

NAME	
Drd7	21000
CLASS	EXPERIENCE
7	28000
Character Level	NEXT LEVEL

PLAYERNAME	
Human	Medium
RACE	SIZE
25	Female
AGE	GENDER

DEITY	
5' 6"	120 lbs.
HEIGHT	WEIGHT
EYES	HAIR

Neutral Good
ALIGNMENT
Darkvision (30')
VISION
-1
POINTS

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	15	+2	15	+2
CON Constitution	15	+2	15	+2	15	+2
INT Intelligence	15	+2	15	+2	15	+2
WIS Wisdom	18	+4	18	+4	18	+4
CHA Charisma	13	+1	13	+1	13	+1

VP Vitality	59	WOUNDS/CURRENT HP			S
AC armor class	18	:	16	:	13
	TOTAL		FLAT		TOUCH
INITIATIVE modifier	+6	=	+2	+	+4
	TOTAL		DEX MODIFIER		MISC MODIFIER
BASE ATTACK bonus	+5				

[illegible]

SAVING THROWS	TOTAL	BASE SAVE	ABILITY	MAGIC	MSC	EPIC	TEMP	conditional modifiers
FORTITUDE (constitution)	+9	= +5	+ +2	+ +2	+ +0	+ +0		
REFLEX (dexterity)	+6	= +2	+ +2	+ +2	+ +0	+ +0		
WILL (wisdom)	+11	= +5	+ +4	+ +2	+ +0	+ +0		

	TOTAL		BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP
MELEE attack bonus	+5	=	+5	+0	+0	+0	+0	
RANGED attack bonus	+7	=	+5	+2	+0	+0	+0	
GRAPPLE attack bonus	+5	=	+5	+0	+0	+0	+0	

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	REACH
	+5	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	+5	1d4	2W-P-(OH)	-1			1d4	
1H-O	+1	1d4	2W-P-(OL)	+1			1d4	
2H	+5	1d4	2W-OH	-3			1d4	
	10 ft.	20 ft.	30 ft.	40 ft.		50 ft.		
TH	+7	+5	+3	+1		-1		
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	+5	1d6	2W-P-(OH)	-1			1d6	
1H-O	+1	1d6	2W-P-(OL)	+1			1d6	
2H	+5	1d6	2W-OH	-5			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	+8	+8	+6	+4		+2		
Dam	1d4+1	1d4+1	1d4+1	1d4+1		1d4+1		
Special Properties	(Sling +1 (DRAGONHIDE/Frost)). +1d6 cold damage bestowed on ammunition							

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
*Ring of Protection +1		+1		+0	0

		SKILLS					
SKILL NAME		KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	MAX RANKS	10/5 MISC MODIFIER	
✓	Appraise	INT	2	= 2	+ +		
✓	Balance	DEX	2	= 2	+ +		
✓	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	12	= 1	+ 3.0	+ 8	
✓	Disguise	CHA	1	= 1	+ +		
✓	Escape Artist	DEX	2	= 2	+ +		
✓	Forgery	INT	2	= 2	+ +		
✓	Gather Information	CHA	1	= 1	+ +		
	Handle Animal	CHA	5	= 1	+ 4.0	+	
✓	Heal	WIS	6	= 4	+ 2.0	+	
✓	Hide	DEX	5	= 2	+ 3.0	+	
✓	Intimidate	CHA	1	= 1	+ +		
✓	Jump	STR	0	= 0	+ +		
	Knowledge (Dangerous Beasts)	INT	3	= 2	+ 1.0	+	
	Knowledge (Dungeoneering)	INT	4	= 2	+ 2.0	+	
	Knowledge (Fey)	INT	3	= 2	+ 1.0	+	
	Knowledge (Geography)	INT	4	= 2	+ 2.0	+	
	Knowledge (History)	INT	4	= 2	+ 2.0	+	
	Knowledge (Nature)	INT	15	= 2	+ 9.0	+ 4	
	Knowledge (Religion)	INT	6	= 2	+ 4.0	+	
	Knowledge (The Planes)	INT	3	= 2	+ 1.0	+	
	Knowledge (Undead)	INT	4	= 2	+ 2.0	+	
✓	Listen	WIS	10	= 4	+ 6.0	+	
✓	Move Silently	DEX	5	= 2	+ 3.0	+	
✓	Ride	DEX	2	= 2	+ +		
✓	Search	INT	2	= 2	+ +		
✓	Sense Motive	WIS	4	= 4	+ +		
	Spellcraft	INT	6	= 2	+ 4.0	+	
✓	Spot	WIS	13	= 4	+ 9.0	+	
✓	Survival	WIS	14	= 4	+ 8.0	+ 2	
	Survival (Natural environments)	WIS	16	= 4	+ 8.0	+ 4	
✓	Swim	STR	1	= 0	+ 1.0	+	
✓	Use Rope	DEX	2	= 2	+ +		
				= +	+ +		
				= +	+ +		
✓: can be used untrained, ✗: exclusive skills							

EQUIPMENT					
ITEM	LOCATION	QTY	WT	COST	
Backpack	Equipped	1	2.0	2.0	
4.1 lbs., 2 Candle, 2 Fishhook, 1 Waterskin (Filled), 1 Vial					
Ring of Protection +1	Equipped	1	0.0	2000.0	
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	
Holly and Mistletoe	Equipped	1	0.0	0.0	
Leather	Equipped	1	15.0	10.0	
Pouch (Belt)	Equipped	1	0.5	1.0	
1 lbs., 2 Chalk (1 piece), 1 Flint and Steel, 1 Whetstone					
Scimitar	Carried	1	4.0	15.0	
Spell Component Pouch	Equipped	1	2.0	5.0	
Vial	Backpack	1	0.1	1.0	
0 lbs.					
Waterskin (Filled)	Backpack	1	4.0	1.0	
Whetstone	Pouch (Belt)	1	1.0	0.02	
Winter's Sling	Equipped	1	0.0	8300.0	
0 lbs. (Sling +1 (DRAGONHIDE/Frost)), +1d6 cold damage bestowed on ammunition					
TOTAL WEIGHT CARRIED/VALUE			35.6 lbs.	14338.36 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
(SU) Shapeshift (Eagle) Talon 1d6, +2 STR, +2 Reflex Save, +2 Natural Armor, Fly 40 (good maneuverability)
(SU) Shapeshift (Panther) Bite deals 1d6, +4 STR, +4 Natural Armor, Base Speed +20, Gain Mobility Feat
Animal Companion (Ex)
Blessing of the Woods - 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 Inate Ability
Trackless Step (Ex): Leaves no trail in natural surroundings and cannot be tracked.
Wild Empathy (Ex): +8 to Diplomacy check against animals - takes 1 minute
Wind in the grass (Sp): 1/day - Cast Freedom of Movement as an Inate 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	
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

TEMPLATES

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 (680 ft.)	V,S, DF	No	Transmutation	PHB: pg.227
<i>Effect:</i> Plants entangle everyone in 40-ft.-radius circle.						<i>Target:</i> Plants in a 40-ft.-radius spread			<i>Caster Level:</i> 7	
☐	Freedom of Movement	18	Will negates (harmless)	1 standard action	10 minutes/level	Personal or touch	V,S,M, DF	Yes (harmless)	Abjuration	PHB: pg.233
<i>Effect:</i> Subject moves normally despite impediments.						<i>Target:</i> You or creature touched			<i>Caster Level:</i> 7	
* =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	3	2	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 <i>Effect:</i> Creates 2 gallons/level of pure water.	15	None	1 standard action	Instantaneous	Close (40 ft.)	V,S	No	Conjuration (Creation) [Water]	PHB: pg.215
<i>Target:</i> Up to 2 gallons/level of water									<i>Caster Level: 7</i>
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Cure Minor Wounds <i>Effect:</i> Cures 1 point of damage.	15	Will half (harmless); see text	1 standard action	Instantaneous	Touch	V,S	Yes (harmless); see text	Conjuration (Healing)	PHB: pg.216
<i>Target:</i> Creature touched									<i>Caster Level: 7</i>
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Dawn <i>Effect:</i> Awakens sleeping creatures and those knocked out from nonlethal damage [but staggered].	15	Fortitude negates [harmless]	1 swift action	Instantaneous	15 ft.	V	Yes [harmless]	Abjuration	SC: Pg.59
<i>Target:</i> All creatures within a 15-ft.-radius burst centered on you									<i>Caster Level: 7</i>
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Detect Magic <i>Effect:</i> Detects spells and magic items within 60 ft.	15	None	1 standard action	Concentration, up to 1 minutes/level [D]	60 ft.	V,S	No	Divination	PHB: pg.219
<i>Target:</i> Cone-shaped emanation									<i>Caster Level: 7</i>
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Detect Poison <i>Effect:</i> Detects poison in one creature or small object.	15	None	1 standard action	Instantaneous	Close (40 ft.)	V,S	No	Divination	PHB: pg.219
<i>Target:</i> One creature, one object, or a 5-ft. cube									<i>Caster Level: 7</i>
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Flare <i>Effect:</i> Dazzles one creature [-1 on attack rolls].	15	Fortitude negates	1 standard action	Instantaneous	Close (40 ft.)	V	Yes	Evocation [Light]	PHB: pg.232
<i>Target:</i> Burst of light									<i>Caster Level: 7</i>
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Guidance <i>Effect:</i> +1 on one attack roll, saving throw, or skill check.	15	Will negates (harmless)	1 standard action	1 minute or until discharged	Touch	V,S	Yes	Divination	PHB: pg.238
<i>Target:</i> Creature touched									<i>Caster Level: 7</i>
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Know Direction <i>Effect:</i> You discern north.	15	None	1 standard action	Instantaneous	Personal	V,S	No	Divination	PHB: pg.246
<i>Target:</i> You									<i>Caster Level: 7</i>
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Light <i>Effect:</i> Object shines like a torch.	15	None	1 standard action	10 minutes/level [D]	Touch	V, M/DF	No	Evocation [Light]	PHB: pg.248
<i>Target:</i> Object touched									<i>Caster Level: 7</i>
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Mending <i>Effect:</i> Makes minor repairs on an object.	15	Will negates (harmless, object)	1 standard action	Instantaneous	10 ft.	V,S	Yes (harmless, object)	Transmutation	PHB: pg.253
<i>Target:</i> One object of up to 1 lb.									<i>Caster Level: 7</i>
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Naturewatch <i>Effect:</i> Same as deathwatch but only functions on plants and animals; see text.	15	None	1 standard action	10 minutes/level	30 ft.	S	No	Necromancy	SC: Pg.146
<i>Target:</i> Cone-shaped emanation									<i>Caster Level: 7</i>
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Purify Food and Drink <i>Effect:</i> Purifies 1 cu. ft./level of food or water.	15	Will negates (object)	1 standard action	Instantaneous	10 ft.	V,S	Yes (object)	Transmutation	PHB: pg.267
<i>Target:</i> 1 cu. ft./level. of contaminated food and water									<i>Caster Level: 7</i>
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Read Magic <i>Effect:</i> Read scrolls and spellbooks.	15	None	1 standard action	10 minutes/level	Personal	V,S,F	No	Divination	PHB: pg.269
<i>Target:</i> You									<i>Caster Level: 7</i>
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Resistance <i>Effect:</i> Subject gains +1 on saving throws.	15	Will negates (harmless)	1 standard action	1 minute	Touch	V,S,M/DF	Yes (harmless)	Abjuration	PHB: pg.272
<i>Target:</i> Creature touched									<i>Caster Level: 7</i>
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Virtue <i>Effect:</i> Subject gains 1 temporary hp.	15	Fortitude negates (harmless)	1 standard action	1 min.	Touch	V,S, DF	Yes (harmless)	Transmutation	PHB: pg.298
<i>Target:</i> Creature touched									<i>Caster Level: 7</i>

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 <i>Effect:</i> Create a small fire elemental.	16	None	1 round	Concentration, up to 1 round/level [D]	Close (40 ft.)	V,S,M	No	Transmutation [Fire]	SC: Pg.12
<i>Target:</i> One Small fire									<i>Caster Level: 7</i>
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Animate Water <i>Effect:</i> Create a small water elemental.	16	None	1 round	Concentration, up to 1 round/level [D]	Close (40 ft.)	V,S,M	No	Transmutation [Water]	SC: Pg.13
<i>Target:</i> Cube of water up to 5 ft on a side									<i>Caster Level: 7</i>
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Animate Wood <i>Effect:</i> Animates a wooden object to attack who you designate.	16	None	1 round	Concentration, up to 1 round/level [D]	Touch	V,S,M	No	Transmutation	SC: Pg.13
<i>Target:</i> One Small or smaller wooden object									<i>Caster Level: 7</i>
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Aspect of the Wolf <i>Effect:</i> You assume the physical appearance and many of the qualities of a wolf.	16	N/A	1 standard action	10 minutes/level	Personal	V,S,M/DF	N/A	Transmutation	SC: Pg.16
<i>Target:</i> You									<i>Caster Level: 7</i>
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Aura Against Flame <i>Effect:</i> Protects against first 10 points of fire damage, it also extinguishes flames; see text.	16	N/A	1 standard action	1 round/level	Personal	V,S	N/A	Abjuration	SC: Pg.18
<i>Target:</i> You									<i>Caster Level: 7</i>
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Babau Slime <i>Effect:</i> Layer of slime coats you, inflicting 1d8 damage to any creature hitting you with unarmed strikes, a touch attack or natural weapon.	16	Fortitude negates [harmless]	1 standard action	1 minute/level	Touch	V,S,M/DF	Yes [harmless]	Transmutation	SC: Pg.22
<i>Target:</i> Creature touched									<i>Caster Level: 7</i>
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Beast Claws <i>Effect:</i> Change your hands into claws. Damage 1d4; Threat range 19-20. See text.	16	N/A	1 Standard Action	1 hour/level	Personal	V,S,M	N/A	Transmutation	SC: Pg.25
<i>Target:</i> You									<i>Caster Level: 7</i>
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Beastland Ferocity <i>Effect:</i> Subject continues to fight even at -1 to -9 and gains +4 enhancement to Str.	16	Fortitude negates [harmless]	1 standard action	1 minute/level	Touch	V,S,DF	Yes [harmless]	Evocation [Electricity]	SC: Pg.25
<i>Target:</i> Creature touched									<i>Caster Level: 7</i>
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Beget Bogun <i>Effect:</i> Creates a natural homunculus.	16	None	1 standard action	Instantaneous	Touch	V,S,M,XP	No	Conjuration (Creation)	SC: Pg.26
<i>Target:</i> Tiny Construct									<i>Caster Level: 7</i>
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Branch to Branch <i>Effect:</i> Gain +10 competence bonus on Climb checks made in trees, also allows for brachiation.	16	N/A	1 standard action	1 hour/level [D]	Personal	V,S	N/A	Transmutation	SC: Pg.38
<i>Target:</i> You									<i>Caster Level: 7</i>
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Breath of the Jungle <i>Effect:</i> DC of saves vs. poison or disease increases by 2	16	None	1 standard action	1 minute/level	Medium (170 ft.)	V,S,DF	No	Transmutation	SC: Pg.39
<i>Target:</i> Mist spreads in a 40-ft. radius, 20 ft. high									<i>Caster Level: 7</i>

* =Domain/Specialty Spell

Druid Spells

□□□□□ Buoyant Lifting	16	None	1 immediate action	1 minute/level [D]; see text	Close (40 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> 7		
□□□□□ Calm Animals	16	Will negates; see text	1 standard action	1 minute/level	Close (40 ft.)	V,S	Yes	Enchantment (Compulsion) [Mind-Affecting]	PHB: pg.207
<i>Effect:</i> Calms 2d4 + 1/level HD of animals.					<i>Target:</i> Animals within 30 ft. of each other		<i>Caster Level:</i> 7		
□□□□□ 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> 7		
□□□□□ Charm Animal	16	Will negates	1 standard action	1 hour/level	Close (40 ft.)	V,S	Yes	Enchantment (Charm) [Mind-Affecting]	PHB: pg.208
<i>Effect:</i> Makes one animal your friend.					<i>Target:</i> One animal		<i>Caster Level:</i> 7		
□□□□□ 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> 7		
□□□□□ 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> 7		
□□□□□ Cloudburst	16	None	1 round	10 minutes/level [D]	Long (680 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> 7		
□□□□□ Cold Fire	16	No [fire] or Fortitude half	1 standard action	1 minute/level [fire source] or Instantaneous [creature]	Close (40 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> 7		
□□□□□ 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> 7		
□□□□□ Cure Light Wounds	16	Will half (harmless); see text	1 standard action	Instantaneous	Touch	V,S	Yes (harmless); see text	Conjuration (Healing)	PHB: pg.215
<i>Effect:</i> Cures 1d8 +1/level [max +5] damage.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 7		
□□□□□ 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> 7		
□□□□□ 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> 7		
□□□□□ Detect Animals or Plants	16	None	1 standard action	Concentration, up to 10 minutes/level [D]	Long (680 ft.)	V,S	No	Divination	PHB: pg.218
<i>Effect:</i> Detects kinds of animals or plants.					<i>Target:</i> Cone-shaped emanation		<i>Caster Level:</i> 7		
□□□□□ Detect Snares and Pits	16	None	1 standard action	Concentration, up to 10 minutes/level [D]	60 ft.	V,S	No	Divination	PHB: pg.220
<i>Effect:</i> Reveals natural or primitive traps.					<i>Target:</i> Cone-shaped emanation		<i>Caster Level:</i> 7		
□□□□□ Endure Elements	16	Will negates (harmless)	1 standard action	24 hours	Touch	V,S	Yes (harmless)	Abjuration	PHB: pg.226
<i>Effect:</i> Exist comfortably in hot or cold environments.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 7		
□□□□□ Enrage Animal	16	None	1 standard action	Concentration +1 round/level	Medium (170 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> 7		
□□□□□ Entangle	16	Reflex partial; see text	1 standard action	1 minute/level [D]	Long (680 ft.)	V,S, DF	No	Transmutation	PHB: pg.227
<i>Effect:</i> Plants entangle everyone in 40-ft.-radius circle.					<i>Target:</i> Plants in a 40-ft.-radius spread		<i>Caster Level:</i> 7		
□□□□□ Faerie Fire	16	None	1 standard action	1 minute/level [D]	Long (680 ft.)	V,S, DF	Yes	Evocation [Light]	PHB: pg.229
<i>Effect:</i> Outlines subjects with light, canceling blur, concealment, and the like.					<i>Target:</i> Creatures and objects within a 5-ft.-radius burst		<i>Caster Level:</i> 7		
□□□□□ Foundation of Stone	16	None	1 standard action	1 round/level	Close (40 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> 7		
□□□□□ Goodberry	16	None	1 standard action	1 day/level	Touch	V,S, DF	Yes	Transmutation	PHB: pg.237
<i>Effect:</i> 2d4 berries each cure 1 hp [max 8 hp/24 hours].					<i>Target:</i> 2d4 fresh berries touched		<i>Caster Level:</i> 7		
□□□□□ 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> 7		
□□□□□ Healthful Rest	16	Will negates [harmless]	10 minutes	24 hours	Close (40 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> 7		
□□□□□ Hide from Animals	16	Will negates (harmless)	1 standard action	10 minutes/level [D]	Touch	S, DF	Yes	Abjuration	PHB: pg.241
<i>Effect:</i> Animals can't perceive 1 subject/level.					<i>Target:</i> 1 creature/level touched		<i>Caster Level:</i> 7		
□□□□□ 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> 7		
□□□□□ 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> 7		
□□□□□ Jump	16	Will negates (harmless)	1 standard action	1 minute/level [D]	Touch	V,S,M	Yes	Transmutation	PHB: pg.246
<i>Effect:</i> Subject gets bonus on Jump checks.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 7		
□□□□□ Longstrider	16	None	1 standard action	1 hour/level [D]	Personal	V,S,M	No	Transmutation	PHB: pg.249
<i>Effect:</i> Increases your speed.					<i>Target:</i> You		<i>Caster Level:</i> 7		
□□□□□ 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> 7		
* =Domain/Specialty Spell									

Druid Spells

☐☐☐☐☐ Magic Fang	16	Will negates (harmless)	1 standard action	1 minute/level	Touch	V,S, DF	Yes (harmless)	Transmutation	PHB: pg.250
<i>Effect:</i> One natural weapon of subject creature gets +1 on attack and damage rolls.									
☐☐☐☐☐ Magic Stone	16	Will negates (harmless, object)	1 standard action	30 minutes or until discharged	Touch	V,S, DF	Yes (harmless, object)	Transmutation	PHB: pg.251
<i>Effect:</i> Three stones gain +1 on attack rolls, deal 1d6+1 damage.									
☐☐☐☐☐ Obscuring Mist	16	None	1 standard action	1 minute/level	20 ft.	V,S	No	Conjuration (Creation)	PHB: pg.258
<i>Effect:</i> Fog surrounds you.									
☐☐☐☐☐ Omen of Peril	16	N/A	1 round	Instantaneous	Personal	V,F	N/A	Divination	SC: Pg.149
<i>Effect:</i> Brief supplication gives you a vision that hints at how dangerous the immediate future is likely to be.; see text.									
☐☐☐☐☐ Pass without Trace	16	Will negates (harmless)	1 standard action	1 hour/level [D]	Touch	V,S, DF	Yes (harmless)	Transmutation	PHB: pg.259
<i>Effect:</i> 1 subject/level leaves no tracks.									
☐☐☐☐☐ Produce Flame	16	None	1 standard action	1 minute/level [D]	0 ft.	V,S	Yes	Evocation [Fire]	PHB: pg.265
<i>Effect:</i> 1d6 +1/level [max +5] damage, touch or thrown.									
☐☐☐☐☐ Raging Flame	16	None	1 standard action	1 minute	Medium (170 ft.)	V,S	No	Transmutation [Fire]	SC: Pg.164
<i>Effect:</i> Causes existing fire to double their heat and radiance; see text.									
☐☐☐☐☐ 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.									
☐☐☐☐☐ 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.									
☐☐☐☐☐ 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 ghaists or troglodytes.									
☐☐☐☐☐ 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.									
☐☐☐☐☐ 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.									
☐☐☐☐☐ Shillelagh	16	Will negates (object)	1 standard action	1 minute/level	Touch	V,S, DF	Yes (object)	Transmutation	PHB: pg.278
<i>Effect:</i> Cudgel or quarterstaff becomes +1 weapon dealing damage as if two size categories larger for 1 minutes/level.									
☐☐☐☐☐ Slow Burn	16	None	1 standard action	1 minute	Medium (170 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.									
☐☐☐☐☐ Snake's Swiftness	16	Will negates [harmless]	1 standard action	Instantaneous	Close (40 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.									
☐☐☐☐☐ 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.									
☐☐☐☐☐ Speak with Animals	16	None	1 standard action	1 minute/level	Personal	V,S	No	Divination	PHB: pg.281
<i>Effect:</i> You can communicate with animals.									
☐☐☐☐☐ Summon Nature's Ally I	16	None	1 round	1 round/level [D]	Close (40 ft.)	V,S, DF	No	Conjuration (Summoning)	PHB: pg.288
<i>Effect:</i> Calls creature to fight.									
☐☐☐☐☐ 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.									
☐☐☐☐☐ Thunderhead	16	Reflex negates; see text	1 standard action	1 round/level	Close (40 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.									
☐☐☐☐☐ 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.									
☐☐☐☐☐ 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.									
☐☐☐☐☐ 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.									
☐☐☐☐☐ 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.									
☐☐☐☐☐ Wall of Smoke	16	Fortitude partial; see text	1 standard action	1 round/level	Close (40 ft.)	V,S	No	Conjuration (Creation)	SC: Pg.235
<i>Effect:</i> Makes a wall of black smoke, causes nausea; see text.									
☐☐☐☐☐ 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.									
☐☐☐☐☐ Winter Chill	16	Fortitude negates	1 standard action	Instantaneous	Close (40 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.									
☐☐☐☐☐ Wood Wose	16	None	1 standard action	1 hour/level	Close (40 ft.)	V,S,DF	No	Conjuration (Creation)	SC: Pg.242
<i>Effect:</i> Summon minor nature spirit to perform simple natural tasks.									
* =Domain/Speciality Spell									

Druid Spells

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> 7	
Animalistic Power	17	Will negates [harmless]	1 standard action	1 minute/level	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> 7	
Animal Messenger	17	None; see text	1 standard action	1 day/level	Close (40 ft.)	V,S,M	Yes	Enchantment (Compulsion) [Mind-Affecting]	PHB: pg.198
<i>Effect:</i> Sends a Tiny animal to a specific place.					<i>Target:</i> One Tiny animal			<i>Caster Level:</i> 7	
Animal Trance	17	Will negates; see text	1 standard action	Concentration	Close (40 ft.)	V,S	Yes	Enchantment (Compulsion) [Mind-Affecting, Sonic]	PHB: pg.198
<i>Effect:</i> Fascinates 2d6 HD of animals.					<i>Target:</i> Animals or magical beasts with Intelligence 1 or 2			<i>Caster Level:</i> 7	
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> 7	
Balancing Lorecall	17	N/A	1 standard action	1 minute/level [D]	Personal	V,S,M/DF	N/A	Divination	SC: Pg.23
<i>Effect:</i> Gain +4 insight bonus to balance bonus; see text.					<i>Target:</i> You			<i>Caster Level:</i> 7	
Barkskin	17	None	1 standard action	10 minutes/level	Touch	V,S, DF	Yes (harmless)	Transmutation	PHB: pg.203
<i>Effect:</i> Grants +2 enhancement to natural armor. Additional +1 per three levels above 3rd [max +5 at 12th level]					<i>Target:</i> Living creature touched			<i>Caster Level:</i> 7	
Bear's Endurance	17	Will negates (harmless)	1 standard action	1 minute/level	Touch	V,S, DF	Yes	Transmutation	PHB: pg.203
<i>Effect:</i> Subject gains +4 to Con for 1 minutes/level.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 7	
Binding Winds	17	Reflex negates	1 standard action	Concentration	Medium (170 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> 7	
Bite of the Wererat	17	N/A	1 standard action	1 round/level	Personal	V,S,M	N/A	Transmutation	SC: Pg.28
<i>Effect:</i> Gain +6 bonus to Dex, +2 Con, +3 natural armor.					<i>Target:</i> You			<i>Caster Level:</i> 7	
Blinding Spittle	17	None	1 standard action	Instantaneous	Close (40 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> 7	
Blood Frenzy	17	Will negates	1 standard action	Special; see text	Touch	V,S	Yes	Transmutation	SC: Pg.33
<i>Effect:</i> Target enters a rage, as its rage special ability, but this rage doesn't count against it's total.					<i>Target:</i> Any creature with the rage ability			<i>Caster Level:</i> 7	
Body of the Sun	17	Reflex half	1 standard action	1 round/level	5 ft.	V,S,DF	Yes	Trasmutation [Fire]	SC: Pg.35
<i>Effect:</i> Fire and light extend 5ft. from caster's body inflicting 1d4/2 levels [max 5d4] points of fire damage [Reflex save for half].					<i>Target:</i> 5 ft.-radius emanation centered on you			<i>Caster Level:</i> 7	
Brambles	17	None	1 standard action	1 round/level	Touch	V,S,M	No	Trasmutation	SC: Pg.38
<i>Effect:</i> Small magical thorns/spikes protrude from wooden weapon; gains a +1 to hit enhancement and deals +1/level [max +10] damage.					<i>Target:</i> Wooden weapon touched			<i>Caster Level:</i> 7	
Briar Web	17	None	1 standard action	1 minute/level	Medium (170 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> 7	
Bull's Strength	17	Will negates (harmless)	1 standard action	1 minute/level	Touch	V,S,M/DF	Yes (harmless)	Transmutation	PHB: pg.207
<i>Effect:</i> Subject gains +4 to Str for 1 minutes/level.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 7	
Burrow	17	Will negates [harmless]	1 standard action	1 minute/level [D]	Touch	V,S,F/DF	Yes [harmless]	Transmutation	SC: Pg.41
<i>Effect:</i> Burrow through earth at 30 ft unless wearing Medium or heavier armor or a Medium load than it is 20 ft.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 7	
Camouflage, Mass	17	Will negates [harmless]	1 standard action	10 minutes/level	Medium (170 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> 7	
Cat's Grace	17	Will negates (harmless)	1 standard action	1 minute/level	Touch	V,S,M	Yes	Transmutation	PHB: pg.208
<i>Effect:</i> Subject gains +4 to Dex for 1 minutes/level.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 7	
Chill Metal	17	Will negates (object)	1 standard action	7 rounds	Close (40 ft.)	V,S, DF	Yes (object)	Transmutation [Cold]	PHB: pg.209
<i>Effect:</i> Cold metal damages those who touch it.					<i>Target:</i> Metal equipment of 1 creature/2 levels, no two of which can be more than 30 ft. apart; or 175 lbs of metal			<i>Caster Level:</i> 7	
Cloud Wings	17	Fortitude negates [harmless]	1 standard action	1 hour/level	Touch	V,S	Yes [harmless]	Transmutation	SC: Pg.49
<i>Effect:</i> Increases fly speed by 30 ft.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 7	
Countermoon	17	Will negates [D]	1 standard action	12 hours	Close (40 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> 7	
Creeping Cold	17	Fortitude half	1 standard action	3 rounds	Close (40 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> 7	
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> 7	
Decomposition	17	None	1 standard action	1 round/level	50 ft.	V,S,DF	Yes	Necromancy	SC: Pg.61
<i>Effect:</i> Wounded creatures suffer 3 extra hp/round.					<i>Target:</i> Living enemies within a 50-ft.-radius emanation centered on you			<i>Caster Level:</i> 7	
Delay Poison	17	Fortitude negates (harmless)	1 standard action	1 hour/level	Touch	V,S, DF	Yes (harmless)	Conjuration (Healing)	PHB: pg.217
<i>Effect:</i> Stops poison from harming subject for 1 hour/level.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 7	
Drifts of the Shalm	17	None	1 standard action	1 round/level	Medium (170 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> 7	
* =Domain/Speciality Spell									

Druid Spells

Earthbind	17	Fortitude negates	1 standard 1 minute/level [D] action	Medium (170 ft.)	V,S	Yes	Transmutation	SC: Pg.76
Effect: Reduce a creatures fly speed to 0, airborne creatures fall to the ground as if by featherfall.				Target: One creature		Caster Level: 7		
Earthfast	17	None	1 standard 10 minutes/level [D] action	Close (40 ft.)	V,S	Yes [object]	Transmutation	SC: Pg.76
Effect: Doubles Structures HP and increases Hardness to 10.				Target: One stone structure or rock formation, up to 25 cu. ft./level		Caster Level: 7		
Easy Trail	17	None	1 standard 1 hour/level [D] action	40 ft.	V,S	Yes	Abjuration	SC: Pg.76
Effect: Removes movement penalties through dense brush and increases track DC by 5 for any pursurers.				Target: 40-ft. radius emanation centered on you		Caster Level: 7		
Embrace the Wild	17	N/A	1 standard 10 minutes/level [D] action	Personal	V	N/A	Transmutation	SC: Pg.79
Effect: The caster gains an animal's sensory and skills, low-light vision and Scent or Blindsense 30' your choice. +2 spot and listen checks.				Target: You		Caster Level: 7		
Fins to Feet	17	Fortitude negates [harmless]	1 standard 1 hour/level action	Touch	V,S	Yes [harmless]	Transmutation	SC: Pg.92
Effect: Creatures lose swim speed but gain walk speed of 30 ft.				Target: Willing creature touched		Caster Level: 7		
Fire Trap	17	Reflex half; see text	10 minutes Permanent until discharged [D]	Touch	V,S,M	Yes	Abjuration [Fire]	PHB: pg.231
Effect: Opened object deals 1d4+7 fire damage.				Target: Object touched		Caster Level: 7		
Flame Blade	17	None	1 standard 1 minute/level [D] action	0 ft.	V,S, DF	Yes	Evocation [Fire]	PHB: pg.231
Effect: Touch attack deals 1d8 +3 fire damage.				Target: Sword-like beam		Caster Level: 7		
Flaming Sphere	17	Reflex negates	1 standard 1 round/level action	Medium (170 ft.)	V,S,M/DF	Yes	Evocation [Fire]	PHB: pg.232
Effect: Creates rolling ball of fire, 2d6 damage, lasts 1 round/level.				Target: 5-ft.-diameter sphere		Caster Level: 7		
Fog Cloud	17	None	1 standard 10 minutes/level action	Medium (170 ft.)	V,S	No	Conjuration (Creation)	PHB: pg.232
Effect: Fog obscures vision.				Target: Fog spreads in 20-ft. radius, 20 ft. high		Caster Level: 7		
Frost Breath	17	Reflex half	1 standard Instantaneous action	30 ft.	V,S,M	Yes	Evocation [Cold]	SC: Pg.100
Effect: Breath a cone of cold that deal 1d4/2 caster levels [max 5d4] and creatures are also dazed if they failed the Reflex save.				Target: Cone-shaped burst		Caster Level: 7		
Gust of Wind	17	Fortitude negates	1 standard 1 round action	60 ft.	V,S	Yes	Evocation [Air]	PHB: pg.238
Effect: Blows away or knocks down smaller creatures.				Target: Line-shaped gust of severe wind emanating out from you to the extreme of the range		Caster Level: 7		
Healing Lorecall	17	N/A	1 standard 10 minutes/level action	Personal	V,S,M	N/A	Divination	SC: Pg.110
Effect: Allows caster with Heal ranks to remove other ailments when using Conjuration [Healing] spells. Can also heal more; see text.				Target: You		Caster Level: 7		
Healing Sting	17	None	1 standard Instantaneous action	Touch	V,S,M	Yes	Necromancy	SC: Pg.110
Effect: Inflict 1d12 +1/caster level [max +10] to a living creature and gain an equal amount of HP.				Target: You and one living creature		Caster Level: 7		
Heartfire	17	Fortitude partial	1 standard 1 round/level action	Close (40 ft.)	V,S,DF	Yes	Evocation [Light, Fire]	SC: Pg.112
Effect: Subjects do benefit from concealment, on failed save they also take 1d4 fire damage each round [half damage on save].				Target: living creatures within a 5-ft.-radius burst		Caster Level: 7		
Heat Metal	17	Will negates (object)	1 standard 7 rounds action	Close (40 ft.)	V,S, DF	Yes (object)	Transmutation [Fire]	PHB: pg.239
Effect: Make metal so hot it damages those who touch it.				Target: 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		Caster Level: 7		
Hold Animal	17	Will negates; see text	1 standard 1 round/level [D]; see text action	Medium (170 ft.)	V,S	Yes	Enchantment (Compulsion) [Mind-Affecting]	PHB: pg.241
Effect: Paralyzes one animal for 1 round/level.				Target: One animal		Caster Level: 7		
Kelpstrand	17	None	1 standard 1 round/level action	Close (40 ft.)	V,S,M	No	Conjuration (Creation)	SC: Pg.128
Effect: Make ranged attacks against each target; see text				Target: One creature/3 levels, no two of which are more than 30 ft. apart		Caster Level: 7		
Linked Perception	17	Will negates (harmless)	1 standard 1 minute/level [D] action	20 ft.	V,DF	Yes (harmless)	Divination	PHB II: pg.117
Effect: 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].				Target: 20-ft.-radius emanation centered on you		Caster Level: 7		
Listening Lorecall	17	N/A	1 standard 10 minutes/level action	Personal	V,S,DF	N/A	Divination	SC: Pg.133
Effect: Gain +4 insight bonus on Listen checks; see text.				Target: You		Caster Level: 7		
Mark of the Outcast	17	Will negates	1 standard Permanent action	Close (40 ft.)	V,S,DF	Yes	Necromancy	SC: Pg.138
Effect: Creates an indelible mark on the subjects face; see text.				Target: One creature		Caster Level: 7		
Master Air	17	N/A	1 standard 1 round/level action	Personal	V,S,F	N/A	Transmutation	SC: Pg.139
Effect: Fly at 90 ft. [or 60 if med or hvy armor].				Target: You		Caster Level: 7		
Mountain Stance	17	Will negates [harmless]	1 standard 1 minute/level action	Touch	V,S	No	Transmutation	SC: Pg.144
Effect: 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.				Target: One creature		Caster Level: 7		
Nature's Favor	17	Will negates [harmless]	1 swift action 1 minute	Touch	V,S,DF	Yes [harmless]	Evocation	SC: Pg.146
Effect: Target animal gains attack and damage bonus of +1 for every 3 caster levels max of +5 at 15th level.				Target: Animal touched		Caster Level: 7		
One With the Land	17	N/A	1 standard 1 hour/level action	Personal	V,S	N/A	Transmutation	SC: Pg.149
Effect: Gain +2 insight bonus to Move Silently, Search, Hide, Survival and Handle Animal checks.				Target: You		Caster Level: 7		
Owl's Wisdom	17	Will negates (harmless)	1 standard 1 minute/level action	Touch	V,S,M/DF	Yes	Transmutation	PHB: pg.259
Effect: Subject gains +4 to Wis for 1 minutes/level.				Target: Creature touched		Caster Level: 7		
Reduce Animal	17	None	1 standard 1 hour/level [D] action	Touch	V,S	No	Transmutation	PHB: pg.269
Effect: Shrinks one willing animal.				Target: One willing animal of Small, Medium, Large, or Huge size		Caster Level: 7		
Resist Energy	17	Fortitude negates (harmless)	1 standard 10 minutes/level action	Touch	V,S, DF	Yes (harmless)	Abjuration	PHB: pg.272
Effect: Ignores first 20 points of damage/attack from specified energy type.				Target: Creature touched		Caster Level: 7		
Restoration, Lesser	17	Will negates (harmless)	3 rounds Instantaneous	Touch	V,S	Yes (harmless)	Conjuration (Healing)	PHB: pg.272
Effect: Dispels magical ability penalty or repairs 1d4 ability damage.				Target: Creature touched		Caster Level: 7		
Saltray	17	Fortitude partial	1 standard Instantaneous action	Close (40 ft.)	V,S	Yes	Evocation	SC: Pg.179
Effect: Ranged touch attack deals 1d6 per two caster levels [max 5d6] and make a save or be stunned for 1 round.				Target: Ray		Caster Level: 7		
* =Domain/Speciality Spell								

Druid Spells

☐☐☐☐☐ Scent	17	None	1 standard	10 minutes/level action	Touch	V,S,M	Yes [harmless]	Transmutation	SC: Pg.180
<i>Effect:</i> Bestows Scent ability with all the same powers.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 7		
☐☐☐☐☐ Share Husk	17	Will negates [harmless]	1 standard	1 minute/level action	Touch	V,S,M	Yes	Divination	SC: Pg.187
<i>Effect:</i> You can sense all the stimuli the target animal senses.					<i>Target:</i> Animal touched		<i>Caster Level:</i> 7		
☐☐☐☐☐ Snake's Swiftmess, Mass	17	Will negates [harmless]	1 standard	Instantaneous action	Medium (170 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> 7		
☐☐☐☐☐ Soften Earth and Stone	17	None	1 standard	Instantaneous action	Close (40 ft.)	V,S, DF	No	Transmutation [Earth]	PHB: 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> 7		
☐☐☐☐☐ Spider Climb	17	Will negates (harmless)	1 standard	10 minutes/level action	Touch	V,S,M	Yes (harmless)	Transmutation	PHB: pg.283
<i>Effect:</i> Grants ability to walk on walls and ceilings.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 7		
☐☐☐☐☐ Splinterbolt	17	None	1 standard	Instantaneous action	Close (40 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> 7		
☐☐☐☐☐ Summon Nature's Ally II	17	None	1 round	1 round/level [D]	Close (40 ft.)	V,S, DF	No	Conjuration (Summoning)	PHB: 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> 7		
☐☐☐☐☐ Summon Swarm	17	None	1 round	Concentration + 2 rounds	Close (40 ft.)	V,S,M/DF	No	Conjuration (Summoning)	PHB: pg.289
<i>Effect:</i> Summons swarm of bats, rats, or spiders.					<i>Target:</i> One swarm of bats, rats, or spiders		<i>Caster Level:</i> 7		
☐☐☐☐☐ Swim	17	None	1 round	10 minutes/level [D]	Medium (170 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> 7		
☐☐☐☐☐ 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> 7		
☐☐☐☐☐ Tree Shape	17	None	1 standard	1 hour/level [D] action	Personal	V,S, DF	No	Transmutation	PHB: pg.296
<i>Effect:</i> You look exactly like a tree for 1 hour/level.					<i>Target:</i> You		<i>Caster Level:</i> 7		
☐☐☐☐☐ Warp Wood	17	Will negates (object)	1 standard	Instantaneous action	Close (40 ft.)	V,S	Yes (object)	Transmutation	PHB: pg.300
<i>Effect:</i> Bends wood [shaft, handle, door, plank].					<i>Target:</i> One Small wooden object/level, all within a 20-ft. radius		<i>Caster Level:</i> 7		
☐☐☐☐☐ Wings of Air	17	None	1 standard	1 minute/level action	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> 7		
☐☐☐☐☐ Winter's Embrace	17	Fortitude negates	1 standard	1 round/level action	Close (40 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> 7		
☐☐☐☐☐ Wood Shape	17	Will negates (object)	1 standard	Instantaneous action	Touch	V,S, DF	Yes (object)	Transmutation	PHB: pg.303
<i>Effect:</i> Rearranges wooden objects to suit you.					<i>Target:</i> One touched piece of wood no larger than 10 cu. ft. + 1 ft./level		<i>Caster Level:</i> 7		
☐☐☐☐☐ Wracking Touch	17	Fortitude half	1 standard	Instantaneous action	Touch	V,S	Yes	Necromancy	SC: Pg.243
<i>Effect:</i> Deal 1d6 +1 per caster level [max +10] plus you get sneak attack damage if you possess the ability.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 7		
☐☐☐☐☐ Zone of Glacial Cold	17	Fort half	1 standard	7 rounds action	Medium (170 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> 7		

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> 7	
☐☐☐☐☐Align Fang, Mass	18	Will negates [harmless]	1 standard	1 minute/level action	Close (40 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> 7	
☐☐☐☐☐Alter Fortune	18	None	1 immediate	Instantaneous action	Close (40 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> 7	
☐☐☐☐☐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> 7	
☐☐☐☐☐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> 7	
☐☐☐☐☐Blindsight	18	Will negates [harmless]	1 standard	1 minute/level action	Touch	V,S	Yes [harmless]	Transmutation	SC: Pg.32
<i>Effect:</i> Grant blindsight to 30 ft.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 7	
☐☐☐☐☐Call Lightning	18	Reflex half	1 round	1 minute/level	Medium (170 ft.)	V,S	Yes	Evocation [Electricity]	PHB: pg.207
<i>Effect:</i> Calls down one lightning bolt/level [max 10] over duration [3d6 per bolt] from sky; 3d10 in outdoors stormy area.					<i>Target:</i> One or more 30-ft.-long vertical lines of lightning			<i>Caster Level:</i> 7	
☐☐☐☐☐Capricious Zephyr	18	None and Reflex partial; see text	1 standard	1 round/level action	Medium (170 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> 7	
☐☐☐☐☐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> 7	
☐☐☐☐☐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> 7	
☐☐☐☐☐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> 7	
* =Domain/Specialty Spell									

Druid Spells

<div>☐☐☐☐☐Creaking Cacophony</div> <div><i>Effect:</i> All who are in the effect have -4 to listen. Spellcasters are distracted.</div>	18	None	1 standard 1 round/level action		Medium (170 ft.)	V,S	Yes	Illusion (Figment) [Sonic]	SC: Pg.55
<div>☐☐☐☐☐Crown of Clarity</div> <div><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.</div>	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
<div>☐☐☐☐☐Crumble</div> <div><i>Effect:</i> Deal 1d8/level [max 10d8] damage to structure, ignoring hardness; see text.</div>	18	Fortitude half [object]	1 standard Instantaneous action		Medium (170 ft.)	V,S	Yes [object]	Transmutation	SC: Pg.56
<div>☐☐☐☐☐Cure Moderate Wounds</div> <div><i>Effect:</i> Cures 2d8 +1/level [max +10] damage.</div>	18	Will half (harmless); see text	1 standard Instantaneous action		Touch	V,S	Yes (harmless); see text	Conjuration (Healing)	PHB: pg.216
<div>☐☐☐☐☐Daylight</div> <div><i>Effect:</i> 60-ft. radius of bright light.</div>	18	None	1 standard 10 minutes/level [D] action		Touch	V,S	No	Evocation [Light]	PHB: pg.216
<div>☐☐☐☐☐Dehydrate</div> <div><i>Effect:</i> Deal 1d6 plus 1/3 caster levels [max +5].</div>	18	Fortitude negates	1 standard Instantaneous action		Medium (170 ft.)	V,S,DF	Yes	Necromancy	SC: Pg.62
<div>☐☐☐☐☐Diminish Plants</div> <div><i>Effect:</i> Reduces size or blights growth of normal plants.</div>	18	None	1 standard Instantaneous action		See text	V,S, DF	No	Transmutation	PHB: pg.221
<div>☐☐☐☐☐Dominate Animal</div> <div><i>Effect:</i> Subject animal obeys silent mental commands.</div>	18	Will negates	1 round	1 round/level	Close (40 ft.)	V,S	Yes	Enchantment (Compulsion) [Mind-Affecting]	PHB: pg.224
<div>☐☐☐☐☐Downdraft</div> <div><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>	18	Reflex partial; see text	1 standard	Instantaneous action	Long (680 ft.)	V,S,M	Yes	Evocation [Air]	SC: Pg.72
<div>☐☐☐☐☐Earthen Grace</div> <div><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>	18	Will negates [harmless]	1 standard 1 minute/level action		Touch	V,S,M	Yes [harmless]	Abjuration [Earth]	SC: Pg.76
<div>☐☐☐☐☐Energy Vortex</div> <div><i>Effect:</i> Choose an energy type and it causes 1d8 +1/caster level [max +20]. You may double the damage if you forgoe a save and take the damage centered on you as well.</div>	18	Reflex half	1 standard Instantaneous action		20 ft.	V,S	Yes	Evocation [Choose:Acid, Cold, Fire, Electricity, Sonic]	SC: Pg.81
<div>☐☐☐☐☐Entangling Staff</div> <div><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>	18	Yes? [harmless,object]	1 swift action	1 round/level [D]	Touch	V,S,F	Yes [harmless]	Transmutation	SC: Pg.83
<div>☐☐☐☐☐Evard's Manacing Tentacles</div> <div><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>	18		1 standard 1 round/level action		Personal	V,S,M		Transmutation	PHB II: pg.113
<div>☐☐☐☐☐Fire Wings</div> <div><i>Effect:</i> Attack or Fly; see text.</div>	18	N/A	1 round	1 minute/level	Personal	V,S,M,F	N/A	Transmutation [Fire]	SC: Pg.93
<div>☐☐☐☐☐Fly, Swift</div> <div><i>Effect:</i> This spell functions like fly, except as noted.</div>	18	N/A	1 swift action	1 round	Personal	V	N/A	Transmutation	SC: Pg.96
<div>☐☐☐☐☐Forestfold</div> <div><i>Effect:</i> Grants +10 competence bonus on Hide and Move Silently checks.</div>	18	N/A	1 standard 1 hour/level [D] action		Personal	V,S	N/A	Transmutation	SC: Pg.98
<div>☐☐☐☐☐Giant's Wrath</div> <div><i>Effect:</i> Pebbles become boulders; see text</div>	18	None	1 swift action	1 round/level	Personal	V,S,M	No	Transmutation [Earth]	SC: Pg.105
<div>☐☐☐☐☐Girallon's Blessing</div> <div><i>Effect:</i> Gain an additional pair of arms; see text</div>	18	Fortitude negates [harmless]	1 standard 10 minutes/level action		Touch	V,S,M	Yes [harmless]	Transmutation	SC: Pg.106
<div>☐☐☐☐☐Heatstroke</div> <div><i>Effect:</i> Target becomes fatigued [if fatigued it becomes exhausted], takes 2d6 nonlethal heat [with or without save].</div>	18	Fortitude partial	1 standard Instantaneous action		Medium (170 ft.)	V,S	Yes [harmless]	Transmutation	SC: Pg.113
<div>☐☐☐☐☐Hypothermia</div> <div><i>Effect:</i> Deals 1d6 per caster level [max 10d6] and becomes fatigued. Save halves damage and negates fatigue.</div>	18	Fortitude partial	1 standard Instantaneous action		Close (40 ft.)	V,S	Yes	Evocation [Cold]	SC: Pg.118
<div>☐☐☐☐☐Icelance</div> <div><i>Effect:</i> Creates an ice lance; ranged touched attack at +4, if it hit causes 6d6 points, make save or be stunned for 1d4 rounds.</div>	18	Fortitude partial	1 standard Instantaneous action		Medium (170 ft.)	V,S,F	Yes	Conjuration (Creation)	SC: Pg.119
<div>☐☐☐☐☐Infestation of Maggots</div> <div><i>Effect:</i> Deal 1d4 constitution per round. Save ends the spell and the effect.</div>	18	Fortitude negates	1 standard 1 round/2 levels action		Touch	V,S,M	Yes	Necromancy	SC: Pg.123
<div>☐☐☐☐☐Jagged Tooth</div> <div><i>Effect:</i> Doubles the critical threat range of one natural weapon.</div>	18	Will negates [harmless]	1 standard 10 minutes/level action		Close (40 ft.)	V,S	Yes [harmless]	Transmutation	SC: Pg.127
<div>☐☐☐☐☐Lion's Charge</div> <div><i>Effect:</i> Gain pounce ability [make full attack after a charge].</div>	18	N/A	1 swift action	1 round	Personal	V	N/A	Transmutation	SC: Pg.133
<div>☐☐☐☐☐Magic Fang, Greater</div> <div><i>Effect:</i> One natural weapon of subject creature gets +1 on attack and damage rolls.</div>	18	Will negates (harmless)	1 standard 1 hour/level action		Close (40 ft.)	V,S, DF	Yes (harmless)	Transmutation	PHB: pg.250
<div>☐☐☐☐☐Meld into Stone</div> <div><i>Effect:</i> You and your gear merge with stone.</div>	18	None	1 standard 10 minutes/level action		Personal	V,S, DF	No	Transmutation [Earth]	PHB: pg.252
<div>☐☐☐☐☐Nature's Balance</div> <div><i>Effect:</i> Take -4 to one ability score [Str, Dex, Con] and target gains like amount.</div>	18	Fortitude negates [harmless]	1 standard 10 minutes/level action		Touch	V,S	Yes [harmless]	Transmutation	SC: Pg.145
<div>☐☐☐☐☐Nature's Rampart</div> <div><i>Effect:</i> Shapes natural setting into a formidable defense.</div>	18	None	10 minutes Instantaneous		Medium (170 ft.)	V,S,F	No	Transmutation	SC: Pg.146

Druid Spells

Neutralize Poison	18	Will negates (harmless, object)	1 standard 10 minutes/level action	Touch	V,S,M/DF	Yes (harmless, object)	Conjuration (Healing)	PHB: pg.257
<i>Effect:</i> Immunizes subject against poison, detoxifies venom in or on subject.				<i>Target:</i> Creature or object of up to 1 cu. ft./level. touched			<i>Caster Level:</i> 7	
Plant Growth	18	None	1 standard Instantaneous action	See text	V,S, DF	No	Transmutation	PHB: pg.262
<i>Effect:</i> Grows vegetation, improves crops.				<i>Target:</i> See text			<i>Caster Level:</i> 7	
Poison	18	Fortitude negates; see text	1 standard Instantaneous; see text action	Touch	V,S, DF	Yes	Necromancy	PHB: pg.262
<i>Effect:</i> Touch deals 1d10 Con damage, repeats in 1 minute.				<i>Target:</i> Living creature touched			<i>Caster Level:</i> 7	
Primal Form	18	N/A	1 standard 1 minute/level action	Personal	V,S,DF	N/A	Transmutation	SC: Pg.161
<i>Effect:</i> You assume the physical appearance and many of the qualities and abilities of a chosen elemental [fire, water, earth, air]; see text				<i>Target:</i> You			<i>Caster Level:</i> 7	
Protection from Energy	18	Fortitude negates (harmless)	1 standard 10 minutes/level or until discharged action	Touch	V,S, DF	Yes (harmless)	Abjuration	PHB: pg.266
<i>Effect:</i> Absorb 12 points of damage/level [max 120] from one kind of energy.				<i>Target:</i> Creature touched			<i>Caster Level:</i> 7	
Quench	18	None or Will negates (object)	1 standard Instantaneous action	Medium (170 ft.)	V,S, DF	No or Yes (object)	Transmutation	PHB: pg.267
<i>Effect:</i> Extinguishes nonmagical fires or one magic item.				<i>Target:</i> 20-ft. cube/level [S] or one fire-based magic item			<i>Caster Level:</i> 7	
Quillfire	18	N/A	1 standard 1 round/level action	Personal	V,S	N/A	Transmutation	SC: Pg.164
<i>Effect:</i> Quills inflict 1d8 or thrown range 10 ft; see text.				<i>Target:</i> You			<i>Caster Level:</i> 7	
Remove Disease	18	Fortitude negates (harmless)	1 standard Instantaneous action	Touch	V,S	Yes (harmless)	Conjuration (Healing)	PHB: pg.271
<i>Effect:</i> Cures all diseases affecting subject.				<i>Target:</i> Creature touched			<i>Caster Level:</i> 7	
Resist Energy, Mass	18	Fortitude negates [harmless]	1 standard 10 minutes/level action	Close (40 ft.)	V,S,DF	Yes [harmless]	Abjuration	SC: Pg.174
<i>Effect:</i> As resist energy, except that it affects all targeted creatures.				<i>Target:</i> One creature/level, no two of which can be more than 30 ft. apart			<i>Caster Level:</i> 7	
Sink	18	Will negates	1 standard 1 round action	Close (40 ft.)	V,S,DF	Yes	Transmutation	SC: Pg.190
<i>Effect:</i> Affect creatures sink 100 ft./round; see text.				<i>Target:</i> One creature/level, no two of which are more than 30 ft. apart			<i>Caster Level:</i> 7	
Sleet Storm	18	None	1 standard 1 round/level action	Long (680 ft.)	V,S,M/DF	No	Conjuration (Creation) [Cold]	PHB: pg.280
<i>Effect:</i> Hampers vision and movement.				<i>Target:</i> Cylinder 40			<i>Caster Level:</i> 7	
Snakebite	18	N/A	1 standard 1 round/level [D] action	Personal	V,S	N/A	Transmutation	SC: Pg.193
<i>Effect:</i> Turns one of your arms into a venomous snake; see text.				<i>Target:</i> You			<i>Caster Level:</i> 7	
Snare	18	None	3 rounds Until triggered or broken	Touch	V,S, DF	No	Transmutation	PHB: pg.280
<i>Effect:</i> Creates a magic booby trap.				<i>Target:</i> Touched nonmagical circle of vine, rope, or thong with a 2 ft. diameter + 2 ft./level			<i>Caster Level:</i> 7	
Snowshoes, Mass	18	Will negates [harmless]	1 standard 1 hour/level [D] action	Close (40 ft.)	V,S	Yes [harmless]	Transmutation	SC: Pg.194
<i>Effect:</i> Same as Snowshoes, except as noted.				<i>Target:</i> One creature/level, no two of which are more than 30 ft. apart			<i>Caster Level:</i> 7	
Speak with Plants	18	None	1 standard 1 minute/level action	Personal	V,S	No	Divination	PHB: pg.282
<i>Effect:</i> You can talk to normal plants and plant creatures.				<i>Target:</i> You			<i>Caster Level:</i> 7	
Spiderskin	18	Will negates [harmless]	1 standard 10 minutes/level action	Touch	V,S,M/DF	Yes [harmless]	Transmutation	SC: Pg.202
<i>Effect:</i> Grants recipient +1 to natural AC, +1 save against poison and +1 bonus to Hide checks for every three caster levels [max +5].				<i>Target:</i> Creature touched			<i>Caster Level:</i> 7	
Spike Growth	18	Reflex partial	1 standard 1 hour/level [D] action	Medium (170 ft.)	V,S, DF	Yes	Transmutation	PHB: pg.283
<i>Effect:</i> Creatures in area take 1d4 damage, may be slowed.				<i>Target:</i> 20-ft. squares/level			<i>Caster Level:</i> 7	
Spikes	18	None	1 standard 1 hour/level action	Touch	V,S,M	No	Transmutation	SC: Pg.202
<i>Effect:</i> As brambles, except affected weapon gains +2 enhancement bonus and threat range doubled.				<i>Target:</i> Wooden weapon touched			<i>Caster Level:</i> 7	
Spiritjaws	18	None	1 standard 1 round/level [D] action	Medium (170 ft.)	V,S,M	Yes	Evocation [Force]	SC: Pg.202
<i>Effect:</i> Jaws attempt to grapple the target; see text				<i>Target:</i> Jaws of force			<i>Caster Level:</i> 7	
Standing Wave	18	Reflex negates	1 standard 10 minutes/level [D] action	Close (40 ft.)	V,S,DF	Yes	Transmutation	SC: Pg.204
<i>Effect:</i> Transports across water; see text.				<i>Target:</i> Waves under a creature or object within range			<i>Caster Level:</i> 7	
Stone Shape	18	None	1 standard Instantaneous action	Touch	V,S,M/DF	No	Transmutation [Earth]	PHB: pg.284
<i>Effect:</i> Sculpts stone into any shape.				<i>Target:</i> Stone or stone object touched, up to 10 cu. ft. +1 cu. ft./level			<i>Caster Level:</i> 7	
Summon Nature's Ally III	18	None	1 round 1 round/level [D]	Close (40 ft.)	V,S, DF	No	Conjuration (Summoning)	PHB: 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> 7	
Thornskin	18	N/A	1 standard 1 round/level [D] action	Personal	V,S,M	N/A	Transmutation	SC: Pg.219
<i>Effect:</i> Sprout thorns from your skin that makes your unarmed deal lethal plus an extra 1d6 piercing damage on unarmed attacks.				<i>Target:</i> You			<i>Caster Level:</i> 7	
Thunderous Roar	18	Fortitude partial; see text	1 standard Instantaneous action	Long (680 ft.)	V,S,DF	Yes	Evocation [Sonic]	SC: Pg.220
<i>Effect:</i> All creatures in the area take 1d6 sonic damage per two caster levels; see text.				<i>Target:</i> 20-ft.-radius burst			<i>Caster Level:</i> 7	
Treasure Scent	18	N/A	1 standard 1 hour/level action	Personal	V,S	N/A	Divination	SC: Pg.223
<i>Effect:</i> Detect copper, silver, gold, platinum, and gems within 30 feet. See text.				<i>Target:</i> You			<i>Caster Level:</i> 7	
Tremor	18	See text	1 standard 1 round/3 levels action	Medium (170 ft.)	V,S,DF	No	Evocation [Earth]	SC: Pg.223
<i>Effect:</i> Disrupts concentration; see text.				<i>Target:</i> 40-ft.-radius spread			<i>Caster Level:</i> 7	
Vigor	18	Will negates [harmless]	1 standard 10 rounds + 1 round/level [max 25] action	Touch	V,S	Yes [harmless]	Conjuration (Healing)	SC: Pg.229
<i>Effect:</i> Same as lesser vigor except it grants target fast healing ability for the duration of the spell at 2 hp automatically healed per round.				<i>Target:</i> Living creature touched			<i>Caster Level:</i> 7	
Vigor, Mass Lesser	18	Will negates [harmless]	1 standard 10 rounds + 1 round/level [max 25] action	20 ft.	V,S	Yes [harmless]	Conjuration (Healing)	SC: Pg.229
<i>Effect:</i> Same as lesser vigor except it grants all targets fast healing ability for the duration of the spell at 1 hp automatically healed per round.				<i>Target:</i> One creature/2 levels, no two of which can be more than 30 ft. apart			<i>Caster Level:</i> 7	
Vine Mine	18	See text	1 standard 10 minutes/level action	Medium (170 ft.)	V,S,M	Yes	Conjuration (Creation)	SC: Pg.230
<i>Effect:</i> Creates a rapid growth of vines, see text.				<i>Target:</i> 10-ft.-radius/level spread			<i>Caster Level:</i> 7	
* =Domain/Specialty Spell								

Druid Spells

Water Breathing	18	Will negates (harmless)	1 standard	2 hours/level; see text action	Touch	V,S,M/DF	Yes (harmless)	Transmutation	PHB: pg.300
<i>Effect:</i> Subjects can breathe underwater.									
Weather Eye	18	None	1 hour	Instantaneous	1 mile + 1 mile/level	V,S,M,F	No	Divination	SC: Pg.238
<i>Effect:</i> You may accurately predict the natural weather up to one week into the future. If unnatural forces currently affect the weather then the spell acts as detect magic.									
Wind Wall	18	None; see text	1 standard	1 round/level action	Medium (170 ft.)	V,S,M/DF	Yes	Evocation [Air]	PHB: pg.302
<i>Effect:</i> Deflects arrows, smaller creatures, and gases.									
					Target: Wall up to 10 ft./level long and 5 ft./level high [S]			Caster Level: 7	

LEVEL 4

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
Air Walk	19	None	1 standard	10 minutes/level action	Touch	V,S, DF	Yes (harmless)	Transmutation [Air]	PHB: pg.196
<i>Effect:</i> Subject treads on air as if solid [climb at 45-degree angle].									
Antiplant Shell	19	None	1 standard	10 minutes/level [D] action	10 ft.	V,S, DF	Yes	Abjuration	PHB: pg.200
<i>Effect:</i> Keeps animated plants at bay.									
Arc of Lightning	19	Reflex half	1 standard	Instantaneous action	Close (40 ft.)	V,S,M/DF	No	Conjuration (Creation) [Electricity]	SC: Pg.15
<i>Effect:</i> Create a bolt of electricity between two creatures causing 1d6/level [max 15d6] to both creatures and anything in between them.									
Bite of the Wereboar	19	N/A	1 standard	1 round/level action	Personal	V,S,M	N/A	Transmutation	SC: Pg.28
<i>Effect:</i> Gain +4 bonus to Str, +6 Con, +8 natural armor. Gain Bite attack; see text									
Blight	19	Fortitude half; see text	1 standard	Instantaneous action	Touch	V,S, DF	Yes	Necromancy	PHB: pg.206
<i>Effect:</i> Withers one plant or deals 1d6/level damage to plant creature.									
Blindsight, Greater	19	Will negates [harmless]	1 standard	1 minute/level action	Touch	V,S	Yes [harmless]	Transmutation	SC: Pg.32
<i>Effect:</i> Grant blindsight to 30 ft.									
Bottle of Smoke	19	None	10 minutes	1 hour/level	Touch	V,S,F	No	Conjuration (Creation)	SC: Pg.37
<i>Effect:</i> Creates a steed made of smoke.									
Burrow, Mass	19	Will negates [harmless]	1 standard	1 minute/level [D] action	Touch	V,S,F/DF	Yes [harmless]	Transmutation	SC: Pg.41
<i>Effect:</i> Same as Burrow, except effects multiple creatures.									
Call of Stone	19	Fortitude partial	1 standard	1 round/2 levels action	Medium (170 ft.)	V,S	Yes	Transmutation	PHB II: pg.105
<i>Effect:</i> Target must make successive saves each round or slowly turn into stone statue.									
Chain of Eyes	19	Will negates	1 standard	1 hour/level action	Touch	V,S	Yes	Divination	SC: Pg.45
<i>Effect:</i> Scrying sensor passed along by touch.									
Command Plants	19	Will negates	1 standard	1 day/level action	Close (40 ft.)	V	Yes	Transmutation	PHB: pg.211
<i>Effect:</i> Sway the actions of one or more plant creatures.									
Contagious Touch	19	Fortitude negates	1 standard	1 round/level action	Touch	V,S	Yes	Necromancy	SC: Pg.52
<i>Effect:</i> Any creature you hit with melee touch is afflicted with contagion and the selected disease; see text.									
Contingent Energy Resistance	19	N/A	1 minute	1 hour/level [D]	Personal	V,S,M	N/A	Abjuration	SC: Pg.52
<i>Effect:</i> Same as Contingency, except it is more limited.									
Control Water	19	None; see text	1 standard	10 minutes/level [D] action	Long (680 ft.)	V,S,M/DF	No	Transmutation [Water]	PHB: pg.214
<i>Effect:</i> Raises or lowers bodies of water.									
Creeping Cold, Greater	19	Fortitude half	1 standard	See text action	Close (40 ft.)	V,S,F	Yes	Transmutation [Cold]	SC: Pg.56
<i>Effect:</i> As creeping cold, but has a higher damage cap with additional rounds.									
Cure Serious Wounds	19	Will half (harmless); see text	1 standard	Instantaneous action	Touch	V,S	Yes (harmless); see text	Conjuration (Healing)	PHB: pg.216
<i>Effect:</i> Cures 3d8 +1/level [max +15] damage.									
Dispel Magic	19	None	1 standard	Instantaneous action	Medium (170 ft.)	V,S	No	Abjuration	PHB: pg.223
<i>Effect:</i> Cancels magical spells and effects.									
Enhance Wild Shape	19	N/A	1 minute	1 hour/level	Personal	V,S	N/A	Transmutation	SC: Pg.81
<i>Effect:</i> Gain enhancement to your next wild shape; See text.									
Essence of the Raptor	19	N/A	1 standard	10 minutes/level [D] action	Personal	V,S	N/A	Transmutation	SC: Pg.84
<i>Effect:</i> Speed increases to 60 ft. Gain +8 bonus to Hide, Jump, Listen, Spot and Survival checks. Gain Scent ability.									
Eye of the Hurricane	19	Fortitude negates	1 standard	Instantaneous action	40 ft.	V,S	Yes	Abjuration [Air]	SC: Pg.86
<i>Effect:</i> Creates a hurricane with you unaffected at the center; see text									
Flame Strike	19	Reflex half	1 standard	Instantaneous action	Medium (170 ft.)	V,S, DF	Yes	Evocation [Fire]	PHB: pg.231
<i>Effect:</i> Smite foes with divine fire for 1d6/level [max 15d6] damage.									
Freedom of Movement	19	Will negates (harmless)	1 standard	10 minutes/level action	Personal or touch	V,S,M, DF	Yes (harmless)	Abjuration	PHB: pg.233
<i>Effect:</i> Subject moves normally despite impediments.									
Giant Vermin	19	None	1 standard	1 minute/level action	Close (40 ft.)	V,S, DF	Yes	Transmutation	PHB: pg.235
<i>Effect:</i> Turns centipedes, scorpions, or spiders into giant vermin.									
Healing Spirit	19	Will half (harmless)	1 standard	1 round/2 levels action	Close (40 ft.)	V,S	Yes (harmless)	Conjuration (Healing)	PHB II: pg.114
<i>Effect:</i> Create a spirit that heals with positive energy 1d8 [undead are dealt damage] Flies at 30 ft.; see text.									
Ice Storm	19	None	1 standard	1 full round action	Long (680 ft.)	V,S,M/DF	Yes	Evocation [Cold]	PHB: pg.243
<i>Effect:</i> Hail deals 5d6 damage in cylinder 40 ft. across.									
					Target: Cylinder 20			Caster Level: 7	

* =Domain/Specialty Spell

Druid Spells

□□□□□ Jaws of the Wolf	19	None	1 standard 1 round/level [D] action	Close (40 ft.)	V,S,F	No	Transmutation	SC: Pg.127
<i>Effect:</i> Transform small wooden carvings into real worgs equal to one for every two caster levels.				<i>Target:</i> One or more created worgs		<i>Caster Level:</i> 7		
□□□□□ Land Womb	19	Will negates	1 standard 10 minutes/level [D] action	Touch	V,S	Yes	Abjuration	SC: Pg.130
<i>Effect:</i> Descend into a protective bubble in the earth below, others see you descend as if the earth opened up and swallowed you.				<i>Target:</i> You and one other creature/level		<i>Caster Level:</i> 7		
□□□□□ Languor	19	Will partial	1 standard 1 round/level action	Close (40 ft.)	V,S	Yes	Transmutation	SC: Pg.130
<i>Effect:</i> Ranged touch attack. Causes short term Strength loss and slowing; See text.				<i>Target:</i> Ray		<i>Caster Level:</i> 7		
□□□□□ Last Breath	19	None	1 standard Instantaneous action	Touch	V,S	Yes [harmless]	Transmutation	SC: Pg.130
<i>Effect:</i> Creature killed within 1 round returns to 0 hp.				<i>Target:</i> Dead creature touched		<i>Caster Level:</i> 7		
□□□□□ Lay of the Land	19	N/A	3 rounds Instantaneous	Personal	V,S,F/DF	N/A	Divination	SC: Pg.131
<i>Effect:</i> Learn area of 50 miles radius; see text				<i>Target:</i> You		<i>Caster Level:</i> 7		
□□□□□ Magic Fang, Superior	19	N/A	1 standard 1 round/level action	Personal	V,S	N/A	Abjuration	SC: Pg.136
<i>Effect:</i> Every natural weapon you possess becomes enchanted to +1 per four caster levels [max +5 level 20].				<i>Target:</i> You		<i>Caster Level:</i> 7		
□□□□□ Meteoric Strike	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
<i>Effect:</i> 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].				<i>Target:</i> Your melee weapon		<i>Caster Level:</i> 7		
□□□□□ Miasma of Entropy	19	Fortitude half or Will negates [object]	1 standard Instantaneous action	30 ft.	V,S	Yes [object]	Necromancy	SC: Pg.141
<i>Effect:</i> Accelerates decay in natural substances; see text				<i>Target:</i> Cone-shaped burst or one solid object; see text		<i>Caster Level:</i> 7		
□□□□□ Moon Bolt	19	Fortitude half[living] Will negates[undead]	1 standard Instantaneous action	Long (680 ft.)	V,S	Yes	Evocation	SC: Pg.143
<i>Effect:</i> Bolt unerringly strikes dealing 1d4 Str damage per three caster levels [max 5d4]. Undead instead fall helpless for 1d4 rounds; see text.				<i>Target:</i> One living or undead creature, or two living or undead creatures, that are <15 ft. apart		<i>Caster Level:</i> 7		
□□□□□ Murderous Mist	19	Reflex partial; see text	1 standard 1 round/level action	Close (40 ft.)	V,S	No	Conjuration (Creation)	SC: Pg.145
<i>Effect:</i> Create cloud of scalding hot steam; see text.				<i>Target:</i> Cloud spreads in 30-ft. radius, 20 ft. high		<i>Caster Level:</i> 7		
□□□□□ Perinarch	19	None [object] and Reflex negates; see text	1 standard 1 round/level; see text action	Close (40 ft.)	V,S,DF	No	Transmutation	SC: Pg.153
<i>Effect:</i> Grants temporary over the terrain of limbo.				<i>Target:</i> N/A		<i>Caster Level:</i> 7		
□□□□□ Planar Tolerance	19	None	1 immediate 1 hour/level action	20 ft.	V	Yes [harmless]	Abjuration	SC: Pg.159
<i>Effect:</i> Gain temporary respite from the natural effects of a specific plane.				<i>Target:</i> One creature/level in a 20-ft. radius burst centered on you		<i>Caster Level:</i> 7		
□□□□□ Poison Vines	19	Fortitude negates	1 standard 10 minutes/level action	Medium (170 ft.)	V,S,M	Yes	Conjuration (Creation)	SC: Pg.160
<i>Effect:</i> Creates vines like vine mine except vines have contact poison; see text.				<i>Target:</i> 10-ft.-radius/level spread		<i>Caster Level:</i> 7		
□□□□□ Reincarnate	19	None; see text	10 minutes Instantaneous	Touch	V,S,M, DF	Yes (harmless)	Transmutation	PHB: pg.270
<i>Effect:</i> Brings dead subject back in a random body.				<i>Target:</i> Dead creature touched		<i>Caster Level:</i> 7		
□□□□□ Renewed Vigor	19	Fortitude negates (harmless)	1 standard Instantaneous; see text action	30 ft.	V,S	Yes (harmless)	Transmutation	PHB II: pg.123
<i>Effect:</i> Remove the fatigued condition from all creatures in area, and exhausted creatures become fatigued. +2 bonus to Constitution for 1 round per caster level.				<i>Target:</i> 30-ft.-radius- burst centered on you		<i>Caster Level:</i> 7		
□□□□□ Repel Vermin	19	None or Will negates; see text	1 standard 10 minutes/level [D] action	10 ft.	V,S, DF	Yes	Abjuration	PHB: pg.271
<i>Effect:</i> Insects, spiders, and other vermin stay 10 ft. away.				<i>Target:</i> 10 ft. radius emanation centered on you		<i>Caster Level:</i> 7		
□□□□□ Resistance, Greater	19	Will negates [harmless]	1 standard 24 hours action	Touch	V,S,M/DF	Yes [harmless]	Abjuration	SC: Pg.174
<i>Effect:</i> As resistance, except you grant the subject +3 resistance bonus.				<i>Target:</i> Creature touched		<i>Caster Level:</i> 7		
□□□□□ Rushing Waters	19	None; see text	1 standard Instantaneous action	Medium (170 ft.)	V,S,DF	No	Conjuration (Creation) [Water]	SC: Pg.178
<i>Effect:</i> Wave of water bull rushes from you with a +15 bonus on the opposed Str check; see text.				<i>Target:</i> 15-ft.-radius spread		<i>Caster Level:</i> 7		
□□□□□ Rusting Grasp	19	None	1 standard See text action	Touch	V,S, DF	No	Transmutation	PHB: pg.273
<i>Effect:</i> Your touch corrodes iron and alloys.				<i>Target:</i> One nonmagical ferrous object [or the volume of the object within 3 ft. of the touched point] or one ferrous creature		<i>Caster Level:</i> 7		
□□□□□ Scrying	19	Will negates	1 hour 1 minute/level	See text	V,S,M/DF, F	Yes	Divination (Scrying)	PHB: pg.274
<i>Effect:</i> Spies on subject from a distance.				<i>Target:</i> Magical sensor		<i>Caster Level:</i> 7		
□□□□□ Shadowblast	19	Fort negates	1 standard Insta action	Long (680 ft.)	V,S,M	Yes	Evocation [Light]	SC: Pg.186
<i>Effect:</i> Creatures stunned for 1d6 rounds; natives of shadow vulnerable take damage; see text.				<i>Target:</i> 20-ft.-radius spread		<i>Caster Level:</i> 7		
□□□□□ Sheltered Vitality	19	Fortitude negates [harmless]	1 standard 1 minute/level action	Touch	V,S,DF	Yes [harmless]	Abjuration	SC: Pg.188
<i>Effect:</i> Subject gains immunity to fatigue, exhaustion, and ability damage or drain.				<i>Target:</i> Living creature touched		<i>Caster Level:</i> 7		
□□□□□ Spark of Life	19	Will negates	1 standard 1 round/level action	Touch	V,S	Yes	Necromancy	SC: Pg.196
<i>Effect:</i> Undead touched temporarily acts as if it were alive and vulnerable as if it weren't undead.				<i>Target:</i> Undead creature touched		<i>Caster Level:</i> 7		
□□□□□ Spike Stones	19	Reflex partial	1 standard 1 hour/level [D] action	Medium (170 ft.)	V,S, DF	Yes	Transmutation [Earth]	PHB: pg.283
<i>Effect:</i> Creatures in area take 1d8 damage, may be slowed.				<i>Target:</i> 20-ft. squares/level		<i>Caster Level:</i> 7		
□□□□□ Starvation	19	Fortitude partial	1 standard Instantaneous action	Close (40 ft.)	V,S,M	Yes	Transmutation	SC: Pg.206
<i>Effect:</i> Target takes 1d6 per caster level [max 10d6] nonlethal damage; see text.				<i>Target:</i> One living creature		<i>Caster Level:</i> 7		
□□□□□ Sudden Stalagmite	19	Reflex half	1 standard Instantaneous action	Medium (170 ft.)	V,S	No	Conjuration (Creation) [Earth]	SC: Pg.213
<i>Effect:</i> Stalagmite springs up under creature causing 1d6 per caster level [max 10d6].				<i>Target:</i> One creature		<i>Caster Level:</i> 7		
□□□□□ Summon Elementite Swarm	19	None	1 round Concentration, up to 1 round/level + 1 round	Close (40 ft.)	V,S	No	Conjuration (Summoning) [see text]	SC: Pg.214
<i>Effect:</i> Summons a elementite swarm [Planar Handbook 114]; see text				<i>Target:</i> One summoned elementite		<i>Caster Level:</i> 7		
□□□□□ Summon Nature's Ally IV	19	None	1 round 1 round/level [D]	Close (40 ft.)	V,S, DF	No	Conjuration (Summoning)	PHB: 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				
* =Domain/Speciality Spell								

Druid Spells

□□□□□Swim, Mass	19	None	1 round	10 minutes/level [D]	Medium (170 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/level, no two of which can be more than 30 ft. apart			<i>Caster Level:</i> 7	
□□□□□Vortex of Teeth	19	None	1 standard action	1 round/level [D]	Medium (170 ft.)	V,S,M	Yes	Evocation [Force]	SC: Pg.232
<i>Effect:</i> Creatures in the area take 3d8 damage per round, it also harms incorporeal creatures.					<i>Target:</i> Hollow cylinder [40-ft. radius, 20-ft. high, with a 5-ft.-radius safe zone in center]			<i>Caster Level:</i> 7	
□□□□□Wall of Sand	19	None	1 standard action	Concentration +1 round/level	Medium (170 ft.)	V,S,M/DF	No	Conjuration (Creation) [Earth]	SC: Pg.235
<i>Effect:</i> Creates a churning wall of sand.					<i>Target:</i> A straight wall whose area is up to one 10-ft. square/level [S]			<i>Caster Level:</i> 7	
□□□□□Wall of Water	19	Reflex negates; see text	1 standard action	10 minutes/level	Medium (170 ft.)	V,S,M	No	Conjuration (Creation) [Water]	SC: Pg.235
<i>Effect:</i> Creates a vertical wall of swirling water.					<i>Target:</i> A straight wall whose area is up to one 10-ft. square/level [S]			<i>Caster Level:</i> 7	
□□□□□Wild Runner	19	N/A	1 standard action	10 minutes/level	Personal	V,S,DF	N/A	Transmutation	SC: Pg.239
<i>Effect:</i> Assume the physical appearance and many abilities of a centaur [MM 32]; see text.					<i>Target:</i> You			<i>Caster Level:</i> 7	
□□□□□Wind at Back	19	Fortitude negates [harmless]	1 standard action	12 hours	Medium (170 ft.)	V,S	Yes [harmless]	Evocation	SC: Pg.239
<i>Effect:</i> Doubles overland speed of all targets.					<i>Target:</i> One creature/level, no two of which can be more than 30 ft. apart			<i>Caster Level:</i> 7	
□□□□□Wings of Air, Greater	19	None	1 standard action	1 minute/level	Touch	V	No	Transmutation	SC: Pg.240
<i>Effect:</i> Maneuverability improves by two steps.					<i>Target:</i> Winged creature touched			<i>Caster Level:</i> 7	
□□□□□Wood Rot	19	None	1 standard action	Instantaneous or 1 round/level; see text	Touch	V,S,M	No	Transmutation	SC: Pg.241
<i>Effect:</i> Deal damage to plants or destroy wooden objects.					<i>Target:</i> One nonmagical wooden object or a volume of wood; or one plant creature			<i>Caster Level:</i> 7	
* =Domain/Speciality Spell									

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

Notes:

Character Sheet Notes: