

Alysraen

NAME

d8E3 Drd

3000

CLASS

EXPERIENCE

3

6000

Character Level

NEXT LEVEL

ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD
STR Strength	10	+0	10	+0	10	+0
DEX Dexterity	14	+2	14	+2	14	+2
CON Constitution	12	+1	12	+1	12	+1
INT Intelligence	16	+3	16	+3	16	+3
WIS Wisdom	18	+4	18	+4	18	+4
CHA Charisma	12	+1	12	+1	12	+1

SAVING THROWS

TOTAL

BASE SAVE

ABILITY

MAGIC

MISC

EPIC

TEMP

conditional modifiers

FORTITUDE  
(constitution)

+2

=

+1

+

+1

+

+0

+

+0

+

+0

+

REFLEX  
(dexterity)

+3

=

+1

+

+2

+

+0

+

+0

+

+0

+

WILL  
(wisdom)

+5

=

+1

+

+4

+

+0

+

+0

+

+0

+

TOTAL

BASE ATTACK BONUS

STAT

SIZE

MISC

EPIC

TEMP

MELEE  
attack bonus

+1

=

+1

+

+0

+

+0

+

+0

+

+0

+

RANGED  
attack bonus

+3

=

+1

+

+2

+

+0

+

+0

+

+0

+

GRAPPLE  
attack bonus

+1

=

+1

+

+0

+

+0

+

+0

+

+0

+

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

*Quarterstaff	HAND	TYPE	SIZE	CRITICAL	REACH
	Both	B/B	M	20/x2	5 ft.
TOTAL ATTACK BONUS	DAMAGE				
+1	1d6				
Special Properties					

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

ARMOR	TYPE	AC	MAXDEX	CHECK	SPELL FAILURE
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Tasha Thurston

PLAYERNAME

Human

Medium

5' 4"

125 lbs.

RACE

SIZE

HEIGHT

WEIGHT

VISION

22

Male

Blue

Black, Long

AGE

GENDER

EYES

HAIR

POINTS

WOUNDS/CURRENT HP

SUBDUAL DAMAGE

DAMAGE REDUCTION

SPEED

Walk 30 ft.

HP  
hit points

25

AC  
armor class

16

TOTAL

FLAT

TOUCH

BASE

ARMOR BONUS

SHIELD BONUS

STAT

SIZE

NATURAL ARMOR

DEFLEC-TION

MISC

MISS CHANCE

ARCANE SPELL FAILURE

ARMOR CHECK PENALTY

SPELL RESIST

INITIATIVE  
modifier

+4

=

+2

+

+2

TOTAL

DEX MODIFIER

MISC MODIFIER

BASE ATTACK  
bonus

+1

SKILL NAME		KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	MAX RANKS	6/3
					RANKS	MISC MODIFIER
✓	Acrobatics	DEX	2	=	2	+
✓	Appraise	INT	3	=	3	+
✓	Athletics	STR	0	=	0	+
✓	Craft (Untrained)	INT	3	=	3	+
✓	Deception	CHA	1	=	1	+
✓	Endurance	CON	1	=	1	+
✓	Gather Information	CHA	1	=	1	+
✓	Heal	WIS	10	=	4	+ 6.0
✓	Knowledge (Arcana)	INT	9	=	3	+ 6.0
✓	Knowledge (Nature)	INT	9	=	3	+ 6.0
✓	Perception	WIS	12	=	4	+ 6.0
✓	Persuasion	CHA	1	=	1	+
✗	Psychic (Apport)	INT	7	=	3	+ 4.0
✗	Psychic (Empathy)	WIS	4	=	4	+
✗	Psychic (Mental Contact)	CHA	5	=	1	+ 4.0
✗	Psychic (Precognition)	WIS	4	=	4	+
✗	Psychic (Psychic Sense)	WIS	4	=	4	+
✗	Psychic (Psychic Shield)	WIS	4	=	4	+
✗	Psychic (Psychometry)	WIS	8	=	4	+ 4.0
✗	Psychic (Remote Viewing)	WIS	8	=	4	+ 4.0
✓	Ride	DEX	2	=	2	+
✓	Sense Motive	WIS	4	=	4	+
✓	Stealth	DEX	2	=	2	+
✓	Survival	WIS	8	=	4	+ 4.0
	Survival (Find or follow tracks)	WIS	10	=	4	+ 4.0
	Survival (Natural environments)	WIS	12	=	4	+ 6.0
✓	Thievery	DEX	2	=	2	+
✓	Use Rope	DEX	2	=	2	+
				=	+	+
				=	+	+
✓/: can be used untrained. ✗: exclusive skills. *: Skill Mastery.						

EQUIPMENT					
ITEM	LOCATION	QTY	WT	COST	
<b>Backpack</b> 12 lbs., 1 Bedroll, 1 Blanket (Winter), 1 Everburning Torch, 1 Lamp (Common), 2 Oil (1 Pt. Flask), 4 Potion of Cure Moderate Wounds	Equipped	1	2.0	2.0	
<b>Bedroll</b>	Backpack	1	5.0	0.1	
<b>Blanket (Winter)</b>	Backpack	1	3.0	0.5	
<b>Everburning Torch</b>	Backpack	1	1.0	110.0	
<b>Holy Symbol (Silver)</b>	Equipped	1	1.0	25.0	
<b>Lamp (Common)</b>	Backpack	1	1.0	0.1	
<b>Oil (1 Pt. Flask)</b>	Backpack	2	1.0 (2.0)	0.1 (0.2)	
<b>Explorer's Outfit</b>	Equipped	1	8.0	10.0	
<b>Potion of Cure Moderate Wounds</b>	Backpack	4	0.0 (0.0)	300.0 (1200.0)	
<b>Pouch (Belt)</b> 0 lbs.	Equipped	1	0.5	1.0	
<b>Quarterstaff</b>	Equipped	1	4.0	0.0	
<b>Sack</b> 0 lbs.	Equipped	1	0.5	0.1	
TOTAL WEIGHT CARRIED/VALUE			20 lbs.	1349.0 gp	

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

Special Attacks	
<b>Warcraft</b> +1 BAB	[Eclipse, p.10]

Special Qualities	
<b>Weapon Proficiency (All Simple Weapons)</b> Grants Proficiency with all simple weapons.	[Eclipse, p.49]

+7/+2+7/+2

Feats	
<b>Feat Conversion to CP ~ 6 (3x)</b> Covert regular feat to six Character Points	[Eclipse, p.9]
<b>Alertness</b> +2 bonus on Listen and Spot checks.	[PHB, p.89]

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

LANGUAGES
Common, Druidic, Gnome, Sylvan, Treant

TEMPLATES
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Familiar: Phaedra (Cat)					
HP:	12	AC:	18	INIT:	+2
FORT:	+4	REF:	+6	WILL:	+3
*Claw (Natural/Primary)	+9/+9	DAM:	1d2-4	CRIT:	20/x2
*Bite (Natural/Secondary)	+1	DAM:	1d3-4	CRIT:	20/x2
Special:					

<div> <div>Recurring Bonuses</div> <div> <div>Duties</div> <div>[Eclipse, p.17]</div> <div>(+2) A character with Duties has extensive obligations. These restrict his or her time and freedom of action, as well as draining his or her resources, but also mean getting a lot of practice or extra training. This typically includes Druids, Clerics, and Paladins. Ignoring your duties brings on various penalties. Strangely, this continues until the GM feels you have enough penalties to equal the points you got from Duties.</div> <div>Fast Learner/ Specialized for increased effect (Cleric Magic Levels)</div> <div>[Eclipse, p.17]</div> <div>(+1) Actually purchased as a feat for 6 CP, this ability grants extra CP as the character rises in level. Specialized versions are available and encouraged. No one may take Fast Learner more than once unless it's been built into a template, race, or class by the Game Master.</div> <div>Restrictions (Won't wear Armor)</div> <div>[Eclipse, p.17]</div> <div>A character with restrictions has major limitations on the use of some ability or type of equipment. He or she may never (ever!) acquire or use such talents without major penalties. For example, Witch- Hunters never cast spells except to fix the problems caused by other magic on pain of losing most of their abilities. The point bonus is per category which applies. A character only gains the bonus points for restrictions on things that would obviously useful to him or her. Common restrictions include wearing no armor, using no weapons, using no magic or psionics, or skill-related feats. A good explanation is in order. Why is the character restricted in this way?</div> </div> </div>	
<div> <div>DISADVANTAGES</div> <div> <div>History</div> <div>[Eclipse, p.19]</div> <div>The player has a few pages of notes for the GM about the character's history, personality, and goals. This should include some mention of friends and family, old enemies or allies, and where the character got his or her training or equipment. The GM should to allow the player several sessions to come up with it all.</div> <div>Hunted (GM and Player to Determine)</div> <div>[Eclipse, p.19]</div> <div>Someone's out to get you. You may be an outlaw, have personal enemies, or have been marked by some mystical entity. The nature of your foes should be decided in consultation with the GM. As a rule, you cannot simply confront your hunters and fight it out with them. They're either numerous, powerful, or secretive.</div> <div>Obligations (Must perform seasonal rituals)</div> <div>[Eclipse, p.19]</div> <div>You have responsibilities which you cannot easily discharge. You may have dependents, debts, a geas, massive tithes, oaths to fulfill, a job which you cannot readily leave, be sworn to the service of a lord or ruler, or just have friends who need looking after. This is a wonderful way to get dragged into adventures.</div> </div> </div>	
<div> <div>Spell Caster Information</div> <div> <div>Druid</div> <div>[Eclipse, p.11]</div> <div>Druid Level 5, Casterlevel is 5</div> </div> </div>	
<div> <div>Eclipse Abilities</div> <div> <div>Adept (Heal, Knowledge (Arcana), Knowledge (Nature), Perception)</div> <div>[Eclipse, p.24]</div> <div>(6 CP). Select four related (i.e., get your GM's permission) skills, which you learn for half price. Each rank of a relevant skill now costs only 1/2 CP. Each rank of an irrelevant one now costs only 1 CP. ! You may take this ability twice, affecting two groups of skills, if your Game Master gives you permission. Adept is actually one of the most powerful abilities in the system. It provides a huge skill bonus in exchange for simply deciding on what you're good at. The Game Master should keep a careful eye this. It's most common in Prestige Class conversion.</div> <div>Companion</div> <div>[Eclipse, p.27]</div> <div>(6 CP). Used to gain familiars, psicrystals, animal companions, and sometimes mounts. Companion empowers a sidekick - usually an animal. You may choose to apply the standard d20 Druid's Animal Companion bonuses, Wizard's Familiar bonuses, Paladin's Mount bonuses, get a Psi-Crystal, or use any similar progression. The base creature may not have an ECL of more than 1/3 your character level.</div> <div>Companion - Great Form</div> <div>[Eclipse, p.27]</div> <div>(+6 CP) allows you to apply Righteous Might (at a Caster Level equal to your level) to a companion as a Free Action up to three times per day.</div> <div>Companion - Might</div> <div>[Eclipse, p.27]</div> <div>(+6 CP) allows you to grant your companion the benefits of two Positive Levels (see page 86) or of a continuously active second level spell or psychic effect.</div> <div>Companion - Transform</div> <div>[Eclipse, p.27]</div> <div>(+6 CP) allows you to take a form similar to your Companion's, and the Companion to take a form of your species. You both need not use this ability at the same time, but may if you wish.</div> <div>Eldritch</div> <div>[Eclipse, p.31]</div> <div>(0 CP). You may call upon exotic forces to power your magic rather than relying on the usual sources. In other words, your magic may have strange special effects for free. This has no direct game effect, but gives you more style. Eldritch abilities that cost spell levels do not extend the casting time., Characters using advanced Eldritch feats must select and describe the source of their powers. Other characters with the Eldritch feat and the same source receive no penalties or advantages when facing the user. All three effects may be taken as a set for only 6 CP, but this cannot then be "turned off." It also limits use of magic items to items made by a character with at least one of these modifiers. Many settings have spells usable only with Eldritch magic, and others not usable at all with Eldritch magic.</div> <div>Familiar</div> <div>[Eclipse, p.27]</div> <div>You have a familiar companion</div> <div>Immunity (Initial 1st level purchases with Innate Enchantment (2cp))</div> <div>[Eclipse, p.34]</div> <div>See immunity</div> <div>Improved Initiative</div> <div>[Eclipse, p.53]</div> <div>The character gains +2 to Initiative per 3 CP invested, up to a maximum +8 bonus.</div> <div>Innate Enchantment</div> <div>[Eclipse, p.34]</div> <div>With Innate Enchantment, a character has two options - His or her innate power may duplicate the effects of a magical item or items valued at up to 5000 GP (according to the standard d20 rules). The character must pay twice the normal experience point cost to create said item. For every +1 additional CP invested, these innate enchantments rise in value by 1000 GP.</div> <div>Innate Enchantment / Detect Magic</div> <div>[Eclipse]</div> <div>(+700) At-will personal use at L1 caster level.</div> <div>Innate Enchantment / Enhanced Attribute (+2 Intelligence)</div> <div>[Eclipse]</div> <div>Innate Enchantment / Enhanced Attribute (+2 Wisdom)</div> <div>[Eclipse]</div> <div>Innate Enchantment / Force Armor I</div> <div>[Eclipse]</div> <div>Occult Skill ~ Psychic Ability</div> <div>[Is This It]</div> <div>You have the potential to acquire psychic feats and skills.</div> <div>Occult Skill ~ Psychic Ability ~ Clairsentience</div> <div>[Is This It]</div> <div>You have the potential to learn clairsentience skills.</div> <div>Occult Skill ~ Psychic Ability ~ Psychoportation</div> <div>[Is This It]</div> <div>You have the potential to learn psychoportation skills.</div> <div>Occult Skill ~ Psychic Ability ~ Telepathy</div> <div>[Is This It]</div> <div>You have the potential to learn telepathy skills.</div> <div>Power Words</div> <div>[Eclipse, p.39]</div> <div>(6 CP). Power Words enable the character to store up to (Con score/3) total spell levels and release them as Move-Equivalent Actions. A character may release one spell per round in this fashion.</div> </div> </div>	
















## Notes:

Character Sheet Notes:












# 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	5	4	3	0	0	0	0	0	0	0

## LEVEL 0

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
 Create Water		None	Standard Action	Instantaneous	Close (35 ft.)	V,S	No	Conjuration (Creation) [Water]	PHB: p.215
<i>Effect:</i> Creates 2 gallons/level of pure water.					<i>Target:</i> Up to 2 gallons/level of water			<i>Caster Level:</i> 4	
 Cure Minor Wounds	14	Will half (harmless); see text	Standard Action	Instantaneous	Touch	V,S	Yes (harmless); see text	Conjuration (Healing)	PHB: p.216
<i>Effect:</i> Cures 1 point of damage.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 4	
 Dawn	14	Fortitude negates [harmless]	1 swift action	Instantaneous	15 ft.	V	Yes [harmless]	Abjuration	SC: p.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			<i>Caster Level:</i> 4	
 Detect Magic		None	Standard Action	Concentration, up to 1 minutes/level [D]	60 ft.	V,S	No	Divination	PHB: p.219
<i>Effect:</i> Detects spells and magic items within 60 ft.					<i>Target:</i> Cone-shaped emanation			<i>Caster Level:</i> 4	
 Detect Poison		None	Standard Action	Instantaneous	Close (35 ft.)	V,S	No	Divination	PHB: p.219
<i>Effect:</i> Detects poison in one creature or small object.					<i>Target:</i> One creature, one object, or a 5-ft. cube			<i>Caster Level:</i> 4	
 Flare	14	Fortitude negates	Standard Action	Instantaneous	Close (35 ft.)	V	Yes	Evocation [Light]	PHB: p.232
<i>Effect:</i> Dazzles one creature [-1 on attack rolls].					<i>Target:</i> Burst of light			<i>Caster Level:</i> 4	
 Guidance	14	Will negates (harmless)	Standard Action	1 minute or until discharged	Touch	V,S	Yes	Divination	PHB: p.238
<i>Effect:</i> +1 on one attack roll, saving throw, or skill check.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 4	
 Know Direction		None	Standard Action	Instantaneous	Personal	V,S	No	Divination	PHB: p.246
<i>Effect:</i> You discern north.					<i>Target:</i> You			<i>Caster Level:</i> 4	
 Light		None	Standard Action	10 minutes/level [D]	Touch	V, M/DF	No	Evocation [Light]	PHB: p.248
<i>Effect:</i> Object shines like a torch.					<i>Target:</i> Object touched			<i>Caster Level:</i> 4	
 Mending	14	Will negates (harmless, object)	Standard Action	Instantaneous	10 ft.	V,S	Yes (harmless, object)	Transmutation	PHB: p.253
<i>Effect:</i> Makes minor repairs on an object.					<i>Target:</i> One object of up to 1 lb.			<i>Caster Level:</i> 4	
 Naturewatch		None	1 standard action	10 minutes/level	30 ft.	S	No	Necromancy	SC: p.146
<i>Effect:</i> Same as deathwatch but only functions on plants and animals; see text.					<i>Target:</i> Cone-shaped emanation			<i>Caster Level:</i> 4	
 Purify Food and Drink	14	Will negates (object)	Standard Action	Instantaneous	10 ft.	V,S	Yes (object)	Transmutation	PHB: p.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			<i>Caster Level:</i> 4	
 Read Magic		None	Standard Action	10 minutes/level	Personal	V,S,F	No	Divination	PHB: p.269
<i>Effect:</i> Read scrolls and spellbooks.					<i>Target:</i> You			<i>Caster Level:</i> 4	
 Resistance	14	Will negates (harmless)	Standard Action	1 minute	Touch	V,S,M/DF	Yes (harmless)	Abjuration	PHB: p.272
<i>Effect:</i> Subject gains +1 on saving throws.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 4	
 Virtue	14	Fortitude negates (harmless)	Standard Action	1 min.	Touch	V,S, DF	Yes (harmless)	Transmutation	PHB: p.298
<i>Effect:</i> Subject gains 1 temporary hp.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 4	

## LEVEL 1

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
 Animate Fire		None	1 round	Concentration, up to 1 round/level [D]	Close (35 ft.)	V,S,M	No	Transmutation [Fire]	SC: p.12
<i>Effect:</i> Create a small fire elemental.					<i>Target:</i> One Small fire			<i>Caster Level:</i> 4	
 Animate Water		None	1 round	Concentration, up to 1 round/level [D]	Close (35 ft.)	V,S,M	No	Transmutation [Water]	SC: p.13
<i>Effect:</i> Create a small water elemental.					<i>Target:</i> Cube of water up to 5 ft on a side			<i>Caster Level:</i> 4	
 Animate Wood		None	1 round	Concentration, up to 1 round/level [D]	Touch	V,S,M	No	Transmutation	SC: p.13
<i>Effect:</i> Animates a wooden object to attack who you designate.					<i>Target:</i> One Small or smaller wooden object			<i>Caster Level:</i> 4	
 Aspect of the Wolf	15	N/A	1 standard action	10 minutes/level	Personal	V,S,M/DF	N/A	Transmutation	SC: p.16
<i>Effect:</i> You assume the physical appearance and many of the qualities of a wolf.					<i>Target:</i> You			<i>Caster Level:</i> 4	
 Aura Against Flame	15	N/A	1 standard action	1 round/level	Personal	V,S	N/A	Abjuration	SC: p.18
<i>Effect:</i> Protects against first 10 points of fire damage, it also extinguishes flames; see text.					<i>Target:</i> You			<i>Caster Level:</i> 4	
 Babau Slime	15	Fortitude negates [harmless]	1 standard action	1 minute/level	Touch	V,S,M/DF	Yes [harmless]	Transmutation	SC: p.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			<i>Caster Level:</i> 4	
 Beast Claws	15	N/A	1 Standard Action	1 hour/level	Personal	V,S,M	N/A	Transmutation	SC: p.25
<i>Effect:</i> Change your hands into claws. Damage 1d4; Threat range 19-20. See text.					<i>Target:</i> You			<i>Caster Level:</i> 4	
 Beastland Ferocity	15	Fortitude negates [harmless]	1 standard action	1 minute/level	Touch	V,S,DF	Yes [harmless]	Evocation [Electricity]	SC: p.25
<i>Effect:</i> Subject continues to fight even at -1 to -9 and gains +4 enhancement to Str.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 4	
 Beget Bogun		None	1 standard action	Instantaneous	Touch	V,S,M,XP	No	Conjuration (Creation)	SC: p.26
<i>Effect:</i> Creates a natural homunculus.					<i>Target:</i> Tiny Construct			<i>Caster Level:</i> 4	
 Branch to Branch	15	N/A	1 standard action	1 hour/level [D]	Personal	V,S	N/A	Transmutation	SC: p.38
<i>Effect:</i> Gain +10 competence bonus on Climb checks made in trees, also allows for brachiation.					<i>Target:</i> You			<i>Caster Level:</i> 4	
 Breath of the Jungle		None	1 standard action	1 minute/level	Medium (140 ft.)	V,S,DF	No	Transmutation	SC: p.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			<i>Caster Level:</i> 4	

\* =Domain/Specialty Spell

# Druid Spells

□□□□□ Buoyant Lifting		None	1 immediate action	1 minute/level [D]; see text	Close (35 ft.)	S,DF	No	Evocation	SC: p.40
<i>Effect:</i> Travel to the surface at 60 ft./round.					Target: One willing creature/level, no two of which are more than 20 ft. apart.			Caster Level: 4	
□□□□□ Calm Animals	15	Will negates; see text	Standard Action	1 minute/level	Close (35 ft.)	V,S	Yes	Enchantment (Compulsion) [Mind-Affecting]	PHB: p.207
<i>Effect:</i> Calms 2d4 + 1/level HD of animals.					Target: Animals within 30 ft. of each other			Caster Level: 4	
□□□□□ Camouflage	15	N/A	1 standard action	10 minutes/level	Personal	V,S	N/A	Transmutation	SC: p.43
<i>Effect:</i> Gain +10 circumstance bonus on Hide checks.					Target: You			Caster Level: 4	
□□□□□ Charm Animal	15	Will negates	Standard Action	1 hour/level	Close (35 ft.)	V,S	Yes	Enchantment (Charm) [Mind-Affecting]	PHB: p.208
<i>Effect:</i> Makes one animal your friend.					Target: One animal			Caster Level: 4	
□□□□□ Claws of the Bear	15	N/A	1 standard action	1 round/level	Personal	V,S	N/A	Transmutation	SC: p.47
<i>Effect:</i> Your hands become natural weapons that deal 1d8 with each attack.					Target: You			Caster Level: 4	
□□□□□ Claws of the Beast		None	Standard Action	4 rounds	Personal	V,S	No	Transmutation	PGtF: p.101
<i>Effect:</i> Your fingers sprout claws. Considered armed and do 1d8 with each attack.					Target: YOU			Caster Level: 4	
□□□□□ Climb Walls	15	Will negates [harmless]	1 standard action	1 minute/level [D]	Touch	V,S,M	Yes [harmless]	Transmutation	SC: p.47
<i>Effect:</i> Gain +10 enhancement bonus on climb check. Bonus increases to +20 @5th level and +30 @9th level.					Target: Creature touched			Caster Level: 4	
□□□□□ Cloudburst		None	1 round	10 minutes/level [D]	Long (560 ft.)	V,S	No	Evocation (Water)	SC: p.49
<i>Effect:</i> Heavy rain reduces visibility. -4 Spot & Search.					Target: 100-ft.-radius emanation			Caster Level: 4	
□□□□□ Cold Fire	15	No [fire] or Fortitude half	1 standard action	1 minute/level [fire source] or Instantaneous [creature]	Close (35 ft.)	V,S,DF	Yes [creature]	Transmutation [Cold]	SC: p.50
<i>Effect:</i> Flames deal cold damage; see text					Target: One fire source [up to a 20-ft. cube] or one creature; see text			Caster Level: 4	
□□□□□ Crabwalk		None	1 standard action	1 minute/level	Touch	V,S,M	No	Transmutation [Cold]	SC: p.53
<i>Effect:</i> When the subject charges, it gains +4 to attack roll and no penalty to AC. Only affects first attack.					Target: Creature touched			Caster Level: 4	
□□□□□ Cure Light Wounds	15	Will half (harmless); see text	Standard Action	Instantaneous	Touch	V,S	Yes (harmless); see text	Conjuration (Healing)	PHB: p.215
<i>Effect:</i> Cures 1d8 +1/level [max +5] damage.					Target: Creature touched			Caster Level: 4	
□□□□□ Deep Breath	15	N/A	1 immediate action	1 round/level	Personal	V	N/A	Conjuration (Creation) [Air]	SC: p.61
<i>Effect:</i> Your lungs are constantly filled with air for the duration of the spell.					Target: You			Caster Level: 4	
□□□□□ Delay Disease	15	Will negates [harmless]	1 standard action	24 hours	Touch	V,S,DF	Yes [harmless]	Conjuration (Healing)	SC: p.63
<i>Effect:</i> Halts any nonmagical disease for the duration of the spell.					Target: Creature touched			Caster Level: 4	
□□□□□ Detect Animals or Plants		None	Standard Action	Concentration, up to 10 minutes/level [D]	Long (560 ft.)	V,S	No	Divination	PHB: p.218
<i>Effect:</i> Detects kinds of animals or plants.					Target: Cone-shaped emanation			Caster Level: 4	
□□□□□ Detect Snares and Pits		None	Standard Action	Concentration, up to 10 minutes/level [D]	60 ft.	V,S	No	Divination	PHB: p.220
<i>Effect:</i> Reveals natural or primitive traps.					Target: Cone-shaped emanation			Caster Level: 4	
□□□□□ Endure Elements	15	Will negates (harmless)	Standard Action	24 hours	Touch	V,S	Yes (harmless)	Abjuration	PHB: p.226
<i>Effect:</i> Exist comfortably in hot or cold environments.					Target: Creature touched			Caster Level: 4	
□□□□□ Enrage Animal		None	1 standard action	Concentration +1 round/level	Medium (140 ft.)	V,S	Yes	Enchantment (Compulsion) [Mind-Affecting]	SC: p.81
<i>Effect:</i> Grants +4 morale bonus to Str, Con, Will Saves & -2 penalty to AC to affected animal.					Target: One animal			Caster Level: 4	
□□□□□ Entangle	15	Reflex partial; see text	Standard Action	1 minute/level [D]	Long (560 ft.)	V,S, DF	No	Transmutation	PHB: p.227
<i>Effect:</i> Plants entangle everyone in 40-ft.-radius circle.					Target: Plants in a 40-ft.-radius spread			Caster Level: 4	
□□□□□ Faerie Fire		None	Standard Action	1 minute/level [D]	Long (560 ft.)	V,S, DF	Yes	Evocation [Light]	PHB: p.229
<i>Effect:</i> Outlines subjects with light, canceling blur, concealment, and the like.					Target: Creatures and objects within a 5-ft.-radius burst			Caster Level: 4	
□□□□□ Foundation of Stone		None	1 standard action	1 round/level	Close (35 ft.)	V,M	Yes [harmless]	Transmutation [Earth]	SC: p.99
<i>Effect:</i> As long as subjects don't move they gain +2 AC and +4 to Str against bull rush.					Target: One creature/level, no two of which are more than 30 ft. apart			Caster Level: 4	
□□□□□ Goodberry		None	Standard Action	1 day/level	Touch	V,S, DF	Yes	Transmutation	PHB: p.237
<i>Effect:</i> 2d4 berries each cure 1 hp [max 8 hp/24 hours].					Target: 2d4 fresh berries touched			Caster Level: 4	
□□□□□ Hawkeye	15	N/A	1 standard action	10 minutes/level [D]	Personal	V	N/A	Transmutation	SC: p.110
<i>Effect:</i> Increases range increment by 50% and +5 competence bonus on Spot checks.					Target: You			Caster Level: 4	
□□□□□ Healthful Rest	15	Will negates [harmless]	10 minutes	24 hours	Close (35 ft.)	V,S	Yes [harmless]	Conjuration (Healing)	SC: p.111
<i>Effect:</i> Doubles the natural healing rate.					Target: One creature/level, no two of which can be more than 30 feet apart			Caster Level: 4	
□□□□□ Hide from Animals	15	Will negates (harmless)	Standard Action	10 minutes/level [D]	Touch	S, DF	Yes	Abjuration	PHB: p.241
<i>Effect:</i> Animals can't perceive 1 subject/level.					Target: 1 creature/level touched			Caster Level: 4	
□□□□□ Horrible Taste	15	Fortitude negates; see text	1 standard action	10 minutes/level	Touch	V,S,M	No	Transmutation	SC: p.116
<i>Effect:</i> Animals must save after biting or refuse to bite the subject.					Target: Creature or object touched			Caster Level: 4	
□□□□□ Jump	15	Will negates (harmless)	Standard Action	1 minute/level [D]	Touch	V,S,M	Yes	Transmutation	PHB: p.246
<i>Effect:</i> Subject gets bonus on Jump checks.					Target: Creature touched			Caster Level: 4	
□□□□□ Junglerazer	15	Reflex half	1 standard action	Instantaneous	120 ft.	V,S,M	Yes	Necromancy	SC: p.127
<i>Effect:</i> Fey, vermin, plants and plant creatures and animals caught in the area take 1d10/caster level [max 10d10] negative energy.					Target: 120-ft. line			Caster Level: 4	
□□□□□ Longstrider		None	Standard Action	1 hour/level [D]	Personal	V,S,M	No	Transmutation	PHB: p.249
<i>Effect:</i> Increases your speed.					Target: You			Caster Level: 4	

\* =Domain/Specialty Spell

# Druid Spells

Low-light Vision	15	Will negates [harmless]	1 standard action	1 hour/level	Touch	V,M	Yes [harmless]	Transmutation	SC: p.134
<i>Effect:</i> Target gains low-light vision.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 4		
Magic Fang	15	Will negates (harmless)	Standard Action	1 minute/level	Touch	V,S, DF	Yes (harmless)	Transmutation	PHB: p.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> 4		
Magic Stone	15	Will negates (harmless, object)	Standard Action	30 minutes or until discharged	Touch	V,S, DF	Yes (harmless, object)	Transmutation	PHB: p.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> 4		
Obscuring Mist		None	Standard Action	1 minute/level	20 ft.	V,S	No	Conjuration (Creation)	PHB: p.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> 4		
Omen of Peril	15	N/A	1 round	Instantaneous	Personal	V,F	N/A	Divination	SC: p.149
<i>Effect:</i> Brief supplication gives you a vision that hints at how dangerous the immediate future is likely to be.; see text.					<i>Target:</i> You		<i>Caster Level:</i> 4		
Pass without Trace	15	Will negates (harmless)	Standard Action	1 hour/level [D]	Touch	V,S, DF	Yes (harmless)	Transmutation	PHB: p.259
<i>Effect:</i> 1 subject/level leaves no tracks.					<i>Target:</i> 1 creature/level touched		<i>Caster Level:</i> 4		
Produce Flame		None	Standard Action	1 minute/level [D]	0 ft.	V,S	Yes	Evocation [Fire]	PHB: p.265
<i>Effect:</i> 1d6 +1/level [max +5] damage, touch or thrown.					<i>Target:</i> Flame in your palm		<i>Caster Level:</i> 4		
Raging Flame		None	1 standard action	1 minute	Medium (140 ft.)	V,S	No	Transmutation [Fire]	SC: p.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> 4		
Ram's Might	15	N/A	1 standard action	1 minute/level	Personal	V,S	N/A	Transmutation	SC: p.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> 4		
Rapid Burrowing	15	Fortitude negates [harmless]	1 standard action	10 minutes/level	Touch	V,S,DF	Yes [harmless]	Transmutation	SC: p.166
<i>Effect:</i> Improves existing burrow speed by 20 ft.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 4		
Remove Scent	15	Will negates	1 standard action	10 minutes/level	Touch	V,S,M	Yes	Transmutation	SC: p.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> 4		
Resist Planar Alignment	15	Will negates [harmless]	1 standard action	1 round/level	Touch	V,S,DF	Yes [harmless]	Abjuration	SC: p.174
<i>Effect:</i> Grants limited protection from a plane's alignment traits; see text.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 4		
Sandblast	15	Reflex half	1 standard action	Instantaneous	10 ft.	V,S,DF	Yes	Evocation	SC: p.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> 4		
Shillelagh	15	Will negates (object)	Standard Action	1 minute/level	Touch	V,S, DF	Yes (object)	Transmutation	PHB: p.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> 4		
Slow Burn		None	1 standard action	1 minute	Medium (140 ft.)	V,S,M/DF	No	Transmutation [Fire]	SC: p.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> 4		
Snake's Swiftess	15	Will negates [harmless]	1 standard action	Instantaneous	Close (35 ft.)	V,S,M/DF	Yes [harmless]	Transmutation	SC: p.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> 4		
Snowshoes	15	Will negates [harmless]	1 standard action	1 hour/level [D]	Touch	V,S	Yes [harmless]	Transmutation	SC: p.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> 4		
Speak with Animals		None	Standard Action	1 minute/level	Personal	V,S	No	Divination	PHB: p.281
<i>Effect:</i> You can communicate with animals.					<i>Target:</i> You		<i>Caster Level:</i> 4		
Summon Nature's Ally I		None	1 round	1 round/level [D]	Close (35 ft.)	V,S, DF	No	Conjuration (Summoning)	PHB: p.288
<i>Effect:</i> Calls creature to fight.					<i>Target:</i> One summoned creature		<i>Caster Level:</i> 4		
Surefooted Stride		None	1 standard action	1 minute/level	Personal	V,S	No	Transmutation	SC: p.216
<i>Effect:</i> Move through difficult terrain at full speed. Gain +2 Climb checks.					<i>Target:</i> You		<i>Caster Level:</i> 4		
Thunderhead	15	Reflex negates; see text	1 standard action	1 round/level	Close (35 ft.)	V,S,M	Yes	Evocation [Electricity]	SC: p.219
<i>Effect:</i> Minature thundercloud follows creature unerringly each round [even if it goes invisible or leaves the region] striking it with lightning that deals 1 pt of damage.					<i>Target:</i> One creature		<i>Caster Level:</i> 4		
Traveler's Mount	15	Will negates	1 standard action	1 hour/level	Touch	V,S	Yes	Transmutation	SC: p.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> 4		
Updraft	15	N/A	1 swift action	Instantaneous	Personal	V,S,M	N/A	Conjuration (Creation) [Air]	SC: p.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> 4		
Vigor, Lesser	15	Will negates [harmless]	1 standard action	10 rounds + 1 round/level [max 15]	Touch	V,S	Yes [harmless]	Conjuration (Healing)	SC: p.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> 4		
Vine Strike	15	N/A	1 swift action	1 round	Personal	V,DF	N/A	Divination	SC: p.230
<i>Effect:</i> Allows sneak attacks against plants if you already have the ability.					<i>Target:</i> You		<i>Caster Level:</i> 4		
Wall of Smoke	15	Fortitude partial; see text	1 standard action	1 round/level	Close (35 ft.)	V,S	No	Conjuration (Creation)	SC: p.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> 4		
Wings of the Sea	15	Fortitude negates [harmless]	1 standard action	1 minute/level	Touch	S,M	Yes [harmless]	Transmutation	SC: p.240
<i>Effect:</i> Increases creatures swim speed by 30 ft.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 4		
Winter Chill	15	Fortitude negates	1 standard action	Instantaneous	Close (35 ft.)	V,S	Yes	Transmutation [Cold]	SC: p.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> 4		
Wood Wose		None	1 standard action	1 hour/level	Close (35 ft.)	V,S,DF	No	Conjuration (Creation)	SC: p.242
<i>Effect:</i> Summon minor nature spirit to perform simple natural tasks.					<i>Target:</i> One nature servant		<i>Caster Level:</i> 4		

\* =Domain/Speciality Spell

# Druid Spells

## LEVEL 2

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□□Align Fang	16	Will negates [harmless]	1 standard action	1 minute/level	Touch	V,S,DF	Yes [harmless]	Transmutation	SC: p.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> 4	
□□□□□Animalistic Power	16	Will negates [harmless]	1 standard action	1 minute/level	Touch	V,S,M	Yes [harmless]	Transmutation	PHB II: p.101
<i>Effect:</i> Subject is imbued with +2 to Strength, Dexterity and Constitution.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 4	
□□□□□Animal Messenger	16	None; see text	Standard Action	1 day/level	Close (35 ft.)	V,S,M	Yes	Enchantment (Compulsion) [Mind-Affecting]	PHB: p.198
<i>Effect:</i> Sends a Tiny animal to a specific place.					<i>Target:</i> One Tiny animal			<i>Caster Level:</i> 4	
□□□□□Animal Trance	16	Will negates; see text	Standard Action	Concentration	Close (35 ft.)	V,S	Yes	Enchantment (Compulsion) [Mind-Affecting, Sonic]	PHB: p.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> 4	
□□□□□Avoid Planar Effects		None	1 immediate action	1 minute/level	20 ft.	V	Yes [harmless]	Abjuration	SC: p.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> 4	
□□□□□Balancing Lorecall	16	N/A	1 standard action	1 minute/level [D]	Personal	V,S,M/DF	N/A	Divination	SC: p.23
<i>Effect:</i> Gain +4 insight bonus to balance bonus; see text.					<i>Target:</i> You			<i>Caster Level:</i> 4	
□□□□□Barkskin		None	Standard Action	10 minutes/level	Touch	V,S, DF	Yes (harmless)	Transmutation	PHB: p.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> 4	
□□□□□Bear's Endurance	16	Will negates (harmless)	Standard Action	1 minute/level	Touch	V,S, DF	Yes	Transmutation	PHB: p.203
<i>Effect:</i> Subject gains +4 to Con for 1 minutes/level.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 4	
□□□□□Binding Winds	16	Reflex negates	1 standard action	Concentration	Medium (140 ft.)	V,S	Yes	Evocation [Air]	SC: p.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> 4	
□□□□□Bite of the Wererat	16	N/A	1 standard action	1 round/level	Personal	V,S,M	N/A	Transmutation	SC: p.28
<i>Effect:</i> Gain +6 bonus to Dex, +2 Con, +3 natural armor.					<i>Target:</i> You			<i>Caster Level:</i> 4	
□□□□□Blinding Spittle		None	1 standard action	Instantaneous	Close (35 ft.)	V,S	Yes	Transmutation	SC: p.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> 4	
□□□□□Blood Frenzy	16	Will negates	1 standard action	Special; see text	Touch	V,S	Yes	Transmutation	SC: p.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> 4	
□□□□□Body of the Sun	16	Reflex half	1 standard action	1 round/level	5 ft.	V,S,DF	Yes	Transmutation [Fire]	SC: p.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> 4	
□□□□□Brambles		None	1 standard action	1 round/level	Touch	V,S,M	No	Transmutation	SC: p.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> 4	
□□□□□Briar Web		None	1 standard action	1 minute/level	Medium (140 ft.)	V,S,DF	No	Transmutation	SC: p.39
<i>Effect:</i> As entangle, but thorns deal damage each round.					<i>Target:</i> 40-ft-radius spread.			<i>Caster Level:</i> 4	
□□□□□Bull's Strength	16	Will negates (harmless)	Standard Action	1 minute/level	Touch	V,S,M/DF	Yes (harmless)	Transmutation	PHB: p.207
<i>Effect:</i> Subject gains +4 to Str for 1 minutes/level.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 4	
□□□□□Burrow	16	Will negates [harmless]	1 standard action	1 minute/level [D]	Touch	V,S,F/DF	Yes [harmless]	Transmutation	SC: p.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> 4	
□□□□□Camouflage, Mass	16	Will negates [harmless]	1 standard action	10 minutes/level	Medium (140 ft.)	V,S	Yes [harmless]	Transmutation	SC: p.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> 4	
□□□□□Cat's Grace	16	Will negates (harmless)	Standard Action	1 minute/level	Touch	V,S,M	Yes	Transmutation	PHB: p.208
<i>Effect:</i> Subject gains +4 to Dex for 1 minutes/level.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 4	
□□□□□Chill Metal	16	Will negates (object)	Standard Action	7 rounds	Close (35 ft.)	V,S, DF	Yes (object)	Transmutation [Cold]	PHB: p.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 100 lbs of metal			<i>Caster Level:</i> 4	
□□□□□Cloud Wings	16	Fortitude negates [harmless]	1 standard action	1 hour/level	Touch	V,S	Yes [harmless]	Transmutation	SC: p.49
<i>Effect:</i> Increases fly speed by 30 ft.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 4	
□□□□□Countermoon	16	Will negates [D]	1 standard action	12 hours	Close (35 ft.)	V,S,M	Yes	Abjuration	SC: p.53
<i>Effect:</i> Stops lycanthropic shapechanging for 12 hours.					<i>Target:</i> One lycanthrope			<i>Caster Level:</i> 4	
□□□□□Creeping Cold	16	Fortitude half	1 standard action	3 rounds	Close (35 ft.)	V,S,F	Yes	Transmutation [Cold]	SC: p.55
<i>Effect:</i> Deals progressive damage from cold [+1d6/round].					<i>Target:</i> One creature			<i>Caster Level:</i> 4	
□□□□□Daggerspell Stance	16	N/A	1 swift action	1 round/level [D]	Personal	V,F	N/A	Abjuration	SC: p.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> 4	
□□□□□Decomposition		None	1 standard action	1 round/level	50 ft.	V,S,DF	Yes	Necromancy	SC: p.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> 4	
□□□□□Delay Poison	16	Fortitude negates (harmless)	Standard Action	1 hour/level	Touch	V,S, DF	Yes (harmless)	Conjuration (Healing)	PHB: p.217
<i>Effect:</i> Stops poison from harming subject for 1 hour/level.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 4	
□□□□□Drifts of the Shalm		None	1 standard action	1 round/level	Medium (140 ft.)	V,S	No	Evocation	PHB II: p.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> 4	

\* =Domain/Speciality Spell



# Druid Spells

Earthbind	16	Fortitude negates	1 standard action	1 minute/level [D]	Medium (140 ft.)	V,S	Yes	Transmutation	SC: p.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> 4		
Earthfast		None	1 standard action	10 minutes/level [D]	Close (35 ft.)	V,S	Yes [object]	Transmutation	SC: p.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> 4		
Easy Trail		None	1 standard action	1 hour/level [D]	40 ft.	V,S	Yes	Abjuration	SC: p.76
<i>Effect:</i> Removes movement penalties through dense brush and increases track DC by 5 for any pursurers.					<i>Target:</i> 40-ft. radius emanation centered on you		<i>Caster Level:</i> 4		
Embrace the Wild	16	N/A	1 standard action	10 minutes/level [D]	Personal	V	N/A	Transmutation	SC: p.79
<i>Effect:</i> The caster gains an animal's sensory and skills, low-light vision and Scent or Blindsense 30' your choice. +2 spot and listen checks.					<i>Target:</i> You		<i>Caster Level:</i> 4		
Fins to Feet	16	Fortitude negates [harmless]	1 standard action	1 hour/level	Touch	V,S	Yes [harmless]	Transmutation	SC: p.92
<i>Effect:</i> Creatures lose swim speed but gain walk speed of 30 ft.					<i>Target:</i> Willing creature touched		<i>Caster Level:</i> 4		
Fire Trap	16	Reflex half; see text	10 minutes	Permanent until discharged [D]	Touch	V,S,M	Yes	Abjuration [Fire]	PHB: p.231
<i>Effect:</i> Opened object deals 1d4+4 fire damage.					<i>Target:</i> Object touched		<i>Caster Level:</i> 4		
Flame Blade		None	Standard Action	1 minute/level [D]	0 ft.	V,S, DF	Yes	Evocation [Fire]	PHB: p.231
<i>Effect:</i> Touch attack deals 1d8 +2 fire damage.					<i>Target:</i> Sword-like beam		<i>Caster Level:</i> 4		
Flaming Sphere	16	Reflex negates	Standard Action	1 round/level	Medium (140 ft.)	V,S,M/DF	Yes	Evocation [Fire]	PHB: p.232
<i>Effect:</i> Creates rolling ball of fire, 2d6 damage, lasts 1 round/level.					<i>Target:</i> 5-ft.-diameter sphere		<i>Caster Level:</i> 4		
Fog Cloud		None	Standard Action	10 minutes/level	Medium (140 ft.)	V,S	No	Conjuration (Creation)	PHB: p.232
<i>Effect:</i> Fog obscures vision.					<i>Target:</i> Fog spreads in 20-ft. radius, 20 ft. high		<i>Caster Level:</i> 4		
Frost Breath	16	Reflex half	1 standard action	Instantaneous	30 ft.	V,S,M	Yes	Evocation [Cold]	SC: p.100
<i>Effect:</i> Breath a cone of cold that deal 1d4/2 caster levels [max 5d4] and creatures are also dazed if they failed the Reflex save.					<i>Target:</i> Cone-shaped burst		<i>Caster Level:</i> 4		
Gust of Wind	16	Fortitude negates	Standard Action	1 round	60 ft.	V,S	Yes	Evocation [Air]	PHB: p.238
<i>Effect:</i> Blows away or knocks down smaller creatures.					<i>Target:</i> Line-shaped gust of severe wind emanating out from you to the extreme of the range		<i>Caster Level:</i> 4		
Healing Lorecall	16	N/A	1 standard action	10 minutes/level	Personal	V,S,M	N/A	Divination	SC: p.110
<i>Effect:</i> Allows caster with Heal ranks to remove other ailments when using Conjuration [Healing] spells. Can also heal more; see text.					<i>Target:</i> You		<i>Caster Level:</i> 4		
Healing Sting		None	1 standard action	Instantaneous	Touch	V,S,M	Yes	Necromancy	SC: p.110
<i>Effect:</i> Inflict 1d12 +1/caster level [max +10] to a living creature and gain an equal amount of HP.					<i>Target:</i> You and one living creature		<i>Caster Level:</i> 4		
Heartfire	16	Fortitude partial	1 standard action	1 round/level	Close (35 ft.)	V,S,DF	Yes	Evocation [Light, Fire]	SC: p.112
<i>Effect:</i> Subjects do benefit from concealment, on failed save they also take 1d4 fire damage each round [half damage on save].					<i>Target:</i> living creatures within a 5-ft.-radius burst		<i>Caster Level:</i> 4		
Heat Metal	16	Will negates (object)	Standard Action	7 rounds	Close (35 ft.)	V,S, DF	Yes (object)	Transmutation [Fire]	PHB: p.239
<i>Effect:</i> Make metal so hot it 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 25 lb./level of metal, all of which must be within a 30-ft. circle		<i>Caster Level:</i> 4		
Hold Animal	16	Will negates; see text	Standard Action	1 round/level [D]; see text	Medium (140 ft.)	V,S	Yes	Enchantment (Compulsion) [Mind-Affecting]	PHB: p.241
<i>Effect:</i> Paralyzes one animal for 1 round/level.					<i>Target:</i> One animal		<i>Caster Level:</i> 4		
Kelpstrand		None	1 standard action	1 round/level	Close (35 ft.)	V,S,M	No	Conjuration (Creation)	SC: p.128
<i>Effect:</i> Make ranged attacks against each target; see text					<i>Target:</i> One creature/3 levels, no two of which are more than 30 ft. apart		<i>Caster Level:</i> 4		
Linked Perception	16	Will negates (harmless)	1 standard action	1 minute/level [D]	20 ft.	V,DF	Yes (harmless)	Divination	PHB II: p.117
<i>Effect:</i> All allies get a shared awareness. +2 bonus on Spot and Listen checks per ally in the area [example: you and three allies would make +6].					<i>Target:</i> 20-ft.-radius emanation centered on you		<i>Caster Level:</i> 4		
Listening Lorecall	16	N/A	1 standard action	10 minutes/level	Personal	V,S,DF	N/A	Divination	SC: p.133
<i>Effect:</i> Gain +4 insight bonus on Listen checks; see text.					<i>Target:</i> You		<i>Caster Level:</i> 4		
Mark of the Outcast	16	Will negates	1 standard action	Permanent	Close (35 ft.)	V,S,DF	Yes	Necromancy	SC: p.138
<i>Effect:</i> Creates an indelible mark on the subjects face; see text.					<i>Target:</i> One creature		<i>Caster Level:</i> 4		
Master Air	16	N/A	1 standard action	1 round/level	Personal	V,S,F	N/A	Transmutation	SC: p.139
<i>Effect:</i> Fly at 90 ft. [or 60 if med or hvy armor].					<i>Target:</i> You		<i>Caster Level:</i> 4		
Mountain Stance	16	Will negates [harmless]	1 standard action	1 minute/level	Touch	V,S	No	Transmutation	SC: p.144
<i>Effect:</i> As a free action you can root yourself to the ground. Gain bonus equal to the caster level against grapple, lift, push, bull rush, over-run, throw, trip or otherwise force the creature to move.					<i>Target:</i> One creature		<i>Caster Level:</i> 4		
Nature's Favor	16	Will negates [harmless]	1 swift action	1 minute	Touch	V,S,DF	Yes [harmless]	Evocation	SC: p.146
<i>Effect:</i> Target animal gains attack and damage bonus of +1 for every 3 caster levels max of +5 at 15th level.					<i>Target:</i> Animal touched		<i>Caster Level:</i> 4		
One With the Land	16	N/A	1 standard action	1 hour/level	Personal	V,S	N/A	Transmutation	SC: p.149
<i>Effect:</i> Gain +2 insight bonus to Move Silently, Search, Hide, Survival and Handle Animal checks.					<i>Target:</i> You		<i>Caster Level:</i> 4		
Owl's Wisdom	16	Will negates (harmless)	Standard Action	1 minute/level	Touch	V,S,M/DF	Yes	Transmutation	PHB: p.259
<i>Effect:</i> Subject gains +4 to Wis for 1 minutes/level.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 4		
Reduce Animal		None	Standard Action	1 hour/level [D]	Touch	V,S	No	Transmutation	PHB: p.269
<i>Effect:</i> Shrinks one willing animal.					<i>Target:</i> One willing animal of Small, Medium, Large, or Huge size		<i>Caster Level:</i> 4		
Resist Energy	16	Fortitude negates (harmless)	Standard Action	10 minutes/level	Touch	V,S, DF	Yes (harmless)	Abjuration	PHB: p.272
<i>Effect:</i> Ignores first 10 points of damage/attack from specified energy type.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 4		
Restoration, Lesser	16	Will negates (harmless)	3 rounds	Instantaneous	Touch	V,S	Yes (harmless)	Conjuration (Healing)	PHB: p.272
<i>Effect:</i> Dispels magical ability penalty or repairs 1d4 ability damage.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 4		
Saltray	16	Fortitude partial	1 standard action	Instantaneous	Close (35 ft.)	V,S	Yes	Evocation	SC: p.179
<i>Effect:</i> Ranged touch attack deals 1d6 per two caster levels [max 5d6] and make a save or be stunned for 1 round.					<i>Target:</i> Ray		<i>Caster Level:</i> 4		

\* =Domain/Speciality Spell

# Druid Spells

□□□□□ Scent		None	1 standard action	10 minutes/level	Touch	V,S,M	Yes [harmless]	Transmutation	SC: p.180
<i>Effect:</i> Bestows Scent ability with all the same powers.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 4		
□□□□□ Share Husk	16	Will negates [harmless]	1 standard action	1 minute/level	Touch	V,S,M	Yes	Divination	SC: p.187
<i>Effect:</i> You can sense all the stimuli the target animal senses.					<i>Target:</i> Animal touched		<i>Caster Level:</i> 4		
□□□□□ Snake's Swiftmess, Mass	16	Will negates [harmless]	1 standard action	Instantaneous	Medium (140 ft.)	V,S,M/DF	Yes [harmless]	Transmutation	SC: p.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> 4		
□□□□□ Soften Earth and Stone		None	Standard Action	Instantaneous	Close (35 ft.)	V,S, DF	No	Transmutation [Earth]	PHB: p.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> 4		
□□□□□ Spider Climb	16	Will negates [harmless]	Standard Action	10 minutes/level	Touch	V,S,M	Yes [harmless]	Transmutation	PHB: p.283
<i>Effect:</i> Grants ability to walk on walls and ceilings.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 4		
□□□□□ Splinterbolt		None	1 standard action	Instantaneous	Close (35 ft.)	V,S,M	No	Conjuration (Creation)	SC: p.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> 4		
□□□□□ Summon Nature's Ally II		None	1 round	1 round/level [D]	Close (35 ft.)	V,S, DF	No	Conjuration (Summoning)	PHB: p.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> 4		
□□□□□ Summon Swarm		None	1 round	Concentration + 2 rounds	Close (35 ft.)	V,S,M/DF	No	Conjuration (Summoning)	PHB: p.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> 4		
□□□□□ Swim		None	1 round	10 minutes/level [D]	Medium (140 ft.)	V,S,M	Yes [harmless]	Transmutation [Water]	SC: p.217
<i>Effect:</i> Gain swim speed and +8 to Swim checks.					<i>Target:</i> One creature		<i>Caster Level:</i> 4		
□□□□□ Tiger's Tooth		None	1 swift action	1 round	Living creature touched	V	No	Transmutation	SC: p.221
<i>Effect:</i> As greater magic fang.					<i>Target:</i> You		<i>Caster Level:</i> 4		
□□□□□ Train Animal	16	Will negates [harmless]	10 minutes	1 hour/level	Touch	V,S,DF	Yes [harmless]	Enchantment (Charm) [Mind-Affecting]	SC: p.221
<i>Effect:</i> You temporarily boost the number of tricks that an animal knows.					<i>Target:</i> Animal touched		<i>Caster Level:</i> 4		
□□□□□ Tree Shape		None	Standard Action	1 hour/level [D]	Personal	V,S, DF	No	Transmutation	PHB: p.296
<i>Effect:</i> You look exactly like a tree for 1 hour/level.					<i>Target:</i> You		<i>Caster Level:</i> 4		
□□□□□ Warp Wood	16	Will negates (object)	Standard Action	Instantaneous	Close (35 ft.)	V,S	Yes (object)	Transmutation	PHB: p.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> 4		
□□□□□ Wings of Air		None	1 standard action	1 minute/level	Touch	V	No	Transmutation	SC: p.240
<i>Effect:</i> Manuverability improves by one step.					<i>Target:</i> Winged creature touched		<i>Caster Level:</i> 4		
□□□□□ Winter's Embrace	16	Fortitude negates	1 standard action	1 round/level	Close (35 ft.)	V,S	Yes	Evocation [Cold]	SC: p.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> 4		
□□□□□ Wood Shape	16	Will negates (object)	Standard Action	Instantaneous	Touch	V,S, DF	Yes (object)	Transmutation	PHB: p.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> 4		
□□□□□ Wracking Touch	16	Fortitude half	1 standard action	Instantaneous	Touch	V,S	Yes	Necromancy	SC: p.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> 4		
□□□□□ Zone of Glacial Cold	16	Fort half	Standard Action	4 rounds	Medium (140 ft.)	V,S,M	No	Conjuration [Cold]	FrstB: p.106
<i>Effect:</i> Zone deals 1d6 cold damage each round.					<i>Target:</i> 20-ft.-radius		<i>Caster Level:</i> 4		

\* =Domain/Speciality Spell