

# Teryn "The Hound" Solarus

NAME  
d8E15 Drd 105000  
CLASS EXPERIENCE  
15 120000  
Character Level NEXT LEVEL

ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD
<b>STR</b> Strength	17	+3	17	+3	17	+3
<b>DEX</b> Dexterity	13	+1	13	+1	13	+1
<b>CON</b> Constitution	16	+3	16	+3	16	+3
<b>INT</b> Intelligence	16	+3	16	+3	16	+3
<b>WIS</b> Wisdom	18	+4	18	+4	18	+4
<b>CHA</b> Charisma	10	+0	10	+0	10	+0

# Conor Rhone

PLAYERNAME  
Half-Elf Medium  
RACE SIZE  
25 Male  
AGE GENDER

<b>HP</b> hit points		146	WOUNDS/CURRENT HP									
<b>AC</b> armor class		19	18	11	10							
TOTAL		FLAT	TOUCH	BASE								
<b>INITIATIVE</b> modifier		+7	+1	+6								
		TOTAL	DEX MODIFIER	MISC MODIFIER								
<b>BASE ATTACK</b> bonus		+11/+6/+1										

# Rillifane Rallathil

DEITY  
6' 2" 175 lbs.  
HEIGHT WEIGHT  
Green Light Brown,  
EYES HAIR

# Neutral Good

ALIGNMENT  
Low-light  
VISION  
-1  
POINTS

SAVING THROWS	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP	conditional modifiers
<b>FORTITUDE</b> (constitution)	+7	+4	+3	+0	+0	+0		
<b>REFLEX</b> (dexterity)	+7	+6	+1	+0	+0	+0		
<b>WILL</b> (wisdom)	+9	+5	+4	+0	+0	+0		

	TOTAL	BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP
<b>MELEE</b> attack bonus	+13	+11	+3	+0	-1	+0	
<b>RANGED</b> attack bonus	+11	+11	+1	+0	-1	+0	
<b>GRAPPLE</b> attack bonus	+13	+11	+3	+0	-1	+0	

Martial Arts	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	REACH
	+13/+13	2d10+3	20/x2	5 ft.

Quarterstaff	HAND	TYPE	SIZE	CRITICAL	REACH
	Carried	B/B	M	20/x2	5 ft.
TOTAL ATTACK BONUS	DAMAGE				
+13/+13	1d6+4				
Special Properties					

*Teryn's Walking Stick	HAND	TYPE	SIZE	CRITICAL	REACH
	Primary	B	M	none/x0	5 ft.
TOTAL ATTACK BONUS	DAMAGE				
+19/+19	2d4+9				
Special Properties	May deal non-lethal damage at will, Bonded Weapon:+3 to Hit and Damage, redirect sunder damage to self, alarm on weapon, take 5d6 damage if weapon broken, cannot be disarmed.				

\*: 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
*Teryn's Bracers		+8		+0	0
Grants Cloaking and Guises Abilities					

SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	MAX RANKS	18/9	MISC MODIFIER
✓ Acrobatics	DEX	19	= 1	+ 18.0	+	
✓ Appraise	INT	3	= 3	+	+	
✓ Athletics	STR	3	= 3	+	+	
✓ Craft (Untrained)	INT	3	= 3	+	+	
✓ Deception	CHA	0	= 0	+	+	
✓ Endurance	CON	3	= 3	+	+	
✓ Gather Information	CHA	27	= 0	+ 18.0	+	9
✓ Heal	WIS	7	= 4	+ 3.0	+	
✓ Knowledge (Nature)	INT	10	= 3	+ 5.0	+	2
✓ Perception	WIS	35	= 4	+ 18.0	+	13
✓ Persuasion	CHA	0	= 0	+	+	
✓ Ride	DEX	1	= 1	+	+	
✓ Sense Motive	WIS	22	= 4	+ 18.0	+	
✓ Spellcraft	INT	28	= 3	+ 18.0	+	7
✓ Stealth	DEX	11	= 1	+	+	10
✓ Survival	WIS	29	= 4	+ 18.0	+	7
Survival (Find or follow tracks)	WIS	36	= 4	+ 18.0	+	14
Survival (Natural environments)	WIS	31	= 4	+ 18.0	+	9
✓ Thievery	DEX	1	= 1	+	+	
✓ Use Rope	DEX	1	= 1	+	+	
			=	+	+	
			=	+	+	

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

EQUIPMENT					
ITEM	LOCATION	QTY	WT	COST	
Quarterstaff	Carried	1	4.0	0.0	
Teryn's Bracers	Equipped	1	0.0	0.0	
Grants Cloaking and Guises Abilities					
Teryn's Cape	Equipped	1	0.0	0.0	
Teryn's Eye Agate Circlet	Equipped	1	0.0	0.0	
Grants Mindspeech and Mindlink to Animal Companions only.					
Teryn's Ring of the Skilled Tracker	Equipped	1	0.0	0.0	
+5 to all tracking related checks					
Teryn's Walking Stick	Equipped	1	0.0	0.0	
May deal non-lethal damage at will, Bonded Weapon:+3 to Hit and Damage, redirect sunder damage to self, alarm on weapon, take 5d6 damage if weapon broken, cannot be disarmed.					
TOTAL WEIGHT CARRIED/VALUE			4 lbs.	0.0 gp	

WEIGHT ALLOWANCE					
Light	86	Medium	173	Heavy	260
Lift over head	260	Lift off ground	520	Push / Drag	1300

SPECIAL ATTACKS	
<b>Martial Arts (15x)</b>	<b>[Eclipse, p.53]</b>
(3 CP). A character is considered armed when using unarmed combat so long as he or she places at least 3 CP in this ability. He or she gains a base damage of 1d4 with unarmed attacks. Each +3 CP invested after that increases the damage by one die type (d6/d8/d10/d12), up to a maximum of 1d12 at 15 CP., [Damage 2d10]	
<b>Warcraft</b>	<b>[Eclipse, p.10]</b>
+11 BAB	

SPECIAL QUALITIES	
<b>Weapon Prof ~ All Simple and Martial Weapons</b>	<b>[Eclipse, p.49]</b>
Grants Proficiency with all simple and martial weapons.	
<b>Immunity to magic sleep effects</b>	<b>[PHB, p.16]</b>
<b>+2 racial saving throw bonus against enchantment spells or effects</b>	<b>[PHB, p.16]</b>
<b>Elven Blood</b>	<b>[PHB, p.18]</b>
For all effects related to race, a half-elf is considered an elf.	

FEATS	
<b>Feat Conversion to CP ~ 6 (9x)</b>	<b>[Eclipse, p.9]</b>
Covert regular feat to six Character Points	

PROFICIENCIES
Axe (Throwing), Battleaxe, Chakram, Club, Crossbow (Heavy), Crossbow (Light), Cutlass, Dagger, Dagger (Punching), Dart, Falchion, Flail, Flail (Heavy), Gauntlet, Gauntlet (Spiked), Glaive, Grapple, Greataxe, Greatclub, Greatsword, Guisarme, Halberd, Halfspear, Hammer (Light), Handaxe, Hoopak, Javelin, Keyblade, Kukri, Lance, Laser, Longbow, Longspear, Longsword, Mace (Heavy), Mace (Light), Magister's Staff, Maul, Morningstar, Pick (Heavy), Pick (Light), Quarterstaff, Ranseur, Rapier, Sap, Scimitar, Scourge, Scythe, Shieldbash (Heavy), Shieldbash (Light), Shortbow, Shortspear, Sickle, Skirt Blades, Sling, Spear, Spells(Ray), Spiked Armor, Sword (Bastard), Sword (Short), Sword Staff, Trident, Unarmed, Unarmed Strike, Waraxe (Dwarven), Warhammer

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

TEMPLATES
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Animal Companion: Talnor (Companion (Hawk))					
HP:	73	AC:	31	INIT:	+9
FORT:	+12	REF:	+17	WILL:	+9
*Talons (Natural/Primary)	+15/+15	DAM:	1d4	CRIT:	20/x2
Special:					

Animal Companion: Fang (Companion (Wolf))					
HP:	102	AC:	28	INIT:	+4
FORT:	+16	REF:	+19	WILL:	+10
*Talons (Natural/Primary)	+15/+15	DAM:	1d4	CRIT:	20/x2
Special:					

<div>Recurring Bonuses</div> <div>Duties [Eclipse, p.17] (+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 [Eclipse, p.17] (+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 (Armor restrictions (Druid), Weapon restrictions (Druid)) [Eclipse, p.17] 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>Eclipse Abilities</div> <div>Awareness [Eclipse, p.25] (6 CP). You suffer no defensive penalties when you're surprised. You retain your Dexterity bonus when caught flat-footed or attacked by an invisible assailant and save without penalty against surprises.</div> <div>Companion [Eclipse, p.27] (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>Great Form [Eclipse, p.27] (+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>Might [Eclipse, p.27] (+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>Additional [Eclipse, p.27] (+6 CP) allows you to gain another Companion. The new Companion gains the benefits of any Great Form, Might, Storage, Transform, or Template bonuses already given to a previous Companion, if applicable and you so desire.</div> <div>Deep Sleep [Eclipse, p.30] Many ascetics study meditation and mysticism. In d20, these skills are as useful as any. With Deep Sleep, a character gains the benefits of a full night's rest in only four hours and may ignore minor (up to 15 minutes total) interruptions in that interval.</div> <div>Improved Initiative (9x) [Eclipse, p.53] The character gains +2 to Initiative per 3 CP invested, up to a maximum +8 bonus.</div> <div>Shapeshift [Eclipse, p.42] (6 CP) You may take Small or Medium animal forms once per day per 3 character levels as a Standard Action. You may not take a form with more hit dice than you possess. All equipment you carry melds with your new form and is unusable. The new form lasts until you decide to change back. As a side effect, shapeshifters can revert to normal form when polymorphed.</div> <div>Dire [Eclipse, p.43] (+3 CP) allows Dire animals.</div> <div>Enchanted [Eclipse, p.43] (+6 CP per form type) allows the user to use a form's extraordinary and supernatural abilities, but not its spell-like or spellcasting abilities.</div> <div>Hybrid [Eclipse, p.43] (+6 CP) allows a shapeshifter to make a partial change, mixing animal characteristics with their natural form. In general, this means that they can continue to use weapons, items, and sometimes armor, while in "animal" form but must spend another +6 CP to be able to speak clearly.</div> <div>Natural Magic [Eclipse, p.43] (+6 CP) allows a character in animal or plant form to cast spells even without hands or the ability to speak. He or she may use components if he or she had them before transforming.</div> <div>Skill Emphasis (Perception, Survival, Spellcraft, Gather Information) [Eclipse, p.44] This grants a +2 bonus on any single skill.</div> <div>Mastery (Gather Information, Perception, Spellcraft, Survival) [Eclipse, p.44] +1 to existing choices</div> <div>Mastery x2 (Gather Information, Survival, Spellcraft, Perception) [Eclipse, p.44] additional +1 to existing choices</div> <div>Skill Focus +3 (Gather Information, Perception, Spellcraft, Survival) [Eclipse, p.44] +3 bonus to any single skill. Skill Focus stacks with Skill Emphasis.</div> <div>Specialist (Grapple, Trip) [Eclipse, p.54] (3 CP). Specialist grants a +4 bonus on any one of the following checks: Grapple, Trip, Sunder, Disarm, Strength-based Overrun checks, or another specialty attack the GM allows.</div> <div>Specialized for half cost (Traceless, Awareness) [Eclipse, p.22]</div> <div>Traceless (Travel) [Eclipse, p.47] (6 CP). Traceless characters leave no discernable traces of a particular type of activity. The user must choose a specific form. Common forms include - Travel means the character leaves no traces when moving about. The character leaves no footprints, disturbs no leaves, and breaks no twigs. Magic means the character leaves no aura behind and his or her magic does not leave a discernable trace. It does not help with enemies using direct divination or assessing his or her aura in person. Genetic means the character leaves no personal biological evidence, such as fingerprints or usable DNA. More exotic forms include Murder (the victim remains dead, but there is no discernable cause of death and no blood or other traces), Computer Hacking, Surgery, and many more. This may be taken multiple times, each time applying to another activity.</div> <div>Track (Interdimensional, Urban, Wilderness) [Eclipse, p.47] (3 CP). Characters with this feat select Urban, Wilderness, or Dimensional tracking. Tracking requires a Survival (for wilderness) or Gather Information (for urban) check every mile to follow the target. This is DC 15 for favorable conditions, DC 20 for unfavorable ones. Size bonuses on Hide checks apply, and unfavorable lighting may inflict penalties. Dimensional tracking relies on Spellcraft and can trace Gates or teleportation and dimensional travel.</div> <div>Style (Scent, Magical Traces) [Eclipse, p.47] (+6 CP) grants another method of tracking. A tracker might purchase Style: Scent, for example, and trace the enemy by smell. Another character might purchase Magical Traces, and could attempt to track by observing residual spell energies. Either way, this counters -10 points' worth of penalties on the DC for the tracking check. It grants no inherent ability to use the selected sense, only the ability to track</div>
<div>DISADVANTAGES</div> <div>History [Eclipse, p.19] 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>Valuable [Eclipse, p.20] You are worth a lot of money. This usually means that there's a reward out on you, but it may mean that you will bring a vast price on the slave market, have some mystic quality about you which makes you priceless to a mage, or, for truly exotic character races, that your body parts are extremely valuable.</div> <div>Vows [Eclipse, p.20] While closely related to Compulsive, Vows are generally more restrictive. They're also far more dangerous; those who fail to live up to their vows face some form of retribution. On the other hand, they also get some support; characters gain a +/- 3 bonus (as needed) against attempts to make them break their vows.</div>	

with it.

#### **Animal Companion**

[Eclipse, p.27]

You have an Animal Companion, Handling or "pushing" an animal companion is a free action and the master gains a +4 bonus on Handle Animal checks or "social" checks involving the companion., Their master opt to share the effects of spells and powers used on him or her with them if they're within five feet.

#### **Cloaking**

[Eclipse, p.27]

(6 CP). A character with Cloaking has an always-on disguise over his or her mystical and/or psychic aura, although this has no effect on normal senses. You must specify what the effect is. Cloaking is often used to make one look like a honest fellow to fool truth-detection, to alter your apparent alignment, or to disguise yourself as a member of a similar species.

#### **Guises**
















[Eclipse, p.33]

(3 CP). Guises allows a character to create an alternate identity, complete with whatever documents, references, legal history, or acquaintances might be necessary. This identity must be of the character's species (and often ethnicity) but may have a different public face or personality. Creating such an identity takes a minimum of several weeks.












# 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	6	6	5	4	3	2	1	0

## LEVEL 0

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
 Create Water		None	1 standard action	Instantaneous	Close (100 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> 30		
 Cure Minor Wounds	18	Will half (harmless); see text	1 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> 30		
 Dawn	18	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> 30		
 Detect Magic		None	1 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> 30		
 Detect Poison		None	1 standard action	Instantaneous	Close (100 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> 30		
 Flare	18	Fortitude negates	1 standard action	Instantaneous	Close (100 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> 30		
 Guidance	18	Will negates (harmless)	1 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> 30		
 Know Direction		None	1 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> 30		
 Light		None	1 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> 30		
 Mending	18	Will negates (harmless, object)	1 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> 30		
 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> 30		
 Purify Food and Drink	18	Will negates (object)	1 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> 30		
 Read Magic		None	1 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> 30		
 Resistance	18	Will negates (harmless)	1 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> 30		
 Virtue	18	Fortitude negates (harmless)	1 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> 30		

## 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 (100 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> 30		
 Animate Water		None	1 round	Concentration, up to 1 round/level [D]	Close (100 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> 30		
 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> 30		
 Aspect of the Wolf	19	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> 30		
 Aura Against Flame	19	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> 30		
 Babau Slime	19	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> 30		
 Beast Claws	19	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> 30		
 Beastland Ferocity	19	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> 30		
 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> 30		
 Branch to Branch	19	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> 30		
 Breath of the Jungle		None	1 standard action	1 minute/level	Medium (400 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> 30		

\* =Domain/Specialty Spell

# Druid Spells

□□□□□ Buoyant Lifting	None	1 immediate action	1 minute/level [D]; see text	Close (100 ft.)	S,DF	No	Evocation	SC: p.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> 30		
□□□□□ Calm Animals	19	Will negates; see text	1 standard 1 minute/level action	Close (100 ft.)	V,S	Yes	Enchantment (Compulsion) [Mind-Affecting]	PHB: p.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> 30		
□□□□□ Camouflage	19	N/A	1 standard 10 minutes/level action	Personal	V,S	N/A	Transmutation	SC: p.43
<i>Effect:</i> Gain +10 circumstance bonus on Hide checks.				<i>Target:</i> You		<i>Caster Level:</i> 30		
□□□□□ Charm Animal	19	Will negates	1 standard 1 hour/level action	Close (100 ft.)	V,S	Yes	Enchantment (Charm) [Mind-Affecting]	PHB: p.208
<i>Effect:</i> Makes one animal your friend.				<i>Target:</i> One animal		<i>Caster Level:</i> 30		
□□□□□ Claws of the Bear	19	N/A	1 standard 1 round/level action	Personal	V,S	N/A	Transmutation	SC: p.47
<i>Effect:</i> Your hands become natural weapons that deal 1d8 with each attack.				<i>Target:</i> You		<i>Caster Level:</i> 30		
□□□□□ Claws of the Beast	None	1 standard 30 rounds action		Personal	V,S	No	Transmutation	PGtF: p.101
<i>Effect:</i> Your fingers sprout claws. Considered armed and do 1d8 with each attack.				<i>Target:</i> YOU		<i>Caster Level:</i> 30		
□□□□□ Climb Walls	19	Will negates [harmless]	1 standard 1 minute/level [D] action	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.				<i>Target:</i> Creature touched		<i>Caster Level:</i> 30		
□□□□□ Cloudburst	None	1 round 10 minutes/level [D]		Long (1600 ft.)	V,S	No	Evocation (Water)	SC: p.49
<i>Effect:</i> Heavy rain reduces visibility. -4 Spot & Search.				<i>Target:</i> 100-ft.-radius emanation		<i>Caster Level:</i> 30		
□□□□□ Cold Fire	19	No [fire] or Fortitude half	1 standard 1 minute/level [fire source] or instantaneous [creature] action	Close (100 ft.)	V,S,DF	Yes [creature]	Transmutation [Cold]	SC: p.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> 30		
□□□□□ Crabwalk	None	1 standard 1 minute/level action		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.				<i>Target:</i> Creature touched		<i>Caster Level:</i> 30		
□□□□□ Cure Light Wounds	19	Will half (harmless); see text	1 standard instantaneous action	Touch	V,S	Yes (harmless); see text	Conjuration (Healing)	PHB: p.215
<i>Effect:</i> Cures 1d8 +1/level [max +5] damage.				<i>Target:</i> Creature touched		<i>Caster Level:</i> 30		
□□□□□ Deep Breath	19	N/A	1 immediate 1 round/level action	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.				<i>Target:</i> You		<i>Caster Level:</i> 30		
□□□□□ Delay Disease	19	Will negates [harmless]	1 standard 24 hours action	Touch	V,S,DF	Yes [harmless]	Conjuration (Healing)	SC: p.63
<i>Effect:</i> Halts any nonmagical disease for the duration of the spell.				<i>Target:</i> Creature touched		<i>Caster Level:</i> 30		
□□□□□ Detect Animals or Plants	None	1 standard Concentration, up to 10 minutes/level [D]		Long (1600 ft.)	V,S	No	Divination	PHB: p.218
<i>Effect:</i> Detects kinds of animals or plants.				<i>Target:</i> Cone-shaped emanation		<i>Caster Level:</i> 30		
□□□□□ Detect Snares and Pits	None	1 standard Concentration, up to 10 minutes/level [D]		60 ft.	V,S	No	Divination	PHB: p.220
<i>Effect:</i> Reveals natural or primitive traps.				<i>Target:</i> Cone-shaped emanation		<i>Caster Level:</i> 30		
□□□□□ Endure Elements	19	Will negates (harmless)	1 standard 24 hours action	Touch	V,S	Yes (harmless)	Abjuration	PHB: p.226
<i>Effect:</i> Exist comfortably in hot or cold environments.				<i>Target:</i> Creature touched		<i>Caster Level:</i> 30		
□□□□□ Enrage Animal	None	1 standard Concentration +1 round/level action		Medium (400 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.				<i>Target:</i> One animal		<i>Caster Level:</i> 30		
□□□□□ Entangle	19	Reflex partial; see text	1 standard 1 minute/level [D] action	Long (1600 ft.)	V,S, DF	No	Transmutation	PHB: p.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> 30		
□□□□□ Faerie Fire	None	1 standard 1 minute/level [D] action		Long (1600 ft.)	V,S, DF	Yes	Evocation [Light]	PHB: p.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> 30		
□□□□□ Foundation of Stone	None	1 standard 1 round/level action		Close (100 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.				<i>Target:</i> One creature/level, no two of which are more than 30 ft. apart		<i>Caster Level:</i> 30		
□□□□□ Goodberry	None	1 standard 1 day/level action		Touch	V,S, DF	Yes	Transmutation	PHB: p.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> 30		
□□□□□ Hawkeye	19	N/A	1 standard 10 minutes/level [D] action	Personal	V	N/A	Transmutation	SC: p.110
<i>Effect:</i> Increases range increment by 50% and +5 competence bonus on Spot checks.				<i>Target:</i> You		<i>Caster Level:</i> 30		
□□□□□ Healthful Rest	19	Will negates [harmless]	10 minutes 24 hours	Close (100 ft.)	V,S	Yes [harmless]	Conjuration (Healing)	SC: p.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> 30		
□□□□□ Hide from Animals	19	Will negates (harmless)	1 standard 10 minutes/level [D] action	Touch	S, DF	Yes	Abjuration	PHB: p.241
<i>Effect:</i> Animals can't perceive 1 subject/level.				<i>Target:</i> 1 creature/level touched		<i>Caster Level:</i> 30		
□□□□□ Horrible Taste	19	Fortitude negates; see text	1 standard 10 minutes/level action	Touch	V,S,M	No	Transmutation	SC: p.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> 30		
□□□□□ Jump	19	Will negates (harmless)	1 standard 1 minute/level [D] action	Touch	V,S,M	Yes	Transmutation	PHB: p.246
<i>Effect:</i> Subject gets bonus on Jump checks.				<i>Target:</i> Creature touched		<i>Caster Level:</i> 30		
□□□□□ Junglerazer	19	Reflex half	1 standard instantaneous action	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.				<i>Target:</i> 120-ft. line		<i>Caster Level:</i> 30		
□□□□□ Longstrider	None	1 standard 1 hour/level [D] action		Personal	V,S,M	No	Transmutation	PHB: p.249
<i>Effect:</i> Increases your speed.				<i>Target:</i> You		<i>Caster Level:</i> 30		

\* =Domain/Specialty Spell

# Druid Spells

Low-light Vision	19	Will negates [harmless]	1 standard 1 hour/level action	Touch	V,M	Yes [harmless]	Transmutation	SC: p.134
<i>Effect:</i> Target gains low-light vision.								
Magic Fang	19	Will negates (harmless)	1 standard 1 minute/level action	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.								
Magic Stone	19	Will negates (harmless, object)	1 standard 30 minutes or until discharged action	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.								
Obscuring Mist		None	1 standard 1 minute/level action	20 ft.	V,S	No	Conjuration (Creation)	PHB: p.258
<i>Effect:</i> Fog surrounds you.								
Omen of Peril	19	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.								
Pass without Trace	19	Will negates (harmless)	1 standard 1 hour/level [D] action	Touch	V,S, DF	Yes (harmless)	Transmutation	PHB: p.259
<i>Effect:</i> 1 subject/level leaves no tracks.								
Produce Flame		None	1 standard 1 minute/level [D] action	0 ft.	V,S	Yes	Evocation [Fire]	PHB: p.265
<i>Effect:</i> 1d6 +1/level [max +5] damage, touch or thrown.								
Raging Flame		None	1 standard 1 minute action	Medium (400 ft.)	V,S	No	Transmutation [Fire]	SC: p.164
<i>Effect:</i> Causes existing fire to double their heat and radiance; see text.								
Ram's Might	19	N/A	1 standard 1 minute/level action	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.								
Rapid Burrowing	19	Fortitude negates [harmless]	1 standard 10 minutes/level action	Touch	V,S,DF	Yes [harmless]	Transmutation	SC: p.166
<i>Effect:</i> Improves existing burrow speed by 20 ft.								
Remove Scent	19	Will negates	1 standard 10 minutes/level action	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 ghouls or troglodytes.								
Resist Planar Alignment	19	Will negates [harmless]	1 standard 1 round/level action	Touch	V,S,DF	Yes [harmless]	Abjuration	SC: p.174
<i>Effect:</i> Grants limited protection from a plane's alignment traits; see text.								
Sandblast	19	Reflex half	1 standard Instantaneous action	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.								
Shillelagh	19	Will negates (object)	1 standard 1 minute/level action	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.								
Slow Burn		None	1 standard 1 minute action	Medium (400 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.								
Snake's Swiftess	19	Will negates [harmless]	1 standard Instantaneous action	Close (100 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.								
Snowshoes	19	Will negates [harmless]	1 standard 1 hour/level [D] action	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.								
Speak with Animals		None	1 standard 1 minute/level action	Personal	V,S	No	Divination	PHB: p.281
<i>Effect:</i> You can communicate with animals.								
Summon Nature's Ally I		None	1 round 1 round/level [D]	Close (100 ft.)	V,S, DF	No	Conjuration (Summoning)	PHB: p.288
<i>Effect:</i> Calls creature to fight.								
Surefooted Stride		None	1 standard 1 minute/level action	Personal	V,S	No	Transmutation	SC: p.216
<i>Effect:</i> Move through difficult terrain at full speed. Gain +2 Climb checks.								
Thunderhead	19	Reflex negates; see text	1 standard 1 round/level action	Close (100 ft.)	V,S,M	Yes	Evocation [Electricity]	SC: p.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	19	Will negates	1 standard 1 hour/level action	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.								
Updraft	19	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.								
Vigor, Lesser	19	Will negates [harmless]	1 standard 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.								
Vine Strike	19	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.								
Wall of Smoke	19	Fortitude partial; see text	1 standard 1 round/level action	Close (100 ft.)	V,S	No	Conjuration (Creation)	SC: p.235
<i>Effect:</i> Makes a wall of black smoke, causes nausea; see text.								
Wings of the Sea	19	Fortitude negates [harmless]	1 standard 1 minute/level action	Touch	S,M	Yes [harmless]	Transmutation	SC: p.240
<i>Effect:</i> Increases creatures swim speed by 30 ft.								
Winter Chill	19	Fortitude negates	1 standard Instantaneous action	Close (100 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.								
Wood Wose		None	1 standard 1 hour/level action	Close (100 ft.)	V,S,DF	No	Conjuration (Creation)	SC: p.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	20	Will negates [harmless]	1 standard	1 minute/level action	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> 30	
□□□□□Animalistic Power	20	Will negates [harmless]	1 standard	1 minute/level action	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> 30	
□□□□□Animal Messenger	20	None; see text	1 standard	1 day/level action	Close (100 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> 30	
□□□□□Animal Trance	20	Will negates; see text	1 standard	Concentration action	Close (100 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> 30	
□□□□□Avoid Planar Effects		None	1	1 minute/level immediate action	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> 30	
□□□□□Balancing Lorecall	20	N/A	1 standard	1 minute/level [D] action	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> 30	
□□□□□Barkskin		None	1 standard	10 minutes/level action	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> 30	
□□□□□Bear's Endurance	20	Will negates (harmless)	1 standard	1 minute/level action	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> 30	
□□□□□Binding Winds	20	Reflex negates	1 standard	Concentration action	Medium (400 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> 30	
□□□□□Bite of the Wererat	20	N/A	1 standard	1 round/level action	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> 30	
□□□□□Blinding Spittle		None	1 standard	Instantaneous action	Close (100 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> 30	
□□□□□Blood Frenzy	20	Will negates	1 standard	Special; see text action	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> 30	
□□□□□Body of the Sun	20	Reflex half	1 standard	1 round/level action	5 ft.	V,S,DF	Yes	Trasmutation [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> 30	
□□□□□Brambles		None	1 standard	1 round/level action	Touch	V,S,M	No	Trasmutation	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> 30	
□□□□□Briar Web		None	1 standard	1 minute/level action	Medium (400 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> 30	
□□□□□Bull's Strength	20	Will negates (harmless)	1 standard	1 minute/level action	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> 30	
□□□□□Burrow	20	Will negates [harmless]	1 standard	1 minute/level [D] action	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> 30	
□□□□□Camouflage, Mass	20	Will negates [harmless]	1 standard	10 minutes/level action	Medium (400 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> 30	
□□□□□Cat's Grace	20	Will negates (harmless)	1 standard	1 minute/level action	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> 30	
□□□□□Chill Metal	20	Will negates (object)	1 standard	7 rounds action	Close (100 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 750 lbs of metal			<i>Caster Level:</i> 30	
□□□□□Cloud Wings	20	Fortitude negates [harmless]	1 standard	1 hour/level action	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> 30	
□□□□□Countermoon	20	Will negates [D]	1 standard	12 hours action	Close (100 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> 30	
□□□□□Creeping Cold	20	Fortitude half	1 standard	3 rounds action	Close (100 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> 30	
□□□□□Daggerspell Stance	20	N/A	1 swift	1 round/level [D] action	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> 30	
□□□□□Decomposition		None	1 standard	1 round/level action	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> 30	
□□□□□Delay Poison	20	Fortitude negates (harmless)	1 standard	1 hour/level action	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> 30	
□□□□□Drifts of the Shalm		None	1 standard	1 round/level action	Medium (400 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> 30	

\* =Domain/Speciality Spell



# Druid Spells

Earthbind	20	Fortitude negates	1 standard action	1 minute/level [D]	Medium (400 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> 30		
Earthfast		None	1 standard action	10 minutes/level [D]	Close (100 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> 30		
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 pursuers.					<i>Target:</i> 40-ft. radius emanation centered on you		<i>Caster Level:</i> 30		
Embrace the Wild	20	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> 30		
Fins to Feet	20	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> 30		
Fire Trap	20	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+20 fire damage.					<i>Target:</i> Object touched		<i>Caster Level:</i> 30		
Flame Blade		None	1 standard action	1 minute/level [D]	0 ft.	V,S, DF	Yes	Evocation [Fire]	PHB: p.231
<i>Effect:</i> Touch attack deals 1d8 +10 fire damage.					<i>Target:</i> Sword-like beam		<i>Caster Level:</i> 30		
Flaming Sphere	20	Reflex negates	1 standard action	1 round/level	Medium (400 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> 30		
Fog Cloud		None	1 standard action	10 minutes/level	Medium (400 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> 30		
Frost Breath	20	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> 30		
Gust of Wind	20	Fortitude negates	1 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> 30		
Healing Lorecall	20	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> 30		
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> 30		
Heartfire	20	Fortitude partial	1 standard action	1 round/level	Close (100 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> 30		
Heat Metal	20	Will negates (object)	1 standard action	7 rounds	Close (100 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> 30		
Hold Animal	20	Will negates; see text	1 standard action	1 round/level [D]; see text	Medium (400 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> 30		
Kelpstrand		None	1 standard action	1 round/level	Close (100 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> 30		
Linked Perception	20	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> 30		
Listening Lorecall	20	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> 30		
Mark of the Outcast	20	Will negates	1 standard action	Permanent	Close (100 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> 30		
Master Air	20	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> 30		
Mountain Stance	20	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> 30		
Nature's Favor	20	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> 30		
One With the Land	20	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> 30		
Owl's Wisdom	20	Will negates (harmless)	1 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> 30		
Reduce Animal		None	1 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> 30		
Resist Energy	20	Fortitude negates (harmless)	1 standard action	10 minutes/level	Touch	V,S, DF	Yes (harmless)	Abjuration	PHB: p.272
<i>Effect:</i> Ignores first 30 points of damage/attack from specified energy type.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 30		
Restoration, Lesser	20	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> 30		
Saltray	20	Fortitude partial	1 standard action	Instantaneous	Close (100 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> 30		

\* =Domain/Speciality Spell

## Druid Spells

□□□□□ Scent		None	1 standard	10 minutes/level action	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> 30		
□□□□□ Share Husk	20	Will negates [harmless]	1 standard	1 minute/level action	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> 30		
□□□□□ Snake's Swiftness, Mass	20	Will negates [harmless]	1 standard	Instantaneous action	Medium (400 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> 30		
□□□□□ Soften Earth and Stone		None	1 standard	Instantaneous action	Close (100 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> 30		
□□□□□ Spider Climb	20	Will negates [harmless]	1 standard	10 minutes/level action	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> 30		
□□□□□ Splinterbolt		None	1 standard	Instantaneous action	Close (100 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> 30		
□□□□□ Summon Nature's Ally II		None	1 round	1 round/level [D]	Close (100 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> 30		
□□□□□ Summon Swarm		None	1 round	Concentration + 2 rounds	Close (100 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> 30		
□□□□□ Swim		None	1 round	10 minutes/level [D]	Medium (400 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> 30		
□□□□□ 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> 30		
□□□□□ Train Animal	20	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> 30		
□□□□□ Tree Shape		None	1 standard	1 hour/level [D] action	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> 30		
□□□□□ Warp Wood	20	Will negates (object)	1 standard	Instantaneous action	Close (100 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> 30		
□□□□□ Wings of Air		None	1 standard	1 minute/level action	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> 30		
□□□□□ Winter's Embrace	20	Fortitude negates	1 standard	1 round/level action	Close (100 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> 30		
□□□□□ Wood Shape	20	Will negates (object)	1 standard	Instantaneous action	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> 30		
□□□□□ Wracking Touch	20	Fortitude half	1 standard	Instantaneous action	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> 30		
□□□□□ Zone of Glacial Cold	20	Fort half	1 standard	30 rounds action	Medium (400 ft.)	V,S,M	No	Conjuration [Cold]	Custom: Frostburn Pg.106
<i>Effect:</i> Zone deals 1d6 cold damage each round.					<i>Target:</i> 20-ft.-radius		<i>Caster Level:</i> 30		

## LEVEL 3

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□□ Air Breathing	21	Will negates [harmless]	1 standard	2 hours/level; see text action	Touch	S,M/DF	Yes [harmless]	Transmutation	SC: p.8
<i>Effect:</i> Grants creatures the ability to breath air.					<i>Target:</i> Living creatures touched		<i>Caster Level:</i> 30		
□□□□□ Align Fang, Mass	21	Will negates [harmless]	1 standard	1 minute/level action	Close (100 ft.)	V,S,DF	Yes [harmless]	Transmutation	SC: p.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> 30		
□□□□□ Alter Fortune		None	1 immediate action	Instantaneous	Close (100 ft.)	V,X	No	Divination	PHB II: p.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> 30		
□□□□□ Attune Form	21	N/A	1 standard	24 hours action	Touch	V,S,M/DF	N/A	Transmutation	SC: p.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> 30		
□□□□□ Bite of the Werewolf	21	N/A	1 standard	1 round/level action	Personal	V,S,M	N/A	Transmutation	SC: p.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> 30		
□□□□□ Blindsight	21	Will negates [harmless]	1 standard	1 minute/level action	Touch	V,S	Yes [harmless]	Transmutation	SC: p.32
<i>Effect:</i> Grant blindsight to 30 ft.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 30		
□□□□□ Call Lightning	21	Reflex half	1 round	1 minute/level	Medium (400 ft.)	V,S	Yes	Evocation [Electricity]	PHB: p.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> 30		
□□□□□ Capricious Zephyr	21	None and Reflex partial; see text	1 standard	1 round/level action	Medium (400 ft.)	V,S	Yes	Evocation [Air]	SC: p.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> 30		
□□□□□ Charge of the Triceratops	21	Will negates [harmless]	1 standard	1 round/level [D] action	Touch	V,S,DF	Yes	Transmutation	SC: p.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> 30		
□□□□□ Circle Dance	21	N/A	1 minute	Instantaneous	Personal	V,S	N/A	Divination	SC: p.46
<i>Effect:</i> Get direction and general status of a known target.					<i>Target:</i> You		<i>Caster Level:</i> 30		

\* =Domain/Speciality Spell

# Druid Spells

Corona of Cold	21	Fortitude negates	1 standard action	1 round/level [D]	10 ft.	V,S,DF	Yes	Evocation [Cold]	SC: p.52
<b>Effect:</b> 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 long as they remain in the area.					<b>Target:</b> 20-ft.-radius spread			<b>Caster Level:</b> 30	
Creaking Cacophony		None	1 standard action	1 round/level	Medium (400 ft.)	V,S	Yes	Illusion (Figment) [Sonic]	SC: p.55
<b>Effect:</b> All who are in the effect have -4 to listen. Spellcasters are distracted.					<b>Target:</b> 40-ft.-radius spread			<b>Caster Level:</b> 30	
Crown of Clarity	21	Will negates [harmless]	1 standard action	1 hour/level [D] or until discharged	Touch	V,S,F	Yes [harmless]	Divination	PHB II: p.107
<b>Effect:</b> +2 competence bonus to Listen and Spot checks or if subject discharges spell gain +8 on a single Spot or Listen check.					<b>Target:</b> Creature touched			<b>Caster Level:</b> 30	
Crumble	21	Fortitude half [object]	1 standard action	Instantaneous	Medium (400 ft.)	V,S	Yes [object]	Transmutation	SC: p.56
<b>Effect:</b> Deal 1d8/level [max 10d8] damage to structure, ignoring hardness; see text.					<b>Target:</b> One structure or construct			<b>Caster Level:</b> 30	
Cure Moderate Wounds	21	Will half (harmless); see text	1 standard action	Instantaneous	Touch	V,S	Yes (harmless); see text	Conjuration (Healing)	PHB: p.216
<b>Effect:</b> Cures 2d8 +1/level [max +10] damage.					<b>Target:</b> Creature touched			<b>Caster Level:</b> 30	
Daylight		None	1 standard action	10 minutes/level [D]	Touch	V,S	No	Evocation [Light]	PHB: p.216
<b>Effect:</b> 60-ft. radius of bright light.					<b>Target:</b> Object touched			<b>Caster Level:</b> 30	
Dehydrate	21	Fortitude negates	1 standard action	Instantaneous	Medium (400 ft.)	V,S,DF	Yes	Necromancy	SC: p.62
<b>Effect:</b> Deal 1d6 plus 1/3 caster levels [max +5].					<b>Target:</b> One living creature			<b>Caster Level:</b> 30	
Diminish Plants		None	1 standard action	Instantaneous	See text	V,S, DF	No	Transmutation	PHB: p.221
<b>Effect:</b> Reduces size or blights growth of normal plants.					<b>Target:</b> See text			<b>Caster Level:</b> 30	
Dominate Animal	21	Will negates	1 round	1 round/level	Close (100 ft.)	V,S	Yes	Enchantment (Compulsion) [Mind-Affecting]	PHB: p.224
<b>Effect:</b> Subject animal obeys silent mental commands.					<b>Target:</b> One animal			<b>Caster Level:</b> 30	
Downdraft	21	Reflex partial; see text	1 standard action	Instantaneous	Long (1600 ft.)	V,S,M	Yes	Evocation [Air]	SC: p.72
<b>Effect:</b> 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.].					<b>Target:</b> Cylinder [20-ft. radius, 100 ft. high]			<b>Caster Level:</b> 30	
Earthen Grace	21	Will negates [harmless]	1 standard action	1 minute/level	Touch	V,S,M	Yes [harmless]	Abjuration [Earth]	SC: p.76
<b>Effect:</b> Earth and stone damage is treated as nonlethal [includes creatures with the subtype of earth/stone, falling onto stone]; see text.					<b>Target:</b> Living creature touched			<b>Caster Level:</b> 30	
Energy Vortex	21	Reflex half	1 standard action	Instantaneous	20 ft.	V,S	Yes	Evocation [Choose:Acid, Cold, Fire, Electricity, Sonic]	SC: p.81
<b>Effect:</b> Choose a energy type and it causes 1d8 +1/caster level [max +20]. You may double the damage if you forgoe a save and take the damagecentered on you as well.					<b>Target:</b> All creatures within a 20-ft.-radius burst			<b>Caster Level:</b> 30	
Entangling Staff	21	Fortitude negates [harmless,object]	1 swift action	1 round/level [D]	Touch	V,S,F	Yes [harmless]	Transmutation	SC: p.83
<b>Effect:</b> 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					<b>Target:</b> Quarterstaff touched			<b>Caster Level:</b> 30	
Evard's Manacing Tentacles			1 standard action	1 round/level	Personal	V,S,M		Transmutation	PHB II: p.113
<b>Effect:</b> 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					<b>Target:</b> You			<b>Caster Level:</b> 30	
Fire Wings	21	N/A	1 round	1 minute/level	Personal	V,S,M,F	N/A	Transmutation [Fire]	SC: p.93
<b>Effect:</b> Attack or Fly; see text.					<b>Target:</b> You			<b>Caster Level:</b> 30	
Fly, Swift	21	N/A	1 swift action	1 round	Personal	V	N/A	Transmutation	SC: p.96
<b>Effect:</b> This spell functions like fly, except as noted.					<b>Target:</b> You			<b>Caster Level:</b> 30	
Forestfold	21	N/A	1 standard action	1 hour/level [D]	Personal	V,S	N/A	Transmutation	SC: p.98
<b>Effect:</b> Grants +10 competence bonus on Hide and Move Silently checks.					<b>Target:</b> You			<b>Caster Level:</b> 30	
Giant's Wrath		None	1 swift action	1 round/level	Personal	V,S,M	No	Transmutation [Earth]	SC: p.105
<b>Effect:</b> Pebbles become boulders; see text					<b>Target:</b> One pebble/3 levels			<b>Caster Level:</b> 30	
Girallon's Blessing	21	Fortitude negates [harmless]	1 standard action	10 minutes/level	Touch	V,S,M	Yes [harmless]	Transmutation	SC: p.106
<b>Effect:</b> Gain an additional pair of arms; see text					<b>Target:</b> Creature touched			<b>Caster Level:</b> 30	
Heatstroke	21	Fortitude partial	1 standard action	Instantaneous	Medium (400 ft.)	V,S	Yes [harmless]	Transmutation	SC: p.113
<b>Effect:</b> Target becomes fatigued [if fatigued it becomes exhausted], takes 2d6 nonlethal heat [with or without save].					<b>Target:</b> One Creature			<b>Caster Level:</b> 30	
Hypothermia	21	Fortitude partial	1 standard action	Instantaneous	Close (100 ft.)	V,S	Yes	Evocation [Cold]	SC: p.118
<b>Effect:</b> Deals 1d6 per caster level [max 10d6] and becomes fatigued. Save halves damage and negates fatigue.					<b>Target:</b> One creature			<b>Caster Level:</b> 30	
Icelance	21	Fortitude partial	1 standard action	Instantaneous	Medium (400 ft.)	V,S,F	Yes	Conjuration (Creation)	SC: p.119
<b>Effect:</b> Creates an ice lance; ranged touched attack at +4, if it hit causes 6d6 points, make save or be stunned for 1d4 rounds.					<b>Target:</b> One lance of ice			<b>Caster Level:</b> 30	
Infestation of Maggots	21	Fortitude negates	1 standard action	1 round/2 levels	Touch	V,S,M	Yes	Necromancy	SC: p.123
<b>Effect:</b> Deal 1d4 constitution per round. Save ends the spell and the effect.					<b>Target:</b> Creature touched			<b>Caster Level:</b> 30	
Jagged Tooth	21	Will negates [harmless]	1 standard action	10 minutes/level	Close (100 ft.)	V,S	Yes [harmless]	Transmutation	SC: p.127
<b>Effect:</b> Doubles the critical threat range of one natural weapon.					<b>Target:</b> One natural slashing or piercing weapon of target creatures			<b>Caster Level:</b> 30	
Lion's Charge	21	N/A	1 swift action	1 round	Personal	V	N/A	Transmutation	SC: p.133
<b>Effect:</b> Gain pounce ability [make full attack after a charge].					<b>Target:</b> You			<b>Caster Level:</b> 30	
Magic Fang, Greater	21	Will negates (harmless)	1 standard action	1 hour/level	Close (100 ft.)	V,S, DF	Yes (harmless)	Transmutation	PHB: p.250
<b>Effect:</b> One natural weapon of subject creature gets +5 on attack and damage rolls.					<b>Target:</b> One living creature			<b>Caster Level:</b> 30	
Meld into Stone		None	1 standard action	10 minutes/level	Personal	V,S, DF	No	Transmutation [Earth]	PHB: p.252
<b>Effect:</b> You and your gear merge with stone.					<b>Target:</b> You			<b>Caster Level:</b> 30	
Nature's Balance	21	Fortitude negates [harmless]	1 standard action	10 minutes/level	Touch	V,S	Yes [harmless]	Transmutation	SC: p.145
<b>Effect:</b> Take -4 to one ability score [Str, Dex, Con] and target gains like amount.					<b>Target:</b> Creature touched			<b>Caster Level:</b> 30	

\* =Domain/Speciality Spell

# Druid Spells

□□□□□ Nature's Rampart		None	10 minutes	Instantaneous	Medium (400 ft.)	V,S,F	No	Transmutation	SC: p.146
<i>Effect:</i> Shapes natural setting into a formidable defense.									
□□□□□ Neutralize Poison	21	Will negates (harmless, object)	1 standard	10 minutes/level	Touch	V,S,M/DF	Yes (harmless, object)	Conjuration (Healing)	PHB: p.257
<i>Effect:</i> Immunizes subject against poison, detoxifies venom in or on subject.									
□□□□□ Plant Growth		None	1 standard	Instantaneous	See text	V,S, DF	No	Transmutation	PHB: p.262
<i>Effect:</i> Grows vegetation, improves crops.									
□□□□□ Poison	21	Fortitude negates; see text	1 standard	Instantaneous; see text	Touch	V,S, DF	Yes	Necromancy	PHB: p.262
<i>Effect:</i> Touch deals 1d10 Con damage, repeats in 1 minute.									
□□□□□ Primal Form	21	N/A	1 standard	1 minute/level	Personal	V,S,DF	N/A	Transmutation	SC: p.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									
□□□□□ Protection from Energy	21	Fortitude negates (harmless)	1 standard	10 minutes/level or until discharged	Touch	V,S, DF	Yes (harmless)	Abjuration	PHB: p.266
<i>Effect:</i> Absorb 12 points of damage/level [max 120] from one kind of energy.									
□□□□□ Quench	21	None or Will negates (object)	1 standard	Instantaneous	Medium (400 ft.)	V,S, DF	No or Yes (object)	Transmutation	PHB: p.267
<i>Effect:</i> Extinguishes nonmagical fires or one magic item.									
□□□□□ Quillfire	21	N/A	1 standard	1 round/level	Personal	V,S	N/A	Transmutation	SC: p.164
<i>Effect:</i> Quills inflict 1d8 or thrown range 10 ft; see text.									
□□□□□ Remove Disease	21	Fortitude negates (harmless)	1 standard	Instantaneous	Touch	V,S	Yes (harmless)	Conjuration (Healing)	PHB: p.271
<i>Effect:</i> Cures all diseases affecting subject.									
□□□□□ Resist Energy, Mass	21	Fortitude negates [harmless]	1 standard	10 minutes/level	Close (100 ft.)	V,S,DF	Yes [harmless]	Abjuration	SC: p.174
<i>Effect:</i> As resist energy, except that it affects all targeted creatures.									
□□□□□ Sink	21	Will negates	1 standard	1 round	Close (100 ft.)	V,S,DF	Yes	Transmutation	SC: p.190
<i>Effect:</i> Affect creatures sink 100 ft./round; see text.									
□□□□□ Sleet Storm		None	1 standard	1 round/level	Long (1600 ft.)	V,S,M/DF	No	Conjuration (Creation) [Cold]	PHB: p.280
<i>Effect:</i> Hampers vision and movement.									
□□□□□ Snakebite	21	N/A	1 standard	1 round/level [D]	Personal	V,S	N/A	Transmutation	SC: p.193
<i>Effect:</i> Turns one of your arms into a venomous snake; see text.									
□□□□□ Snare		None	3 rounds	Until triggered or broken	Touch	V,S, DF	No	Transmutation	PHB: p.280
<i>Effect:</i> Creates a magic booby trap.									
□□□□□ Snowshoes, Mass	21	Will negates [harmless]	1 standard	1 hour/level [D]	Close (100 ft.)	V,S	Yes [harmless]	Transmutation	SC: p.194
<i>Effect:</i> Same as Snowshoes, except as noted.									
□□□□□ Speak with Plants		None	1 standard	1 minute/level	Personal	V,S	No	Divination	PHB: p.282
<i>Effect:</i> You can talk to normal plants and plant creatures.									
□□□□□ Spiderskin	21	Will negates [harmless]	1 standard	10 minutes/level	Touch	V,S,M/DF	Yes [harmless]	Transmutation	SC: p.202
<i>Effect:</i> Grants recipient +1 to natural AC, +1 save against poison and +1 bonus to Hide checks for every three caster levels [max +5].									
□□□□□ Spike Growth	21	Reflex partial	1 standard	1 hour/level [D]	Medium (400 ft.)	V,S, DF	Yes	Transmutation	PHB: p.283
<i>Effect:</i> Creatures in area take 1d4 damage, may be slowed.									
□□□□□ Spikes		None	1 standard	1 hour/level	Touch	V,S,M	No	Transmutation	SC: p.202
<i>Effect:</i> As brambles, except affected weapon gains +2 enhancement bonus and threat range doubled.									
□□□□□ Spiritjaws		None	1 standard	1 round/level [D]	Medium (400 ft.)	V,S,M	Yes	Evocation [Force]	SC: p.202
<i>Effect:</i> Jaws attempt to grapple the target; see text									
□□□□□ Standing Wave	21	Reflex negates	1 standard	10 minutes/level [D]	Close (100 ft.)	V,S,DF	Yes	Transmutation	SC: p.204
<i>Effect:</i> Transports across water; see text.									
□□□□□ Stone Shape		None	1 standard	Instantaneous	Touch	V,S,M/DF	No	Transmutation [Earth]	PHB: p.284
<i>Effect:</i> Sculpts stone into any shape.									
□□□□□ Summon Nature's Ally III		None	1 round	1 round/level [D]	Close (100 ft.)	V,S, DF	No	Conjuration (Summoning)	PHB: p.288
<i>Effect:</i> Calls creature to fight.									
□□□□□ Thornskin	21	N/A	1 standard	1 round/level [D]	Personal	V,S,M	N/A	Transmutation	SC: p.219
<i>Effect:</i> Sprout thorns from your skin that makes your unarmed deal lethal plus an extra 1d6 piercing damage on unarmed attacks.									
□□□□□ Thunderous Roar	21	Fortitude partial; see text	1 standard	Instantaneous	Long (1600 ft.)	V,S,DF	Yes	Evocation [Sonic]	SC: p.220
<i>Effect:</i> All creatures in the area take 1d6 sonic damage per two caster levels; see text.									
□□□□□ Treasure Scent	21	N/A	1 standard	1 hour/level	Personal	V,S	N/A	Divination	SC: p.223
<i>Effect:</i> Detect copper, silver, gold, platinum, and gems within 30 feet. See text.									
□□□□□ Tremor	21	See text	1 standard	1 round/3 levels	Medium (400 ft.)	V,S,DF	No	Evocation [Earth]	SC: p.223
<i>Effect:</i> Disrupts concentration; see text.									
□□□□□ Vigor	21	Will negates [harmless]	1 standard	10 rounds + 1 round/level [max 25]	Touch	V,S	Yes [harmless]	Conjuration (Healing)	SC: p.229
<i>Effect:</i> Same as lesser vigor except it grants target fast healing ability for the duration of the spell at 2 hp automatically healed per round.									
□□□□□ Vigor, Mass Lesser	21	Will negates [harmless]	1 standard	10 rounds + 1 round/level [max 25]	20 ft.	V,S	Yes [harmless]	Conjuration (Healing)	SC: p.229
<i>Effect:</i> Same as lesser vigor except it grants all targets fast healing ability for the duration of the spell at 1 hp automatically healed per round.									
□□□□□ Vine Mine	21	See text	1 standard	10 minutes/level	Medium (400 ft.)	V,S,M	Yes	Conjuration (Creation)	SC: p.230
<i>Effect:</i> Creates a rapid growth of vines, see text.									

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# Druid Spells

Walk the Mountain's Path	21	Will negates (harmless)	1 standard 300 minutes	Touch	V,S,M	Yes (harmless)	Transmutation	Race Sto: p.163
<i>Effect:</i> Target is not slowed by slopes, gains a climb speed equal to his normal movement and gains a +10 enhancement bonus to Jump and Balance checks.								
Water Breathing	21	Will negates (harmless)	1 standard 2 hours/level; see text action	Touch	V,S,M/DF	Yes (harmless)	Transmutation	PHB: p.300
<i>Effect:</i> Subjects can breathe underwater.								
Weather Eye		None	1 hour Instantaneous	1 mile + 1 mile/level	V,S,M,F	No	Divination	SC: p.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	21	None; see text	1 standard 1 round/level action	Medium (400 ft.)	V,S,M/DF	Yes	Evocation [Air]	PHB: p.302
<i>Effect:</i> Deflects arrows, smaller creatures, and gases.								

## LEVEL 4

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
☐☐☐☐☐Air Walk		None	1 standard	10 minutes/level action	Touch	V,S, DF	Yes (harmless)	Transmutation [Air]	PHB: p.196
<i>Effect:</i> Subject treads on air as if solid [climb at 45-degree angle].					<i>Target:</i> Creature [Gargantuan or smaller] touched			<i>Caster Level:</i> 30	
☐☐☐☐☐Antiplant Shell		None	1 standard	10 minutes/level [D] action	10 ft.	V,S, DF	Yes	Abjuration	PHB: p.200
<i>Effect:</i> Keeps animated plants at bay.					<i>Target:</i> 10-ft.-radius emanation, centered on you			<i>Caster Level:</i> 30	
☐☐☐☐☐Arc of Lightning	22	Reflex half	1 standard	Instantaneous action	Close (100 ft.)	V,S,M/DF	No	Conjuration (Creation) [Electricity]	SC: p.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.					<i>Target:</i> A line between two creatures			<i>Caster Level:</i> 30	
☐☐☐☐☐Bite of the Wereboar	22	N/A	1 standard	1 round/level action	Personal	V,S,M	N/A	Transmutation	SC: p.28
<i>Effect:</i> Gain +4 bonus to Str, +6 Con, +8 natural armor. Gain Bite attack; see text					<i>Target:</i> You			<i>Caster Level:</i> 30	
☐☐☐☐☐Blight	22	Fortitude half; see text	1 standard	Instantaneous action	Touch	V,S, DF	Yes	Necromancy	PHB: p.206
<i>Effect:</i> Withers one plant or deals 1d6/level damage to plant creature.					<i>Target:</i> one plant/plant-creature			<i>Caster Level:</i> 30	
☐☐☐☐☐Blindsight, Greater	22	Will negates [harmless]	1 standard	1 minute/level action	Touch	V,S	Yes [harmless]	Transmutation	SC: p.32
<i>Effect:</i> Grant blindsight to 30 ft.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 30	
☐☐☐☐☐Bottle of Smoke		None	10 minutes	1 hour/level	Touch	V,S,F	No	Conjuration (Creation)	SC: p.37
<i>Effect:</i> Creates a steed made of smoke.					<i>Target:</i> One smoky, horselike creature			<i>Caster Level:</i> 30	
☐☐☐☐☐Briartangle	22	Reflex half	1 standard	30 minutes [D] action	Long (1600 ft.)	V,S, DF	Yes	Transmutation	PGtF: p.100
<i>Effect:</i> Each entangled creature takes 1d8+15 in each subsequent round it attempts to break free or move it takes a like amount of damage.					<i>Target:</i> Plants in a 40-ft.-radius spread			<i>Caster Level:</i> 30	
☐☐☐☐☐Burrow, Mass	22	Will negates [harmless]	1 standard	1 minute/level [D] action	Touch	V,S,F/DF	Yes [harmless]	Transmutation	SC: p.41
<i>Effect:</i> Same as Burrow, except effects multiple creatures.					<i>Target:</i> One creature/level, no two of which can be more than 30 ft. apart			<i>Caster Level:</i> 30	
☐☐☐☐☐Call of Stone	22	Fortitude partial	1 standard	1 round/2 levels action	Medium (400 ft.)	V,S	Yes	Transmutation	PHB II: p.105
<i>Effect:</i> Target must make successive saves each round or slowly turn into stone statue.					<i>Target:</i> One creature			<i>Caster Level:</i> 30	
☐☐☐☐☐Chain of Eyes	22	Will negates	1 standard	1 hour/level action	Touch	V,S	Yes	Divination	SC: p.45
<i>Effect:</i> Srying sensor passed along by touch.					<i>Target:</i> Living creature touched			<i>Caster Level:</i> 30	
☐☐☐☐☐Command Plants	22	Will negates	1 standard	1 day/level action	Close (100 ft.)	V	Yes	Transmutation	PHB: p.211
<i>Effect:</i> Sway the actions of one or more plant creatures.					<i>Target:</i> Up to 2 HD/level of plant creatures, no two of which can be more than 30 ft. apart			<i>Caster Level:</i> 30	
☐☐☐☐☐Contagious Touch	22	Fortitude negates	1 standard	1 round/level action	Touch	V,S	Yes	Necromancy	SC: p.52
<i>Effect:</i> Any creature you hit with melee touch is afflicted with contagion and the selected disease; see text.					<i>Target:</i> You			<i>Caster Level:</i> 30	
☐☐☐☐☐Contingent Energy Resistance	22	N/A	1 minute	1 hour/level [D]	Personal	V,S,M	N/A	Abjuration	SC: p.52
<i>Effect:</i> Same as Contingency, except it is more limited.					<i>Target:</i> You			<i>Caster Level:</i> 30	
☐☐☐☐☐Control Water	22	None; see text	1 standard	10 minutes/level [D] action	Long (1600 ft.)	V,S,M/DF	No	Transmutation [Water]	PHB: p.214
<i>Effect:</i> Raises or lowers bodies of water.					<i>Target:</i> Water in a volume of 10-ft. by 10-ft. by 2-ft. per level [S]			<i>Caster Level:</i> 30	
☐☐☐☐☐Creeping Cold, Greater	22	Fortitude half	1 standard	See text action	Close (100 ft.)	V,S,F	Yes	Transmutation [Cold]	SC: p.56
<i>Effect:</i> As creeping cold, but has a higher damage cap with additional rounds.					<i>Target:</i> One creature			<i>Caster Level:</i> 30	
☐☐☐☐☐Cure Serious Wounds	22	Will half (harmless); see text	1 standard	Instantaneous action	Touch	V,S	Yes (harmless); see text	Conjuration (Healing)	PHB: p.216
<i>Effect:</i> Cures 3d8 +1/level [max +15] damage.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 30	
☐☐☐☐☐Dispel Magic		None	1 standard	Instantaneous action	Medium (400 ft.)	V,S	No	Abjuration	PHB: p.223
<i>Effect:</i> Cancels magical spells and effects.					<i>Target:</i> One spellcaster, creature, or object; or 20-ft.-radius burst			<i>Caster Level:</i> 30	
☐☐☐☐☐Enhance Wild Shape	22	N/A	1 minute	1 hour/level	Personal	V,S	N/A	Transmutation	SC: p.81
<i>Effect:</i> Gain enhancement to your next wild shape; See text.					<i>Target:</i> You			<i>Caster Level:</i> 30	
☐☐☐☐☐Essence of the Raptor	22	N/A	1 standard	10 minutes/level [D] action	Personal	V,S	N/A	Transmutation	SC: p.84
<i>Effect:</i> Speed increases to 60 ft. Gain +8 bonus to Hide, Jump, Listen, Spot and Survival checks. Gain Scent ability.					<i>Target:</i> You			<i>Caster Level:</i> 30	
☐☐☐☐☐Eye of the Hurricane	22	Fortitude negates	1 standard	Instantaneous action	40 ft.	V,S	Yes	Abjuration [Air]	SC: p.86
<i>Effect:</i> Creates a hurricane with you unaffected at the center; see text					<i>Target:</i> 40-ft.-radius emanation centered on you, with 10-ft.-radius quiet area centered on you			<i>Caster Level:</i> 30	
☐☐☐☐☐Flame Strike	22	Reflex half	1 standard	Instantaneous action	Medium (400 ft.)	V,S, DF	Yes	Evocation [Fire]	PHB: p.231
<i>Effect:</i> Smitte foes with divine fire for 1d6/level [max 15d6] damage.					<i>Target:</i> Cylinder 10			<i>Caster Level:</i> 30	
☐☐☐☐☐Freedom of Movement	22	Will negates (harmless)	1 standard	10 minutes/level action	Personal or touch	V,S,M, DF	Yes (harmless)	Abjuration	PHB: p.233
<i>Effect:</i> Subject moves normally despite impediments.					<i>Target:</i> You or creature touched			<i>Caster Level:</i> 30	
☐☐☐☐☐Giant Vermin		None	1 standard	1 minute/level action	Close (100 ft.)	V,S, DF	Yes	Transmutation	PHB: p.235
<i>Effect:</i> Turns centipedes, scorpions, or spiders into giant vermin.					<i>Target:</i> Up to three vermin, no two of which can be more than 30 ft. apart.			<i>Caster Level:</i> 30	

\* =Domain/Speciality Spell

# Druid Spells

Healing Spirit	22	Will half (harmless)	1 standard 1 round/2 levels action	Close (100 ft.)	V,S	Yes (harmless)	Conjuration (Healing)	PHB II: p.114
<i>Effect:</i> Create a spirit that heals with positive energy 1d8 [undead are dealt damage] Flies at 30 ft.; see text.				<i>Target:</i> One conjured healing spirit		<i>Caster Level:</i> 30		
Ice Storm		None	1 standard 1 full round action	Long (1600 ft.)	V,S,M/DF	Yes	Evocation [Cold]	PHB: p.243
<i>Effect:</i> Hail deals 5d6 damage in cylinder 40 ft. across.				<i>Target:</i> Cylinder 20		<i>Caster Level:</i> 30		
Jaws of the Wolf		None	1 standard 1 round/level [D] action	Close (100 ft.)	V,S,F	No	Transmutation	SC: p.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> 30		
Land Womb	22	Will negates	1 standard 10 minutes/level [D] action	Touch	V,S	Yes	Abjuration	SC: p.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> 30		
Languor	22	Will partial	1 standard 1 round/level action	Close (100 ft.)	V,S	Yes	Transmutation	SC: p.130
<i>Effect:</i> Ranged touch attack. Causes short term Strength loss and slowing; See text.				<i>Target:</i> Ray		<i>Caster Level:</i> 30		
Last Breath		None	1 standard Instantaneous action	Touch	V,S	Yes [harmless]	Transmutation	SC: p.130
<i>Effect:</i> Creature killed within 1 round returns to 0 hp.				<i>Target:</i> Dead creature touched		<i>Caster Level:</i> 30		
Lay of the Land	22	N/A	3 rounds Instantaneous	Personal	V,S,F/DF	N/A	Divination	SC: p.131
<i>Effect:</i> Learn area of 50 miles radius; see text				<i>Target:</i> You		<i>Caster Level:</i> 30		
Magic Fang, Superior	22	N/A	1 standard 1 round/level action	Personal	V,S	N/A	Abjuration	SC: p.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> 30		
Meteoritic Strike	22	None or Reflex half; see text	1 swift action 1 round or until discharged	0 ft.	V,S	See text	Transmutation [Fire]	PHB II: p.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> 30		
Miasma of Entropy	22	Fortitude half or Will negates [object]	1 standard Instantaneous action	30 ft.	V,S	Yes [object]	Necromancy	SC: p.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> 30		
Moon Bolt	22	Fortitude half[living] Will negates[undead]	1 standard Instantaneous action	Long (1600 ft.)	V,S	Yes	Evocation	SC: p.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> 30		
Murderous Mist	22	Reflex partial; see text	1 standard 1 round/level action	Close (100 ft.)	V,S	No	Conjuration (Creation)	SC: p.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> 30		
Perinarch	22	None [object] and Reflex negates; see text	1 standard 1 round/level; see text action	Close (100 ft.)	V,S,DF	No	Transmutation	SC: p.153
<i>Effect:</i> Grants temporary over the terrain of limbo.				<i>Target:</i> N/A		<i>Caster Level:</i> 30		
Planar Tolerance		None	1 immediate 1 hour/level action	20 ft.	V	Yes [harmless]	Abjuration	SC: p.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> 30		
Poison Vines	22	Fortitude negates	1 standard 10 minutes/level action	Medium (400 ft.)	V,S,M	Yes	Conjuration (Creation)	SC: p.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> 30		
Reincarnate	22	None; see text	10 minutes Instantaneous	Touch	V,S,M, DF	Yes (harmless)	Transmutation	PHB: p.270
<i>Effect:</i> Brings dead subject back in a random body.				<i>Target:</i> Dead creature touched		<i>Caster Level:</i> 30		
Renewed Vigor	22	Fortitude negates (harmless)	1 standard Instantaneous; see text action	30 ft.	V,S	Yes (harmless)	Transmutation	PHB II: p.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> 30		
Repel Vermin	22	None or Will negates; see text	1 standard 10 minutes/level [D] action	10 ft.	V,S, DF	Yes	Abjuration	PHB: p.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> 30		
Resistance, Greater	22	Will negates [harmless]	1 standard 24 hours action	Touch	V,S,M/DF	Yes [harmless]	Abjuration	SC: p.174
<i>Effect:</i> As resistance, except you grant the subject +3 resistance bonus.				<i>Target:</i> Creature touched		<i>Caster Level:</i> 30		
Rushing Waters	22	None; see text	1 standard Instantaneous action	Medium (400 ft.)	V,S,DF	No	Conjuration (Creation) [Water]	SC: p.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> 30		
Rusting Grasp		None	1 standard See text action	Touch	V,S, DF	No	Transmutation	PHB: p.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> 30		
Scrying	22	Will negates	1 hour 1 minute/level	See text	V,S,M/DF, F, Yes		Divination (Scrying)	PHB: p.274
<i>Effect:</i> Spies on subject from a distance.				<i>Target:</i> Magical sensor		<i>Caster Level:</i> 30		
Shadowblast	22	Fort negates	1 standard Insta action	Long (1600 ft.)	V,S,M	Yes	Evocation [Light]	SC: p.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> 30		
Sheltered Vitality	22	Fortitude negates [harmless]	1 standard 1 minute/level action	Touch	V,S,DF	Yes [harmless]	Abjuration	SC: p.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> 30		
Spark of Life	22	Will negates	1 standard 1 round/level action	Touch	V,S	Yes	Necromancy	SC: p.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> 30		
Spike Stones	22	Reflex partial	1 standard 1 hour/level [D] action	Medium (400 ft.)	V,S, DF	Yes	Transmutation [Earth]	PHB: p.283
<i>Effect:</i> Creatures in area take 1d8 damage, may be slowed.				<i>Target:</i> 20-ft. squares/level		<i>Caster Level:</i> 30		
Starvation	22	Fortitude partial	1 standard Instantaneous action	Close (100 ft.)	V,S,M	Yes	Transmutation	SC: p.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> 30		
Sudden Stalagmite	22	Reflex half	1 standard Instantaneous action	Medium (400 ft.)	V,S	No	Conjuration (Creation) [Earth]	SC: p.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> 30		

\* =Domain/Speciality Spell

# Druid Spells

□□□□□ Summon Elementite Swarm	None	1 round	Concentration, up to 1 round/level + 1 round	Close (100 ft.)	V,S	No	Conjuration (Summoning) [see text] Caster Level: 30	SC: p.214
<i>Effect:</i> Summons a elementite swarm [Planar Handbook 114]; see text				<i>Target:</i> One summoned elementite				
□□□□□ Summon Nature's Ally IV	None	1 round	1 round/level [D]	Close (100 ft.)	V,S, DF	No	Conjuration (Summoning) Caster Level: 30	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				
□□□□□ Swim, Mass	None	1 round	10 minutes/level [D]	Medium (400 ft.)	V,S,M	Yes [harmless]	Transmutation [Water] Caster Level: 30	SC: p.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				
□□□□□ Vortex of Teeth	None	1 standard action	1 round/level [D]	Medium (400 ft.)	V,S,M	Yes	Evocation [Force] Caster Level: 30	SC: p.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]				
□□□□□ Wall of Sand	None	1 standard action	Concentration +1 round/level	Medium (400 ft.)	V,S,M/DF	No	Conjuration (Creation) [Earth] Caster Level: 30	SC: p.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]				
□□□□□ Wall of Water	22	Reflex negates; see text	1 standard action	Medium (400 ft.)	V,S,M	No	Conjuration (Creation) [Water] Caster Level: 30	SC: p.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]				
□□□□□ Wild Runner	22	N/A	1 standard action	Personal	V,S,DF	N/A	Transmutation Caster Level: 30	SC: p.239
<i>Effect:</i> Assume the physical appearance and many abilities of a centaur [MM 32]; see text.				<i>Target:</i> You				
□□□□□ Wind at Back	22	Fortitude negates [harmless]	1 standard action	Medium (400 ft.)	V,S	Yes [harmless]	Evocation Caster Level: 30	SC: p.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				
□□□□□ Wings of Air, Greater	None	1 standard action	1 minute/level	Touch	V	No	Transmutation Caster Level: 30	SC: p.240
<i>Effect:</i> Manuverability improves by two steps.				<i>Target:</i> Winged creature touched				
□□□□□ Wood Rot	None	1 standard action	Instantaneous or 1 round/level; see text	Touch	V,S,M	No	Transmutation Caster Level: 30	SC: p.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				

## LEVEL 5

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
Animal Growth	23	Fortitude negates	1 standard action	1 minute/level	Medium (400 ft.)	V,S	Yes	Transmutation	PHB: p.198
<i>Effect:</i> One animal/two levels doubles in size.					<i>Target:</i> Up to one animal/per two levels [Gargantuan or smaller], no two of which can be more than 30 ft. apart			<i>Caster Level:</i> 30	
Anticold Sphere		None	1 standard action	10 minutes/level	10 ft.	V,S	Yes	Abjuration [Cold]	SC: p.13
<i>Effect:</i> Immune to cold and Hedge creatures of the cold subtype.					<i>Target:</i> 10-ft.-radius emanation, centered on you			<i>Caster Level:</i> 30	
Atonement		None	1 hour	Instantaneous	Touch	V,S,M,F, DF, XP	Yes	Abjuration	PHB: p.201
<i>Effect:</i> Removes burden of misdeeds from subject.					<i>Target:</i> Living creature touched			<i>Caster Level:</i> 30	
Awaken	23	Will negates	24 hours	Instantaneous	Touch	V,S, DF, XP	Yes	Transmutation	PHB: p.202
<i>Effect:</i> Animal or tree gains human intellect.					<i>Target:</i> Animal or tree touched			<i>Caster Level:</i> 30	
Baleful Polymorph	23	Fortitude negates, Will partial; see text	1 standard action	Permanent	Close (100 ft.)	V,S	Yes	Transmutation	PHB: p.202
<i>Effect:</i> Transforms subject into harmless animal.					<i>Target:</i> One creature			<i>Caster Level:</i> 30	
Bite of the Weretiger	23	N/A	1 standard action	1 round/level	Personal	V,S,M	N/A	Transmutation	SC: p.28
<i>Effect:</i> Gain +12 bonus to Str, +4 Dex, +6 Con, +5 natural armor. Gain Bite and Claw attacks.					<i>Target:</i> You			<i>Caster Level:</i> 30	
Blood Creeper	23	Fortitude negates	1 standard action	1 round/level	Medium (400 ft.)	V,S,DF	Yes	Conjuration (Creation)	PHB II: p.104
<i>Effect:</i> Subject takes 1 point of piercing damage per caster level [max 15] each round. The target is held securely in place. Subject can make a strength check DC 20, or Escape Artist DC 25.					<i>Target:</i> One creature			<i>Caster Level:</i> 30	
Call Lightning Storm	23	Reflex half	1 round	1 minute/level	Long (1600 ft.)	V,S	Yes	Evocation [Electricity]	PHB: p.207
<i>Effect:</i> Calls down one lightning bolt/level [max 15] over duration [5d6 per bolt] from sky; 5d10 in outdoors stormy area.					<i>Target:</i> One or more 30-ft.-long vertical lines of lightning			<i>Caster Level:</i> 30	
Cloak of the Sea	23	Will negates [harmless]	1 standard action	1 hour/level [D]	Touch	V,S,DF	Yes [harmless]	Transmutation	SC: p.48
<i>Effect:</i> Bestows water breathing, blur & doesn't take nonlethal damage.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 30	
Cold Snap		None	1 minute	2d4 hours	1 mile	V,S	No	Transmutation [Cold]	SC: p.50
<i>Effect:</i> Lowers temperature by 5 degrees per level [Max 50 degrees]					<i>Target:</i> 1-mile-radius circle centered on you			<i>Caster Level:</i> 30	
Commune with Nature		None	10 minutes	Instantaneous	Personal	V,S	No	Divination	PHB: p.211
<i>Effect:</i> Learn about terrain for one mile/level.					<i>Target:</i> You			<i>Caster Level:</i> 30	
Control Winds	23	Fortitude negates	1 standard action	10 minutes/level	40 ft./level	V,S	No	Transmutation [Air]	PHB: p.214
<i>Effect:</i> Change wind direction and speed.					<i>Target:</i> 40 ft./level radius cylinder 40 ft. high			<i>Caster Level:</i> 30	
Cure Critical Wounds	23	Will half (harmless); see text	1 standard action	Instantaneous	Touch	V,S	Yes (harmless); see text	Conjuration (Healing)	PHB: p.215
<i>Effect:</i> Cures 4d8 +1/level [max +20] damage.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 30	
Dance of the Unicorn		None	1 standard action	1 minute/level [D]	5 ft./level	V,S	No	Abjuration	SC: p.58
<i>Effect:</i> Purifies surrounding area; see text.					<i>Target:</i> 5 ft./level-radius emanation centered on you			<i>Caster Level:</i> 30	
Death Ward	23	Will negates (harmless)	1 standard action	1 minute/level	Touch	V,S, DF	Yes (harmless)	Necromancy	PHB: p.217
<i>Effect:</i> Grants immunity to death spells and negative energy effects.					<i>Target:</i> Living creature touched			<i>Caster Level:</i> 30	
Dire Hunger	23	Fortitude negates	1 standard action	Instantaneous	Close (100 ft.)	V,S	Yes	Transmutation	SC: p.65
<i>Effect:</i> Creature becomes hungry and grows fangs [See text for damage]. Target only attacks with bite					<i>Target:</i> One living creature			<i>Caster Level:</i> 30	
Echo Skull		None	1 standard action	1 hour/level [D]	Touch	V,S,F	Yes [object]	Divination	SC: p.77
<i>Effect:</i> See, hear and speak through a specific animal skull at any distance.					<i>Target:</i> Animal skull touched			<i>Caster Level:</i> 30	
Fireward		None	1 standard action	1 hour/level	Medium (400 ft.)	V,S,DF	No	Transmutation	SC: p.94
<i>Effect:</i> As quench; suppresses all magical fire spells					<i>Target:</i> One 20-ft. cubes/level [S]			<i>Caster Level:</i> 30	

\* =Domain/Specialty Spell

# Druid Spells

□□□□□Hallow	23	See text	24 hours	Instantaneous	Touch	V,S,M, DF	See text	Evocation [Good]	PHB: p.238
<i>Effect:</i> Designates location as holy.									
□□□□□Heal Animal Companion	23	Will negates [harmless]	1 standard	Instantaneous action	Touch	V,S	Yes [harmless]	Conjuration (Healing)	SC: p.110
<i>Effect:</i> Functions as heal, except it only affects your animal companion.									
□□□□□Inferno	23	Fortitude partial; see text	1 standard	6 rounds; see text action	Close (100 ft.)	V,S,M	Yes	Transmutation [Fire]	SC: p.123
<i>Effect:</i> Cause single creature to burst in flames causing 6d6 and decreases 1d6 each round [min 1d6] for duration of spell									
□□□□□Insect Plague		None	1 round	1 minute/level	Long (1600 ft.)	V,S, DF	No	Conjuration (Summoning)	PHB: p.244
<i>Effect:</i> Locust swarms attack creatures.									
□□□□□Jungle's Rapture	23	Will negates	1 standard	Permanent [D] action	Close (100 ft.)	V,S	Yes	Transmutation	SC: p.128
<i>Effect:</i> Target takes 1d6 Dex damage, each day victim takes additional 1d6 Dex.									
□□□□□Longstrider Mass	23	Fortitude negates (harmless)	1 swift	1 hour/level [D] action	60 ft.	V	Yes (harmless)	Transmutation	PHB II: p.117
<i>Effect:</i> All allies in the area gain a +10-foot enhancement bonus to their speed.									
□□□□□Magic Convalescence		None	1 standard	1 round/level action	20 ft.	V,S,M	No	Conjuration (Healing)	PHB II: p.118
<i>Effect:</i> Whenever a creature, including you casts a spell cast within the area of this spell, you heal 1 hit point per level of the spell cast.									
□□□□□Mantle of the Icy Soul	23	Will negates	1 standard	1 hour/level action	Touch	V,S,M	Yes	Transmutation [Cold]	SC: p.138
<i>Effect:</i> Grants Cold Subtype to target.									
□□□□□Memory Rot	23	Fortitude negates	1 standard	Instantaneous action	Close (100 ft.)	V,S	Yes	Evocation	SC: p.140
<i>Effect:</i> Permanently drain 1d6 Intelligence, with 1 pt loss each round thereafter; save stops Int loss.									
□□□□□Owl's Insight	23	Fortitude negates [harmless]	1 standard	1 hour action	Touch	V,S	Yes [harmless]	Transmutation	SC: p.152
<i>Effect:</i> Gain half your caster level as an enhancement bonus to Wisdom.									
□□□□□Panacea	23	Will half [harmless]; see text	1 standard	Instantaneous action	Touch	V,S	Yes [harmless]	Conjuration (Healing)	SC: p.152
<i>Effect:</i> Removes most conditions; see text.									
□□□□□Phantom Stag	23	None; See text	1 standard	1 hour/level [D] action	0 ft.	V,S	No	Conjuration (Creation)	SC: p.157
<i>Effect:</i> You conjure a quasi-real, staglike creature; see text									
□□□□□Plant Body	23	N/A	1 standard	10 minutes/level action	Personal	V,S,DF	N/A	Transmutation	SC: p.159
<i>Effect:</i> Gain some plant-like qualities; immune to extra damage from criticals, mind-affecting spells, poison, sleep, paralysis, stunning and polymorphing; see text									
□□□□□Poison Thorns	23	See text	1 standard	1 round/level action	Personal	V	No	Transmutation	SC: p.159
<i>Effect:</i> As thornskin, except creatures grappling you get a dose of poison; see text									
□□□□□Quill Blast	23	Reflex half; see text	1 standard	Instantaneous action	20 ft.	V,S,M	Yes	Conjuration (Creation)	SC: p.164
<i>Effect:</i> Targets struck by quills [each quill does 1d6], size of targets determines amount of quills; see text									
□□□□□Radiance		None	1 standard	1 round/level [D]; see text action	60 ft.	V,S,DF	No	Evocation [Good, Light]	PHB II: p.122
<i>Effect:</i> Undead are dazzled by illumination for the duration they are in the area and 1d6 rounds after they leave. Illuminate as daylight spell.									
□□□□□Rejuvenation Cocoon	23	Will negates [harmless]	1 standard	2 rounds action	Touch	V,S,M	Yes [harmless]	Conjuration (Healing)	SC: p.172
<i>Effect:</i> Heals and protects target; see text.									
□□□□□Sirine's Grace	23	N/A	1 standard	1 round/level action	Personal	V,S,M	N/A	Evocation	SC: p.191
<i>Effect:</i> Gain +4 to Cha & Dex, deflection bonus to AC equal to your CHA bonus, a +8 bonus to Perform checks, gain swim speed 60 ft; see text.									
□□□□□Stone Shape, Greater		None	1 standard	Instantaneous action	Touch	V,S,M/DF	No	Transmutation [Earth]	SC: p.208
<i>Effect:</i> Sculpts stone into any shape.									
□□□□□Stoneskin	23	Will negates (harmless)	1 standard	10 minutes/level or until discharged action	Touch	V,S,M	Yes (harmless)	Abjuration	PHB: p.285
<i>Effect:</i> Ignore 10 points of damage per attack.									
□□□□□Summon Nature's Ally V		None	1 round	1 round/level [D]	Close (100 ft.)	V,S, DF	No	Conjuration (Summoning)	PHB: p.289
<i>Effect:</i> Calls creature to fight.									
□□□□□Swamp Stride	23	N/A	1 standard	1 round/level action	Personal	V,S,DF	N/A	Conjuration (Teleportation)	SC: p.217
<i>Effect:</i> As tree stride, instead you use pools of water.									
□□□□□Transmute Mud to Rock	23	See text	1 standard	Permanent action	Medium (400 ft.)	V,S,M/DF	No	Transmutation [Earth]	PHB: p.295
<i>Effect:</i> Transforms 2 10-ft. cubes/level.									
□□□□□Transmute Rock to Mud	23	See text	1 standard	Permanent; see text action	Medium (400 ft.)	V,S,M/DF	No	Transmutation [Earth]	PHB: p.295
<i>Effect:</i> Transforms 2 10-ft. cubes/level.									
□□□□□Tree Stride		None	1 standard	1 hour/level or until expended; see text action	Personal	V,S, DF	No	Conjuration (Teleportation)	PHB: p.296
<i>Effect:</i> Step from one tree to another far away.									
□□□□□Vigor, Greater	23	Will negates [harmless]	1 standard	10 rounds + 1 round/level [max 35] action	Touch	V,S	Yes [harmless]	Conjuration (Healing)	SC: p.229
<i>Effect:</i> Same as lesser vigor except it grants target fast healing ability for the duration of the spell at 4 hp automatically healed per round.									
□□□□□Wall of Fire		None	1 standard	Concentration + 1 round/level action	Medium (400 ft.)	V,S,M/DF	Yes	Evocation [Fire]	PHB: p.298
<i>Effect:</i> Deals 2d4 fire damage out 10 ft. and 1d4 out 20 ft. Passing through wall deals 2d6 +1/level damage									
□□□□□Wall of Thorns		None	1 standard	10 minutes/level [D] action	Medium (400 ft.)	V,S	No	Conjuration (Creation)	PHB: p.300
<i>Effect:</i> Thorns damage anyone who tries to pass.									
□□□□□Wind Tunnel	23	Fortitude negates [harmless]	1 standard	1 round/level action	Close (100 ft.)	V,S	Yes [harmless]	Evocation	SC: p.239
<i>Effect:</i> Doubles range and grants +5 competence bonus to ranged attacks.									

\* =Domain/Specialty Spell



# Druid Spells

## LEVEL 6

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
■■■■■Anger of the Noonday Sun	24	Reflex negates; see text	1 standard action	Instantaneous	20 feet	V,S	Yes	Evocation [Light]	SC: p.11
<i>Effect:</i> Causes blindness to all within range, undead take 1d6/per 2 level [max 10d6]; see text					<i>Target:</i> All sighted creatures within a 20-ft.-radius burst centered on you <i>Caster Level:</i> 30				
■■■■■Animate Snow		None	1 standard action	1 round/level	Medium (400 ft.)	V,S	No	Transmutation [Cold]	SC: p.12
<i>Effect:</i> Create animated objects of snow; see text.					<i>Target:</i> Cube of snow up to 20 ft on a side <i>Caster Level:</i> 30				
■■■■■Antilife Shell		None	1 round	10 minutes/level [D]	10 ft.	V,S,DF	Yes	Abjuration	PHB: p.199
<i>Effect:</i> 10-ft. field hedges out living creatures.					<i>Target:</i> 10-ft.-radius emanation, centered on you <i>Caster Level:</i> 30				
■■■■■Aspect of the Earth Hunter	24	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 bulutte.					<i>Target:</i> You <i>Caster Level:</i> 30				
■■■■■Bear's Endurance, Mass	24	Will negates (harmless)	1 standard action	1 minute/level	Close (100 ft.)	V,S,DF	Yes	Transmutation	PHB: p.203
<i>Effect:</i> As bear's endurance, affects 1 subject/level.					<i>Target:</i> 1 creature/level, no two of which can be more than 30 ft. apart <i>Caster Level:</i> 30				
■■■■■Bite of the Werebear	24	N/A	1 standard action	1 round/level	Personal	V,S,M	N/A	Transmutation	SC: p.28
<i>Effect:</i> Gain +16 bonus to Str, +2 Dex, +8 Con, +7 natural armor. Gain claws and bite attack; see text.					<i>Target:</i> You <i>Caster Level:</i> 30				
■■■■■Blood Sirocco	24	Fortitude negates; see text	1 standard action	1 round/level	60 ft.	V,S	Yes	Evocation	SC: p.33
<i>Effect:</i> Blood sirocco blows out from your location with the force of a windstorm [DMG 95]; see text					<i>Target:</i> Cone-shaped emanation centered on you or on a point in space <i>Caster Level:</i> 30				
■■■■■Bones of the Earth	24	Reflex negates	1 standard action	1 round/2 level [D]	60 ft.	V,S,DF	No	Conjuration (Creation) [Earth]	PHB II: p.104
<i>Effect:</i> Creates pillar each round. See text.					<i>Target:</i> One 5-ft.-diameter pillar of stone per round <i>Caster Level:</i> 30				
■■■■■Bull's Strength, Mass	24	Will negates (harmless)	1 standard action	1 minute/level	Close (100 ft.)	V,S,M,DF	Yes (harmless)	Transmutation	PHB: p.207
<i>Effect:</i> As bull's strength, affects one subject/ level.					<i>Target:</i> 1 creature/level, no two of which can be more than 30 ft. apart <i>Caster Level:</i> 30				
■■■■■Cat's Grace, Mass	24	Will negates (harmless)	1 standard action	1 minute/level	Close (100 ft.)	V,S,M	Yes	Transmutation	PHB: p.208
<i>Effect:</i> As cat's grace, affects 1 subject/level.					<i>Target:</i> 1 creature/level, no two of which can be more than 30 ft. apart <i>Caster Level:</i> 30				
■■■■■Chasing Perfection	24	Will negates (harmless)	1 standard action	1 minute/level	Touch	V,S,M	Yes (harmless)	Transmutation	PHB II: p.106
<i>Effect:</i> Subject improves in all ways, +4 enhancement bonus to all ability scores.					<i>Target:</i> Creature touched <i>Caster Level:</i> 30				
■■■■■Cometfall	24	Reflex half	1 standard action	Instantaneous	Medium (400 ft.)	V,S,DF	No	Conjuration (Creation)	SC: p.50
<i>Effect:</i> Comet falls to the ground dealing 1d6/level [max 15d6] to everything in the area. Creatures that fail their Reflex are prone; see text					<i>Target:</i> 400-pound ball of rock and ice <i>Caster Level:</i> 30				
■■■■■Cure Light Wounds, Mass	24	Will half (harmless) or Will half; see text	1 standard action	Instantaneous	Close (100 ft.)	V,S	Yes (harmless) or Yes; see text	Conjuration (Healing)	PHB: p.216
<i>Effect:</i> Cures 1d8 +1/level [max +25] damage for many creatures.					<i>Target:</i> 1 creature/level, no two of which can be more than 30 ft. apart <i>Caster Level:</i> 30				
■■■■■Dinosaur Stampede	24	Reflex half	1 standard action	1 round/level [D]	Medium (400 ft.)	V,S,M	Yes	Evocation [Force]	SC: p.64
<i>Effect:</i> Creatures in the area take 1d12 +1 per caster level [max +20].					<i>Target:</i> 20-ft.-radius spread <i>Caster Level:</i> 30				
■■■■■Dispel Magic, Greater		None	1 standard action	Instantaneous	Medium (400 ft.)	V,S	No	Abjuration	PHB: p.223
<i>Effect:</i> As dispel magic, but +20 on check.					<i>Target:</i> One spellcaster, creature, or object; or 20-ft.-radius burst <i>Caster Level:</i> 30				
■■■■■Drown	24	Fortitude negates	1 standard action	Instantaneous	Close (100 ft.)	V,S	Yes	Conjuration (Creation) [Water]	SC: p.74
<i>Effect:</i> Subject immediately falls unconscious, drops to 0 HP, next round -1 HP and is dying.					<i>Target:</i> One living creature <i>Caster Level:</i> 30				
■■■■■Energy Immunity		None	1 standard action	24 hours	Touch	V,S	Yes [harmless]	Abjuration	SC: p.80
<i>Effect:</i> Become immune to one energy type.					<i>Target:</i> Creature touched <i>Caster Level:</i> 30				
■■■■■Enveloping Cocoon	24	Reflex negates	1 standard action	1 round/level [D]	Medium (400 ft.)	V,S,M	Yes	Evocation [Force]	SC: p.83
<i>Effect:</i> Cocoon holds creature unless it breaks free; see text.					<i>Target:</i> Cocoon of force around one Large or smaller creature <i>Caster Level:</i> 30				
■■■■■Extract Water Elemental	24	Fortitude half	1 standard action	Instantaneous	Close (100 ft.)	V,S	Yes	Transmutation [Water]	SC: p.86
<i>Effect:</i> Creature takes 1d6/caster level [max 20d6], if slain you get a water elemental you can control for 1 minute.					<i>Target:</i> One living creature <i>Caster Level:</i> 30				
■■■■■Find the Path	24	None or Will negates (harmless)	3 rounds	10 minutes/level	Personal or touch	V,S,F	No or Yes (harmless)	Divination	PHB: p.230
<i>Effect:</i> Shows most direct way to a location.					<i>Target:</i> You or creature touched <i>Caster Level:</i> 30				
■■■■■Fire Seeds	24	None or Reflex half; see text	1 standard action	10 minutes/level or until used	Touch	V,S,M	No	Conjuration (Creation) [Fire]	PHB: p.230
<i>Effect:</i> Acorns and berries become grenades and bombs.					<i>Target:</i> Up to four touched acorns or up to eight touched holly berries <i>Caster Level:</i> 30				
■■■■■Fires of Purity	24	See text	1 standard action	1 round/level	Touch	V,S,DF	Yes [harmless]; see text	Evocation [Fire]	SC: p.94
<i>Effect:</i> Deal an extra 1 pt/caster level [max 15 pts] of fire damage to any you attack or attack you.					<i>Target:</i> Creature touched <i>Caster Level:</i> 30				
■■■■■Freeze	24	Reflex partial; see text	1 standard action	1 round/2 levels	Medium (400 ft.)	V,S,DF	Yes	Conjuration (Creation) [Cold]	SC: p.99
<i>Effect:</i> Ranged touch attack deals 2d6 cold damage; see text					<i>Target:</i> Ray <i>Caster Level:</i> 30				
■■■■■Hide the Path		None		10 minutes 24 hours [D]	Anywhere in the area to be warded	V,S,F	No	Abjuration	SC: p.114
<i>Effect:</i> Protects area against divinations; see text					<i>Target:</i> Up to 200 sq.ft./level [S] <i>Caster Level:</i> 30				
■■■■■Hungry Gizzard	24	Reflex negates	1 standard action	1 round/level [D]	Medium (400 ft.)	V,S,M	Yes	Conjuration (Creation)	SC: p.117
<i>Effect:</i> Creature gets trapped inside a gizzard that does 2d8+8 crushing, 1d8 acid					<i>Target:</i> One medium or smaller creature <i>Caster Level:</i> 30				
■■■■■Ice Flowers	24	Reflex half	1 standard action	Instantaneous	Long (1600 ft.)	V,S	No	Transmutation [Cold]	SC: p.119
<i>Effect:</i> Creates dense rumble and causes 1d6/caster level [max 15d6]. No affect in desert or solid stone.					<i>Target:</i> 20-ft.-radius burst <i>Caster Level:</i> 30				
■■■■■Ironwood		None	1 minute/lb. created	1 day/level [D]	0 ft.	V,S,M	No	Transmutation	PHB: p.246
<i>Effect:</i> Magic wood is strong as steel.					<i>Target:</i> An ironwood object weighing up to 5 lbs/level <i>Caster Level:</i> 30				
■■■■■Liveoak		None		10 minutes 1 day/level [D]	Touch	V,S	No	Transmutation	PHB: p.248
<i>Effect:</i> Oak becomes treant guardian.					<i>Target:</i> Tree touched <i>Caster Level:</i> 30				

\* =Domain/Speciality Spell

## Druid Spells

☐☐☐☐☐ Miasma	24	Fortitude negates; see text	1 standard 3 rounds/level action	Close (100 ft.)	V,S,DF	Yes	Evocation	SC: p.141
<i>Effect:</i> Gas cloud suffocates target.								
☐☐☐☐☐ Move Earth	None	See text	Instantaneous	Long (1600 ft.)	V,S,M	No	Transmutation [Earth]	PHB: p.257
<i>Effect:</i> Digs trenches and build hills.								
☐☐☐☐☐ Owl's Wisdom, Mass	24	Will negates [harmless]	1 standard 1 minute/level action	Close (100 ft.)	V,S,M/DF	Yes	Transmutation	PHB: p.259
<i>Effect:</i> As owl's wisdom, affects one subject/ level.								
☐☐☐☐☐ Phantasmal Disorientation	24	Will negates; see text	1 standard 1 minute/level [D] action	Medium (400 ft.)	V,S	Yes	Illusion (Phantasm) [Mind-Affecting]	SC: p.155
<i>Effect:</i> Need to make a Will save to discern true landmarks; see text								
☐☐☐☐☐ Repel Wood	None		1 standard 1 minute/level [D] action	60 ft.	V,S	No	Transmutation	PHB: p.271
<i>Effect:</i> Pushes away wooden objects.								
☐☐☐☐☐ Resistance, Superior	24	Will negates [harmless]	1 standard 24 hours action	Touch	V,S,M/DF	Yes [harmless]	Abjuration	SC: p.174
<i>Effect:</i> As resistance, except you grant the subject +6 resistance bonus.								
☐☐☐☐☐ Spellstaff	24	Will negates (object)	10 minutes Permanent until discharged [D]	Touch	V,S,F	Yes (object)	Transmutation	PHB: p.283
<i>Effect:</i> Stores one spell in wooden quarterstaff.								
☐☐☐☐☐ Stonehold	24	See text	1 standard 24 hours/level action	Medium (400 ft.)	V,S	Yes [object]	Conjuration (Creation) [Earth]	SC: p.209
<i>Effect:</i> Conjures stony arms that grapple anything that comes within range.								
☐☐☐☐☐ Stone Tell	None		10 minutes 1 minute/level	Personal	V,S, DF	No	Divination	PHB: p.284
<i>Effect:</i> Talk to natural or worked stone.								
☐☐☐☐☐ Summon Greater Elemental	None		1 round Concentration, up to 1 round/level + 1 round	Close (100 ft.)	V,S,DF	No	Conjuration (Summoning) [see text]	SC: p.214
<i>Effect:</i> Summons a greater elemental [MM 96-100]; see text								
☐☐☐☐☐ Summon Nature's Ally VI	None		1 round 1 round/level [D]	Close (100 ft.)	V,S, DF	No	Conjuration (Summoning)	PHB: p.289
<i>Effect:</i> Calls creature to fight.								
☐☐☐☐☐ Thunder Field	24	See text	1 standard 1 round/level action	Medium (400 ft.)	V,S	Yes	Evocation	PHB II: p.126
<i>Effect:</i> Any creature that starts its turn in the area must save [Fortitude] or take 1d8 sonic damage. Affected creatures must save [Reflex] or be knocked prone.								
☐☐☐☐☐ Tidal Surge	24	Reflex half	1 standard Instantaneous action	Medium (400 ft.)	V,S	Yes	Evocation [Water]	SC: p.220
<i>Effect:</i> Creates a huge wave of water; see text.								
☐☐☐☐☐ Tortoise Shell	None		1 standard 10 minutes/level action	Touch	V,S,DF	Yes [harmless]	Transmutation	SC: p.221
<i>Effect:</i> Grants +6 enhancement bonus to subject's existing natural armor bonus, plus 1 per three caster levels beyond 11th [max +9].								
☐☐☐☐☐ Transport via Plants	None		1 standard 1 round action	Unlimited	V,S	No	Conjuration (Teleportation)	PHB: p.295
<i>Effect:</i> Move instantly from one plant to another of the same kind.								
☐☐☐☐☐ Vigorous Circle	24	Will negates [harmless]	1 standard 10 rounds + 1 round/level [max 40] action	20 ft.	V,S	Yes [harmless]	Conjuration (Healing)	SC: p.229
<i>Effect:</i> Same as mass lesser vigor except it grants all targets fast healing ability for the duration of the spell at 3 hp automatically healed per round.								
☐☐☐☐☐ Wall of Stone	24	See text	1 standard Instantaneous action	Medium (400 ft.)	V,S,M/DF	No	Conjuration (Creation) [Earth]	PHB: p.299
<i>Effect:</i> Creates a stone wall that can be shaped.								

## LEVEL 7

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
☐☐☐☐☐Animalistic Power, Mass	25	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> 30	
☐☐☐☐☐Animate Plants	None		1 standard action	1 round/level or hours; see text	Close (100 ft.)	V	No	Transmutation	PHB: p.199
<i>Effect:</i> One or more plants animate and fight for you.					<i>Target:</i> One/per 3 levels Large plants or all plants within range; see text			<i>Caster Level:</i> 30	
☐☐☐☐☐As the Frost			1 standard action	1 round/level	Personal	V,S,M		Transmutation [Cold]	PHB II: p.101
<i>Effect:</i> Immunity to Cold; DR:10/magic and piercing; inflict 2d6 cold damage to all within 15 ft. each round [failed fort save and creature is slowed]; Gain Outsider Type.					<i>Target:</i> You			<i>Caster Level:</i> 30	
☐☐☐☐☐Aura of Vitality	25	Will negates [harmless]	1 standard action	1 round/level	Close (100 ft.)	V,S	Yes [harmless]	Transmutation	SC: p.18
<i>Effect:</i> +4 morale bonus to Str, Dex and Con.					<i>Target:</i> One creature/3 levels, no two of which can be more than 30 ft. apart			<i>Caster Level:</i> 30	
☐☐☐☐☐Brilliant Blade	25	Will negates [harmless,object]	1 standard action	1 minute/level	Close (100 ft.)	V,S	Yes [harmless,object]	Transmutation	SC: p.40
<i>Effect:</i> Transform weapons into brilliant energy.					<i>Target:</i> One melee or thrown weapon, or fifty projectiles			<i>Caster Level:</i> 30	
☐☐☐☐☐Changestaff	None		1 round	1 hour/level [D]	Touch	V,S,F	No	Transmutation	PHB: p.208
<i>Effect:</i> Your staff becomes a treant on command.					<i>Target:</i> Your touched staff			<i>Caster Level:</i> 30	
☐☐☐☐☐Cloud-walkers	25	Reflex negates [harmless]	1 standard action	10 minutes/level [D]	Touch	V,S,DF	Yes [harmless]	Transmutation	SC: p.49
<i>Effect:</i> Imbues each subject with fly speed of 60 [perfect] but only outdoors.					<i>Target:</i> One creature/level			<i>Caster Level:</i> 30	
☐☐☐☐☐Control Weather	None		10 minutes; see text	4d12 hours; see text	2 miles	V,S	No	Transmutation	PHB: p.214
<i>Effect:</i> Changes weather in local area.					<i>Target:</i> 2-mile-radius circle, centered on you; see text			<i>Caster Level:</i> 30	
☐☐☐☐☐Creeping Doom	None		1 round	1 minute/level	Close (100 ft.)	V,S	No	Conjuration (Summoning)	PHB: p.215
<i>Effect:</i> Swarms of centipedes attack at your command.					<i>Target:</i> one swarm of centipedes/2 levels			<i>Caster Level:</i> 30	
☐☐☐☐☐Cure Moderate Wounds, Mass	25	Will half (harmless) or Will half; see text	1 standard action	Instantaneous	Close (100 ft.)	V,S	Yes (harmless) or Yes; see text	Conjuration (Healing)	PHB: p.216
<i>Effect:</i> Cures 2d8 +1/level [max +30] damage for many creatures.					<i>Target:</i> 1 creature/level, no two of which can be more than 30 ft. apart			<i>Caster Level:</i> 30	
☐☐☐☐☐Fire Storm	25	Reflex half	1 round	Instantaneous	Medium (400 ft.)	V,S	Yes	Evocation [Fire]	PHB: p.231
<i>Effect:</i> Deals 1d6/level [max 20d6] fire damage.					<i>Target:</i> 2 10-ft. cubes/level [S]			<i>Caster Level:</i> 30	

\* =Domain/Speciality Spell

## Druid Spells

■■■■■ Heal	25	Will negates (harmless)	1 standard action	Instantaneous	Touch	V,S	Yes (harmless)	Conjuration (Healing)	PHB: p.239
<i>Effect:</i> Cures 10 points of damage/level [max 150], all diseases and mental conditions.					<i>Target:</i> Creature touched				<i>Caster Level:</i> 30
■■■■■ Master Earth	25	N/A	1 standard action	Instantaneous	Personal	V,S,F	N/A	Transmutation	SC: p.139
<i>Effect:</i> Travel instantly through the earth to the exact location you choose.					<i>Target:</i> You				<i>Caster Level:</i> 30
■■■■■ Scrying, Greater	25	Will negates	1 standard action	1 hour/level	See text	V,S	Yes	Divination (Scrying)	PHB: p.275
<i>Effect:</i> As scrying, but faster and longer.					<i>Target:</i> Magical sensor				<i>Caster Level:</i> 30
■■■■■ Shifting Paths	25	Will disbelief [if interacter with]	10 minutes	1 hour/level	Medium (400 ft.)	V,S	Yes	Illusion (Glamer)	SC: p.188
<i>Effect:</i> Creates an illusionary path and hides a path chosen by you; see text.					<i>Target:</i> 1-mile radius + 1 mile/level				<i>Caster Level:</i> 30
■■■■■ Slime Wave	25	Reflex negates	1 standard action	1 round/level	Close (100 ft.)	V,S,M	No	Conjuration (Summoning)	SC: p.192
<i>Effect:</i> Green slime covers everything in area, dealing damage to everything; see text.					<i>Target:</i> 15 ft.-radius spread				<i>Caster Level:</i> 30
■■■■■ Storm of Elemental Fury	25	See text	1 round	4 rounds	Long (1600 ft.)	V,S	Yes	Conjuration (Summoning)	SC: p.209
<i>Effect:</i> See text.					<i>Target:</i> 40-ft.-radius storm cloud, 200 feet above the ground				<i>Caster Level:</i> 30
■■■■■ Storm Tower	25	Fortitude negates; see text	1 round	1 round/level [D]	Long (1600 ft.)	V,S	Yes	Abjuration [Air]	SC: p.210
<i>Effect:</i> Absorbs any electricity damage and magic missiles; see text.					<i>Target:</i> Cylinder 100-ft. tall, 20-ft.-radius				<i>Caster Level:</i> 30
■■■■■ Summon Nature's Ally VII	None		1 round	1 round/level [D]	Close (100 ft.)	V,S, DF	No	Conjuration (Summoning)	PHB: p.289
<i>Effect:</i> Calls creature to fight.					<i>Target:</i> One or more creatures, no two of which can be more than 30 ft. apart				<i>Caster Level:</i> 30
■■■■■ Sunbeam	25	Reflex negates and Reflex half; see text	1 standard action	1 round/level or until all beams are exhausted	60 ft.	V,S, DF	Yes	Evocation [Light]	PHB: p.289
<i>Effect:</i> Up to 6 beams blind and deal 4d6 damage; undead take 1 d6/level [max 20d6] damage.					<i>Target:</i> Line from your hand				<i>Caster Level:</i> 30
■■■■■ Swamp Lung	25	Fortitude negates	1 standard action	Instantaneous	Medium (400 ft.)	V,S,DF	No	Conjuration (Creation)	SC: p.216
<i>Effect:</i> Causes stagnant swamp water to fill the subject's lungs; see text.					<i>Target:</i> One living creature with a respiratory system				<i>Caster Level:</i> 30
■■■■■ Transmute Metal to Wood	None		1 standard action	Instantaneous	Long (1600 ft.)	V,S, DF	Yes (object; see text)	Transmutation	PHB: p.294
<i>Effect:</i> Metal within 40 ft. becomes wood.					<i>Target:</i> All metal objects within a 40-ft.-radius burst				<i>Caster Level:</i> 30
■■■■■ True Seeing	25	Will negates (harmless)	1 standard action	1 minute/level	Touch	V,S,M	Yes (harmless)	Divination	PHB: p.296
<i>Effect:</i> Lets you see all things as they really are.					<i>Target:</i> Creature touched				<i>Caster Level:</i> 30
■■■■■ Waterspout	25	Reflex negates	1 round	1 round/level	Long (1600 ft.)	V,S,DF	No	Conjuration (Creation)	SC: p.236
<i>Effect:</i> Create waterspout; see text					<i>Target:</i> Cylinder [5-ft. radius, 80 ft. high]				<i>Caster Level:</i> 30
■■■■■ Wind Walk	25	No and Will negates (harmless)	1 standard action	1 hour/level [D]; see text	Touch	V,S, DF	No and Yes (harmless)	Transmutation [Air]	PHB: p.302
<i>Effect:</i> You and your allies turn vaporous and travel fast.					<i>Target:</i> You and One touched creature/3 levels				<i>Caster Level:</i> 30
■■■■■ Word of Balance	25	None or Will negates; see text	1 standard action	Instantaneous	30 ft.	V	Yes	Evocation [Sonic]	SC: p.242
<i>Effect:</i> Speaks a word that affects creatures; see text.					<i>Target:</i> Creatures in a 30-ft.-radius spread centered on you				<i>Caster Level:</i> 30
■■■■■ Wrack Earth	25	Reflex half; see text	1 standard action	Instantaneous	30 ft.	V,S,DF	No	Evocation [Earth]	PHB II: p.128
<i>Effect:</i> Deals 1d6 bludgeoning/caster level [max 15d6] to every creature in line. Rubble made and creatures must make Reflex or be moved to a random side. Rubble counts as difficult terrain [double movement].					<i>Target:</i> 30-ft.-line				<i>Caster Level:</i> 30

## LEVEL 8

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
■■■■■ Animal Shapes	26	None; see text	1 standard action	1 hour/level [D]	Close (100 ft.)	V,S, DF	Yes (harmless)	Transmutation	PHB: p.198
<i>Effect:</i> One ally/level polymorphs into chosen animal.					<i>Target:</i> Up to one willing creature/level, all within 30 ft. of each other				<i>Caster Level:</i> 30
■■■■■ Awaken, Mass	26	See text	24 hours	Instantaneous	Medium (400 ft.)	V,S,DF,XP	Yes	Transmutation	SC: p.21
<i>Effect:</i> You awaken one or more trees or animals to humanlike sentience. All awakened creatures must be of the same type.					<i>Target:</i> One animals or tree/3 levels, no two of which may be more than 30 ft. apart				<i>Caster Level:</i> 30
■■■■■ Bombardment	26	Reflex half; see text	1 standard action	Instantaneous	Long (1600 ft.)	V,S,F	No	Conjuration (Creation)	SC: p.37
<i>Effect:</i> Creatures take 1d8/caster level [max 20d8] and is buried under 5 ft of rubble; see text.					<i>Target:</i> Cylinder [15-ft. radius, 40 ft. high]				<i>Caster Level:</i> 30
■■■■■ Brilliant Aura	26	Will negates [harmless]	1 standard action	1 round/level	Close (100 ft.)	V,S	Yes [harmless]	Transmutation	SC: p.39
<i>Effect:</i> Functions as brilliant blade, except all subject creatures weapons gain brilliant energy special ability.					<i>Target:</i> Weapons carried by one creature/2 levels, no two of which are more than 30 ft. apart				<i>Caster Level:</i> 30
■■■■■ Cocoon	26	Fortitude negates	1 round	Instantaneous	Close (100 ft.)	V,S,M,XP	Yes	Conjuration (Creation)	SC: p.49
<i>Effect:</i> Corpse begins rebirth process if cast on it within 1 round/level.					<i>Target:</i> One corpse				<i>Caster Level:</i> 30
■■■■■ Control Plants	26	Will negates	1 standard action	1 minute/level	Close (100 ft.)	V,S, DF	No	Transmutation	PHB: p.213
<i>Effect:</i> Control actions of one or more plant creatures.					<i>Target:</i> 2 HD/level of plant creatures, no two of which can be more than 30 ft. apart				<i>Caster Level:</i> 30
■■■■■ Cure Serious Wounds, Mass	26	Will half (harmless) or Will half; see text	1 standard action	Instantaneous	Close (100 ft.)	V,S	Yes (harmless) or see text	Conjuration (Healing)	PHB: p.216
<i>Effect:</i> Cures 3d8 +1/level [max +35] damage for many creatures.					<i>Target:</i> 1 creature/level, no two of which can be more than 30 ft. apart				<i>Caster Level:</i> 30
■■■■■ Deadfall	26	Reflex partial; see text	1 standard action	Instantaneous; see text	Long (1600 ft.)	V,S	No	Conjuration (Creation)	SC: p.59
<i>Effect:</i> Deal 1d6/level [max 20d6] to all in the area and on failed save they are knocked prone.					<i>Target:</i> Mass of dead wood forming in a cylinder [20-ft. radius, 40 ft. high]; see text				<i>Caster Level:</i> 30
■■■■■ Earth Glide	26	Will negates (harmless)	1 standard action	30 minutes	Touch	V,S,DF	Yes (harmless)	Transmutation	Race Sto: p.162
<i>Effect:</i> Grants target the ability to earth glide as if an earth elemental.					<i>Target:</i> Creature touched				<i>Caster Level:</i> 30
■■■■■ Earthquake	26	See text	1 standard action	1 round	Long (1600 ft.)	V,S, DF	No	Evocation [Earth]	PHB: p.225
<i>Effect:</i> Intense tremor shakes 80-ft.-radius.					<i>Target:</i> 80-ft.-radius spread [S]				<i>Caster Level:</i> 30
■■■■■ Finger of Death	26	Fortitude partial	1 standard action	Instantaneous	Close (100 ft.)	V,S	Yes	Necromancy [Death]	PHB: p.230
<i>Effect:</i> Kills one subject.					<i>Target:</i> One living creature				<i>Caster Level:</i> 30
■■■■■ Maelstrom	26	Reflex negates; see text	1 round	1 round/level	Long (1600 ft.)	V,S,DF	No	Conjuration (Creation) [Water]	SC: p.135
<i>Effect:</i> Creates a maelstrom which affects waterborne creatures; see text.					<i>Target:</i> A whirlpool 120 ft. wide and 60 ft. deep				<i>Caster Level:</i> 30

\* =Domain/Speciality Spell

# Druid Spells

□□□□□ Phantom Wolf	None	1 round	Concentration up to 1 round/level	Medium (400 ft.)	V,S,DF	No	Conjuration (Summoning)	SC: p.157
<i>Effect:</i> Conjure phantom wolf to do your bidding.				<i>Target:</i> One summoned phantom wolf				<i>Caster Level:</i> 30
□□□□□ Red Tide	26	Fortitude partial; see text	1 standard Instantaneous action	Medium (400 ft.)	V,S,DF	Yes	Evocation [Water]	SC: p.170
<i>Effect:</i> Creatures knocked prone unless they save; see text for failed save results.				<i>Target:</i> 30-ft.-radius burst				<i>Caster Level:</i> 30
□□□□□ Repel Metal or Stone	None		1 standard 1 round/level [D] action	60 ft.	V,S	No	Abjuration [Earth]	PHB: p.271
<i>Effect:</i> Pushes away metal and stone.				<i>Target:</i> 60 ft. line from you				<i>Caster Level:</i> 30
□□□□□ Reverse Gravity	26	None; see text	1 standard 1 round/level [D] action	Medium (400 ft.)	V,S,M/DF	No	Transmutation	PHB: p.273
<i>Effect:</i> Objects and creatures fall upward.				<i>Target:</i> Up to 1 10-ft. cube/2 levels [S]				<i>Caster Level:</i> 30
□□□□□ Stormrage	26	N/A	1 standard 1 minute/level [D] action	Personal	V,S,DF	N/A	Transmutation [Electricity]	SC: p.210
<i>Effect:</i> Launch lightning bolts 1d6 per level; see text.				<i>Target:</i> You				<i>Caster Level:</i> 30
□□□□□ Summon Nature's Ally VIII	None		1 round 1 round/level [D]	Close (100 ft.)	V,S, DF	No	Conjuration (Summoning)	PHB: p.289
<i>Effect:</i> Calls creature to fight.				<i>Target:</i> One or more creatures, no two of which can be more than 30 ft. apart				<i>Caster Level:</i> 30
□□□□□ Sunburst	26	Reflex partial; see text	1 standard Instantaneous action	Long (1600 ft.)	V,S,M/DF	Yes	Evocation [Light]	PHB: p.289
<i>Effect:</i> Blinds all within 10 ft., deals 6d6 damage.				<i>Target:</i> 80-ft.-radius burst				<i>Caster Level:</i> 30
□□□□□ Unyielding Roots	26	Fortitude negates [harmless]	1 standard 1 round/level [D] action	Touch	V,S,DF	Yes [harmless]	Tranmutation	SC: p.228
<i>Effect:</i> Creature cannot move from the current space.				<i>Target:</i> Willing creature touched				<i>Caster Level:</i> 30
□□□□□ Whirlwind	26	Reflex negates; see text	1 standard 1 round/level [D] action	Long (1600 ft.)	V,S, DF	Yes	Evocation [Air]	PHB: p.301
<i>Effect:</i> Cyclone deals damage and can pick up creatures.				<i>Target:</i> Cyclone 10 ft. wide at base, 30 ft. wide at top, and 30 ft. tall				<i>Caster Level:</i> 30
□□□□□ Word of Recall	26	None or Will negates (harmless, object)	1 standard Instantaneous action	Unlimited	V	No or Yes (harmless, object)	Conjuration (Teleportation)	PHB: p.303
<i>Effect:</i> Teleports you back to designated place.				<i>Target:</i> You and touched objects or other willing creatures				<i>Caster Level:</i> 30

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## Notes:

Character Sheet Notes: