural weapons that deal 1d8 with each attack. | | | | | <i>Target:</i> You | | <i>Caster Level:</i> 8 | | |
| □□□□□ Climb Walls | 16 | Will negates [harmless] | 1 standard action | 1 minute/level [D] | Touch | V,S,M | Yes [harmless] | Transmutation | SC: Pg.47 |
| <i>Effect:</i> Gain +10 enhancement bonus on climb check. Bonus increases to +20 @5th level and +30 @9th level. | | | | | <i>Target:</i> Creature touched | | <i>Caster Level:</i> 8 | | |
| □□□□□ Cloudburst | 16 | None | 1 round | 10 minutes/level [D] | Long (720 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> 8 | | |
| □□□□□ Cold Fire | 16 | No [fire] or Fortitude half | 1 standard action | 1 minute/level [fire source] or Instantaneous [creature] | Close (45 ft.) | V,S,DF | Yes [creature] | Transmutation [Cold] | SC: Pg.50 |
| <i>Effect:</i> Flames deal cold damage; see text | | | | | <i>Target:</i> One fire source [up to a 20-ft. cube] or one creature; see text | | <i>Caster Level:</i> 8 | | |
| □□□□□ Crabwalk | 16 | None | 1 standard action | 1 minute/level | Touch | V,S,M | No | Transmutation [Cold] | SC: Pg.53 |
| <i>Effect:</i> When the subject charges, it gains +4 to attack roll and no penalty to AC. Only affects first attack. | | | | | <i>Target:</i> Creature touched | | <i>Caster Level:</i> 8 | | |
| □□□□□ Cure Light Wounds | 16 | Will half (harmless); see text | 1 standard action | Instantaneous | Touch | V,S | Yes (harmless); see text | Conjuration (Healing) | RttEToE: pg.215 |
| <i>Effect:</i> Cures 1d8 +1/level [max +5] damage. | | | | | <i>Target:</i> Creature touched | | <i>Caster Level:</i> 8 | | |
| □□□□□ Deep Breath | 16 | N/A | 1 immediate action | 1 round/level | Personal | V | N/A | Conjuration (Creation) [Air] | SC: Pg.61 |
| <i>Effect:</i> Your lungs are constantly filled with air for the duration of the spell. | | | | | <i>Target:</i> You | | <i>Caster Level:</i> 8 | | |
| □□□□□ Delay Disease | 16 | Will negates [harmless] | 1 standard action | 24 hours | Touch | V,S,DF | Yes [harmless] | Conjuration (Healing) | SC: Pg.63 |
| <i>Effect:</i> Halts any nonmagical disease for the duration of the spell. | | | | | <i>Target:</i> Creature touched | | <i>Caster Level:</i> 8 | | |
| □□□□□ Detect Animals or Plants | 16 | None | 1 standard action | Concentration, up to 10 minutes/level [D] | Long (720 ft.) | V,S | No | Divination | RttEToE: pg.218 |
| <i>Effect:</i> Detects kinds of animals or plants. | | | | | <i>Target:</i> Cone-shaped emanation | | <i>Caster Level:</i> 8 | | |
| □□□□□ Detect Snares and Pits | 16 | None | 1 standard action | Concentration, up to 10 minutes/level [D] | 60 ft. | V,S | No | Divination | RttEToE: pg.220 |
| <i>Effect:</i> Reveals natural or primitive traps. | | | | | <i>Target:</i> Cone-shaped emanation | | <i>Caster Level:</i> 8 | | |
| □□□□□ Endure Elements | 16 | Will negates (harmless) | 1 standard action | 24 hours | Touch | V,S | Yes (harmless) | Abjuration | RttEToE: pg.226 |
| <i>Effect:</i> Exist comfortably in hot or cold environments. | | | | | <i>Target:</i> Creature touched | | <i>Caster Level:</i> 8 | | |
| □□□□□ Enrage Animal | 16 | None | 1 standard action | Concentration +1 round/level | Medium (180 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> 8 | | |
| □□□□□ Entangle | 16 | Reflex partial; see text | 1 standard action | 1 minute/level [D] | Long (720 ft.) | V,S, DF | No | Transmutation | RttEToE: 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> 8 | | |
| □□□□□ Faerie Fire | 16 | None | 1 standard action | 1 minute/level [D] | Long (720 ft.) | V,S, DF | Yes | Evocation [Light] | RttEToE: 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> 8 | | |
| □□□□□ Foundation of Stone | 16 | None | 1 standard action | 1 round/level | Close (45 ft.) | V,M | Yes [harmless] | Transmutation [Earth] | SC: Pg.99 |
| <i>Effect:</i> As long as subjects don't move they gain +2 AC and +4 to Str against bull rush. | | | | | <i>Target:</i> One creature/level, no two of which are more than 30 ft. apart | | <i>Caster Level:</i> 8 | | |
| □□□□□ Goodberry | 16 | None | 1 standard action | 1 day/level | Touch | V,S, DF | Yes | Transmutation | RttEToE: 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> 8 | | |
| □□□□□ Hawkeye | 16 | N/A | 1 standard action | 10 minutes/level [D] | Personal | V | N/A | Transmutation | SC: Pg.110 |
| <i>Effect:</i> Increases range increment by 50% and +5 competence bonus on Spot checks. | | | | | <i>Target:</i> You | | <i>Caster Level:</i> 8 | | |
| □□□□□ Healthful Rest | 16 | Will negates [harmless] | 10 minutes | 24 hours | Close (45 ft.) | V,S | Yes [harmless] | Conjuration (Healing) | SC: Pg.111 |
| <i>Effect:</i> Doubles the natural healing rate. | | | | | <i>Target:</i> One creature/level, no two of which can be more than 30 feet apart | | <i>Caster Level:</i> 8 | | |
| □□□□□ Hide from Animals | 16 | Will negates (harmless) | 1 standard action | 10 minutes/level [D] | Touch | S, DF | Yes | Abjuration | RttEToE: pg.241 |
| <i>Effect:</i> Animals can't perceive 1 subject/level. | | | | | <i>Target:</i> 1 creature/level touched | | <i>Caster Level:</i> 8 | | |
| □□□□□ Horrible Taste | 16 | Fortitude negates; see text | 1 standard action | 10 minutes/level | Touch | V,S,M | No | Transmutation | SC: Pg.116 |
| <i>Effect:</i> Animals must save after biting or refuse to bite the subject. | | | | | <i>Target:</i> Creature or object touched | | <i>Caster Level:</i> 8 | | |
| □□□□□ Juglerazer | 16 | Reflex half | 1 standard action | Instantaneous | 120 ft. | V,S,M | Yes | Necromancy | SC: Pg.127 |
| <i>Effect:</i> Fey, vermin, plants and plant creatures and animals caught in the area take 1d10/caster level [max 10d10] negative energy. | | | | | <i>Target:</i> 120-ft. line | | <i>Caster Level:</i> 8 | | |
| □□□□□ Jump | 16 | Will negates (harmless) | 1 standard action | 1 minute/level [D] | Touch | V,S,M | Yes | Transmutation | RttEToE: pg.246 |
| <i>Effect:</i> Subject gets bonus on Jump checks. | | | | | <i>Target:</i> Creature touched | | <i>Caster Level:</i> 8 | | |
| □□□□□ Longstrider | 16 | None | 1 standard action | 1 hour/level [D] | Personal | V,S,M | No | Transmutation | RttEToE: pg.249 |
| <i>Effect:</i> Increases your speed. | | | | | <i>Target:</i> You | | <i>Caster Level:</i> 8 | | |
| □□□□□ Low-light Vision | 16 | Will negates [harmless] | 1 standard action | 1 hour/level | Touch | V,M | Yes [harmless] | Transmutation | SC: Pg.134 |
| <i>Effect:</i> Target gains low-light vision. | | | | | <i>Target:</i> Creature touched | | <i>Caster Level:</i> 8 | | |
| * =Domain/Specialty Spell | | | | | | | | | |

Druid Spells

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|--|----|---------------------------------|-------------------|------------------------------------|--|----------|------------------------|------------------------------|-----------------|
| ☐☐☐☐☐ Magic Fang | 16 | Will negates (harmless) | 1 standard action | 1 minute/level | Touch | V,S, DF | Yes (harmless) | Transmutation | RttEToE: 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> 8 | | |
| ☐☐☐☐☐ Magic Stone | 16 | Will negates (harmless, object) | 1 standard action | 30 minutes or until discharged | Touch | V,S, DF | Yes (harmless, object) | Transmutation | RttEToE: 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> 8 | | |
| ☐☐☐☐☐ Obscuring Mist | 16 | None | 1 standard action | 1 minute/level | 20 ft. | V,S | No | Conjuration (Creation) | RttEToE: 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> 8 | | |
| ☐☐☐☐☐ Pass without Trace | 16 | Will negates (harmless) | 1 standard action | 1 hour/level [D] | Touch | V,S, DF | Yes (harmless) | Transmutation | RttEToE: pg.259 |
| <i>Effect:</i> 1 subject/level leaves no tracks. | | | | | <i>Target:</i> 1 creature/level touched | | <i>Caster Level:</i> 8 | | |
| ☐☐☐☐☐ Produce Flame | 16 | None | 1 standard action | 1 minute/level [D] | 0 ft. | V,S | Yes | Evocation [Fire] | RttEToE: 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> 8 | | |
| ☐☐☐☐☐ Raging Flame | 16 | None | 1 standard action | 1 minute | Medium (180 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> 8 | | |
| ☐☐☐☐☐ Ram's Might | 16 | N/A | 1 standard action | 1 minute/level | Personal | V,S | N/A | Transmutation | SC: Pg.166 |
| <i>Effect:</i> Your hands harden +2 bonus to Str, inflict lethal damage, and you are considered armed. | | | | | <i>Target:</i> You | | <i>Caster Level:</i> 8 | | |
| ☐☐☐☐☐ Rapid Burrowing | 16 | Fortitude negates [harmless] | 1 standard action | 10 minutes/level | Touch | V,S,DF | Yes [harmless] | Transmutation | SC: Pg.166 |
| <i>Effect:</i> Improves existing burrow speed by 20 ft. | | | | | <i>Target:</i> Creature touched | | <i>Caster Level:</i> 8 | | |
| ☐☐☐☐☐ Remove Scent | 16 | Will negates | 1 standard action | 10 minutes/level | Touch | V,S,M | Yes | Transmutation | SC: Pg.173 |
| <i>Effect:</i> Hides the scent of the affected creature or removes potent affects from creatures such as ghosts or troglodytes. | | | | | <i>Target:</i> Creature touched | | <i>Caster Level:</i> 8 | | |
| ☐☐☐☐☐ Resist Planar Alignment | 16 | Will negates [harmless] | 1 standard action | 1 round/level | Touch | V,S,DF | Yes [harmless] | Abjuration | SC: Pg.174 |
| <i>Effect:</i> Grants limited protection from a plane's alignment traits; see text. | | | | | <i>Target:</i> Creature touched | | <i>Caster Level:</i> 8 | | |
| ☐☐☐☐☐ Sandblast | 16 | Reflex half | 1 standard action | Instantaneous | 10 ft. | V,S,DF | Yes | Evocation | SC: Pg.180 |
| <i>Effect:</i> Creatures in area take 1d6 nonlethal damage, any creature that fails the save is also stunned for 1 round. | | | | | <i>Target:</i> 10-ft.-radius burst centered on your hands | | <i>Caster Level:</i> 8 | | |
| ☐☐☐☐☐ Shillelagh | 16 | Will negates (object) | 1 standard action | 1 minute/level | Touch | V,S, DF | Yes (object) | Transmutation | RttEToE: 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> 8 | | |
| ☐☐☐☐☐ Slow Burn | 16 | None | 1 standard action | 1 minute | Medium (180 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> 8 | | |
| ☐☐☐☐☐ Snake's Swiftmess | 16 | Will negates [harmless] | 1 standard action | Instantaneous | Close (45 ft.) | V,S,M/DF | Yes [harmless] | Transmutation | SC: Pg.193 |
| <i>Effect:</i> Subject may make another single attack melee or ranged; see text. | | | | | <i>Target:</i> One allied creature | | <i>Caster Level:</i> 8 | | |
| ☐☐☐☐☐ Snowshoes | 16 | Will negates [harmless] | 1 standard action | 1 hour/level [D] | Touch | V,S | Yes [harmless] | Transmutation | SC: Pg.194 |
| <i>Effect:</i> Speed increases by 10 ft. and no Balance checks or Reflex required to walk on snow. | | | | | <i>Target:</i> Creature touched | | <i>Caster Level:</i> 8 | | |
| ☐☐☐☐☐ Speak with Animals | 16 | None | 1 standard action | 1 minute/level | Personal | V,S | No | Divination | RttEToE: pg.281 |
| <i>Effect:</i> You can communicate with animals. | | | | | <i>Target:</i> You | | <i>Caster Level:</i> 8 | | |
| ☐☐☐☐☐ Summon Nature's Ally I | 16 | None | 1 round | 1 round/level [D] | Close (45 ft.) | V,S, DF | No | Conjuration (Summoning) | RttEToE: pg.288 |
| <i>Effect:</i> Calls creature to fight. | | | | | <i>Target:</i> One summoned creature | | <i>Caster Level:</i> 8 | | |
| ☐☐☐☐☐ Surefooted Stride | 16 | None | 1 standard action | 1 minute/level | Personal | V,S | No | Transmutation | SC: Pg.216 |
| <i>Effect:</i> Move through difficult terrain at full speed. Gain +2 Climb checks. | | | | | <i>Target:</i> You | | <i>Caster Level:</i> 8 | | |
| ☐☐☐☐☐ Thunderhead | 16 | Reflex negates; see text | 1 standard action | 1 round/level | Close (45 ft.) | V,S,M | Yes | Evocation [Electricity] | SC: Pg.219 |
| <i>Effect:</i> Miniature thundercloud follows creature unerringly each round [even if it goes invisible or leaves the region] striking it with lightning that deals 1 pt of damage. | | | | | <i>Target:</i> One creature | | <i>Caster Level:</i> 8 | | |
| ☐☐☐☐☐ Traveler's Mount | 16 | Will negates | 1 standard action | 1 hour/level | Touch | V,S | Yes | Transmutation | SC: Pg.223 |
| <i>Effect:</i> +10 feet enhancement bonus to speed but cannot attack during the duration of the spell. | | | | | <i>Target:</i> Animal or magical beast touched | | <i>Caster Level:</i> 8 | | |
| ☐☐☐☐☐ Updraft | 16 | N/A | 1 swift action | Instantaneous | Personal | V,S,M | N/A | Conjuration (Creation) [Air] | SC: Pg.228 |
| <i>Effect:</i> Gain 10 ft. per level of altitude, and then gently float back to the ground. | | | | | <i>Target:</i> You | | <i>Caster Level:</i> 8 | | |
| ☐☐☐☐☐ Vigor, Lesser | 16 | Will negates [harmless] | 1 standard action | 10 rounds + 1 round/level [max 15] | Touch | V,S | Yes [harmless] | Conjuration (Healing) | SC: Pg.229 |
| <i>Effect:</i> Grants target fast healing ability for the duration of the spell. Heals 1 hp automatically per round. | | | | | <i>Target:</i> Living creature touched | | <i>Caster Level:</i> 8 | | |
| ☐☐☐☐☐ Vine Strike | 16 | N/A | 1 swift action | 1 round | Personal | V,DF | N/A | Divination | SC: Pg.230 |
| <i>Effect:</i> Allows sneak attacks against plants if you already have the ability. | | | | | <i>Target:</i> You | | <i>Caster Level:</i> 8 | | |
| ☐☐☐☐☐ Wall of Smoke | 16 | Fortitude partial; see text | 1 standard action | 1 round/level | Close (45 ft.) | V,S | No | Conjuration (Creation) | SC: Pg.235 |
| <i>Effect:</i> Makes a wall of black smoke, causes nausea; see text. | | | | | <i>Target:</i> A straight wall whose area is up to one 10-ft. square/level [S] | | <i>Caster Level:</i> 8 | | |
| ☐☐☐☐☐ Wings of the Sea | 16 | Fortitude negates [harmless] | 1 standard action | 1 minute/level | Touch | S,M | Yes [harmless] | Transmutation | SC: Pg.240 |
| <i>Effect:</i> Increases creatures swim speed by 30 ft. | | | | | <i>Target:</i> Creature touched | | <i>Caster Level:</i> 8 | | |
| ☐☐☐☐☐ Winter Chill | 16 | Fortitude negates | 1 standard action | Instantaneous | Close (45 ft.) | V,S | Yes | Transmutation [Cold] | SC: Pg.241 |
| <i>Effect:</i> Creature must succeed on save or take 1d6 points of cold damage and become fatigued. | | | | | <i>Target:</i> One creature | | <i>Caster Level:</i> 8 | | |
| ☐☐☐☐☐ Wood Wose | 16 | None | 1 standard action | 1 hour/level | Close (45 ft.) | V,S,DF | No | Conjuration (Creation) | SC: Pg.242 |
| <i>Effect:</i> Summon minor nature spirit to perform simple natural tasks. | | | | | <i>Target:</i> One nature servant | | <i>Caster Level:</i> 8 | | |

LEVEL 2

| Name | DC | Saving Throw | Time | Duration | Range | Comp. | Spell Resistance | School | Source |
|---|----|-------------------------|-------------------|----------------|--|--------|------------------------|---------------|----------|
| ☐☐☐☐☐ Align Fang | 17 | Will negates [harmless] | 1 standard action | 1 minute/level | Touch | V,S,DF | Yes [harmless] | Transmutation | SC: Pg.9 |
| <i>Effect:</i> Aligns a creature's natural weapon to good-,evil-,lawful-,or chaotic. | | | | | <i>Target:</i> Living creature touched | | <i>Caster Level:</i> 8 | | |

* =Domain/Speciality Spell

Druid Spells

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|---|----|------------------------------|--|-------------------|---|----------|------------------------|--|-----------------|
| ■■■■■ Animalistic Power | 17 | Will negates [harmless] | 1 standard 1 minute/level action | | Touch | V,S,M | Yes [harmless] | Transmutation | PHB II: pg.101 |
| <i>Effect:</i> Subject is imbued with +2 to Strength, Dexterity and Constitution. | | | | | <i>Target:</i> Creature touched | | <i>Caster Level:</i> 8 | | |
| ■■■■■ Animal Messenger | 17 | None; see text | 1 standard 1 day/level action | | Close (45 ft.) | V,S,M | Yes | Enchantment (Compulsion) [Mind-Affecting] | RttEToE: pg.198 |
| <i>Effect:</i> Sends a Tiny animal to a specific place. | | | | | <i>Target:</i> One Tiny animal | | <i>Caster Level:</i> 8 | | |
| ■■■■■ Animal Trance | 17 | Will negates; see text | 1 standard Concentration action | | Close (45 ft.) | V,S | Yes | Enchantment (Compulsion) [Mind-Affecting, Sonic] | RttEToE: 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> 8 | | |
| ■■■■■ Avoid Planar Effects | 17 | None | 1 immediate action | 1 minute/level | 20 ft. | V | Yes [harmless] | Abjuration | SC: Pg.19 |
| <i>Effect:</i> Gain temporary respite from the natural effects of a specific plane. | | | | | <i>Target:</i> One creature/level in a 20-ft. radius burst centered on you | | <i>Caster Level:</i> 8 | | |
| ■■■■■ Balancing Lorecall | 17 | N/A | 1 standard 1 minute/level [D] action | | Personal | V,S,M/DF | N/A | Divination | SC: Pg.23 |
| <i>Effect:</i> Gain +4 insight bonus to balance bonus; see text. | | | | | <i>Target:</i> You | | <i>Caster Level:</i> 8 | | |
| ■■■■■ Barkskin | 17 | None | 1 standard 10 minutes/level action | | Touch | V,S, DF | Yes (harmless) | Transmutation | RttEToE: 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> 8 | | |
| ■■■■■ Bear's Endurance | 17 | Will negates (harmless) | 1 standard 1 minute/level action | | Touch | V,S, DF | Yes | Transmutation | RttEToE: pg.203 |
| <i>Effect:</i> Subject gains +4 to Con for 1 minutes/level. | | | | | <i>Target:</i> Creature touched | | <i>Caster Level:</i> 8 | | |
| ■■■■■ Binding Winds | 17 | Reflex negates | 1 standard Concentration action | | Medium (180 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> 8 | | |
| ■■■■■ Bite of the Wererat | 17 | N/A | 1 standard 1 round/level action | | Personal | V,S,M | N/A | Transmutation | SC: Pg.28 |
| <i>Effect:</i> Gain +6 bonus to Dex, +2 Con, +3 natural armor. | | | | | <i>Target:</i> You | | <i>Caster Level:</i> 8 | | |
| ■■■■■ Blinding Spittle | 17 | None | 1 standard Instantaneous action | | Close (45 ft.) | V,S | Yes | Transmutation | SC: Pg.32 |
| <i>Effect:</i> Spit caustic saliva into foes eyes on successful ranged touch attack. Causes -4 penalty to attack roll. | | | | | <i>Target:</i> One missile of spit | | <i>Caster Level:</i> 8 | | |
| ■■■■■ Blood Frenzy | 17 | Will negates | 1 standard Special; see text action | | Touch | V,S | Yes | Transmutation | SC: Pg.33 |
| <i>Effect:</i> Target enters a rage, as its rage special ability, but this rage doesn't count against it's total. | | | | | <i>Target:</i> Any creature with the rage ability | | <i>Caster Level:</i> 8 | | |
| ■■■■■ Body of the Sun | 17 | Reflex half | 1 standard 1 round/level action | | 5 ft. | V,S,DF | Yes | Trasmutation [Fire] | SC: Pg.35 |
| <i>Effect:</i> Fire and light extend 5ft. from caster's body inflicting 1d4/2 levels [max 5d4] points of fire damage [Reflex save for half]. | | | | | <i>Target:</i> 5 ft.-radius emanation centered on you | | <i>Caster Level:</i> 8 | | |
| ■■■■■ Brambles | 17 | None | 1 standard 1 round/level action | | Touch | V,S,M | No | Trasmutation | SC: Pg.38 |
| <i>Effect:</i> Small magical thorns/spikes protrude from wooden weapon; gains a +1 to hit enhancement and deals +1/level [max +10] damage. | | | | | <i>Target:</i> Wooden weapon touched | | <i>Caster Level:</i> 8 | | |
| ■■■■■ Briar Web | 17 | None | 1 standard 1 minute/level action | | Medium (180 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> 8 | | |
| ■■■■■ Bull's Strength | 17 | Will negates (harmless) | 1 standard 1 minute/level action | | Touch | V,S,M/DF | Yes (harmless) | Transmutation | RttEToE: pg.207 |
| <i>Effect:</i> Subject gains +4 to Str for 1 minutes/level. | | | | | <i>Target:</i> Creature touched | | <i>Caster Level:</i> 8 | | |
| ■■■■■ Burrow | 17 | Will negates [harmless] | 1 standard 1 minute/level [D] action | | Touch | V,S,F/DF | Yes [harmless] | Transmutation | SC: Pg.41 |
| <i>Effect:</i> Burrow through earth at 30 ft unless wearing Medium or heavier armor or a Medium load than it is 20 ft. | | | | | <i>Target:</i> Creature touched | | <i>Caster Level:</i> 8 | | |
| ■■■■■ Camouflage, Mass | 17 | Will negates [harmless] | 1 standard 10 minutes/level action | | Medium (180 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> 8 | | |
| ■■■■■ Cat's Grace | 17 | Will negates (harmless) | 1 standard 1 minute/level action | | Touch | V,S,M | Yes | Transmutation | RttEToE: pg.208 |
| <i>Effect:</i> Subject gains +4 to Dex for 1 minutes/level. | | | | | <i>Target:</i> Creature touched | | <i>Caster Level:</i> 8 | | |
| ■■■■■ Chill Metal | 17 | Will negates (object) | 1 standard 7 rounds action | | Close (45 ft.) | V,S, DF | Yes (object) | Transmutation [Cold] | RttEToE: 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 200 lbs of metal | | <i>Caster Level:</i> 8 | | |
| ■■■■■ Cloud Wings | 17 | Fortitude negates [harmless] | 1 standard 1 hour/level action | | Touch | V,S | Yes [harmless] | Transmutation | SC: Pg.49 |
| <i>Effect:</i> Increases fly speed by 30 ft. | | | | | <i>Target:</i> Creature touched | | <i>Caster Level:</i> 8 | | |
| ■■■■■ Countermoon | 17 | Will negates [D] | 1 standard 12 hours action | | Close (45 ft.) | V,S,M | Yes | Abjuration | SC: Pg.53 |
| <i>Effect:</i> Stops lycanthropic shapechanging for 12 hours. | | | | | <i>Target:</i> One lycanthrope | | <i>Caster Level:</i> 8 | | |
| ■■■■■ Creeping Cold | 17 | Fortitude half | 1 standard 3 rounds action | | Close (45 ft.) | V,S,F | Yes | Transmutation [Cold] | SC: Pg.55 |
| <i>Effect:</i> Deals progressive damage from cold [+1d6/round]. | | | | | <i>Target:</i> One creature | | <i>Caster Level:</i> 8 | | |
| ■■■■■ Daggerspell Stance | 17 | N/A | 1 swift action | 1 round/level [D] | Personal | V,F | N/A | Abjuration | SC: Pg.57 |
| <i>Effect:</i> Gain +2 insight bonus to hit and damage when you make a full attack wielding two daggers. Can deflect spells [SR 5+level] and gain DR 5/magic when full defense. | | | | | <i>Target:</i> You | | <i>Caster Level:</i> 8 | | |
| ■■■■■ Decomposition | 17 | None | 1 standard 1 round/level action | | 50 ft. | V,S,DF | Yes | Necromancy | SC: Pg.61 |
| <i>Effect:</i> Wounded creatures suffer 3 extra hp/round. | | | | | <i>Target:</i> Living enemies within a 50-ft.-radius emanation centered on you | | <i>Caster Level:</i> 8 | | |
| ■■■■■ Delay Poison | 17 | Fortitude negates (harmless) | 1 standard 1 hour/level action | | Touch | V,S, DF | Yes (harmless) | Conjuration (Healing) | RttEToE: pg.217 |
| <i>Effect:</i> Stops poison from harming subject for 1 hour/level. | | | | | <i>Target:</i> Creature touched | | <i>Caster Level:</i> 8 | | |
| ■■■■■ Drifts of the Shalm | 17 | None | 1 standard 1 round/level action | | Medium (180 ft.) | V,S | No | Evocation | PHB II: pg.111 |
| <i>Effect:</i> Delay enemies with a drift [double movement penalty] of snow, leaves or ash [your choice]; snow casues 3 cold damage; leaf can be ignited and cause 2d6 damage; ash causes 3 fire damage. | | | | | <i>Target:</i> One 5-ft. square/level [S] | | <i>Caster Level:</i> 8 | | |
| ■■■■■ Earthbind | 17 | Fortitude negates | 1 standard 1 minute/level [D] action | | Medium (180 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> 8 | | |
| ■■■■■ Earthfast | 17 | None | 1 standard 10 minutes/level [D] action | | Close (45 ft.) | V,S | Yes [object] | Transmutation | SC: Pg.76 |
| <i>Effect:</i> Doubles Structures HP and increases Hardness to 10. | | | | | <i>Target:</i> One stone structure or rock formation, up to 25 cu. ft./level | | <i>Caster Level:</i> 8 | | |
| * =Domain/Speciality Spell | | | | | | | | | |

Druid Spells

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|---|----|------------------------------|---|--|----------|---------------------------------------|---|-----------------|
| <div>Easy Trail</div> | 17 | None | 1 standard 1 hour/level [D] action | 40 ft. | V,S | Yes | Abjuration | SC: Pg.76 |
| <div>Effect:</div> <div>Removes movement penalties through dense brush and increases track DC by 5 for any pursurers.</div> | | | | <div>Target:</div> <div>40-ft. radius emanation centered on you</div> | | <div>Caster Level:</div> <div>8</div> | | |
| <div>Embrace the Wild</div> | 17 | N/A | 1 standard 10 minutes/level [D] action | Personal | V | N/A | Transmutation | SC: Pg.79 |
| <div>Effect:</div> <div>The caster gains an animal's sensory and skills, low-light vision and Scent or Blindsense 30' your choice. +2 spot and listen checks.</div> | | | | <div>Target:</div> <div>You</div> | | <div>Caster Level:</div> <div>8</div> | | |
| <div>Fins to Feet</div> | 17 | Fortitude negates [harmless] | 1 standard 1 hour/level action | Touch | V,S | Yes [harmless] | Transmutation | SC: Pg.92 |
| <div>Effect:</div> <div>Creatures lose swim speed but gain walk speed of 30 ft.</div> | | | | <div>Target:</div> <div>Willing creature touched</div> | | <div>Caster Level:</div> <div>8</div> | | |
| <div>Fire Trap</div> | 17 | Reflex half; see text | 10 minutes Permanent until discharged [D] | Touch | V,S,M | Yes | Abjuration [Fire] | RttEToE: pg.231 |
| <div>Effect:</div> <div>Opened object deals 1d4+8 fire damage.</div> | | | | <div>Target:</div> <div>Object touched</div> | | <div>Caster Level:</div> <div>8</div> | | |
| <div>Flame Blade</div> | 17 | None | 1 standard 1 minute/level [D] action | 0 ft. | V,S, DF | Yes | Evocation [Fire] | RttEToE: pg.231 |
| <div>Effect:</div> <div>Touch attack deals 1d8 +4 fire damage.</div> | | | | <div>Target:</div> <div>Sword-like beam</div> | | <div>Caster Level:</div> <div>8</div> | | |
| <div>Flaming Sphere</div> | 17 | Reflex negates | 1 standard 1 round/level action | Medium (180 ft.) | V,S,M/DF | Yes | Evocation [Fire] | RttEToE: pg.232 |
| <div>Effect:</div> <div>Creates rolling ball of fire, 2d6 damage, lasts 1 round/level.</div> | | | | <div>Target:</div> <div>5-ft.-diameter sphere</div> | | <div>Caster Level:</div> <div>8</div> | | |
| <div>Fog Cloud</div> | 17 | None | 1 standard 10 minutes/level action | Medium (180 ft.) | V,S | No | Conjuration (Creation) | RttEToE: pg.232 |
| <div>Effect:</div> <div>Fog obscures vision.</div> | | | | <div>Target:</div> <div>Fog spreads in 20-ft. radius, 20 ft. high</div> | | <div>Caster Level:</div> <div>8</div> | | |
| <div>Frost Breath</div> | 17 | Reflex half | 1 standard Instantaneous action | 30 ft. | V,S,M | Yes | Evocation [Cold] | SC: Pg.100 |
| <div>Effect:</div> <div>Breath a cone of cold that deal 1d4/2 caster levels [max 5d4] and creatures are also dazed if they failed the Reflex save.</div> | | | | <div>Target:</div> <div>Cone-shaped burst</div> | | <div>Caster Level:</div> <div>8</div> | | |
| <div>Gust of Wind</div> | 17 | Fortitude negates | 1 standard 1 round action | 60 ft. | V,S | Yes | Evocation [Air] | RttEToE: pg.238 |
| <div>Effect:</div> <div>Blows away or knocks down smaller creatures.</div> | | | | <div>Target:</div> <div>Line-shaped gust of severe wind emanating out from you to the extreme of the range</div> | | <div>Caster Level:</div> <div>8</div> | | |
| <div>Healing Lorecall</div> | 17 | N/A | 1 standard 10 minutes/level action | Personal | V,S,M | N/A | Divination | SC: Pg.110 |
| <div>Effect:</div> <div>Allows caster with Heal ranks to remove other ailments when using Conjuration [Healing] spells. Can also heal more; see text.</div> | | | | <div>Target:</div> <div>You</div> | | <div>Caster Level:</div> <div>8</div> | | |
| <div>Healing Sting</div> | 17 | None | 1 standard Instantaneous action | Touch | V,S,M | Yes | Necromancy | SC: Pg.110 |
| <div>Effect:</div> <div>Inflict 1d12 +1/caster level [max +10] to a living creature and gain an equal amount of HP.</div> | | | | <div>Target:</div> <div>You and one living creature</div> | | <div>Caster Level:</div> <div>8</div> | | |
| <div>Heartfire</div> | 17 | Fortitude partial | 1 standard 1 round/level action | Close (45 ft.) | V,S,DF | Yes | Evocation [Light, Fire] | SC: Pg.112 |
| <div>Effect:</div> <div>Subjects do benefit from concealment, on failed save they also take 1d4 fire damage each round [half damage on save].</div> | | | | <div>Target:</div> <div>living creatures within a 5-ft.-radius burst</div> | | <div>Caster Level:</div> <div>8</div> | | |
| <div>Heat Metal</div> | 17 | Will negates (object) | 1 standard 7 rounds action | Close (45 ft.) | V,S, DF | Yes (object) | Transmutation [Fire] | RttEToE: pg.239 |
| <div>Effect:</div> <div>Make metal so hot it damages those who touch it.</div> | | | | <div>Target:</div> <div>Metal equipment of 1 creature/2 levels, no two of which can be more than 30 ft. apart; or 25 lb./level of metal, all of which must be within a 30-ft. circle</div> | | <div>Caster Level:</div> <div>8</div> | | |
| <div>Hold Animal</div> | 17 | Will negates; see text | 1 standard 1 round/level [D]; see text action | Medium (180 ft.) | V,S | Yes | Enchantment (Compulsion) [Mind-Affecting] | RttEToE: pg.241 |
| <div>Effect:</div> <div>Paralyzes one animal for 1 round/level.</div> | | | | <div>Target:</div> <div>One animal</div> | | <div>Caster Level:</div> <div>8</div> | | |
| <div>Kelpstrand</div> | 17 | None | 1 standard 1 round/level action | Close (45 ft.) | V,S,M | No | Conjuration (Creation) | SC: Pg.128 |
| <div>Effect:</div> <div>Make ranged attacks against each target; see text</div> | | | | <div>Target:</div> <div>One creature/3 levels, no two of which are more than 30 ft. apart</div> | | <div>Caster Level:</div> <div>8</div> | | |
| <div>Linked Perception</div> | 17 | Will negates (harmless) | 1 standard 1 minute/level [D] action | 20 ft. | V,DF | Yes (harmless) | Divination | PHB II: pg.117 |
| <div>Effect:</div> <div>All allies get a shared awareness. +2 bonus on Spot and Listen checks per ally in the area [example: you and three allies would make +6].</div> | | | | <div>Target:</div> <div>20-ft.-radius emanation centered on you</div> | | <div>Caster Level:</div> <div>8</div> | | |
| <div>Listening Lorecall</div> | 17 | N/A | 1 standard 10 minutes/level action | Personal | V,S,DF | N/A | Divination | SC: Pg.133 |
| <div>Effect:</div> <div>Gain +4 insight bonus on Listen checks; see text.</div> | | | | <div>Target:</div> <div>You</div> | | <div>Caster Level:</div> <div>8</div> | | |
| <div>Mark of the Outcast</div> | 17 | Will negates | 1 standard Permanent action | Close (45 ft.) | V,S,DF | Yes | Necromancy | SC: Pg.138 |
| <div>Effect:</div> <div>Creates an indelible mark on the subjects face; see text.</div> | | | | <div>Target:</div> <div>One creature</div> | | <div>Caster Level:</div> <div>8</div> | | |
| <div>Master Air</div> | 17 | N/A | 1 standard 1 round/level action | Personal | V,S,F | N/A | Transmutation | SC: Pg.139 |
| <div>Effect:</div> <div>Fly at 90 ft. [or 60 if med or hvy armor].</div> | | | | <div>Target:</div> <div>You</div> | | <div>Caster Level:</div> <div>8</div> | | |
| <div>Mountain Stance</div> | 17 | Will negates [harmless] | 1 standard 1 minute/level action | Touch | V,S | No | Transmutation | SC: Pg.144 |
| <div>Effect:</div> <div>As a free action you can root yourself to the ground. Gain bonus equal to the caster level against grapple, lift, push, bull rush, over-run, throw, trip or otherwise force the creature to move.</div> | | | | <div>Target:</div> <div>One creature</div> | | <div>Caster Level:</div> <div>8</div> | | |
| <div>Nature's Favor</div> | 17 | Will negates [harmless] | 1 swift 1 minute action | Touch | V,S,DF | Yes [harmless] | Evocation | SC: Pg.146 |
| <div>Effect:</div> <div>Target animal gains attack and damage bonus of +1 for every 3 caster levels max of +5 at 15th level.</div> | | | | <div>Target:</div> <div>Animal touched</div> | | <div>Caster Level:</div> <div>8</div> | | |
| <div>One With the Land</div> | 17 | N/A | 1 standard 1 hour/level action | Personal | V,S | N/A | Transmutation | SC: Pg.149 |
| <div>Effect:</div> <div>Gain +2 insight bonus to Move Silently, Search, Hide, Survival and Handle Animal checks.</div> | | | | <div>Target:</div> <div>You</div> | | <div>Caster Level:</div> <div>8</div> | | |
| <div>Owl's Wisdom</div> | 17 | Will negates (harmless) | 1 standard 1 minute/level action | Touch | V,S,M/DF | Yes | Transmutation | RttEToE: pg.259 |
| <div>Effect:</div> <div>Subject gains +4 to Wis for 1 minutes/level.</div> | | | | <div>Target:</div> <div>Creature touched</div> | | <div>Caster Level:</div> <div>8</div> | | |
| <div>Reduce Animal</div> | 17 | None | 1 standard 1 hour/level [D] action | Touch | V,S | No | Transmutation | RttEToE: pg.269 |
| <div>Effect:</div> <div>Shrinks one willing animal.</div> | | | | <div>Target:</div> <div>One willing animal of Small, Medium, Large, or Huge size</div> | | <div>Caster Level:</div> <div>8</div> | | |
| <div>Resist Energy</div> | 17 | Fortitude negates (harmless) | 1 standard 10 minutes/level action | Touch | V,S, DF | Yes (harmless) | Abjuration | RttEToE: pg.272 |
| <div>Effect:</div> <div>Ignores first 20 points of damage/attack from specified energy type.</div> | | | | <div>Target:</div> <div>Creature touched</div> | | <div>Caster Level:</div> <div>8</div> | | |
| <div>Restoration, Lesser</div> | 17 | Will negates (harmless) | 3 rounds Instantaneous | Touch | V,S | Yes (harmless) | Conjuration (Healing) | RttEToE: pg.272 |
| <div>Effect:</div> <div>Dispels magical ability penalty or repairs 1d4 ability damage.</div> | | | | <div>Target:</div> <div>Creature touched</div> | | <div>Caster Level:</div> <div>8</div> | | |
| <div>Saltray</div> | 17 | Fortitude partial | 1 standard Instantaneous action | Close (45 ft.) | V,S | Yes | Evocation | SC: Pg.179 |
| <div>Effect:</div> <div>Ranged touch attack deals 1d6 per two caster levels [max 5d6] and make a save or be stunned for 1 round.</div> | | | | <div>Target:</div> <div>Ray</div> | | <div>Caster Level:</div> <div>8</div> | | |
| <div>Scent</div> | 17 | None | 1 standard 10 minutes/level action | Touch | V,S,M | Yes [harmless] | Transmutation | SC: Pg.180 |
| <div>Effect:</div> <div>Bestows Scent ability with all the same powers.</div> | | | | <div>Target:</div> <div>Creature touched</div> | | <div>Caster Level:</div> <div>8</div> | | |
| <div>Share Husk</div> | 17 | Will negates [harmless] | 1 standard 1 minute/level action | Touch | V,S,M | Yes | Divination | SC: Pg.187 |
| <div>Effect:</div> <div>You can sense all the stimuli the target animal senses.</div> | | | | <div>Target:</div> <div>Animal touched</div> | | <div>Caster Level:</div> <div>8</div> | | |
| * =Domain/Speciality Spell | | | | | | | | |

Druid Spells

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|---|----|-------------------------|------------|--------------------------|---|----------|------------------------|--------------------------------------|----------------------------|
| Snake's Swiftmess, Mass | 17 | Will negates [harmless] | 1 standard | Instantaneous | Medium (180 ft.) | V,S,M/DF | Yes [harmless] | Transmutation | SC: Pg.193 |
| <i>Effect:</i> Subjects may make another single attack melee or ranged; see text. | | | | | <i>Target:</i> Allied creatures in a 20-ft.-radius burst | | <i>Caster Level:</i> 8 | | |
| Soften Earth and Stone | 17 | None | 1 standard | Instantaneous | Close (45 ft.) | V,S, DF | No | Transmutation [Earth] | RttEToE: pg.280 |
| <i>Effect:</i> Turns stone to clay or dirt to sand or mud. | | | | | <i>Target:</i> 10 ft./level square; see text | | <i>Caster Level:</i> 8 | | |
| Spider Climb | 17 | Will negates (harmless) | 1 standard | 10 minutes/level | Touch | V,S,M | Yes (harmless) | Transmutation | RttEToE: pg.283 |
| <i>Effect:</i> Grants ability to walk on walls and ceilings. | | | | | <i>Target:</i> Creature touched | | <i>Caster Level:</i> 8 | | |
| Splinterbolt | 17 | None | 1 standard | Instantaneous | Close (45 ft.) | V,S,M | No | Conjuration (Creation) | SC: Pg.203 |
| <i>Effect:</i> Make ranged attack to hit, on hit deal 4d6 piercing damage and threatens on 18-20. See text. | | | | | <i>Target:</i> One or more streams of splinters | | <i>Caster Level:</i> 8 | | |
| Summon Nature's Ally II | 17 | None | 1 round | 1 round/level [D] | Close (45 ft.) | V,S, DF | No | Conjuration (Summoning) | RttEToE: pg.288 |
| <i>Effect:</i> Calls creature to fight. | | | | | <i>Target:</i> One or more creatures, no two of which can be more than 30 ft. apart | | <i>Caster Level:</i> 8 | | |
| Summon Swarm | 17 | None | 1 round | Concentration + 2 rounds | Close (45 ft.) | V,S,M/DF | No | Conjuration (Summoning) | RttEToE: 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> 8 | | |
| Swim | 17 | None | 1 round | 10 minutes/level [D] | Medium (180 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> 8 | | |
| Train Animal | 17 | Will negates [harmless] | 10 minutes | 1 hour/level | Touch | V,S,DF | Yes [harmless] | Enchantment (Charm) [Mind-Affecting] | SC: Pg.221 |
| <i>Effect:</i> You temporarily boost the number of tricks that an animal knows. | | | | | <i>Target:</i> Animal touched | | <i>Caster Level:</i> 8 | | |
| Tree Shape | 17 | None | 1 standard | 1 hour/level [D] action | Personal | V,S, DF | No | Transmutation | RttEToE: pg.296 |
| <i>Effect:</i> You look exactly like a tree for 1 hour/level. | | | | | <i>Target:</i> You | | <i>Caster Level:</i> 8 | | |
| Warp Wood | 17 | Will negates (object) | 1 standard | Instantaneous | Close (45 ft.) | V,S | Yes (object) | Transmutation | RttEToE: 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> 8 | | |
| Wings of Air | 17 | None | 1 standard | 1 minute/level | Touch | V | No | Transmutation | SC: Pg.240 |
| <i>Effect:</i> Manuverability improves by one step. | | | | | <i>Target:</i> Winged creature touched | | <i>Caster Level:</i> 8 | | |
| Winter's Embrace | 17 | Fortitude negates | 1 standard | 1 round/level | Close (45 ft.) | V,S | Yes | Evocation [Cold] | SC: Pg.241 |
| <i>Effect:</i> Creature fails it's save takes 1d8 cold damage each round; see text. | | | | | <i>Target:</i> One creature | | <i>Caster Level:</i> 8 | | |
| Wood Shape | 17 | Will negates (object) | 1 standard | Instantaneous | Touch | V,S, DF | Yes (object) | Transmutation | RttEToE: 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> 8 | | |
| Wracking Touch | 17 | Fortitude half | 1 standard | Instantaneous | Touch | V,S | Yes | Necromancy | SC: Pg.243 |
| <i>Effect:</i> Deal 1d6 +1 per caster level [max +10] plus you get sneak attack damage if you possess the ability. | | | | | <i>Target:</i> Creature touched | | <i>Caster Level:</i> 8 | | |
| Zone of Glacial Cold | 17 | Fort half | 1 standard | 8 rounds | Medium (180 ft.) | V,S,M | No | Conjuration [Cold] | Is This : Frostburn Pg.106 |
| <i>Effect:</i> Zone deals 1d6 cold damage each round. | | | | | <i>Target:</i> 20-ft.-radius | | <i>Caster Level:</i> 8 | | |

LEVEL 3

| Name | DC | Saving Throw | Time | Duration | Range | Comp. | Spell Resistance | School | Source |
|--|----|-----------------------------------|-------------|---|--|----------|------------------|----------------------------|-----------------|
| □□□□□Air Breathing | 18 | Will negates [harmless] | 1 standard | 2 hours/level; see text action | Touch | S,M/DF | Yes [harmless] | Transmutation | SC: Pg.8 |
| <i>Effect:</i> Grants creatures the ability to breath air. | | | | | <i>Target:</i> Living creatures touched | | | <i>Caster Level:</i> 8 | |
| □□□□□Align Fang, Mass | 18 | Will negates [harmless] | 1 standard | 1 minute/level action | Close (45 ft.) | V,S,DF | Yes [harmless] | Transmutation | SC: Pg.9 |
| <i>Effect:</i> Same as algin fang, but on multiple creatures. | | | | | <i>Target:</i> One or more creatures, no two of which are more than 30 ft. apart | | | <i>Caster Level:</i> 8 | |
| □□□□□Alter Fortune | 18 | None | 1 immediate | Instantaneous action | Close (45 ft.) | V,X | No | Divination | PHB II: pg.101 |
| <i>Effect:</i> Target must reroll any die roll it just made taking the second roll. | | | | | <i>Target:</i> One creature | | | <i>Caster Level:</i> 8 | |
| □□□□□Attune Form | 18 | N/A | 1 standard | 24 hours action | Touch | V,S,M/DF | N/A | Transmutation | SC: Pg.17 |
| <i>Effect:</i> Attunes the affected creatures to the plane you are currently on, negating harmful effects. | | | | | <i>Target:</i> One creature/3 levels | | | <i>Caster Level:</i> 8 | |
| □□□□□Bite of the Werewolf | 18 | N/A | 1 standard | 1 round/level action | Personal | V,S,M | N/A | Transmutation | SC: Pg.29 |
| <i>Effect:</i> Gain +2 bonus to Str, +4 Dex, +4 Con, +4 natural armor. Gain Bite attack. | | | | | <i>Target:</i> You | | | <i>Caster Level:</i> 8 | |
| □□□□□Call Lightning | 18 | Reflex half | 1 round | 1 minute/level | Medium (180 ft.) | V,S | Yes | Evocation [Electricity] | RttEToE: 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> 8 | |
| □□□□□Capricious Zephyr | 18 | None and Reflex partial; see text | 1 standard | 1 round/level action | Medium (180 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> 8 | |
| □□□□□Charge of the Triceratops | 18 | Will negates [harmless] | 1 standard | 1 round/level [D] action | Touch | V,S,DF | Yes | Transmutation | SC: Pg.45 |
| <i>Effect:</i> Gain natural gore attack [S=1d6, M=1d8, L=2d6]. If gore is used as part of a charge it does double damage. Also gain +4 Natural Armor. | | | | | <i>Target:</i> Living creature touched | | | <i>Caster Level:</i> 8 | |
| □□□□□Circle Dance | 18 | N/A | 1 minute | Instantaneous | Personal | V,S | N/A | Divination | SC: Pg.46 |
| <i>Effect:</i> Get direction and general status of a known target. | | | | | <i>Target:</i> You | | | <i>Caster Level:</i> 8 | |
| □□□□□Corona of Cold | 18 | Fortitude negates | 1 standard | 1 round/level [D] action | 10 ft. | V,S,DF | Yes | Evocation [Cold] | SC: Pg.52 |
| <i>Effect:</i> Gain fire resistance 10, and deal 1d12 damage to all in your area of effect. Creatures so affected have -2 to Str & Dex, move at half speed for as ong as they remain in the area. | | | | | <i>Target:</i> 20-ft.-radius spread | | | <i>Caster Level:</i> 8 | |
| □□□□□Creaking Cacophony | 18 | None | 1 standard | 1 round/level action | Medium (180 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> 8 | |
| □□□□□Crown of Clarity | 18 | Will negates (harmless) | 1 standard | 1 hour/level [D] or until discharged action | Touch | V,S,F | Yes (harmless) | Divination | PHB II: pg.107 |
| <i>Effect:</i> +2 competence bonus to Listen and Spot checks or if subject discharges spell gain +8 on a single Spot or Listen check. | | | | | <i>Target:</i> Creature touched | | | <i>Caster Level:</i> 8 | |
| □□□□□Crumble | 18 | Fortitude half [object] | 1 standard | Instantaneous action | Medium (180 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> 8 | |
| * =Domain/Specialty Spell | | | | | | | | | |

Druid Spells

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|---|----|---------------------------------|------------|--------------------------------------|------------------|----------|--------------------------|---|-----------------|
| <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Cure Moderate Wounds | 18 | Will half (harmless); see text | 1 standard | Instantaneous | Touch | V,S | Yes (harmless); see text | Conjuration (Healing) <i>Caster Level:</i> 8 | RttEToE: pg.216 |
| <i>Effect:</i> Cures 2d8 +1/level [max +10] damage. | | | | | | | | | |
| <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Daylight | 18 | None | 1 standard | 10 minutes/level [D] | Touch | V,S | No | Evocation [Light] <i>Caster Level:</i> 8 | RttEToE: pg.216 |
| <i>Effect:</i> 60-ft. radius of bright light. | | | | | | | | | |
| <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Dehydrate | 18 | Fortitude negates | 1 standard | Instantaneous | Medium (180 ft.) | V,S,DF | Yes | Necromancy <i>Caster Level:</i> 8 | SC: Pg.62 |
| <i>Effect:</i> Deal 1d6 plus 1/3 caster levels [max +5]. | | | | | | | | | |
| <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Diminish Plants | 18 | None | 1 standard | Instantaneous | See text | V,S, DF | No | Transmutation <i>Caster Level:</i> 8 | RttEToE: pg.221 |
| <i>Effect:</i> Reduces size or blights growth of normal plants. | | | | | | | | | |
| <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Dominate Animal | 18 | Will negates | 1 round | 1 round/level | Close (45 ft.) | V,S | Yes | Enchantment (Compulsion) [Mind-Affecting] <i>Caster Level:</i> 8 | RttEToE: pg.224 |
| <i>Effect:</i> Subject animal obeys silent mental commands. | | | | | | | | | |
| <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Downdraft | 18 | Reflex partial; see text | 1 standard | Instantaneous | Long (720 ft.) | V,S,M | Yes | Evocation [Air] <i>Caster Level:</i> 8 | 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.]. | | | | | | | | | |
| <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Earthen Grace | 18 | Will negates [harmless] | 1 standard | 1 minute/level | Touch | V,S,M | Yes [harmless] | Abjuration [Earth] <i>Caster Level:</i> 8 | 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. | | | | | | | | | |
| <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Energy Vortex | 18 | Reflex half | 1 standard | Instantaneous | 20 ft. | V,S | Yes | Evocation [Choose:Acid, Cold, Fire, Electricity, Sonic] <i>Caster Level:</i> 8 | SC: Pg.81 |
| <i>Effect:</i> Choose a energy type and it causes 1d8 +1/caster level [max +20]. You may double the damage if you forgoe a save and take the damage centered on you | | | | | | | | | |
| <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Entangling Staff | 18 | Yes? [harmless,object] | 1 swift | 1 round/level [D] | Touch | V,S,F | Yes [harmless] | Transmutation <i>Caster Level:</i> 8 | SC: Pg.83 |
| <i>Effect:</i> Each time you successfully strike foe you can start a grapple as a free action, +8 grapple check. Deals an additional 2d6 damage for grapple [lethal or nonlethal]; see text | | | | | | | | | |
| <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Evard's Manacing Tentacles | 18 | | 1 standard | 1 round/level | Personal | V,S,M | | Transmutation <i>Caster Level:</i> 8 | PHB II: pg.113 |
| <i>Effect:</i> You create two tentacles with a 10-foot reach. As a free action direct each one to attack an opponent in range using your base attack bonus and Str Modifier. Bludgeoning Damage dealt is 1d8 +Str Modifier. Also gain +4 bonus on Climb checks | | | | | | | | | |
| <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Fire Wings | 18 | N/A | 1 round | 1 minute/level | Personal | V,S,M,F | N/A | Transmutation [Fire] <i>Caster Level:</i> 8 | SC: Pg.93 |
| <i>Effect:</i> Attack or Fly; see text. | | | | | | | | | |
| <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Fly, Swift | 18 | N/A | 1 swift | 1 round | Personal | V | N/A | Transmutation <i>Caster Level:</i> 8 | SC: Pg.96 |
| <i>Effect:</i> This spell functions like fly, except as noted. | | | | | | | | | |
| <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Forestfold | 18 | N/A | 1 standard | 1 hour/level [D] | Personal | V,S | N/A | Transmutation <i>Caster Level:</i> 8 | SC: Pg.98 |
| <i>Effect:</i> Grants +10 competence bonus on Hide and Move Silently checks. | | | | | | | | | |
| <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Giant's Wrath | 18 | None | 1 swift | 1 round/level | Personal | V,S,M | No | Transmutation [Earth] <i>Caster Level:</i> 8 | SC: Pg.105 |
| <i>Effect:</i> Pebbles become boulders; see text | | | | | | | | | |
| <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Girallon's Blessing | 18 | Fortitude negates [harmless] | 1 standard | 10 minutes/level | Touch | V,S,M | Yes [harmless] | Transmutation <i>Caster Level:</i> 8 | SC: Pg.106 |
| <i>Effect:</i> Gain an additional pair of arms; see text | | | | | | | | | |
| <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Heatstroke | 18 | Fortitude partial | 1 standard | Instantaneous | Medium (180 ft.) | V,S | Yes [harmless] | Transmutation <i>Caster Level:</i> 8 | SC: Pg.113 |
| <i>Effect:</i> Target becomes fatigued [if fatigued it becomes exhausted], takes 2d6 nonlethal heat [with or without save]. | | | | | | | | | |
| <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Hypothermia | 18 | Fortitude partial | 1 standard | Instantaneous | Close (45 ft.) | V,S | Yes | Evocation [Cold] <i>Caster Level:</i> 8 | SC: Pg.118 |
| <i>Effect:</i> Deals 1d6 per caster level [max 10d6] and becomes fatigued. Save halves damage and negates fatigue. | | | | | | | | | |
| <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Infestation of Maggots | 18 | Fortitude negates | 1 standard | 1 round/2 levels | Touch | V,S,M | Yes | Necromancy <i>Caster Level:</i> 8 | SC: Pg.123 |
| <i>Effect:</i> Deal 1d4 constitution per round. Save ends the spell and the effect. | | | | | | | | | |
| <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Jagged Tooth | 18 | Will negates [harmless] | 1 standard | 10 minutes/level | Close (45 ft.) | V,S | Yes [harmless] | Transmutation <i>Caster Level:</i> 8 | SC: Pg.127 |
| <i>Effect:</i> Doubles the critical threat range of one natural weapon. | | | | | | | | | |
| <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Lion's Charge | 18 | N/A | 1 swift | 1 round | Personal | V | N/A | Transmutation <i>Caster Level:</i> 8 | SC: Pg.133 |
| <i>Effect:</i> Gain pounce ability [make full attack after a charge]. | | | | | | | | | |
| <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Magic Fang, Greater | 18 | Will negates (harmless) | 1 standard | 1 hour/level | Close (45 ft.) | V,S, DF | Yes (harmless) | Transmutation <i>Caster Level:</i> 8 | RttEToE: pg.250 |
| <i>Effect:</i> One natural weapon of subject creature gets +2 on attack and damage rolls. | | | | | | | | | |
| <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Meld into Stone | 18 | None | 1 standard | 10 minutes/level | Personal | V,S, DF | No | Transmutation [Earth] <i>Caster Level:</i> 8 | RttEToE: pg.252 |
| <i>Effect:</i> You and your gear merge with stone. | | | | | | | | | |
| <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Nature's Rampart | 18 | None | 10 minutes | Instantaneous | Medium (180 ft.) | V,S,F | No | Transmutation <i>Caster Level:</i> 8 | SC: Pg.146 |
| <i>Effect:</i> Shapes natural setting into a formidable defense. | | | | | | | | | |
| <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Neutralize Poison | 18 | Will negates (harmless, object) | 1 standard | 10 minutes/level | Touch | V,S,M/DF | Yes (harmless, object) | Conjuration (Healing) <i>Caster Level:</i> 8 | RttEToE: pg.257 |
| <i>Effect:</i> Immunizes subject against poison, detoxifies venom in or on subject. | | | | | | | | | |
| <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Plant Growth | 18 | None | 1 standard | Instantaneous | See text | V,S, DF | No | Transmutation <i>Caster Level:</i> 8 | RttEToE: pg.262 |
| <i>Effect:</i> Grows vegetation, improves crops. | | | | | | | | | |
| <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Poison | 18 | Fortitude negates; see text | 1 standard | Instantaneous; see text | Touch | V,S, DF | Yes | Necromancy <i>Caster Level:</i> 8 | RttEToE: pg.262 |
| <i>Effect:</i> Touch deals 1d10 Con damage, repeats in 1 minute. | | | | | | | | | |
| <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Primal Form | 18 | N/A | 1 standard | 1 minute/level | Personal | V,S,DF | N/A | Transmutation <i>Caster Level:</i> 8 | 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 | | | | | | | | | |
| <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Protection from Energy | 18 | Fortitude negates (harmless) | 1 standard | 10 minutes/level or until discharged | Touch | V,S, DF | Yes (harmless) | Abjuration <i>Caster Level:</i> 8 | RttEToE: pg.266 |
| <i>Effect:</i> Absorb 12 points of damage/level [max 120] from one kind of energy. | | | | | | | | | |
| * =Domain/Specialty Spell | | | | | | | | | |

Druid Spells

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|---|----|-------------------------------|------------|------------------------------------|-----------------------|----------|--------------------|-------------------------------|-----------------|
| <div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div> <div>Quench</div> <div> <div>Effect:</div> <div>Extinguishes nonmagical fires or one magic item.</div> </div> </div> </div> | 18 | None or Will negates (object) | 1 standard | Instantaneous | Medium (180 ft.) | V,S, DF | No or Yes (object) | Transmutation | RttEToE: pg.267 |
| <div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div> <div>Quillfire</div> <div> <div>Effect:</div> <div>Quills inflict 1d8 or thrown range 10 ft; see text.</div> </div> </div> </div> | 18 | N/A | 1 standard | 1 round/level | Personal | V,S | N/A | Transmutation | SC: Pg.164 |
| <div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div> <div>Remove Disease</div> <div> <div>Effect:</div> <div>Cures all diseases affecting subject.</div> </div> </div> </div> | 18 | Fortitude negates (harmless) | 1 standard | Instantaneous | Touch | V,S | Yes (harmless) | Conjuration (Healing) | RttEToE: pg.271 |
| <div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div> <div>Resist Energy, Mass</div> <div> <div>Effect:</div> <div>As resist energy, except that it affects all targeted creatures.</div> </div> </div> </div> | 18 | Fortitude negates [harmless] | 1 standard | 10 minutes/level | Close (45 ft.) | V,S,DF | Yes [harmless] | Abjuration | SC: Pg.174 |
| <div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div> <div>Sink</div> <div> <div>Effect:</div> <div>Affect creatures sink 100 ft./round; see text.</div> </div> </div> </div> | 18 | Will negates | 1 standard | 1 round | Close (45 ft.) | V,S,DF | Yes | Transmutation | SC: Pg.190 |
| <div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div> <div>Sleet Storm</div> <div> <div>Effect:</div> <div>Hampers vision and movement.</div> </div> </div> </div> | 18 | None | 1 standard | 1 round/level | Long (720 ft.) | V,S,M/DF | No | Conjuration (Creation) [Cold] | RttEToE: pg.280 |
| <div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div> <div>Snakebite</div> <div> <div>Effect:</div> <div>Turns one of your arms into a venomous snake; see text.</div> </div> </div> </div> | 18 | N/A | 1 standard | 1 round/level [D] | Personal | V,S | N/A | Transmutation | SC: Pg.193 |
| <div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div> <div>Snare</div> <div> <div>Effect:</div> <div>Creates a magic booby trap.</div> </div> </div> </div> | 18 | None | 3 rounds | Until triggered or broken | Touch | V,S, DF | No | Transmutation | RttEToE: pg.280 |
| <div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div> <div>Snowshoes, Mass</div> <div> <div>Effect:</div> <div>Same as Snowshoes, except as noted.</div> </div> </div> </div> | 18 | Will negates [harmless] | 1 standard | 1 hour/level [D] | Close (45 ft.) | V,S | Yes [harmless] | Transmutation | SC: Pg.194 |
| <div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div> <div>Speak with Plants</div> <div> <div>Effect:</div> <div>You can talk to normal plants and plant creatures.</div> </div> </div> </div> | 18 | None | 1 standard | 1 minute/level | Personal | V,S | No | Divination | RttEToE: pg.282 |
| <div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div> <div>Spiderskin</div> <div> <div>Effect:</div> <div>Grants recipient +1 to natural AC, +1 save against poison and +1 bonus to Hide checks for every three caster levels [max +5].</div> </div> </div> </div> | 18 | Will negates [harmless] | 1 standard | 10 minutes/level | Touch | V,S,M/DF | Yes [harmless] | Transmutation | SC: Pg.202 |
| <div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div> <div>Spike Growth</div> <div> <div>Effect:</div> <div>Creatures in area take 1d4 damage, may be slowed.</div> </div> </div> </div> | 18 | Reflex partial | 1 standard | 1 hour/level [D] | Medium (180 ft.) | V,S, DF | Yes | Transmutation | RttEToE: pg.283 |
| <div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div> <div>Spikes</div> <div> <div>Effect:</div> <div>As brambles, except affected weapon gains +2 enhancement bonus and threat range doubled.</div> </div> </div> </div> | 18 | None | 1 standard | 1 hour/level | Touch | V,S,M | No | Transmutation | SC: Pg.202 |
| <div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div> <div>Spiritjaws</div> <div> <div>Effect:</div> <div>Jaws attempt to grapple the target; see text</div> </div> </div> </div> | 18 | None | 1 standard | 1 round/level [D] | Medium (180 ft.) | V,S,M | Yes | Evocation [Force] | SC: Pg.202 |
| <div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div> <div>Standing Wave</div> <div> <div>Effect:</div> <div>Transports across water; see text.</div> </div> </div> </div> | 18 | Reflex negates | 1 standard | 10 minutes/level [D] | Close (45 ft.) | V,S,DF | Yes | Transmutation | SC: Pg.204 |
| <div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div> <div>Stone Shape</div> <div> <div>Effect:</div> <div>Sculpts stone into any shape.</div> </div> </div> </div> | 18 | None | 1 standard | Instantaneous | Touch | V,S,M/DF | No | Transmutation [Earth] | RttEToE: pg.284 |
| <div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div> <div>Summon Nature's Ally III</div> <div> <div>Effect:</div> <div>Calls creature to fight.</div> </div> </div> </div> | 18 | None | 1 round | 1 round/level [D] | Close (45 ft.) | V,S, DF | No | Conjuration (Summoning) | RttEToE: pg.288 |
| <div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div> <div>Thornskin</div> <div> <div>Effect:</div> <div>Sprout thorns from your skin that makes your unarmed deal lethal plus an extra 1d6 piercing damage on unarmed attacks.</div> </div> </div> </div> | 18 | N/A | 1 standard | 1 round/level [D] | Personal | V,S,M | N/A | Transmutation | SC: Pg.219 |
| <div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div> <div>Thunderous Roar</div> <div> <div>Effect:</div> <div>All creatures in the area take 1d6 sonic damage per two caster levels; see text.</div> </div> </div> </div> | 18 | Fortitude partial; see text | 1 standard | Instantaneous | Long (720 ft.) | V,S,DF | Yes | Evocation [Sonic] | SC: Pg.220 |
| <div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div> <div>Treasure Scent</div> <div> <div>Effect:</div> <div>Detect copper, silver, gold, platinum, and gems within 30 feet. See text.</div> </div> </div> </div> | 18 | N/A | 1 standard | 1 hour/level | Personal | V,S | N/A | Divination | SC: Pg.223 |
| <div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div> <div>Tremor</div> <div> <div>Effect:</div> <div>Disrupts concentration; see text.</div> </div> </div> </div> | 18 | See text | 1 standard | 1 round/3 levels | Medium (180 ft.) | V,S,DF | No | Evocation [Earth] | SC: Pg.223 |
| <div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div> <div>Vigor</div> <div> <div>Effect:</div> <div>Same as lesser vigor except it grants target fast healing ability for the duration of the spell at 2 hp automatically healed per round.</div> </div> </div> </div> | 18 | Will negates [harmless] | 1 standard | 10 rounds + 1 round/level [max 25] | Touch | V,S | Yes [harmless] | Conjuration (Healing) | SC: Pg.229 |
| <div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div> <div>Vigor, Mass Lesser</div> <div> <div>Effect:</div> <div>Same as lesser vigor except it grants all targets fast healing ability for the duration of the spell at 1 hp automatically healed per round.</div> </div> </div> </div> | 18 | Will negates [harmless] | 1 standard | 10 rounds + 1 round/level [max 25] | 20 ft. | V,S | Yes [harmless] | Conjuration (Healing) | SC: Pg.229 |
| <div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div> <div>Vine Mine</div> <div> <div>Effect:</div> <div>Creates a rapid growth of vines, see text.</div> </div> </div> </div> | 18 | See text | 1 standard | 10 minutes/level | Medium (180 ft.) | V,S,M | Yes | Conjuration (Creation) | SC: Pg.230 |
| <div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div> <div>Water Breathing</div> <div> <div>Effect:</div> <div>Subjects can breathe underwater.</div> </div> </div> </div> | 18 | Will negates (harmless) | 1 standard | 2 hours/level; see text | Touch | V,S,M/DF | Yes (harmless) | Transmutation | RttEToE: pg.300 |
| <div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div> <div>Weather Eye</div> <div> <div>Effect:</div> <div>You may accurately predict the natural weather up to one week into the future. If unnatural forces currently affect the weather then the spell acts as detect magic.</div> </div> </div> </div> | 18 | None | 1 hour | Instantaneous | 1 mile + 1 mile/level | V,S,M,F | No | Divination | SC: Pg.238 |
| <div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div> <div>Wind Wall</div> <div> <div>Effect:</div> <div>Deflects arrows, smaller creatures, and gases.</div> </div> </div> </div> | 18 | None; see text | 1 standard | 1 round/level | Medium (180 ft.) | V,S,M/DF | Yes | Evocation [Air] | RttEToE: pg.302 |

LEVEL 4

| Name | DC | Saving Throw | Time | Duration | Range | Comp. | Spell Resistance | School | Source |
|---|----|--------------|------------|------------------|--|---------|------------------|---------------------|-----------------|
| <div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div> <div>Air Walk</div> <div> <div>Effect:</div> <div>Subject treads on air as if solid [climb at 45-degree angle].</div> </div> </div> </div> | 19 | None | 1 standard | 10 minutes/level | Touch | V,S, DF | Yes (harmless) | Transmutation [Air] | RttEToE: pg.196 |
| | | | | | Target: Creature [Gargantuan or smaller] touched | | Caster Level: 8 | | |

* =Domain/Specialty Spell

Druid Spells

| | | | | | | | | |
|--|----|--------------------------------|--|-------------------|-----------|--------------------------|--------------------------------------|-----------------|
| <div>Antiplant Shell</div> <div>Effect: Keeps animated plants at bay.</div> | 19 | None | 1 standard 10 minutes/level [D] action | 10 ft. | V,S, DF | Yes | Abjuration | RttEToE: pg.200 |
| <div>Arc of Lightning</div> <div>Effect: Create a bolt of electricity between two creatures causing 1d6/level [max 15d6] to both creatures and anything in between them.</div> | 19 | Reflex half | 1 standard Instantaneous action | Close (45 ft.) | V,S,M/DF | No | Conjuration (Creation) [Electricity] | SC: Pg.15 |
| <div>Bite of the Wereboar</div> <div>Effect: Gain +4 bonus to Str, +6 Con, +8 natural armor. Gain Bite attack; see text</div> | 19 | N/A | 1 standard 1 round/level action | Personal | V,S,M | N/A | Transmutation | SC: Pg.28 |
| <div>Blight</div> <div>Effect: Withers one plant or deals 1d6/level damage to plant creature.</div> | 19 | Fortitude half; see text | 1 standard Instantaneous action | Touch | V,S, DF | Yes | Necromancy | RttEToE: pg.206 |
| <div>Blindsight, Greater</div> <div>Effect: Grant blindsight to 30 ft.</div> | 19 | Will negates [harmless] | 1 standard 1 minute/level action | Touch | V,S | Yes [harmless] | Transmutation | SC: Pg.32 |
| <div>Bottle of Smoke</div> <div>Effect: Creates a steed made of smoke.</div> | 19 | None | 10 minutes 1 hour/level | Touch | V,S,F | No | Conjuration (Creation) | SC: Pg.37 |
| <div>Burrow, Mass</div> <div>Effect: Same as Burrow, except effects multiple creatures.</div> | 19 | Will negates [harmless] | 1 standard 1 minute/level [D] action | Touch | V,S,F/DF | Yes [harmless] | Transmutation | SC: Pg.41 |
| <div>Call of Stone</div> <div>Effect: Target must make successive saves each round or slowly turn into stone statue.</div> | 19 | Fortitude partial | 1 standard 1 round/2 levels action | Medium (180 ft.) | V,S | Yes | Transmutation | PHB II: pg.105 |
| <div>Chain of Eyes</div> <div>Effect: Scribing sensor passed along by touch.</div> | 19 | Will negates | 1 standard 1 hour/level action | Touch | V,S | Yes | Divination | SC: Pg.45 |
| <div>Command Plants</div> <div>Effect: Sway the actions of one or more plant creatures.</div> | 19 | Will negates | 1 standard 1 day/level action | Close (45 ft.) | V | Yes | Transmutation | RttEToE: pg.211 |
| <div>Contagious Touch</div> <div>Effect: Any creature you hit with melee touch is afflicted with contagion and the selected disease; see text.</div> | 19 | Fortitude negates | 1 standard 1 round/level action | Touch | V,S | Yes | Necromancy | SC: Pg.52 |
| <div>Contingent Energy Resistance</div> <div>Effect: Same as Contingency, except it is more limited.</div> | 19 | N/A | 1 minute 1 hour/level [D] | Personal | V,S,M | N/A | Abjuration | SC: Pg.52 |
| <div>Control Water</div> <div>Effect: Raises or lowers bodies of water.</div> | 19 | None; see text | 1 standard 10 minutes/level [D] action | Long (720 ft.) | V,S,M/DF | No | Transmutation [Water] | RttEToE: pg.214 |
| <div>Creeping Cold, Greater</div> <div>Effect: As creeping cold, but has a higher damage cap with additional rounds.</div> | 19 | Fortitude half | 1 standard See text action | Close (45 ft.) | V,S,F | Yes | Transmutation [Cold] | SC: Pg.56 |
| <div>Cure Serious Wounds</div> <div>Effect: Cures 3d8 +1/level [max +15] damage.</div> | 19 | Will half (harmless); see text | 1 standard Instantaneous action | Touch | V,S | Yes (harmless); see text | Conjuration (Healing) | RttEToE: pg.216 |
| <div>Dispel Magic</div> <div>Effect: Cancels magical spells and effects.</div> | 19 | None | 1 standard Instantaneous action | Medium (180 ft.) | V,S | No | Abjuration | RttEToE: pg.223 |
| <div>Enhance Wild Shape</div> <div>Effect: Gain enhancement to your next wild shape; See text.</div> | 19 | N/A | 1 minute 1 hour/level | Personal | V,S | N/A | Transmutation | SC: Pg.81 |
| <div>Essence of the Raptor</div> <div>Effect: Speed increases to 60 ft. Gain +8 bonus to Hide, Jump, Listen, Spot and Survival checks. Gain Scent ability.</div> | 19 | N/A | 1 standard 10 minutes/level [D] action | Personal | V,S | N/A | Transmutation | SC: Pg.84 |
| <div>Eye of the Hurricane</div> <div>Effect: Creates a hurricane with you unaffected at the center; see text</div> | 19 | Fortitude negates | 1 standard Instantaneous action | 40 ft. | V,S | Yes | Abjuration [Air] | SC: Pg.86 |
| <div>Flame Strike</div> <div>Effect: Smite foes with divine fire for 1d6/level [max 15d6] damage.</div> | 19 | Reflex half | 1 standard Instantaneous action | Medium (180 ft.) | V,S, DF | Yes | Evocation [Fire] | RttEToE: pg.231 |
| <div>Freedom of Movement</div> <div>Effect: Subject moves normally despite impediments.</div> | 19 | Will negates (harmless) | 1 standard 10 minutes/level action | Personal or touch | V,S,M, DF | Yes (harmless) | Abjuration | RttEToE: pg.233 |
| <div>Giant Vermin</div> <div>Effect: Turns centipedes, scorpions, or spiders into giant vermin.</div> | 19 | None | 1 standard 1 minute/level action | Close (45 ft.) | V,S, DF | Yes | Transmutation | RttEToE: pg.235 |
| <div>Healing Spirit</div> <div>Effect: Create a spirit that heals with positive energy 1d8 [undead are dealt damage] Flies at 30 ft.; see text.</div> | 19 | Will half (harmless) | 1 standard 1 round/2 levels action | Close (45 ft.) | V,S | Yes (harmless) | Conjuration (Healing) | PHB II: pg.114 |
| <div>Ice Storm</div> <div>Effect: Hail deals 5d6 damage in cylinder 40 ft. across.</div> | 19 | None | 1 standard 1 full round action | Long (720 ft.) | V,S,M/DF | Yes | Evocation [Cold] | RttEToE: pg.243 |
| <div>Jaws of the Wolf</div> <div>Effect: Transform small wooden carvings into real worgs equal to one for every two caster levels.</div> | 19 | None | 1 standard 1 round/level [D] action | Close (45 ft.) | V,S,F | No | Transmutation | SC: Pg.127 |
| <div>Land Womb</div> <div>Effect: Descend into a protective bubble in the earth below, others see you descend as if the earth opened up and swallowed you.</div> | 19 | Will negates | 1 standard 10 minutes/level [D] action | Touch | V,S | Yes | Abjuration | SC: Pg.130 |
| <div>Languor</div> <div>Effect: Ranged touch attack. Causes short term Strength loss and slowing; See text.</div> | 19 | Will partial | 1 standard 1 round/level action | Close (45 ft.) | V,S | Yes | Transmutation | SC: Pg.130 |
| <div>Last Breath</div> <div>Effect: Creature killed within 1 round returns to 0 hp.</div> | 19 | None | 1 standard Instantaneous action | Touch | V,S | Yes [harmless] | Transmutation | SC: Pg.130 |
| <div>Lay of the Land</div> <div>Effect: Learn area of 50 miles radius; see text</div> | 19 | N/A | 3 rounds Instantaneous | Personal | V,S,F/DF | N/A | Divination | SC: Pg.131 |
| * =Domain/Specialty Spell | | | | | | | | |

Druid Spells

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|---|----|---|--|--|-------------|----------------------------|------------------------------------|-----------------|
| <div>Magic Fang, Superior</div> | 19 | N/A | 1 standard 1 round/level action | Personal | V,S | N/A | Abjuration | SC: Pg.136 |
| <div>Effect:</div> <div>Every natural weapon you possess becomes enchanted to +1 per four caster levels [max +5 level 20].</div> | | | | <div>Target:</div> You | | <div>Caster Level:</div> 8 | | |
| <div>☐☐☐☐☐ Meteoric Strike</div> | 19 | None or Reflex half; see text | 1 swift 1 round or until discharged action | 0 ft. | V,S | See text | Transmutation [Fire] | PHB II: pg.120 |
| <div>Effect:</div> <div>Your next successful melee attack deal 1d6 + 1d6/4 caster levels fire damage; all adjacent creatures take half the damage [SR applies and Reflex for half of that].</div> | | | | <div>Target:</div> Your melee weapon | | <div>Caster Level:</div> 8 | | |
| <div>☐☐☐☐☐ Miasma of Entropy</div> | 19 | Fortitude half or Will negates [object] | 1 standard Instantaneous action | 30 ft. | V,S | Yes [object] | Necromancy | SC: Pg.141 |
| <div>Effect:</div> <div>Accelerates decay in natural substances; see text</div> | | | | <div>Target:</div> Cone-shaped burst or one solid object; see text | | <div>Caster Level:</div> 8 | | |
| <div>☐☐☐☐☐ Moon Bolt</div> | 19 | Fortitude half[living] Will negates[undead] | 1 standard Instantaneous action | Long (720 ft.) | V,S | Yes | Evocation | SC: Pg.143 |
| <div>Effect:</div> <div>Bolt unerringly strikes dealing 1d4 Str damage per three caster levels [max 5d4]. Undead instead fall helpless for 1d4 rounds; see text.</div> | | | | <div>Target:</div> One living or undead creature, or two living or undead creatures, that are <15 ft. apart | | <div>Caster Level:</div> 8 | | |
| <div>☐☐☐☐☐ Murderous Mist</div> | 19 | Reflex partial; see text | 1 standard 1 round/level action | Close (45 ft.) | V,S | No | Conjuration (Creation) | SC: Pg.145 |
| <div>Effect:</div> <div>Create cloud of scalding hot steam; see text.</div> | | | | <div>Target:</div> Cloud spreads in 30-ft. radius, 20 ft. high | | <div>Caster Level:</div> 8 | | |
| <div>☐☐☐☐☐ Perinarch</div> | 19 | None [object] and Reflex negates; see text | 1 standard 1 round/level; see text action | Close (45 ft.) | V,S,DF | No | Transmutation | SC: Pg.153 |
| <div>Effect:</div> <div>Grants temporary over the terrain of limbo.</div> | | | | <div>Target:</div> N/A | | <div>Caster Level:</div> 8 | | |
| <div>☐☐☐☐☐ Planar Tolerance</div> | 19 | None | 1 immediate 1 hour/level action | 20 ft. | V | Yes [harmless] | Abjuration | SC: Pg.159 |
| <div>Effect:</div> <div>Gain temporary respite from the natural effects of a specific plane.</div> | | | | <div>Target:</div> One creature/level in a 20-ft. radius burst centered on you | | <div>Caster Level:</div> 8 | | |
| <div>☐☐☐☐☐ Poison Vines</div> | 19 | Fortitude negates | 1 standard 10 minutes/level action | Medium (180 ft.) | V,S,M | Yes | Conjuration (Creation) | SC: Pg.160 |
| <div>Effect:</div> <div>Creates vines like vine mine except vines have contact poison; see text.</div> | | | | <div>Target:</div> 10-ft.-radius/level spread | | <div>Caster Level:</div> 8 | | |
| <div>☐☐☐☐☐ Reincarnate</div> | 19 | None; see text | 10 minutes Instantaneous | Touch | V,S,M, DF | Yes [harmless] | Transmutation | RttEToE: pg.270 |
| <div>Effect:</div> <div>Brings dead subject back in a random body.</div> | | | | <div>Target:</div> Dead creature touched | | <div>Caster Level:</div> 8 | | |
| <div>☐☐☐☐☐ Renewed Vigor</div> | 19 | Fortitude negates (harmless) | 1 standard Instantaneous; see text action | 30 ft. | V,S | Yes [harmless] | Transmutation | PHB II: pg.123 |
| <div>Effect:</div> <div>Remove the fatigued condition from all creatures in area, and exhausted creatures become fatigued. +2 bonus to Constitution for 1 round per caster level.</div> | | | | <div>Target:</div> 30-ft.-radius- burst centered on you | | <div>Caster Level:</div> 8 | | |
| <div>☐☐☐☐☐ Repel Vermin</div> | 19 | None or Will negates; see text | 1 standard 10 minutes/level [D] action | 10 ft. | V,S, DF | Yes | Abjuration | RttEToE: pg.271 |
| <div>Effect:</div> <div>Insects, spiders, and other vermin stay 10 ft. away.</div> | | | | <div>Target:</div> 10 ft. radius emanation centered on you | | <div>Caster Level:</div> 8 | | |
| <div>☐☐☐☐☐ Resistance, Greater</div> | 19 | Will negates [harmless] | 1 standard 24 hours action | Touch | V,S,M,DF | Yes [harmless] | Abjuration | SC: Pg.174 |
| <div>Effect:</div> <div>As resistance, except you grant the subject +3 resistance bonus.</div> | | | | <div>Target:</div> Creature touched | | <div>Caster Level:</div> 8 | | |
| <div>☐☐☐☐☐ Rushing Waters</div> | 19 | None; see text | 1 standard Instantaneous action | Medium (180 ft.) | V,S,DF | No | Conjuration (Creation) [Water] | SC: Pg.178 |
| <div>Effect:</div> <div>Wave of water bull rushes from you with a +15 bonus on the opposed Str check; see text.</div> | | | | <div>Target:</div> 15-ft.-radius spread | | <div>Caster Level:</div> 8 | | |
| <div>☐☐☐☐☐ Rusting Grasp</div> | 19 | None | 1 standard See text action | Touch | V,S, DF | No | Transmutation | RttEToE: pg.273 |
| <div>Effect:</div> <div>Your touch corrodes iron and alloys.</div> | | | | <div>Target:</div> One nonmagical ferrous object [or the volume of the object within 3 ft. of the touched point] or one ferrous creature | | <div>Caster Level:</div> 8 | | |
| <div>☐☐☐☐☐ Scrying</div> | 19 | Will negates | 1 hour 1 minute/level | See text | V,S,M,DF, F | Yes | Divination (Scrying) | RttEToE: pg.274 |
| <div>Effect:</div> <div>Spies on subject from a distance.</div> | | | | <div>Target:</div> Magical sensor | | <div>Caster Level:</div> 8 | | |
| <div>☐☐☐☐☐ Shadowblast</div> | 19 | Fort negates | 1 standard Insta action | Long (720 ft.) | V,S,M | Yes | Evocation [Light] | SC: Pg.186 |
| <div>Effect:</div> <div>Creatures stunned for 1d6 rounds; natives of shadow vulnerable take damage; see text.</div> | | | | <div>Target:</div> 20-ft.-radius spread | | <div>Caster Level:</div> 8 | | |
| <div>☐☐☐☐☐ Sheltered Vitality</div> | 19 | Fortitude negates [harmless] | 1 standard 1 minute/level action | Touch | V,S,DF | Yes [harmless] | Abjuration | SC: Pg.188 |
| <div>Effect:</div> <div>Subject gains immunity to fatigue, exhaustion, and ability damage or drain.</div> | | | | <div>Target:</div> Living creature touched | | <div>Caster Level:</div> 8 | | |
| <div>☐☐☐☐☐ Spark of Life</div> | 19 | Will negates | 1 standard 1 round/level action | Touch | V,S | Yes | Necromancy | SC: Pg.196 |
| <div>Effect:</div> <div>Undead touched temporarily acts as if it were alive and vulnerable as if it weren't undead.</div> | | | | <div>Target:</div> Undead creature touched | | <div>Caster Level:</div> 8 | | |
| <div>☐☐☐☐☐ Spike Stones</div> | 19 | Reflex partial | 1 standard 1 hour/level [D] action | Medium (180 ft.) | V,S, DF | Yes | Transmutation [Earth] | RttEToE: pg.283 |
| <div>Effect:</div> <div>Creatures in area take 1d8 damage, may be slowed.</div> | | | | <div>Target:</div> 20-ft. squares/level | | <div>Caster Level:</div> 8 | | |
| <div>☐☐☐☐☐ Starvation</div> | 19 | Fortitude partial | 1 standard Instantaneous action | Close (45 ft.) | V,S,M | Yes | Transmutation | SC: Pg.206 |
| <div>Effect:</div> <div>Target takes 1d6 per caster level [max 10d6] nonlethal damage; see text.</div> | | | | <div>Target:</div> One living creature | | <div>Caster Level:</div> 8 | | |
| <div>☐☐☐☐☐ Sudden Stalagmite</div> | 19 | Reflex half | 1 standard Instantaneous action | Medium (180 ft.) | V,S | No | Conjuration (Creation) [Earth] | SC: Pg.213 |
| <div>Effect:</div> <div>Stalagmite springs up under creature causing 1d6 per caster level [max 10d6].</div> | | | | <div>Target:</div> One creature | | <div>Caster Level:</div> 8 | | |
| <div>☐☐☐☐☐ Summon Elementite Swarm</div> | 19 | None | 1 round Concentration, up to 1 round/level + 1 round | Close (45 ft.) | V,S | No | Conjuration (Summoning) [see text] | SC: Pg.214 |
| <div>Effect:</div> <div>Summons a elementite swarm [Planar Handbook 114]; see text</div> | | | | <div>Target:</div> One summoned elementite | | <div>Caster Level:</div> 8 | | |
| <div>☐☐☐☐☐ Summon Nature's Ally IV</div> | 19 | None | 1 round 1 round/level [D] | Close (45 ft.) | V,S, DF | No | Conjuration (Summoning) | RttEToE: pg.288 |
| <div>Effect:</div> <div>Calls creature to fight.</div> | | | | <div>Target:</div> One or more creatures, no two of which can be more than 30 ft. apart | | <div>Caster Level:</div> 8 | | |
| <div>☐☐☐☐☐ Swim, Mass</div> | 19 | None | 1 round 10 minutes/level [D] | Medium (180 ft.) | V,S,M | Yes [harmless] | Transmutation [Water] | SC: Pg.217 |
| <div>Effect:</div> <div>Gain swim speed and +8 to Swim checks.</div> | | | | <div>Target:</div> One creature/level, no two of which can be more than 30 ft. apart | | <div>Caster Level:</div> 8 | | |
| <div>☐☐☐☐☐ Vortex of Teeth</div> | 19 | None | 1 standard 1 round/level [D] action | Medium (180 ft.) | V,S,M | Yes | Evocation [Force] | SC: Pg.232 |
| <div>Effect:</div> <div>Creatures in the area take 3d8 damage per round, it also harms incorporeal creatures.</div> | | | | <div>Target:</div> Hollow cylinder [40-ft. radius, 20-ft. high, with a 5-ft.-radius safe zone in center] | | <div>Caster Level:</div> 8 | | |
| <div>☐☐☐☐☐ Wall of Sand</div> | 19 | None | 1 standard Concentration +1 round/level action | Medium (180 ft.) | V,S,M,DF | No | Conjuration (Creation) [Earth] | SC: Pg.235 |
| <div>Effect:</div> <div>Creates a churning wall of sand.</div> | | | | <div>Target:</div> A straight wall whose area is up to one 10-ft. square/level [S] | | <div>Caster Level:</div> 8 | | |
| <div>☐☐☐☐☐ Wall of Water</div> | 19 | Reflex negates; see text | 1 standard 10 minutes/level action | Medium (180 ft.) | V,S,M | No | Conjuration (Creation) [Water] | SC: Pg.235 |
| <div>Effect:</div> <div>Creates a vertical wall of swirling water.</div> | | | | <div>Target:</div> A straight wall whose area is up to one 10-ft. square/level [S] | | <div>Caster Level:</div> 8 | | |
| <div>☐☐☐☐☐ Wild Runner</div> | 19 | N/A | 1 standard 10 minutes/level action | Personal | V,S,DF | N/A | Transmutation | SC: Pg.239 |
| <div>Effect:</div> <div>Assume the physical appearance and many abilities of a centaur [MM 32]; see text.</div> | | | | <div>Target:</div> You | | <div>Caster Level:</div> 8 | | |
| * =Domain/Speciality Spell | | | | | | | | |

Druid Spells

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|--|----|------------------------------|--|------------------|-------|----------------|---------------|------------|
| □□□□□ Wind at Back | 19 | Fortitude negates [harmless] | 1 standard 12 hours action | Medium (180 ft.) | V,S | Yes [harmless] | Evocation | SC: Pg.239 |
| <i>Effect:</i> Doubles overland speed of all targets. | | | | | | | | |
| □□□□□ Wings of Air, Greater | 19 | None | 1 standard 1 minute/level action | Touch | V | No | Transmutation | SC: Pg.240 |
| <i>Effect:</i> Manuverability improves by two steps. | | | | | | | | |
| □□□□□ Wood Rot | 19 | None | 1 standard Instantaneous or 1 round/level; see text action | Touch | V,S,M | No | Transmutation | SC: Pg.241 |
| <i>Effect:</i> Deal damage to plants or destroy wooden objects. | | | | | | | | |
| <i>Target:</i> One creature/level, no two of which can be more than 30 ft. apart <i>Caster Level:</i> 8 | | | | | | | | |
| <i>Target:</i> Winged creature touched <i>Caster Level:</i> 8 | | | | | | | | |
| <i>Target:</i> One nonmagical wooden object or a volume of wood; or one plant creature <i>Caster Level:</i> 8 | | | | | | | | |
| * =Domain/Speciality Spell | | | | | | | | |

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

Notes:

Character Sheet Notes: