

Desire'

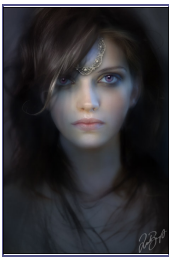
|                 |            |
|-----------------|------------|
| NAME            |            |
| Drd14           | 91000      |
| CLASS           | EXPERIENCE |
| 14              | 105000     |
| Character Level | NEXT LEVEL |

Donnamarie Fuller

|            |        |
|------------|--------|
| PLAYERNAME |        |
| Illan      | Medium |
| RACE       | SIZE   |
| 22         | Female |
| AGE        | GENDER |

|        |          |
|--------|----------|
| DEITY  |          |
| 5' 4"  | 140 lbs. |
| HEIGHT | WEIGHT   |
|        |          |
| EYES   | HAIR     |

|              |
|--------------|
| Neutral Good |
| ALIGNMENT    |
| Normal       |
| VISION       |
| -1           |
| POINTS       |



|                     |            |          |               |             |            |          |
|---------------------|------------|----------|---------------|-------------|------------|----------|
| ABILITY NAME        | BASE SCORE | BASE MOD | ABILITY SCORE | ABILITY MOD | TEMP SCORE | TEMP MOD |
| STR<br>Strength     | 10         | +0       | 10            | +0          | 10         | +0       |
| DEX<br>Dexterity    | 14         | +2       | 14            | +2          | 14         | +2       |
| CON<br>Constitution | 12         | +1       | 12            | +1          | 12         | +1       |
| INT<br>Intelligence | 18         | +4       | 18            | +4          | 18         | +4       |
| WIS<br>Wisdom       | 25         | +7       | 25            | +7          | 25         | +7       |
| CHA<br>Charisma     | 12         | +1       | 12            | +1          | 12         | +1       |

|                  |       |     |       |     |       |     |                   |       |   |      |   |                    |   |             |   |             |   |              |   |      |   |      |   |         |   |      |  |             |   |              |   |             |  |              |
|------------------|-------|-----|-------|-----|-------|-----|-------------------|-------|---|------|---|--------------------|---|-------------|---|-------------|---|--------------|---|------|---|------|---|---------|---|------|--|-------------|---|--------------|---|-------------|--|--------------|
| NAME             | SCORE | MOD | SCORE | MOD | SCORE | MOD |                   | 189   |   |      |   | 12                 |   | Walk 40 ft. |   |             |   |              |   |      |   |      |   |         |   |      |  |             |   |              |   |             |  |              |
| STR<br>Strength  | 10    | +0  | 10    | +0  | 10    | +0  | VP<br>Vitality    |       |   |      |   | WP<br>Wound Points |   |             |   |             |   |              |   |      |   |      |   |         |   |      |  |             |   |              |   |             |  |              |
| DEX<br>Dexterity | 14    | +2  | 14    | +2  | 14    | +2  | AC<br>armor class | 24    | : | 22   | : | 23                 | = | 10          | + | 0           | + | 0            | + | 2    | + | 0    | + | 1       | + | 11   |  |             | 0 | +            | 0 | 0           |  |              |
| CON              |       |     |       |     |       |     |                   | TOTAL |   | FLAT |   | TOUCH              |   | BASE        |   | ARMOR BONUS |   | SHIELD BONUS |   | STAT |   | SIZE |   | NATURAL |   | MISC |  | MISS CHANCE |   | ARCANE SPELL |   | ARMOR CHECK |  | SPELL RESIST |

|                     |    |    |    |    |    |    |                                    |  |
|---------------------|----|----|----|----|----|----|------------------------------------|--|
| Constitution        | 12 | +1 | 2  | +1 | 12 | +1 | <div>INITIATIVE<br/>modifier</div> | <div>+6 = +2 + +4<br/>TOTAL      DEX MODIFIER      MISC MODIFIER</div> |
| INT<br>Intelligence | 18 | +4 | 18 | +4 | 18 | +4 |                                    |  |
| WIS<br>Wisdom       | 25 | +7 | 25 | +7 | 25 | +7 |                                    |  |
|                     |    |    |    |    |    |    | <div>BASE ATTACK<br/>bonus</div>   | <div>+10/+5</div>  |

|                             |       |           |         |       |      |      |      |                       |
|-----------------------------|-------|-----------|---------|-------|------|------|------|-----------------------|
| SAVING THROWS               | TOTAL | BASE SAVE | ABILITY | MAGIC | MISC | EPIC | TEMP | conditional modifiers |
| FORTITUDE<br>(constitution) | +11   | +9        | +1      | +1    | +0   | +0   |      |                       |
| REFLEX<br>(dexterity)       | +7    | +4        | +2      | +1    | +0   | +0   |      |                       |
| WILL<br>(wisdom)            | +17   | +9        | +7      | +1    | +0   | +0   |      |                       |

|                                |        |   |                   |      |      |      |      |      |
|--------------------------------|--------|---|-------------------|------|------|------|------|------|
| <b>MELEE</b><br>attack bonus   | TOTAL  | = | BASE ATTACK BONUS | STAT | SIZE | MISC | EPIC | TEMP |
|                                | +10/+5 |   | +10/+5            | +0   | +0   | +0   | +0   |      |
| <b>RANGED</b><br>attack bonus  | +12/+7 | = | +10/+5            | +2   | +0   | +0   | +0   |      |
| <b>GRAPPLE</b><br>attack bonus | +10/+5 | = | +10/+5            | +0   | +0   | +0   | +0   |      |

|         |                    |        |        |     |          |       |
|---------|--------------------|--------|--------|-----|----------|-------|
| UNARMED | TOTAL ATTACK BONUS | +10/+5 | DAMAGE | 1d8 | CRITICAL | 20/x2 |
|---------|--------------------|--------|--------|-----|----------|-------|

|                                      |   |      |      |          |
|--------------------------------------|---|------|------|----------|
| *Quarterstaff +2/- (Spell Storing;-) | CURRENT HAND  | TYPE | SIZE | CRITICAL |
|                                      | Both  | B/B  | M    | 20/x2    |
| TOTAL ATTACK BONUS                   | DAMAGE  |      |      |          |
| +12/+7                               | 1d6+2   |      |      |          |
| Special Properties                   | Head1: can store a single targeted spell of up to 3rd level with a casting time of 1 action |      |      |          |

| Sling              |        |        | CURRENT HAND | TYPE    | SIZE    | CRITICAL |
|--------------------|--------|--------|--------------|---------|---------|----------|
|                    |        |        | Carried      | B       | M       | 20/x2    |
|                    | 30 ft. | 50 ft. | 100 ft.      | 150 ft. | 200 ft. |          |
| To Hit             | +12/+7 | +12/+7 | +10/+5       | +8/+3   | +6/+1   |          |
| Dam                | 1d4    | 1d4    | 1d4          | 1d4     | 1d4     |          |
| Special Properties |        |        |              |         |         |          |

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

|                             |      |    |        |       |               |
|-----------------------------|------|----|--------|-------|---------------|
| ARMOR                       | TYPE | AC | MAXDEX | CHECK | SPELL FAILURE |
| *Amulet of Natural Armor +1 |      | +1 |        | +0    | 0             |
| *Belt, Monk's               |      | +8 |        | +0    | 0             |
| *Ring of Protection +3      |      | +3 |        | +0    | 0             |

|                     |  |
|---------------------|--|
| DRUID WILDSHAPE     |  |
| Uses per day        | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> |
| Duration = 14 Hours |  |

| Skill Name                                    |                                 | Skills      |                | Max Ranks        |       |               | 17/8.5 |   |
|---|---------------------------------|-------------|----------------|------------------|-------|---------------|--------|---|
|   |                                 | Key Ability | Skill Modifier | Ability Modifier | Ranks | Misc Modifier |        |   |
| ✓   | Appraise                        | INT         | 4              | =                | 4     | +             | +      |   |
| ✓   | Balance                         | DEX         | 2              | =                | 2     | +             | +      |   |
| ✓   | Bluff                           | CHA         | 1              | =                | 1     | +             | +      |   |
| ✓   | Climb                           | STR         | 0              | =                | 0     | +             | +      |   |
| ✓   | Concentration                   | CON         | 1              | =                | 1     | +             | +      |   |
| ✓   | Craft (Untrained)               | INT         | 4              | =                | 4     | +             | +      |   |
| ✓   | Diplomacy                       | CHA         | 9              | =                | 1     | + 2.0         | 6      |   |
| ✓   | Disguise                        | CHA         | 1              | =                | 1     | +             | +      |   |
| ✓   | Escape Artist                   | DEX         | 2              | =                | 2     | +             | +      |   |
| ✓   | Forgery                         | INT         | 4              | =                | 4     | +             | +      |   |
| ✓   | Gather Information              | CHA         | 1              | =                | 1     | +             | +      |   |
|   | Handle Animal                   | CHA         | 9              | =                | 1     | + 8.0         | +      |   |
| ✓   | Heal                            | WIS         | 13             | =                | 7     | + 6.0         | +      |   |
| ✓   | Intimidate                      | CHA         | 1              | =                | 1     | +             | +      |   |
| ✓   | Jump                            | STR         | 4              | =                | 0     | +             | +      | 4 |
|   | Knowledge (Arcana)              | INT         | 9              | =                | 4     | + 5.0         | +      |   |
|   | Knowledge (Nature)              | INT         | 21             | =                | 4     | + 13.0        | +      | 4 |
|   | Knowledge (Religion)            | INT         | 9              | =                | 4     | + 5.0         | +      |   |
| ✓   | Listen                          | WIS         | 7              | =                | 7     | +             | +      |   |
|   | Perform (Oratory)               | CHA         | 4              | =                | 1     | + 3.0         | +      |   |
|   | Profession (Herbalist)          | WIS         | 11             | =                | 7     | + 4.0         | +      |   |
| ✗   | Psychic-Adaptation              | WIS         | 9              | =                | 7     | + 2.0         | +      |   |
| ✗   | Psychic-Apport                  | INT         | 12             | =                | 4     | + 8.0         | +      |   |
| ✗   | Psychic-Blink Teleport          |             | 5              | =                | 0     | + 5.0         | +      |   |
| ✗   | Psychic-Body Control            | WIS         | 11             | =                | 7     | + 4.0         | +      |   |
| ✗   | Psychic-Dimensional Phase       |             | 6              | =                | 0     | + 6.0         | +      |   |
| ✗   | Psychic-Empathic Projection     | CHA         | 6              | =                | 1     | + 5.0         | +      |   |
| ✗   | Psychic-Empathy                 | WIS         | 8              | =                | 7     | + 1.0         | +      |   |
| ✗   | Psychic-Enhance Senses          | WIS         | 8              | =                | 7     | + 1.0         | +      |   |
| ✗   | Psychic-Illusion                | CHA         | 5              | =                | 1     | + 4.0         | +      |   |
| ✗   | Psychic-Mental Contact          | CHA         | 10             | =                | 1     | + 7.0         | +      | 2 |
| ✗   | Psychic-Mind Reading            | CHA         | 7              | =                | 1     | + 6.0         | +      |   |
| ✗   | Psychic-Psychic Healing         | WIS         | 13             | =                | 7     | + 6.0         | +      |   |
| ✗   | Psychic-Psychic Sense           | WIS         | 7              | =                | 7     | +             | +      |   |
| ✗   | Psychic-Pyrokinesis             | INT         | 6              | =                | 4     | + 2.0         | +      |   |
| ✗   | Psychic-Telekinesis             | INT         | 8              | =                | 4     | + 4.0         | +      |   |
| ✗   | Psychic-Telekinetic Shield      | INT         | 7              | =                | 4     | + 3.0         | +      |   |
| ✗   | Psychic-Teleport                | INT         | 12             | =                | 4     | + 8.0         | +      |   |
| ✓   | Ride                            | DEX         | 4              | =                | 2     | +             | +      | 2 |
| ✓   | Search                          | INT         | 4              | =                | 4     | +             | +      |   |
| ✓   | Sense Motive                    | WIS         | 7              | =                | 7     | +             | +      |   |
| ✓   | Sneak                           | DEX         | 8              | =                | 2     | + 6.0         | +      |   |
| ✓   | Sneak (Hide)                    | DEX         | 8              | =                | 2     | + 6.0         | +      |   |
|   | Spellcraft                      | INT         | 14             | =                | 4     | + 8.0         | +      | 2 |
| ✓   | Spot                            | WIS         | 19             | =                | 7     | + 12.0        | +      |   |
| ✓   | Survival                        | WIS         | 21             | =                | 7     | + 12.0        | +      | 2 |
|   | Survival (Natural environments) | WIS         | 23             | =                | 7     | + 12.0        | +      | 4 |
| ✓   | Swim                            | STR         | 0              | =                | 0     | +             | +      |   |
| ✓   | Use Rope                        | DEX         | 3              | =                | 2     | + 1.0         | +      |   |
|   |                                 |             |                | =                | +     | +             |        |   |
|   |                                 |             |                | =                | +     | +             |        |   |
| ✓: can be used untrained. ✗: exclusive skills |                                 |             |                |                  |       |               |        |   |

| EQUIPMENT   |                 |     |           |            |
|---|-----------------|-----|-----------|------------|
| ITEM  | LOCATION        | QTY | WT        | COST       |
| Amulet of Natural Armor +1  | Equipped        | 1   | 0.0       | 2000.0     |
| Backpack  |                 | 1   | 2.0       | 2.0        |
| 0 lbs.  |                 |     |           |            |
| Bedroll   | Handy Haversack | 1   | 5.0       | 0.1        |
| Belt, Monk's  | Equipped        | 1   | 1.0       | 13000.0    |
| Blanket (Winter)  | Handy Haversack | 1   | 3.0       | 0.5        |
| Cloak of Resistance +1  | Equipped        | 1   | 1.0       | 1000.0     |
| Handy Haversack   | Carried         | 1   | 5.0       | 2000.0     |
| 19.5 lbs., 1 Bedroll, 1 Rope (Silk/50 Ft.), 1 Spell Component Pouch, 1 Blanket (Winter), 1 Healer's Kit, 1 Ink (1 Oz. Vial), 1 Inkpen, 1 Lantern (Hooded), 1 Mirror (Small/Steel), 1 Oil (1 Pt. Flask), 4 Parchment (Sheet) |                 |     |           |            |
| Headband WIS +4   | Equipped        | 1   | 0.0       | 16000.0    |
| Enhancement bonus to ability WIS)+4   |                 |     |           |            |
| Healer's Kit  | Handy Haversack | 1   | 1.0       | 50.0       |
| ☐   |                 |     |           |            |
| Ink (1 Oz. Vial)  | Handy Haversack | 1   | 0.0       | 8.0        |
| Inkpen  | Handy Haversack | 1   | 0.0       | 0.1        |
| Lantern (Hooded)  | Handy Haversack | 1   | 2.0       | 7.0        |
| Mirror (Small/Steel)  | Handy Haversack | 1   | 0.5       | 10.0       |
| Oil (1 Pt. Flask)   | Handy Haversack | 1   | 1.0       | 0.1        |
| ☐   |                 |     |           |            |
| Outfit (Explorer's/Tiny)  | Equipped        | 1   | 2.0       | 10.0       |
| Parchment (Sheet)   | Handy Haversack | 4   | 0.0 (0.0) | 0.2 (0.8)  |
| Pearl of Power (3rd Level)  | Equipped        | 1   | 0.0       | 9000.0     |
| Pouch (Belt)  |                 | 1   | 0.5       | 1.0        |
| 4 lbs., 4 Rations (Trail/Per Day)   |                 |     |           |            |
| Quarterstaff +2/- (Spell Storing;-)   | Equipped        | 1   | 4.0       | 18600.0    |
| Head1: can store a single targeted spell of up to 3rd level with a casting time of 1 action   |                 |     |           |            |
| Rations (Trail/Per Day)   | Pouch (Belt)    | 4   | 1.0 (4.0) | 0.5 (2.0)  |
| ☐☐☐☐  |                 |     |           |            |
| Ring of Protection +3   | Equipped        | 1   | 0.0       | 18000.0    |
| Rope (Silk/50 Ft.)  | Handy Haversack | 1   | 5.0       | 10.0       |
| Sack  |                 | 1   | 0.5       | 0.1        |
| 0 lbs.  |                 |     |           |            |
| Sling   | Carried         | 1   | 0.0       | 0.0        |
| 0 lbs.  |                 |     |           |            |
| Spell Component Pouch   | Handy Haversack | 1   | 2.0       | 5.0        |
| TOTAL WEIGHT CARRIED/VALUE  |                 |     | 11 lbs.   | 79706.7 gp |

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

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

| SPECIAL ABILITIES  |
|--|
| +2 racial bonus on Mental Contact and Psychic Shield checks. |
| A Thousand Faces (Su)  |
| Animal Companion (Ex)  |
| Nature Sense (Ex)  |
| Resist Nature's Lure (Ex)                                    |
| Trackless Step (Ex)  |
| Venom Immunity (Ex)  |
| Wild Empathy (Ex) +17  |
| Wild Shape (Su) 5/day for 14 hours (Large, Tiny, Plant)      |
| Woodland Stride (Ex)   |

| FEATS                      |   |
|----------------------------|---|
| Fleet of Foot - Malhavoc   | +10 feet bonus to ground speed  |
| Improved Initiative        | You get a +4 bonus on initiative checks.  |
| Modify Spell               | Laden spell has additional power  |
| Natural Spell              | You can complete the verbal and somatic components of spells while in a wild shape. You can also use any material components or focuses you possess, even if such items are melded within your current form.  |
| Psychic Ability            | You have the potential to acquire psychic feats and skills.   |
| Psychic Channeling         | You can channel spell energy to fuel your psychic abilities.  |
| Psychic Stamina            | Your mental strength reinforces your physical endurance.  |
| Psychokinesis              | You have the potential to learn psychokinesis skills.   |
| Psychometabolism           | You have the potential to learn psychometabolism skills.  |
| Psychoportation            | You have the potential to learn psychoportation skills.   |
| Spellcasting Prodigy       | Treat primary spellcasting ability score as 2 higher for bonus spells and save DCs.   |
| Telepathy                  | You have the potential to learn telepathy skills.   |
| Armor Proficiency (Light)  | When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble checks. |
| Armor Proficiency (Medium) | When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble checks. |
| Psychic Ability            | You have the potential to acquire psychic feats and skills.   |
| Shield Proficiency         | You can use a shield and take only the standard penalties.  |
| Telepathy                  | You have the potential to learn telepathy skills.   |

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

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

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

| Animal Companion: Brutis (Riding Dog) |   |      |       |       |       |
|---------------------------------------|---|------|-------|-------|-------|
| HP:                                   | 92  | AC:  | 27    | INIT: | +8    |
| FORT:                                 | +9  | REF: | +13   | WILL: | +4    |
| *Bite                                 | +12/+7  | DAM: | 1d6+6 | CRIT: | 20/x2 |
| Special:                              | Animal Traits, Animals eat/sleep/breathe, Devotion (Ex), Evasion (Ex), Link (Ex), Multiattack (Ex), Scent (Ex), Share Spells (Ex) |      |       |       |       |

# 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 | 7 | 7 | 6 | 6 | 4 | 4 | 3 | 0 | 0 |

## LEVEL 0

| Name  | DC | Saving Throw                    | Time              | Duration                                 | Range  | Comp.      | Spell Resistance         | School                         | Source              |
|---|----|---------------------------------|-------------------|--|--|------------|--------------------------|--------------------------------|---------------------|
| □□□□ Create Water   | 18 | None                            | 1 standard action | Instantaneous                            | Close (60 ft.)   | V, S       | No                       | Conjuration (Creation) [Water] | RSRD: SpellsC.rtf   |
| Effect: Creates 2 gallons/level of pure water.  |    |                                 |                   |  | Target: Up to 2 gallons/level of water                             |            |                          | Caster Level: 14               |                     |
| □□□□ Cure Minor Wounds  | 18 | Will half (harmless); see text  | 1 standard action | Instantaneous                            | Touch  | V, S       | Yes (harmless); see text | Conjuration (Healing)          | RSRD: SpellsC.rtf   |
| Effect: Cures 1 point of damage.  |    |                                 |                   |  | Target: Creature touched   |            |                          | Caster Level: 14               |                     |
| □□□□ Dawn   | 18 | Fortitude negates [harmless]    | 1 swift action    | Instantaneous                            | 15 ft.   | V          | Yes [harmless]           | Abjuration                     | SPELL CO: Pg.59     |
| Effect: Awakens sleeping creatures and those knocked out from nonlethal damage [but staggered]. |    |                                 |                   |  | Target: All creatures within a 15-ft.-radius burst centered on you |            |                          | Caster Level: 14               |                     |
| □□□□ Detect Magic   | 18 | None                            | 1 standard action | Concentration, up to 1 minutes/level [D] | 60 ft.   | V, S       | No                       | Divination                     | RSRD: SpellsD-E.rtf |
| Effect: Detects spells and magic items within 60 ft.  |    |                                 |                   |  | Target: Cone-shaped emanation                                      |            |                          | Caster Level: 14               |                     |
| □□□□ Detect Poison  | 18 | None                            | 1 standard action | Instantaneous                            | Close (60 ft.)   | V, S       | No                       | Divination                     | RSRD: SpellsD-E.rtf |
| Effect: Detects poison in one creature or small object.   |    |                                 |                   |  | Target: One creature, one object, or a 5-ft. cube                  |            |                          | Caster Level: 14               |                     |
| □□□□ Flare  | 18 | Fortitude negates               | 1 standard action | Instantaneous                            | Close (60 ft.)   | V          | Yes                      | Evocation [Light]              | RSRD: SpellsF-G.rtf |
| Effect: Dazzles one creature [-1 on attack rolls].  |    |                                 |                   |  | Target: Burst of light   |            |                          | Caster Level: 14               |                     |
| □□□□ Guidance   | 18 | Will negates (harmless)         | 1 standard action | 1 minute or until discharged             | Touch  | V, S       | Yes                      | Divination                     | RSRD: SpellsF-G.rtf |
| Effect: +1 on one attack roll, saving throw, or skill check.                                    |    |                                 |                   |  | Target: Creature touched   |            |                          | Caster Level: 14               |                     |
| □□□□ Know Direction   | 18 | None                            | 1 standard action | Instantaneous                            | Personal   | V, S       | No                       | Divination                     | RSRD: SpellsH-L.rtf |
| Effect: You discern north.  |    |                                 |                   |  | Target: You  |            |                          | Caster Level: 14               |                     |
| □□□□ Light  | 18 | None                            | 1 standard action | 10 minutes/level [D]                     | Touch  | V, M/DF    | No                       | Evocation [Light]              | RSRD: SpellsH-L.rtf |
| Effect: Object shines like a torch.   |    |                                 |                   |  | Target: Object touched   |            |                          | Caster Level: 14               |                     |
| □□□□ Mending  | 18 | Will negates (harmless, object) | 1 standard action | Instantaneous                            | 10 ft.   | V, S       | Yes (harmless, object)   | Transmutation                  | RSRD: SpellsM-O.rtf |
| Effect: Makes minor repairs on an object.   |    |                                 |                   |  | Target: One object of up to 1 lb.                                  |            |                          | Caster Level: 14               |                     |
| □□□□ Naturewatch  | 18 | None                            | 1 standard action | 10 minutes/level                         | 30 ft.   | S          | No                       | Necromancy                     | SPELL CO: Pg.146    |
| Effect: Same as deathwatch but only functions on plants and animals; see text.                  |    |                                 |                   |  | Target: Cone-shaped emanation                                      |            |                          | Caster Level: 14               |                     |
| □□□□ Purify Food and Drink  | 18 | Will negates (object)           | 1 standard action | Instantaneous                            | 10 ft.   | V, S       | Yes (object)             | Transmutation                  | RSRD: SpellsP-R.rtf |
| Effect: Purifies 1 cu. ft./level of food or water.  |    |                                 |                   |  | Target: 1 cu. ft./level. of contaminated food and water            |            |                          | Caster Level: 14               |                     |
| □□□□ Read Magic   | 18 | None                            | 1 standard action | 10 minutes/level                         | Personal   | V, S, F    | No                       | Divination                     | RSRD: SpellsP-R.rtf |
| Effect: Read scrolls and spellbooks.  |    |                                 |                   |  | Target: You  |            |                          | Caster Level: 14               |                     |
| □□□□ Resistance   | 18 | Will negates (harmless)         | 1 standard action | 1 minute                                 | Touch  | V, S, M/DF | Yes (harmless)           | Abjuration                     | RSRD: SpellsP-R.rtf |
| Effect: Subject gains +1 on saving throws.  |    |                                 |                   |  | Target: Creature touched   |            |                          | Caster Level: 14               |                     |
| □□□□ Virtue   | 18 | Fortitude negates (harmless)    | 1 standard action | 1 min.                                   | Touch  | V, S, DF   | Yes (harmless)           | Transmutation                  | RSRD: SpellsT-Z.rtf |
| Effect: Subject gains 1 temporary hp.   |    |                                 |                   |  | Target: Creature touched   |            |                          | Caster Level: 14               |                     |

## LEVEL 1

| Name  | DC | Saving Throw                 | Time              | Duration                               | Range  | Comp.    | Spell Resistance | School                  | Source          |
|---|----|------------------------------|-------------------|--|--|----------|------------------|-------------------------|-----------------|
| □□□□ Animate Fire   | 19 | None                         | 1 round           | Concentration, up to 1 round/level [D] | Close (60 ft.)                                       | V,S,M    | No               | Transmutation [Fire]    | SPELL CO: Pg.12 |
| Effect: Create a small fire elemental.  |    |                              |                   |  | Target: One Small fire                               |          |                  | Caster Level: 14        |                 |
| □□□□ Animate Water  | 19 | None                         | 1 round           | Concentration, up to 1 round/level [D] | Close (60 ft.)                                       | V,S,M    | No               | Transmutation [Water]   | SPELL CO: Pg.13 |
| Effect: Create a small water elemental.   |    |                              |                   |  | Target: Cube of water up to 5 ft on a side           |          |                  | Caster Level: 14        |                 |
| □□□□ Animate Wood   | 19 | None                         | 1 round           | Concentration, up to 1 round/level [D] | Touch  | V,S,M    | No               | Transmutation           | SPELL CO: Pg.13 |
| Effect: Animates a wooden object to attack who you designate.   |    |                              |                   |  | Target: One Small or smaller wooden object           |          |                  | Caster Level: 14        |                 |
| □□□□ Aspect of the Wolf   | 19 | N/A                          | 1 standard action | 10 minutes/level                       | Personal   | V,S,M/DF | N/A              | Transmutation           | SPELL CO: Pg.16 |
| Effect: You assume the physical appearance and many of the qualities of a wolf.   |    |                              |                   |  | Target: You  |          |                  | Caster Level: 14        |                 |
| □□□□ Aura Against Flame   | 19 | N/A                          | 1 standard action | 1 round/level                          | Personal   | V,S      | N/A              | Abjuration              | SPELL CO: Pg.18 |
| Effect: Protects against first 10 points of fire damage, it also extinguishes flames; see text.   |    |                              |                   |  | Target: You  |          |                  | Caster Level: 14        |                 |
| □□□□ Babau Slime  | 19 | Fortitude negates [harmless] | 1 standard action | 1 minute/level                         | Touch  | V,S,M/DF | Yes [harmless]   | Transmutation           | SPELL CO: Pg.22 |
| Effect: Layer of slime coats you, inflicting 1d8 damage to any creature hitting you with unarmed strikes, a touch attack or natural weapon. |    |                              |                   |  | Target: Creature touched                             |          |                  | Caster Level: 14        |                 |
| □□□□ Beast Claws  | 19 | N/A                          | 1 Standard Action | 1 hour/level                           | Personal   | V,S,M    | N/A              | Transmutation           | SPELL CO: Pg.25 |
| Effect: Change your hands into claws. Damage 1d4; Threat range 19-20. See text.   |    |                              |                   |  | Target: You  |          |                  | Caster Level: 14        |                 |
| □□□□ Beastland Ferocity   | 19 | Fortitude negates [harmless] | 1 standard action | 1 minute/level                         | Touch  | V,S,DF   | Yes [harmless]   | Evocation [Electricity] | SPELL CO: Pg.25 |
| Effect: Subject continues to fight even at -1 to -9 and gains +4 enhancement to Str.  |    |                              |                   |  | Target: Creature touched                             |          |                  | Caster Level: 14        |                 |
| □□□□ Beget Bogun  | 19 | None                         | 1 standard action | Instantaneous                          | Touch  | V,S,M,XP | No               | Conjuration (Creation)  | SPELL CO: Pg.26 |
| Effect: Creates a natural homunculus.   |    |                              |                   |  | Target: Tiny Construct                               |          |                  | Caster Level: 14        |                 |
| □□□□ Branch to Branch   | 19 | N/A                          | 1 standard action | 1 hour/level [D]                       | Personal   | V,S      | N/A              | Transmutation           | SPELL CO: Pg.38 |
| Effect: Gain +10 competence bonus on Climb checks made in trees, also allows for brachiation.   |    |                              |                   |  | Target: You  |          |                  | Caster Level: 14        |                 |
| □□□□ Breath of the Jungle   | 19 | None                         | 1 standard action | 1 minute/level                         | Medium (240 ft.)                                     | V,S,DF   | No               | Transmutation           | SPELL CO: Pg.39 |
| Effect: DC of saves vs. poison or disease increases by 2  |    |                              |                   |  | Target: Mist spreads in a 40-ft. radius, 20 ft. high |          |                  | Caster Level: 14        |                 |

\* =Domain/Specialty Spell

# Druid Spells

|  |    |                                 |                          |  |  |          |                          |  |                     |
|--|----|---------------------------------|--------------------------|--|--|----------|--------------------------|--|---------------------|
| □□□□□ Buoyant Lifting  | 19 | None                            | 1<br>immediate<br>action | 1 minute/level [D]; see text                             | Close (60 ft.)   | S,DF     | No                       | Evocation                                    | SPELL CO: Pg.40     |
| Effect: Travel to the surface at 60 ft/round.  |    |                                 |                          |  | Target: One willing creature/level, no two of which are more than 20 ft. apart |          | Caster Level: 14         |  |                     |
| □□□□□ Camouflage   | 19 | N/A                             | 1<br>standard<br>action  | 10 minutes/level   | Personal   | V,S      | N/A                      | Transmutation                                | SPELL CO: Pg.43     |
| Effect: Gain +10 circumstance bonus on Hide checks.  |    |                                 |                          |  | Target: You  |          | Caster Level: 14         |  |                     |
| □□□□□ Charm Animal   | 19 | Will negates                    | 1<br>standard<br>action  | 1 hour/level   | Close (60 ft.)   | V, S     | Yes                      | Enchantment (Charm)<br>[Mind-Affecting]      | RSRD: SpellsC.rtf   |
| Effect: Makes one animal your friend.  |    |                                 |                          |  | Target: One animal   |          | Caster Level: 14         |  |                     |
| □□□□□ Claws of the Bear  | 19 | N/A                             | 1<br>standard<br>action  | 1 round/level  | Personal   | V,S      | N/A                      | Transmutation                                | SPELL CO: Pg.47     |
| Effect: Your hands become natural weapons that deal 1d8 with each attack.  |    |                                 |                          |  | Target: You  |          | Caster Level: 14         |  |                     |
| □□□□□ Climb Walls  | 19 | Will negates [harmless]         | 1<br>standard<br>action  | 1 minute/level [D]                                       | Touch  | V,S,M    | Yes [harmless]           | Transmutation                                | SPELL CO: Pg.47     |
| Effect: Gain +10 enhancement bonus on climb check. Bonus increases to +20 @5th level and +30 @9th level.                           |    |                                 |                          |  | Target: Creature touched   |          | Caster Level: 14         |  |                     |
| □□□□□ Cloudburst   | 19 | None                            | 1 round                  | 10 minutes/level [D]                                     | Long (960 ft.)   | V,S      | No                       | Evocation (Water)                            | SPELL CO: Pg.49     |
| Effect: Heavy rain reduces visibility. -4 Spot & Search.   |    |                                 |                          |  | Target: 100-ft.-radius emanation   |          | Caster Level: 14         |  |                     |
| □□□□□ Cold Fire  | 19 | No [fire] or Fortitude half     | 1<br>standard<br>action  | 1 minute/level [fire source] or Instantaneous [creature] | Close (60 ft.)   | V,S,DF   | Yes [creature]           | Transmutation [Cold]                         | SPELL CO: Pg.50     |
| Effect: Flames deal cold damage; see text  |    |                                 |                          |  | Target: One fire source [up to a 20-ft. cube] or one creature; see text        |          | Caster Level: 14         |  |                     |
| □□□□□ Crabwalk   | 19 | None                            | 1<br>standard<br>action  | 1 minute/level   | Touch  | V,S,M    | No                       | Transmutation [Cold]                         | SPELL CO: Pg.53     |
| Effect: When the subject charges, it gains +4 to attack roll and no penalty to AC. Only affects first attack.                      |    |                                 |                          |  | Target: Creature touched   |          | Caster Level: 14         |  |                     |
| □□□□□ Cure Light Wounds  | 19 | Will half (harmless); see text  | 1<br>standard<br>action  | Instantaneous  | Touch  | V, S     | Yes (harmless); see text | Conjuration (Healing)                        | RSRD: SpellsC.rtf   |
| Effect: Cures 1d8 +1/level [max +5] damage.  |    |                                 |                          |  | Target: Creature touched   |          | Caster Level: 14         |  |                     |
| □□□□□ Deep Breath  | 19 | N/A                             | 1<br>immediate<br>action | 1 round/level  | Personal   | V        | N/A                      | Conjuration (Creation) [Air]                 | SPELL CO: Pg.61     |
| Effect: Your lungs are constantly filled with air for the duration of the spell.   |    |                                 |                          |  | Target: You  |          | Caster Level: 14         |  |                     |
| □□□□□ Delay Disease  | 19 | Will negates [harmless]         | 1<br>standard<br>action  | 24 hours   | Touch  | V,S,DF   | Yes [harmless]           | Conjuration (Healing)                        | SPELL CO: Pg.63     |
| Effect: Halts any nonmagical disease for the duration of the spell.  |    |                                 |                          |  | Target: Creature touched   |          | Caster Level: 14         |  |                     |
| □□□□□ Detect Animals or Plants   | 19 | None                            | 1<br>standard<br>action  | Concentration, up to 10 minutes/level [D]                | Long (960 ft.)   | V, S     | No                       | Divination                                   | RSRD: SpellsD-E.rtf |
| Effect: Detects kinds of animals or plants.  |    |                                 |                          |  | Target: Cone-shaped emanation  |          | Caster Level: 14         |  |                     |
| □□□□□ Detect Snares and Pits   | 19 | None                            | 1<br>standard<br>action  | Concentration, up to 10 minutes/level [D]                | 60 ft.   | V, S     | No                       | Divination                                   | RSRD: SpellsD-E.rtf |
| Effect: Reveals natural or primitive traps.  |    |                                 |                          |  | Target: Cone-shaped emanation  |          | Caster Level: 14         |  |                     |
| □□□□□ Endure Elements  | 19 | Will negates (harmless)         | 1<br>standard<br>action  | 24 hours   | Touch  | V, S     | Yes (harmless)           | Abjuration                                   | RSRD: SpellsD-E.rtf |
| Effect: Exist comfortably in hot or cold environments.   |    |                                 |                          |  | Target: Creature touched   |          | Caster Level: 14         |  |                     |
| □□□□□ Enrage Animal  | 19 | None                            | 1<br>standard<br>action  | Concentration +1 round/level                             | Medium (240 ft.)   | V,S      | Yes                      | Enchantment (Compulsion)<br>[Mind-Affecting] | SPELL CO: Pg.81     |
| Effect: Grants +4 morale bonus to Str, Con, Will Saves & -2 penalty to AC to affected animal.                                      |    |                                 |                          |  | Target: One animal   |          | Caster Level: 14         |  |                     |
| □□□□□ Entangle   | 19 | Reflex partial; see text        | 1<br>standard<br>action  | 1 minute/level [D]                                       | Long (960 ft.)   | V, S, DF | No                       | Transmutation                                | RSRD: SpellsD-E.rtf |
| Effect: Plants entangle everyone in 40-ft.-radius circle.  |    |                                 |                          |  | Target: Plants in a 40-ft.-radius spread                                       |          | Caster Level: 14         |  |                     |
| □□□□□ Faerie Fire  | 19 | None                            | 1<br>standard<br>action  | 1 minute/level [D]                                       | Long (960 ft.)   | V, S, DF | Yes                      | Evocation [Light]                            | RSRD: SpellsF-G.rtf |
| Effect: Outlines subjects with light, canceling blur, concealment, and the like.   |    |                                 |                          |  | Target: Creatures and objects within a 5-ft.-radius burst                      |          | Caster Level: 14         |  |                     |
| □□□□□ Foundation of Stone  | 19 | None                            | 1<br>standard<br>action  | 1 round/level  | Close (60 ft.)   | V,M      | Yes [harmless]           | Transmutation [Earth]                        | SPELL CO: Pg.99     |
| Effect: As long as subjects don't move they gain +2 AC and +4 to Str against bull rush.  |    |                                 |                          |  | Target: One creature/level, no two of which are more than 30 ft. apart         |          | Caster Level: 14         |  |                     |
| □□□□□ Goodberry  | 19 | None                            | 1<br>standard<br>action  | 1 day/level  | Touch  | V, S, DF | Yes                      | Transmutation                                | RSRD: SpellsF-G.rtf |
| Effect: 2d4 berries each cure 1 hp [max 8 hp/24 hours].  |    |                                 |                          |  | Target: 2d4 fresh berries touched  |          | Caster Level: 14         |  |                     |
| □□□□□ Hawkeye  | 19 | N/A                             | 1<br>standard<br>action  | 10 minutes/level [D]                                     | Personal   | V        | N/A                      | Transmutation                                | SPELL CO: Pg.110    |
| Effect: Increases range increment by 50% and +5 competence bonus on Spot checks.   |    |                                 |                          |  | Target: You  |          | Caster Level: 14         |  |                     |
| □□□□□ Healthful Rest   | 19 | Will negates [harmless]         | 10<br>minutes            | 24 hours   | Close (60 ft.)   | V,S      | Yes [harmless]           | Conjuration (Healing)                        | SPELL CO: Pg.111    |
| Effect: Doubles the natural healing rate.  |    |                                 |                          |  | Target: One creature/level, no two of which can be more than 30 feet apart     |          | Caster Level: 14         |  |                     |
| □□□□□ Hide from Animals  | 19 | Will negates (harmless)         | 1<br>standard<br>action  | 10 minutes/level [D]                                     | Touch  | S, DF    | Yes                      | Abjuration                                   | RSRD: SpellsH-L.rtf |
| Effect: Animals can't perceive 1 subject/level.  |    |                                 |                          |  | Target: 1 creature/level touched   |          | Caster Level: 14         |  |                     |
| □□□□□ Horrible Taste   | 19 | Fortitude negates; see text     | 1<br>standard<br>action  | 10 minutes/level   | Touch  | V,S,M    | No                       | Transmutation                                | SPELL CO: Pg.116    |
| Effect: Animals must save after biting or refuse to bite the subject.  |    |                                 |                          |  | Target: Creature or object touched   |          | Caster Level: 14         |  |                     |
| □□□□□ Juglerazer   | 19 | Reflex half                     | 1<br>standard<br>action  | Instantaneous  | 120 ft.  | V,S,M    | Yes                      | Necromancy                                   | SPELL CO: Pg.127    |
| Effect: Fey, vermin, plants and plant creatures and animals caught in the area take 1d10/caster level [max 10d10] negative energy. |    |                                 |                          |  | Target: 120-ft. line   |          | Caster Level: 14         |  |                     |
| □□□□□ Jump   | 19 | Will negates (harmless)         | 1<br>standard<br>action  | 1 minute/level [D]                                       | Touch  | V, S, M  | Yes                      | Transmutation                                | RSRD: SpellsH-L.rtf |
| Effect: Subject gets bonus on Jump checks.   |    |                                 |                          |  | Target: Creature touched   |          | Caster Level: 14         |  |                     |
| □□□□□ Longstrider  | 19 | None                            | 1<br>standard<br>action  | 1 hour/level [D]   | Personal   | V, S, M  | No                       | Transmutation                                | RSRD: SpellsH-L.rtf |
| Effect: Increases your speed.  |    |                                 |                          |  | Target: You  |          | Caster Level: 14         |  |                     |
| □□□□□ Low-light Vision   | 19 | Will negates [harmless]         | 1<br>standard<br>action  | 1 hour/level   | Touch  | V,M      | Yes [harmless]           | Transmutation                                | SPELL CO: Pg.134    |
| Effect: Target gains low-light vision.   |    |                                 |                          |  | Target: Creature touched   |          | Caster Level: 14         |  |                     |
| □□□□□ Magic Fang   | 19 | Will negates (harmless)         | 1<br>standard<br>action  | 1 minute/level   | Touch  | V, S, DF | Yes (harmless)           | Transmutation                                | RSRD: SpellsM-O.rtf |
| Effect: One natural weapon of subject creature gets +1 on attack and damage rolls.   |    |                                 |                          |  | Target: Living creature touched  |          | Caster Level: 14         |  |                     |
| □□□□□ Magic Stone  | 19 | Will negates (harmless, object) | 1<br>standard<br>action  | 30 minutes or until discharged                           | Touch  | V, S, DF | Yes (harmless, object)   | Transmutation                                | RSRD: SpellsM-O.rtf |
| Effect: Three stones gain +1 on attack rolls, deal 1d6+1 damage.   |    |                                 |                          |  | Target: Up to three pebbles touched  |          | Caster Level: 14         |  |                     |
| * =Domain/Speciality Spell   |    |                                 |                          |  |  |          |                          |  |                     |

## Druid Spells

|  |    |                              |                   |                                    |  |          |                         |                              |                     |
|--|----|------------------------------|-------------------|------------------------------------|--|----------|-------------------------|------------------------------|---------------------|
| Obscuring Mist   | 19 | None                         | 1 standard action | 1 minute/level                     | 20 ft.   | V, S     | No                      | Conjuration (Creation)       | RSRD: SpellsM-O.rtf |
| <i>Effect:</i> Fog surrounds you.  |    |                              |                   |                                    | <i>Target:</i> Cloud spreads in 20-ft. radius from you, 20 ft. high            |          | <i>Caster Level:</i> 14 |                              |                     |
| Omen of Peril  | 19 | N/A                          | 1 round           | Instantaneous                      | Personal   | V,F      | N/A                     | Divination                   | SPELL CO: Pg.149    |
| <i>Effect:</i> Brief supplication gives you a vision that hints at how dangerous the immediate future is likely to be.; see text.  |    |                              |                   |                                    | <i>Target:</i> You   |          | <i>Caster Level:</i> 14 |                              |                     |
| Pass without Trace   | 19 | Will negates (harmless)      | 1 standard action | 1 hour/level [D]                   | Touch  | V, S, DF | Yes (harmless)          | Transmutation                | RSRD: SpellsP-R.rtf |
| <i>Effect:</i> 1 subject/level leaves no tracks.   |    |                              |                   |                                    | <i>Target:</i> 1 creature/level touched 0 ft.                                  |          | <i>Caster Level:</i> 14 |                              |                     |
| Produce Flame  | 19 | None                         | 1 standard action | 1 minute/level [D]                 |  | V, S     | Yes                     | Evocation [Fire]             | RSRD: SpellsP-R.rtf |
| <i>Effect:</i> 1d6 +1/level [max +5] damage, touch or thrown.  |    |                              |                   |                                    | <i>Target:</i> Flame in your palm  |          | <i>Caster Level:</i> 14 |                              |                     |
| Raging Flame   | 19 | None                         | 1 standard action | 1 minute                           | Medium (240 ft.)   | V,S      | No                      | Transmutation [Fire]         | SPELL CO: Pg.164    |
| <i>Effect:</i> Causes existing fire to double their heat and radiance; see text.   |    |                              |                   |                                    | <i>Target:</i> 30-ft.-radius spread  |          | <i>Caster Level:</i> 14 |                              |                     |
| Ram's Might  | 19 | N/A                          | 1 standard action | 1 minute/level                     | Personal   | V,S      | N/A                     | Transmutation                | SPELL CO: Pg.166    |
| <i>Effect:</i> Your hands harden +2 bonus to Str, inflict lethal damage, and you are considered armed.   |    |                              |                   |                                    | <i>Target:</i> You   |          | <i>Caster Level:</i> 14 |                              |                     |
| Rapid Burrowing  | 19 | Fortitude negates [harmless] | 1 standard action | 10 minutes/level                   | Touch  | V,S,DF   | Yes [harmless]          | Transmutation                | SPELL CO: Pg.166    |
| <i>Effect:</i> Improves existing burrow speed by 20 ft.  |    |                              |                   |                                    | <i>Target:</i> Creature touched  |          | <i>Caster Level:</i> 14 |                              |                     |
| Remove Scent   | 19 | Will negates                 | 1 standard action | 10 minutes/level                   | Touch  | V,S,M    | Yes                     | Transmutation                | SPELL CO: Pg.173    |
| <i>Effect:</i> Hides the scent of the affected creature or removes potent affects from creatures such as ghosts or troglodytes.  |    |                              |                   |                                    | <i>Target:</i> Creature touched  |          | <i>Caster Level:</i> 14 |                              |                     |
| Resist Planar Alignment  | 19 | Will negates [harmless]      | 1 standard action | 1 round/level                      | Touch  | V,S,DF   | Yes [harmless]          | Abjuration                   | SPELL CO: Pg.174    |
| <i>Effect:</i> Grants limited protection from a plane's alignment traits; see text.  |    |                              |                   |                                    | <i>Target:</i> Creature touched  |          | <i>Caster Level:</i> 14 |                              |                     |
| Sandblast  | 19 | Reflex half                  | 1 standard action | Instantaneous                      | 10 ft.   | V,S,DF   | Yes                     | Evocation                    | SPELL CO: Pg.180    |
| <i>Effect:</i> Creatures in area take 1d6 nonlethal damage, any creature that fails the save is also stunned for 1 round.  |    |                              |                   |                                    | <i>Target:</i> 10-ft.-radius burst centered on your hands                      |          | <i>Caster Level:</i> 14 |                              |                     |
| Shillelagh   | 19 | Will negates (object)        | 1 standard action | 1 minute/level                     | Touch  | V, S, DF | Yes (object)            | Transmutation                | RSRD: SpellsS.rtf   |
| <i>Effect:</i> Cudgel or quarterstaff becomes +1 weapon dealing damage as if two size categories larger for 1 minutes/level.   |    |                              |                   |                                    | <i>Target:</i> One touched nonmagical oak club or quarterstaff                 |          | <i>Caster Level:</i> 14 |                              |                     |
| Slow Burn  | 19 | None                         | 1 standard action | 1 minute                           | Medium (240 ft.)   | V,S,M/DF | No                      | Transmutation [Fire]         | SPELL CO: Pg.192    |
| <i>Effect:</i> Doubles the amount of time to put out a fire; see text.   |    |                              |                   |                                    | <i>Target:</i> 30-ft.-radius spread  |          | <i>Caster Level:</i> 14 |                              |                     |
| Snake's Swiftess   | 19 | Will negates [harmless]      | 1 standard action | Instantaneous                      | Close (60 ft.)   | V,S,M/DF | Yes [harmless]          | Transmutation                | SPELL CO: Pg.193    |
| <i>Effect:</i> Subject may make another single attack melee or ranged; see text.   |    |                              |                   |                                    | <i>Target:</i> One allied creature   |          | <i>Caster Level:</i> 14 |                              |                     |
| Snowshoes  | 19 | Will negates [harmless]      | 1 standard action | 1 hour/level [D]                   | Touch  | V,S      | Yes [harmless]          | Transmutation                | SPELL CO: Pg.194    |
| <i>Effect:</i> Speed increases by 10 ft. and no Balance checks or Reflex required to walk on snow.   |    |                              |                   |                                    | <i>Target:</i> Creature touched  |          | <i>Caster Level:</i> 14 |                              |                     |
| Speak with Animals   | 19 | None                         | 1 standard action | 1 minute/level                     | Personal   | V, S     | No                      | Divination                   | RSRD: SpellsS.rtf   |
| <i>Effect:</i> You can communicate with animals.   |    |                              |                   |                                    | <i>Target:</i> You   |          | <i>Caster Level:</i> 14 |                              |                     |
| Summon Nature's Ally I   | 19 | None                         | 1 round           | 1 round/level [D]                  | Close (60 ft.)   | V, S, DF | No                      | Conjuration (Summoning)      | RSRD: SpellsS.rtf   |
| <i>Effect:</i> Calls creature to fight.  |    |                              |                   |                                    | <i>Target:</i> One summoned creature   |          | <i>Caster Level:</i> 14 |                              |                     |
| Surefooted Stride  | 19 | None                         | 1 standard action | 1 minute/level                     | Personal   | V,S      | No                      | Transmutation                | SPELL CO: Pg.216    |
| <i>Effect:</i> Move through difficult terrain at full speed. Gain +2 Climb checks.   |    |                              |                   |                                    | <i>Target:</i> You   |          | <i>Caster Level:</i> 14 |                              |                     |
| Thunderhead  | 19 | Reflex negates; see text     | 1 standard action | 1 round/level                      | Close (60 ft.)   | V,S,M    | Yes                     | Evocation [Electricity]      | SPELL CO: Pg.219    |
| <i>Effect:</i> Minature thundercloud follows creature unerringly each round [even if it goes invisible or leaves the region] striking it with lightning that deals 1 pt of damage. |    |                              |                   |                                    | <i>Target:</i> One creature  |          | <i>Caster Level:</i> 14 |                              |                     |
| Traveler's Mount   | 19 | Will negates                 | 1 standard action | 1 hour/level                       | Touch  | V,S      | Yes                     | Transmutation                | SPELL CO: Pg.223    |
| <i>Effect:</i> +10 feet enhancement bonus to speed but cannot attack during the duration of the spell.   |    |                              |                   |                                    | <i>Target:</i> Animal or magical beast touched                                 |          | <i>Caster Level:</i> 14 |                              |                     |
| Updraft  | 19 | N/A                          | 1 swift action    | Instantaneous                      | Personal   | V,S,M    | N/A                     | Conjuration (Creation) [Air] | SPELL CO: Pg.228    |
| <i>Effect:</i> Gain 10 ft. per level of altitude, and then gently float back to the ground.  |    |                              |                   |                                    | <i>Target:</i> You   |          | <i>Caster Level:</i> 14 |                              |                     |
| Vigor, Lesser  | 19 | Will negates [harmless]      | 1 standard action | 10 rounds + 1 round/level [max 15] | Touch  | V,S      | Yes [harmless]          | Conjuration (Healing)        | SPELL CO: Pg.229    |
| <i>Effect:</i> Grants target fast healing ability for the duration of the spell. Heals 1 hp automatically per round.   |    |                              |                   |                                    | <i>Target:</i> Living creature touched   |          | <i>Caster Level:</i> 14 |                              |                     |
| Vine Strike  | 19 | N/A                          | 1 swift action    | 1 round                            | Personal   | V,DF     | N/A                     | Divination                   | SPELL CO: Pg.230    |
| <i>Effect:</i> Allows sneak attacks against plants if you already have the ability.  |    |                              |                   |                                    | <i>Target:</i> You   |          | <i>Caster Level:</i> 14 |                              |                     |
| Wall of Smoke  | 19 | Fortitude partial; see text  | 1 standard action | 1 round/level                      | Close (60 ft.)   | V,S      | No                      | Conjuration (Creation)       | SPELL CO: Pg.235    |
| <i>Effect:</i> Makes a wall of black smoke, causes nausea; see text.   |    |                              |                   |                                    | <i>Target:</i> A straight wall whose area is up to one 10-ft. square/level [S] |          | <i>Caster Level:</i> 14 |                              |                     |
| Wings of the Sea   | 19 | Fortitude negates [harmless] | 1 standard action | 1 minute/level                     | Touch  | S,M      | Yes [harmless]          | Transmutation                | SPELL CO: Pg.240    |
| <i>Effect:</i> Increases creatures swim speed by 30 ft.  |    |                              |                   |                                    | <i>Target:</i> Creature touched  |          | <i>Caster Level:</i> 14 |                              |                     |
| Winter Chill   | 19 | Fortitude negates            | 1 standard action | Instantaneous                      | Close (60 ft.)   | V,S      | Yes                     | Transmutation [Cold]         | SPELL CO: Pg.241    |
| <i>Effect:</i> Creature must succeed on save or take 1d6 points of cold damage and become fatigued.  |    |                              |                   |                                    | <i>Target:</i> One creature  |          | <i>Caster Level:</i> 14 |                              |                     |
| Wood Wose  | 19 | None                         | 1 standard action | 1 hour/level                       | Close (60 ft.)   | V,S,DF   | No                      | Conjuration (Creation)       | SPELL CO: Pg.242    |
| <i>Effect:</i> Summon minor nature spirit to perform simple natural tasks.   |    |                              |                   |                                    | <i>Target:</i> One nature servant  |          | <i>Caster Level:</i> 14 |                              |                     |

## LEVEL 2

| Name   | DC | Saving Throw            | Time              | Duration       | Range                                  | Comp.   | Spell Resistance        | School                                    | Source              |
|--|----|-------------------------|-------------------|----------------|--|---------|-------------------------|---|---------------------|
| Align Fang   | 20 | Will negates [harmless] | 1 standard action | 1 minute/level | Touch                                  | V,S,DF  | Yes [harmless]          | Transmutation                             | SPELL CO: Pg.9      |
| <i>Effect:</i> Aligns a creature's natural weapon to good,-evil,-lawful,-or chaotic. |    |                         |                   |                | <i>Target:</i> Living creature touched |         | <i>Caster Level:</i> 14 |   |                     |
| Animal Messenger   | 20 | None; see text          | 1 standard action | 1 day/level    | Close (60 ft.)                         | V, S, M | Yes                     | Enchantment (Compulsion) [Mind-Affecting] | RSRD: SpellsA-B.rtf |
| <i>Effect:</i> Sends a Tiny animal to a specific place.                              |    |                         |                   |                | <i>Target:</i> One Tiny animal         |         | <i>Caster Level:</i> 14 |   |                     |

\* =Domain/Speciality Spell



# Druid Spells

|   |    |                              |                    |                      |   |            |                         |  |                     |
|---|----|------------------------------|--------------------|----------------------|---|------------|-------------------------|--|---------------------|
| □□□□□Animal Trance  | 20 | Will negates; see text       | 1 standard action  | Concentration        | Close (60 ft.)  | V, S       | Yes                     | Enchantment (Compulsion) [Mind-Affecting, Sonic] | RSRD: SpellsA-B.rtf |
| <i>Effect:</i> Fascinates 2d6 HD of animals.  |    |                              |                    |                      | <i>Target:</i> Animals or magical beasts with Intelligence 1 or 2   |            | <i>Caster Level:</i> 14 |  |                     |
| □□□□□Avoid Planar Effects   | 20 | None                         | 1 immediate action | 1 minute/level       | 20 ft.  | V          | Yes [harmless]          | Abjuration                                       | SPELL CO: Pg.19     |
| <i>Effect:</i> Gain temporary respite from the natural effects of a specific plane.   |    |                              |                    |                      | <i>Target:</i> One creature/level in a 20-ft. radius burst centered on you  |            | <i>Caster Level:</i> 14 |  |                     |
| □□□□□Balancing Lorecall   | 20 | N/A                          | 1 standard action  | 1 minute/level [D]   | Personal  | V,S,M/DF   | N/A                     | Divination                                       | SPELL CO: Pg.23     |
| <i>Effect:</i> Gain +4 insight bonus to balance bonus; see text.  |    |                              |                    |                      | <i>Target:</i> You  |            | <i>Caster Level:</i> 14 |  |                     |
| □□□□□Barkskin   | 20 | None                         | 1 standard action  | 10 minutes/level     | Touch   | V, S, DF   | Yes (harmless)          | Transmutation                                    | RSRD: SpellsA-B.rtf |
| <i>Effect:</i> Grants +5 enhancement to natural armor.  |    |                              |                    |                      | <i>Target:</i> Living creature touched  |            | <i>Caster Level:</i> 14 |  |                     |
| □□□□□Bear's Endurance   | 20 | Will negates (harmless)      | 1 standard action  | 1 minute/level       | Touch   | V, S, DF   | Yes                     | Transmutation                                    | RSRD: SpellsA-B.rtf |
| <i>Effect:</i> Subject gains +4 to Con for 1 minutes/level.   |    |                              |                    |                      | <i>Target:</i> Creature touched   |            | <i>Caster Level:</i> 14 |  |                     |
| □□□□□Binding Winds  | 20 | Reflex negates               | 1 standard action  | Concentration        | Medium (240 ft.)  | V,S        | Yes                     | Evocation [Air]                                  | SPELL CO: Pg.27     |
| <i>Effect:</i> Subject can act normally, but it cannot move from it's current location.   |    |                              |                    |                      | <i>Target:</i> One creature   |            | <i>Caster Level:</i> 14 |  |                     |
| □□□□□Bite of the Wererat  | 20 | N/A                          | 1 standard action  | 1 round/level        | Personal  | V,S,M      | N/A                     | Transmutation                                    | SPELL CO: Pg.28     |
| <i>Effect:</i> Gain +6 bonus to Dex, +2 Con, +3 natural armor.  |    |                              |                    |                      | <i>Target:</i> You  |            | <i>Caster Level:</i> 14 |  |                     |
| □□□□□Blinding Spittle   | 20 | None                         | 1 standard action  | Instantaneous        | Close (60 ft.)  | V,S        | Yes                     | Transmutation                                    | SPELL CO: Pg.32     |
| <i>Effect:</i> Spit caustic saliva into foes eyes on successful ranged touch attack. Causes -4 penalty to attack roll.  |    |                              |                    |                      | <i>Target:</i> One missile of spit  |            | <i>Caster Level:</i> 14 |  |                     |
| □□□□□Blood Frenzy   | 20 | Will negates                 | 1 standard action  | Special; see text    | Touch   | V,S        | Yes                     | Transmutation                                    | SPELL CO: Pg.33     |
| <i>Effect:</i> Target enters a rage, as its rage special ability, but this rage doesn't count against it's total.   |    |                              |                    |                      | <i>Target:</i> Any creature with the rage ability   |            | <i>Caster Level:</i> 14 |  |                     |
| □□□□□Body of the Sun  | 20 | Reflex half                  | 1 standard action  | 1 round/level        | 5 ft.   | V,S,DF     | Yes                     | Transmutation [Fire]                             | SPELL CO: Pg.35     |
| <i>Effect:</i> Fire and light extend 5ft. from caster's body inflicting 1d4/2 levels [max 5d4] points of fire damage [Reflex save for half].                                    |    |                              |                    |                      | <i>Target:</i> 5 ft.-radius emanation centered on you   |            | <i>Caster Level:</i> 14 |  |                     |
| □□□□□Brambles   | 20 | None                         | 1 standard action  | 1 round/level        | Touch   | V,S,M      | No                      | Transmutation                                    | SPELL CO: Pg.38     |
| <i>Effect:</i> Small magical thorns/spikes protrude from wooden weapon; gains a +1 to hit enhancement and deals +1/level [max +10] damage.                                      |    |                              |                    |                      | <i>Target:</i> Wooden weapon touched  |            | <i>Caster Level:</i> 14 |  |                     |
| □□□□□Briar Web  | 20 | None                         | 1 standard action  | 1 minute/level       | Medium (240 ft.)  | V,S,DF     | No                      | Transmutation                                    | SPELL CO: Pg.39     |
| <i>Effect:</i> As entangle, but thorns deal damage each round.  |    |                              |                    |                      | <i>Target:</i> 40-ft-radius spread.   |            | <i>Caster Level:</i> 14 |  |                     |
| □□□□□Bull's Strength  | 20 | Will negates (harmless)      | 1 standard action  | 1 minute/level       | Touch   | V, S, M/DF | Yes (harmless)          | Transmutation                                    | RSRD: SpellsA-B.rtf |
| <i>Effect:</i> Subject gains +4 to Str for 1 minutes/level.   |    |                              |                    |                      | <i>Target:</i> Creature touched   |            | <i>Caster Level:</i> 14 |  |                     |
| □□□□□Burrow   | 20 | Will negates [harmless]      | 1 standard action  | 1 minute/level [D]   | Touch   | V,S,F/DF   | Yes [harmless]          | Transmutation                                    | SPELL CO: Pg.41     |
| <i>Effect:</i> Burrow through earth at 30 ft unless wearing Medium or heavier armor or a Medium load than it is 20 ft.  |    |                              |                    |                      | <i>Target:</i> Creature touched   |            | <i>Caster Level:</i> 14 |  |                     |
| □□□□□Camouflage, Mass   | 20 | Will negates [harmless]      | 1 standard action  | 10 minutes/level     | Medium (240 ft.)  | V,S        | Yes [harmless]          | Transmutation                                    | SPELL CO: Pg.43     |
| <i>Effect:</i> As camouflage, except the effect is mobile within the group. [Broken for creatures who more than 60 ft apart].   |    |                              |                    |                      | <i>Target:</i> Any number of creatures, no two of which can be more than 60 ft. apart                                     |            | <i>Caster Level:</i> 14 |  |                     |
| □□□□□Cat's Grace  | 20 | Will negates (harmless)      | 1 standard action  | 1 minute/level       | Touch   | V, S, M    | Yes                     | Transmutation                                    | RSRD: SpellsC.rtf   |
| <i>Effect:</i> Subject gains +4 to Dex for 1 minutes/level.   |    |                              |                    |                      | <i>Target:</i> Creature touched   |            | <i>Caster Level:</i> 14 |  |                     |
| □□□□□Chill Metal  | 20 | Will negates (object)        | 1 standard action  | 7 rounds             | Close (60 ft.)  | V, S, DF   | Yes (object)            | Transmutation [Cold]                             | RSRD: SpellsC.rtf   |
| <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 350 lbs of metal |            | <i>Caster Level:</i> 14 |  |                     |
| □□□□□Cloud Wings  | 20 | Fortitude negates [harmless] | 1 standard action  | 1 hour/level         | Touch   | V,S        | Yes [harmless]          | Transmutation                                    | SPELL CO: Pg.49     |
| <i>Effect:</i> Increases fly speed by 30 ft.  |    |                              |                    |                      | <i>Target:</i> Creature touched   |            | <i>Caster Level:</i> 14 |  |                     |
| □□□□□Countermoon  | 20 | Will negates [D]             | 1 standard action  | 12 hours             | Close (60 ft.)  | V,S,M      | Yes                     | Abjuration                                       | SPELL CO: Pg.53     |
| <i>Effect:</i> Stops lycanthropic shapechanging for 12 hours.   |    |                              |                    |                      | <i>Target:</i> One lycanthrope  |            | <i>Caster Level:</i> 14 |  |                     |
| □□□□□Creeping Cold  | 20 | Fortitude half               | 1 standard action  | 3 rounds             | Close (60 ft.)  | V,S,F      | Yes                     | Transmutation [Cold]                             | SPELL CO: Pg.55     |
| <i>Effect:</i> Deals progressive damage from cold [+1d6/round].   |    |                              |                    |                      | <i>Target:</i> One creature   |            | <i>Caster Level:</i> 14 |  |                     |
| □□□□□Daggerspell Stance   | 20 | N/A                          | 1 swift action     | 1 round/level [D]    | Personal  | V,F        | N/A                     | Abjuration                                       | SPELL CO: Pg.57     |
| <i>Effect:</i> Gain +2 insight bonus to hit and damage when you make a full attack wielding two daggers. Can deflect spells [SR 5+level] and gain DR 5/magic when full defense. |    |                              |                    |                      | <i>Target:</i> You  |            | <i>Caster Level:</i> 14 |  |                     |
| □□□□□Decomposition  | 20 | None                         | 1 standard action  | 1 round/level        | 50 ft.  | V,S,DF     | Yes                     | Necromancy                                       | SPELL CO: Pg.61     |
| <i>Effect:</i> Wounded creatures suffer 3 extra hp/round.   |    |                              |                    |                      | <i>Target:</i> Living enemies within a 50-ft.-radius emanation centered on you  |            | <i>Caster Level:</i> 14 |  |                     |
| □□□□□Delay Poison   | 20 | Fortitude negates (harmless) | 1 standard action  | 1 hour/level         | Touch   | V, S, DF   | Yes (harmless)          | Conjuration (Healing)                            | RSRD: SpellsD-E.rtf |
| <i>Effect:</i> Stops poison from harming subject for 1 hour/level.  |    |                              |                    |                      | <i>Target:</i> Creature touched   |            | <i>Caster Level:</i> 14 |  |                     |
| □□□□□Earthbind  | 20 | Fortitude negates            | 1 standard action  | 1 minute/level [D]   | Medium (240 ft.)  | V,S        | Yes                     | Transmutation                                    | SPELL CO: Pg.76     |
| <i>Effect:</i> Reduce a creatures fly speed to 0, airborne creatures fall to the ground as if by featherfall.   |    |                              |                    |                      | <i>Target:</i> One creature   |            | <i>Caster Level:</i> 14 |  |                     |
| □□□□□Earthfast  | 20 | None                         | 1 standard action  | 10 minutes/level [D] | Close (60 ft.)  | V,S        | Yes [object]            | Transmutation                                    | SPELL CO: Pg.76     |
| <i>Effect:</i> Doubles Structures HP and increases Hardness to 10.  |    |                              |                    |                      | <i>Target:</i> One stone structure or rock formation, up to 25 cu. ft./level  |            | <i>Caster Level:</i> 14 |  |                     |
| □□□□□Easy Trail   | 20 | None                         | 1 standard action  | 1 hour/level [D]     | 40 ft.  | V,S        | Yes                     | Abjuration                                       | SPELL CO: Pg.76     |
| <i>Effect:</i> Removes movement penalties through dense brush and increases track DC by 5 for any pursurers.  |    |                              |                    |                      | <i>Target:</i> 40-ft. radius emanation centered on you  |            | <i>Caster Level:</i> 14 |  |                     |
| □□□□□Embrace the Wild   | 20 | N/A                          | 1 standard action  | 10 minutes/level [D] | Personal  | V          | N/A                     | Transmutation                                    | SPELL CO: Pg.79     |
| <i>Effect:</i> The caster gains an animal's sensory and skills, low-light vision and Scent or Blindsense 30' your choice. +2 spot and listen checks.                            |    |                              |                    |                      | <i>Target:</i> You  |            | <i>Caster Level:</i> 14 |  |                     |
| □□□□□Fins to Feet   | 20 | Fortitude negates [harmless] | 1 standard         | 1 hour/level         | Touch   | V,S        | Yes [harmless]          | Transmutation                                    | SPELL CO: Pg.92     |
| * =Domain/Specialty Spell   |    |                              |                    |                      |   |            |                         |  |                     |

# Druid Spells

|   |    |                              |                   |                                |                  |            |  |   |                     |                  |  |
|---|----|------------------------------|-------------------|--------------------------------|------------------|------------|--|---|---------------------|------------------|--|
| Effect: Creatures lose swim speed but gain walk speed of 30 ft.   |    |                              |                   | action                         |                  |            | Target: Willing creature touched   |   |                     | Caster Level: 14 |  |
| Fire Trap   | 20 | Reflex half; see text        | 10 minutes        | Permanent until discharged [D] | Touch            | V, S, M    | Yes  | Abjuration [Fire]                         | RSRD: SpellsF-G.rtf |                  |  |
| Effect: Opened object deals 1d4+14 fire damage.   |    |                              |                   |                                |                  |            | Target: Object touched   |   |                     | Caster Level: 14 |  |
| Flame Blade   | 20 | None                         | 1 standard action | 1 minute/level [D]             | 0 ft.            | V, S, DF   | Yes  | Evocation [Fire]                          | RSRD: SpellsF-G.rtf |                  |  |
| Effect: Touch attack deals 1d8 +7 fire damage.  |    |                              |                   |                                |                  |            | Target: Sword-like beam  |   |                     | Caster Level: 14 |  |
| Flaming Sphere  | 20 | Reflex negates               | 1 standard action | 1 round/level                  | Medium (240 ft.) | V, S, M/DF | Yes  | Evocation [Fire]                          | RSRD: SpellsF-G.rtf |                  |  |
| Effect: Creates rolling ball of fire, 2d6 damage, lasts 1 round/level.  |    |                              |                   |                                |                  |            | Target: 5-ft.-diameter sphere  |   |                     | Caster Level: 14 |  |
| Fog Cloud   | 20 | None                         | 1 standard action | 10 minutes/level               | Medium (240 ft.) | V, S       | No   | Conjuration (Creation)                    | RSRD: SpellsF-G.rtf |                  |  |
| Effect: Fog obscures vision.  |    |                              |                   |                                |                  |            | Target: Fog spreads in 20-ft. radius, 20 ft. high  |   |                     | Caster Level: 14 |  |
| Frost Breath  | 20 | Reflex half                  | 1 standard action | Instantaneous                  | 30 ft.           | V,S,M      | Yes  | Evocation [Cold]                          | SPELL CO: Pg.100    |                  |  |
| Effect: Breath a cone of cold that deal 1d4/2 caster levels [max 5d4] and creatures are also dazed if they failed the Reflex save.  |    |                              |                   |                                |                  |            | Target: Cone-shaped burst  |   |                     | Caster Level: 14 |  |
| Gust of Wind  | 20 | Fortitude negates            | 1 standard action | 1 round                        | 60 ft.           | V, S       | Yes  | Evocation [Air]                           | RSRD: SpellsF-G.rtf |                  |  |
| Effect: Blows away or knocks down smaller creatures.  |    |                              |                   |                                |                  |            | Target: Line-shaped gust of severe wind emanating out from you to the extreme of the range   |   |                     | Caster Level: 14 |  |
| Healing Lorecall  | 20 | N/A                          | 1 standard action | 10 minutes/level               | Personal         | V,S,M      | N/A  | Divination                                | SPELL CO: Pg.110    |                  |  |
| Effect: Allows caster with Heal ranks to remove other ailments when using Conjuration [Healing] spells. Can also heal more; see text.   |    |                              |                   |                                |                  |            | Target: You  |   |                     | Caster Level: 14 |  |
| Healing Sting   | 20 | None                         | 1 standard action | Instantaneous                  | Touch            | V,S,M      | Yes  | Necromancy                                | SPELL CO: Pg.110    |                  |  |
| Effect: Inflict 1d12 +1/caster level [max +10] to a living creature and gain an equal amount of HP.   |    |                              |                   |                                |                  |            | Target: You and one living creature  |   |                     | Caster Level: 14 |  |
| Heartfire   | 20 | Fortitude partial            | 1 standard action | 1 round/level                  | Close (60 ft.)   | V,S,DF     | Yes  | Evocation [Light, Fire]                   | SPELL CO: Pg.112    |                  |  |
| Effect: Subjects do benefit from concealment, on failed save they also take 1d4 fire damage each round [half damage on save].   |    |                              |                   |                                |                  |            | Target: living creatures within a 5-ft.-radius burst   |   |                     | Caster Level: 14 |  |
| Heat Metal  | 20 | Will negates (object)        | 1 standard action | 7 rounds                       | Close (60 ft.)   | V, S, DF   | Yes (object)   | Transmutation [Fire]                      | RSRD: SpellsH-L.rtf |                  |  |
| Effect: Make metal so hot it damages those who touch it.  |    |                              |                   |                                |                  |            | Target: Metal equipment of 1 creature/2 levels, no two of which can be more than 30 ft. apart; or 25 lb./level of metal, all of which must be within a 30-ft. circle |   |                     | Caster Level: 14 |  |
| Hold Animal   | 20 | Will negates; see text       | 1 standard action | 1 round/level [D]; see text    | Medium (240 ft.) | V, S       | Yes  | Enchantment (Compulsion) [Mind-Affecting] | RSRD: SpellsH-L.rtf |                  |  |
| Effect: Paralyzes one animal for 1 round/level.   |    |                              |                   |                                |                  |            | Target: One animal   |   |                     | Caster Level: 14 |  |
| Kelpstrand  | 20 | None                         | 1 standard action | 1 round/level                  | Close (60 ft.)   | V,S,M      | No   | Conjuration (Creation)                    | SPELL CO: Pg.128    |                  |  |
| Effect: Make ranged attacks against each target; see text   |    |                              |                   |                                |                  |            | Target: One creature/3 levels, no two of which are more than 30 ft. apart  |   |                     | Caster Level: 14 |  |
| Listening Lorecall  | 20 | N/A                          | 1 standard action | 10 minutes/level               | Personal         | V,S,DF     | N/A  | Divination                                | SPELL CO: Pg.133    |                  |  |
| Effect: Gain +4 insight bonus on Listen checks; see text.   |    |                              |                   |                                |                  |            | Target: You  |   |                     | Caster Level: 14 |  |
| Mark of the Outcast   | 20 | Will negates                 | 1 standard action | Permanent                      | Close (60 ft.)   | V,S,DF     | Yes  | Necromancy                                | SPELL CO: Pg.138    |                  |  |
| Effect: Creates an indelible mark on the subjects face; see text.   |    |                              |                   |                                |                  |            | Target: One creature   |   |                     | Caster Level: 14 |  |
| Master Air  | 20 | N/A                          | 1 standard action | 1 round/level                  | Personal         | V,S,F      | N/A  | Transmutation                             | SPELL CO: Pg.139    |                  |  |
| Effect: Fly at 90 ft. [or 60 if med or hvy armor].  |    |                              |                   |                                |                  |            | Target: You  |   |                     | Caster Level: 14 |  |
| Mountain Stance   | 20 | Will negates [harmless]      | 1 standard action | 1 minute/level                 | Touch            | V,S        | No   | Transmutation                             | SPELL CO: Pg.144    |                  |  |
| Effect: As a free action you can root yourself to the ground. Gain bonus equal to the caster level against grapple, lift, push, bull rush, over-run, throw, trip or otherwise force the creature to move. |    |                              |                   |                                |                  |            | Target: One creature   |   |                     | Caster Level: 14 |  |
| Nature's Favor  | 20 | Will negates [harmless]      | 1 swift action    | 1 minute                       | Touch            | V,S,DF     | Yes [harmless]   | Evocation                                 | SPELL CO: Pg.146    |                  |  |
| Effect: Target animal gains attack and damage bonus of +1 for every 3 caster levels max of +5 at 15th level.  |    |                              |                   |                                |                  |            | Target: Animal touched   |   |                     | Caster Level: 14 |  |
| One With the Land   | 20 | N/A                          | 1 standard action | 1 hour/level                   | Personal         | V,S        | N/A  | Transmutation                             | SPELL CO: Pg.149    |                  |  |
| Effect: Gain +2 insight bonus to Move Silently, Search, Hide, Survival and Handle Animal checks.  |    |                              |                   |                                |                  |            | Target: You  |   |                     | Caster Level: 14 |  |
| Owl's Wisdom  | 20 | Will negates (harmless)      | 1 standard action | 1 minute/level                 | Touch            | V, S, M/DF | Yes  | Transmutation                             | RSRD: SpellsM-O.rtf |                  |  |
| Effect: Subject gains +4 to Wis for 1 minutes/level.  |    |                              |                   |                                |                  |            | Target: Creature touched   |   |                     | Caster Level: 14 |  |
| Reduce Animal   | 20 | None                         | 1 standard action | 1 hour/level [D]               | Touch            | V, S       | No   | Transmutation                             | RSRD: SpellsP-R.rtf |                  |  |
| Effect: Shrinks one willing animal.   |    |                              |                   |                                |                  |            | Target: One willing animal of Small, Medium, Large, or Huge size   |   |                     | Caster Level: 14 |  |
| Resist Energy   | 20 | Fortitude negates (harmless) | 1 standard action | 10 minutes/level               | Touch            | V, S, DF   | Yes (harmless)   | Abjuration                                | RSRD: SpellsP-R.rtf |                  |  |
| Effect: Ignores first 30 points of damage/attack from specified energy type.  |    |                              |                   |                                |                  |            | Target: Creature touched   |   |                     | Caster Level: 14 |  |
| Restoration, Lesser   | 20 | Will negates (harmless)      | 3 rounds          | Instantaneous                  | Touch            | V, S       | Yes (harmless)   | Conjuration (Healing)                     | RSRD: SpellsP-R.rtf |                  |  |
| Effect: Dispers magical ability penalty or repairs 1d4 ability damage.  |    |                              |                   |                                |                  |            | Target: Creature touched   |   |                     | Caster Level: 14 |  |
| Saltray   | 20 | Fortitude partial            | 1 standard action | Instantaneous                  | Close (60 ft.)   | V,S        | Yes  | Evocation                                 | SPELL CO: Pg.179    |                  |  |
| Effect: Ranged touch attack deals 1d6 per two caster levels [max 5d6] and make a save or be stunned for 1 round.  |    |                              |                   |                                |                  |            | Target: Ray  |   |                     | Caster Level: 14 |  |
| Scent   | 20 | None                         | 1 standard action | 10 minutes/level               | Touch            | V,S,M      | Yes [harmless]   | Transmutation                             | SPELL CO: Pg.180    |                  |  |
| Effect: Bestows Scent ability with all the same powers.   |    |                              |                   |                                |                  |            | Target: Creature touched   |   |                     | Caster Level: 14 |  |
| Share Husk  | 20 | Will negates [harmless]      | 1 standard action | 1 minute/level                 | Touch            | V,S,M      | Yes  | Divination                                | SPELL CO: Pg.187    |                  |  |
| Effect: You can sense all the stimuli the target animal senses.   |    |                              |                   |                                |                  |            | Target: Animal touched   |   |                     | Caster Level: 14 |  |
| Snake's Swiftmess, Mass   | 20 | Will negates [harmless]      | 1 standard action | Instantaneous                  | Medium (240 ft.) | V,S,M/DF   | Yes [harmless]   | Transmutation                             | SPELL CO: Pg.193    |                  |  |
| Effect: Subjects may make another single attack melee or ranged; see text.  |    |                              |                   |                                |                  |            | Target: Allied creatures in a 20-ft.-radius burst  |   |                     | Caster Level: 14 |  |
| Soften Earth and Stone  | 20 | None                         | 1 standard action | Instantaneous                  | Close (60 ft.)   | V, S, DF   | No   | Transmutation [Earth]                     | RSRD: SpellsS.rtf   |                  |  |
| Effect: Turns stone to clay or dirt to sand or mud.   |    |                              |                   |                                |                  |            | Target: 10 ft./level square; see text  |   |                     | Caster Level: 14 |  |
| Spider Climb  | 20 | Will negates (harmless)      | 1 standard action | 10 minutes/level               | Touch            | V, S, M    | Yes (harmless)   | Transmutation                             | RSRD: SpellsS.rtf   |                  |  |
| Effect: Grants ability to walk on walls and ceilings.   |    |                              |                   |                                |                  |            | Target: Creature touched   |   |                     | Caster Level: 14 |  |
| * =Domain/Sociality Spell   |    |                              |                   |                                |                  |            |  |   |                     |                  |  |

## Druid Spells

|       |  |    |                         |                   |                          |   |            |                |                                      |                     |
|-------|--|----|-------------------------|-------------------|--------------------------|---|------------|----------------|--------------------------------------|---------------------|
| □□□□□ | Splinterbolt   | 20 | None                    | 1 standard action | Instantaneous            | Close (60 ft.)  | V,S,M      | No             | Conjuration (Creation)               | SPELL CO: Pg.203    |
|       | <i>Effect:</i> Make ranged attack to hit, on hit deal 4d6 piercing damage and threatens on 18-20. See text.        |    |                         |                   |                          | <i>Target:</i> One or more streams of splinters                                     |            |                | <i>Caster Level:</i> 14              |                     |
| □□□□□ | Summon Nature's Ally II  | 20 | None                    | 1 round           | 1 round/level [D]        | Close (60 ft.)  | V, S, DF   | No             | Conjuration (Summoning)              | RSRD: SpellsS.rtf   |
|       | <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> 14              |                     |
| □□□□□ | Summon Swarm   | 20 | None                    | 1 round           | Concentration + 2 rounds | Close (60 ft.)  | V, S, M/DF | No             | Conjuration (Summoning)              | RSRD: SpellsS.rtf   |
|       | <i>Effect:</i> Summons swarm of bats, rats, or spiders.  |    |                         |                   |                          | <i>Target:</i> One swarm of bats, rats, or spiders                                  |            |                | <i>Caster Level:</i> 14              |                     |
| □□□□□ | Swim   | 20 | None                    | 1 round           | 10 minutes/level [D]     | Medium (240 ft.)  | V,S,M      | Yes [harmless] | Transmutation [Water]                | SPELL CO: Pg.217    |
|       | <i>Effect:</i> Gain swim speed and +8 to Swim checks.  |    |                         |                   |                          | <i>Target:</i> One creature   |            |                | <i>Caster Level:</i> 14              |                     |
| □□□□□ | Train Animal   | 20 | Will negates [harmless] | 10 minutes        | 1 hour/level             | Touch   | V,S,DF     | Yes [harmless] | Enchantment (Charm) [Mind-Affecting] | SPELL CO: Pg.221    |
|       | <i>Effect:</i> You temporarily boost the number of tricks that an animal knows.                                    |    |                         |                   |                          | <i>Target:</i> Animal touched   |            |                | <i>Caster Level:</i> 14              |                     |
| □□□□□ | Tree Shape   | 20 | None                    | 1 standard action | 1 hour/level [D]         | Personal  | V, S, DF   | No             | Transmutation                        | RSRD: SpellsT-Z.rtf |
|       | <i>Effect:</i> You look exactly like a tree for 1 hour/level.  |    |                         |                   |                          | <i>Target:</i> You  |            |                | <i>Caster Level:</i> 14              |                     |
| □□□□□ | Warp Wood  | 20 | Will negates (object)   | 1 standard action | Instantaneous            | Close (60 ft.)  | V, S       | Yes (object)   | Transmutation                        | RSRD: SpellsT-Z.rtf |
|       | <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> 14              |                     |
| □□□□□ | Wings of Air   | 20 | None                    | 1 standard action | 1 minute/level           | Touch   | V          | No             | Transmutation                        | SPELL CO: Pg.240    |
|       | <i>Effect:</i> Manuverability improves by one step.  |    |                         |                   |                          | <i>Target:</i> Winged creature touched  |            |                | <i>Caster Level:</i> 14              |                     |
| □□□□□ | Winter's Embrace   | 20 | Fortitude negates       | 1 standard action | 1 round/level            | Close (60 ft.)  | V,S        | Yes            | Evocation [Cold]                     | SPELL CO: Pg.241    |
|       | <i>Effect:</i> Creature fails it's save takes 1d8 cold damage each round; see text.                                |    |                         |                   |                          | <i>Target:</i> One creature   |            |                | <i>Caster Level:</i> 14              |                     |
| □□□□□ | Wood Shape   | 20 | Will negates (object)   | 1 standard action | Instantaneous            | Touch   | V, S, DF   | Yes (object)   | Transmutation                        | RSRD: SpellsT-Z.rtf |
|       | <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> 14              |                     |
| □□□□□ | Wracking Touch   | 20 | Fortitude half          | 1 standard action | Instantaneous            | Touch   | V,S        | Yes            | Necromancy                           | SPELL CO: Pg.243    |
|       | <i>Effect:</i> Deal 1d6 +1 per caster level [max +10] plus you get sneak attack damage if you possess the ability. |    |                         |                   |                          | <i>Target:</i> Creature touched   |            |                | <i>Caster Level:</i> 14              |                     |

## LEVEL 3

|       | Name  | DC | Saving Throw                      | Time              | Duration                | Range  | Comp.    | Spell Resistance         | School                                    | Source              |
|-------|---|----|-----------------------------------|-------------------|-------------------------|--|----------|--------------------------|---|---------------------|
| □□□□□ | Air Breathing   | 21 | Will negates [harmless]           | 1 standard action | 2 hours/level; see text | Touch  | S,M/DF   | Yes [harmless]           | Transmutation                             | SPELL CO: Pg.8      |
|       | <i>Effect:</i> Grants creatures the ability to breath air.  |    |                                   |                   |                         | <i>Target:</i> Living creatures touched  |          |                          | <i>Caster Level:</i> 14                   |                     |
| □□□□□ | Align Fang, Mass  | 21 | Will negates [harmless]           | 1 standard action | 1 minute/level          | Close (60 ft.)   | V,S,DF   | Yes [harmless]           | Transmutation                             | SPELL CO: Pg.9      |
|       | <i>Effect:</i> Same as algin fang, but on multiple creatures.   |    |                                   |                   |                         | <i>Target:</i> One or more creatures, no two of which are more than 30 ft. apart |          |                          | <i>Caster Level:</i> 14                   |                     |
| □□□□□ | Attune Form   | 21 | N/A                               | 1 standard action | 24 hours                | Touch  | V,S,M/DF | N/A                      | Transmutation                             | SPELL CO: Pg.17     |
|       | <i>Effect:</i> Attunes the affected creatures to the plane you are currently on, negating harmful effects.  |    |                                   |                   |                         | <i>Target:</i> One creature/3 levels   |          |                          | <i>Caster Level:</i> 14                   |                     |
| □□□□□ | Bite of the Werewolf  | 21 | N/A                               | 1 standard action | 1 round/level           | Personal   | V,S,M    | N/A                      | Transmutation                             | SPELL CO: Pg.29     |
|       | <i>Effect:</i> Gain +2 bonus to Str, +4 Dex, +4 Con, +4 natural armor. Gain Bite attack.  |    |                                   |                   |                         | <i>Target:</i> You   |          |                          | <i>Caster Level:</i> 14                   |                     |
| □□□□□ | Blindsight  | 21 | Will negates [harmless]           | 1 standard action | 1 minute/level          | Touch  | V,S      | Yes [harmless]           | Transmutation                             | SPELL CO: Pg.32     |
|       | <i>Effect:</i> Grant blindsight to 30 ft.   |    |                                   |                   |                         | <i>Target:</i> Creature touched  |          |                          | <i>Caster Level:</i> 14                   |                     |
| □□□□□ | Call Lightning  | 21 | Reflex half                       | 1 round           | 1 minute/level          | Medium (240 ft.)   | V, S     | Yes                      | Evocation [Electricity]                   | RSRD: SpellsC.rtf   |
|       | <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> 14                   |                     |
| □□□□□ | Capricious Zephyr   | 21 | None and Reflex partial; see text | 1 standard action | 1 round/level           | Medium (240 ft.)   | V,S      | Yes                      | Evocation [Air]                           | SPELL CO: Pg.43     |
|       | <i>Effect:</i> Ball of swirling dust and air that bull rush attacks with a +6 any creature it encounters as directed by caster. Movement 30 ft; see text  |    |                                   |                   |                         | <i>Target:</i> 5-ft.-diameter  |          |                          | <i>Caster Level:</i> 14                   |                     |
| □□□□□ | Charge of the Triceratops   | 21 | Will negates [harmless]           | 1 standard action | 1 round/level [D]       | Touch  | V,S,DF   | Yes                      | Transmutation                             | SPELL CO: Pg.45     |
|       | <i>Effect:</i> Gain natural gore attack [S=1d6, M=1d8, L=2d6]. If gore is used as part of a charge it does double damage. Also gain +4 Natural Armor.   |    |                                   |                   |                         | <i>Target:</i> Living creature touched   |          |                          | <i>Caster Level:</i> 14                   |                     |
| □□□□□ | Circle Dance  | 21 | N/A                               | 1 minute          | Instantaneous           | Personal   | V,S      | N/A                      | Divination                                | SPELL CO: Pg.46     |
|       | <i>Effect:</i> Get direction and general status of a known target.  |    |                                   |                   |                         | <i>Target:</i> You   |          |                          | <i>Caster Level:</i> 14                   |                     |
| □□□□□ | Corona of Cold  | 21 | Fortitude negates                 | 1 standard action | 1 round/level [D]       | 10 ft.   | V,S,DF   | Yes                      | Evocation [Cold]                          | SPELL CO: Pg.52     |
|       | <i>Effect:</i> Gain fire resistance 10, and deal 1d12 damage to all in your area of effect. Creatures so affected have -2 to Str & Dex, move at half speed for as ong as they remain in the area. |    |                                   |                   |                         | <i>Target:</i> 20-ft.-radius spread  |          |                          | <i>Caster Level:</i> 14                   |                     |
| □□□□□ | Creaking Cacophony  | 21 | None                              | 1 standard action | 1 round/level           | Medium (240 ft.)   | V,S      | Yes                      | Illusion (Figment) [Sonic]                | SPELL CO: Pg.55     |
|       | <i>Effect:</i> All who are in the effect have -4 to listen. Spellcasters are distracted.  |    |                                   |                   |                         | <i>Target:</i> 40-ft.-radius spread  |          |                          | <i>Caster Level:</i> 14                   |                     |
| □□□□□ | Crumble   | 21 | Fortitude half [object]           | 1 standard action | Instantaneous           | Medium (240 ft.)   | V,S      | Yes [object]             | Transmutation                             | SPELL CO: Pg.56     |
|       | <i>Effect:</i> Deal 1d8/level [max 10d8] damage to structure, ignoring hardness; see text.  |    |                                   |                   |                         | <i>Target:</i> One structure or construct  |          |                          | <i>Caster Level:</i> 14                   |                     |
| □□□□□ | Cure Moderate Wounds  | 21 | Will half (harmless); see text    | 1 standard action | Instantaneous           | Touch  | V, S     | Yes (harmless); see text | Conjuration (Healing)                     | RSRD: SpellsC.rtf   |
|       | <i>Effect:</i> Cures 2d8 +1/level [max +10] damage.   |    |                                   |                   |                         | <i>Target:</i> Creature touched  |          |                          | <i>Caster Level:</i> 14                   |                     |
| □□□□□ | Daylight  | 21 | None                              | 1 standard action | 10 minutes/level [D]    | Touch  | V, S     | No                       | Evocation [Light]                         | RSRD: SpellsD-E.rtf |
|       | <i>Effect:</i> 60-ft. radius of bright light.   |    |                                   |                   |                         | <i>Target:</i> Object touched  |          |                          | <i>Caster Level:</i> 14                   |                     |
| □□□□□ | Dehydrate   | 21 | Fortitude negates                 | 1 standard action | Instantaneous           | Medium (240 ft.)   | V,S,DF   | Yes                      | Necromancy                                | SPELL CO: Pg.62     |
|       | <i>Effect:</i> Deal 1d6 plus 1/3 caster levels [max +5].  |    |                                   |                   |                         | <i>Target:</i> One living creature   |          |                          | <i>Caster Level:</i> 14                   |                     |
| □□□□□ | Diminish Plants   | 21 | None                              | 1 standard action | Instantaneous           | See text   | V, S, DF | No                       | Transmutation                             | RSRD: SpellsD-E.rtf |
|       | <i>Effect:</i> Reduces size or blights growth of normal plants.   |    |                                   |                   |                         | <i>Target:</i> See text  |          |                          | <i>Caster Level:</i> 14                   |                     |
| □□□□□ | Dominate Animal   | 21 | Will negates                      | 1 round           | 1 round/level           | Close (60 ft.)   | V, S     | Yes                      | Enchantment (Compulsion) [Mind-Affecting] | RSRD: SpellsD-E.rtf |
|       | <i>Effect:</i> Subject animal obeys silent mental commands.   |    |                                   |                   |                         | <i>Target:</i> One animal  |          |                          | <i>Caster Level:</i> 14                   |                     |

\*=Domain/Speciality Spell



# Druid Spells

|   |    |                                 |                   |                                      |  |            |                        |   |                     |
|---|----|---------------------------------|-------------------|--------------------------------------|--|------------|------------------------|---|---------------------|
| Downdraft   | 21 | Reflex partial; see text        | 1 standard action | Instantaneous                        | Long (960 ft.)   | V,S,M      | Yes                    | Evocation [Air]   | SPELL CO: Pg.72     |
| <i>Effect:</i> Either send a flying creature down 50 ft. or 100 ft. They take fall damage if they collide with the ground [1d6 per 10 ft.].   |    |                                 |                   |                                      | <i>Target:</i> Cylinder [20-ft. radius, 100 ft. high]                            |            |                        | <i>Caster Level:</i> 14                                 |                     |
| Earthen Grace   | 21 | Will negates [harmless]         | 1 standard action | 1 minute/level                       | Touch  | V,S,M      | Yes [harmless]         | Abjuration [Earth]                                      | SPELL CO: Pg.76     |
| <i>Effect:</i> Earth and stone damage is treated as nonlethal [includes creatures with the subtype of earth/stone, falling onto stone]; see <i>Target:</i> Living creature touched text.    |    |                                 |                   |                                      |  |            |                        | <i>Caster Level:</i> 14                                 |                     |
| Energy Vortex   | 21 | Reflex half                     | 1 standard action | Instantaneous                        | 20 ft.   | V,S        | Yes                    | Evocation [Choose:Acid, Cold, Fire, Electricity, Sonic] | SPELL CO: Pg.81     |
| <i>Effect:</i> Choose a energy type and it causes 1d8 +1/caster level [max +20]. You may double the damage if you forgoe a save and take the damage as well.                                |    |                                 |                   |                                      | <i>Target:</i> All creatures within a 20-ft.-radius burst centered on you        |            |                        | <i>Caster Level:</i> 14                                 |                     |
| Entangling Staff  | 21 | Yes? [harmless,object]          | 1 swift action    | 1 round/level [D]                    | Touch  | V,S,F      | Yes [harmless]         | Transmutation   | SPELL CO: Pg.83     |
| <i>Effect:</i> Each time you successfully strike foe you can start a grapple as a free action, +8 grapple check. Deals an additional 2d6 damage for grapple [lethal or nonlethal]; see text |    |                                 |                   |                                      | <i>Target:</i> Quarterstaff touched  |            |                        | <i>Caster Level:</i> 14                                 |                     |
| Fire Wings  | 21 | N/A                             | 1 round           | 1 minute/level                       | Personal   | V,S,M,F    | N/A                    | Transmutation [Fire]                                    | SPELL CO: Pg.93     |
| <i>Effect:</i> Attack or Fly; see text.   |    |                                 |                   |                                      | <i>Target:</i> You   |            |                        | <i>Caster Level:</i> 14                                 |                     |
| Fly, Swift  | 21 | N/A                             | 1 swift action    | 1 round                              | Personal   | V          | N/A                    | Transmutation   | SPELL CO: Pg.96     |
| <i>Effect:</i> This spell functions like fly, except as noted.  |    |                                 |                   |                                      | <i>Target:</i> You   |            |                        | <i>Caster Level:</i> 14                                 |                     |
| Forestfold  | 21 | N/A                             | 1 standard action | 1 hour/level [D]                     | Personal   | V,S        | N/A                    | Transmutation   | SPELL CO: Pg.98     |
| <i>Effect:</i> Grants +10 competence bonus on Hide and Move Silently checks.  |    |                                 |                   |                                      | <i>Target:</i> You   |            |                        | <i>Caster Level:</i> 14                                 |                     |
| Giant's Wrath   | 21 | None                            | 1 swift action    | 1 round/level                        | Personal   | V,S,M      | No                     | Transmutation [Fire]                                    | SPELL CO: Pg.105    |
| <i>Effect:</i> Pebbles become boulders; see text  |    |                                 |                   |                                      | <i>Target:</i> One pebble/3 levels   |            |                        | <i>Caster Level:</i> 14                                 |                     |
| Girallon's Blessing   | 21 | Fortitude negates [harmless]    | 1 standard action | 10 minutes/level                     | Touch  | V,S,M      | Yes [harmless]         | Transmutation   | SPELL CO: Pg.106    |
| <i>Effect:</i> Gain an additional pair of arms; see text  |    |                                 |                   |                                      | <i>Target:</i> Creature touched  |            |                        | <i>Caster Level:</i> 14                                 |                     |
| Heatstroke  | 21 | Fortitude partial               | 1 standard action | Instantaneous                        | Medium (240 ft.)   | V,S        | Yes [harmless]         | Transmutation   | SPELL CO: Pg.113    |
| <i>Effect:</i> Target becomes fatigued [if fatigued it becomes exhausted], takes 2d6 nonlethal heat [with or without save].   |    |                                 |                   |                                      | <i>Target:</i> One Creature  |            |                        | <i>Caster Level:</i> 14                                 |                     |
| Hypothermia   | 21 | Fortitude partial               | 1 standard action | Instantaneous                        | Close (60 ft.)   | V,S        | Yes                    | Evocation [Cold]  | SPELL CO: Pg.118    |
| <i>Effect:</i> Deals 1d6 per caster level [max 10d6] and becomes fatigued. Save halves damage and negates fatigue.  |    |                                 |                   |                                      | <i>Target:</i> One creature  |            |                        | <i>Caster Level:</i> 14                                 |                     |
| Icelance  | 21 | Fortitude partial               | 1 standard action | Instantaneous                        | Medium (240 ft.)   | V,S,F      | Yes                    | Conjuration (Creation)                                  | SPELL CO: Pg.119    |
| <i>Effect:</i> Creates an ice lance; ranged touched attack at +4, if it hit causes 6d6 points, make save or be stunned for 1d4 rounds.  |    |                                 |                   |                                      | <i>Target:</i> One lance of ice  |            |                        | <i>Caster Level:</i> 14                                 |                     |
| Infestation of Maggots  | 21 | Fortitude negates               | 1 standard action | 1 round/2 levels                     | Touch  | V,S,M      | Yes                    | Necromancy  | SPELL CO: Pg.123    |
| <i>Effect:</i> Deal 1d4 constitution per round. Save ends the spell and the effect.   |    |                                 |                   |                                      | <i>Target:</i> Creature touched  |            |                        | <i>Caster Level:</i> 14                                 |                     |
| Jagged Tooth  | 21 | Will negates [harmless]         | 1 standard action | 10 minutes/level                     | Close (60 ft.)   | V,S        | Yes [harmless]         | Transmutation   | SPELL CO: Pg.127    |
| <i>Effect:</i> Doubles the critical threat range of one natural weapon.   |    |                                 |                   |                                      | <i>Target:</i> One natural slashing or piercing weapon of target creatures       |            |                        | <i>Caster Level:</i> 14                                 |                     |
| Lion's Charge   | 21 | N/A                             | 1 swift action    | 1 round                              | Personal   | V          | N/A                    | Transmutation   | SPELL CO: Pg.133    |
| <i>Effect:</i> Gain pounce ability [make full attack after a charge].   |    |                                 |                   |                                      | <i>Target:</i> You   |            |                        | <i>Caster Level:</i> 14                                 |                     |
| Magic Fang, Greater   | 21 | Will negates (harmless)         | 1 standard action | 1 hour/level                         | Close (60 ft.)   | V, S, DF   | Yes (harmless)         | Transmutation   | RSRD: SpellsM-O.rtf |
| <i>Effect:</i> One natural weapon of subject creature gets +3 on attack and damage rolls.   |    |                                 |                   |                                      | <i>Target:</i> One living creature   |            |                        | <i>Caster Level:</i> 14                                 |                     |
| Meld into Stone   | 21 | None                            | 1 standard action | 10 minutes/level                     | Personal   | V, S, DF   | No                     | Transmutation [Earth]                                   | RSRD: SpellsM-O.rtf |
| <i>Effect:</i> You and your gear merge with stone.  |    |                                 |                   |                                      | <i>Target:</i> You   |            |                        | <i>Caster Level:</i> 14                                 |                     |
| Nature's Balance  | 21 | Fortitude negates [harmless]    | 1 standard action | 10 minutes/level                     | Touch  | V,S        | Yes [harmless]         | Transmutation   | SPELL CO: Pg.145    |
| <i>Effect:</i> Take -4 to one ability score [Str, Dex, Con] and target gains like amount.   |    |                                 |                   |                                      | <i>Target:</i> Creature touched  |            |                        | <i>Caster Level:</i> 14                                 |                     |
| Nature's Rampart  | 21 | None                            | 10 minutes        | Instantaneous                        | Medium (240 ft.)   | V,S,F      | No                     | Transmutation   | SPELL CO: Pg.146    |
| <i>Effect:</i> Shapes natural setting into a formidable defense.  |    |                                 |                   |                                      | <i>Target:</i> Structure up to 40 ft. square                                     |            |                        | <i>Caster Level:</i> 14                                 |                     |
| Neutralize Poison   | 21 | Will negates (harmless, object) | 1 standard action | 10 minutes/level                     | Touch  | V, S, M/DF | Yes (harmless, object) | Conjuration (Healing)                                   | RSRD: SpellsM-O.rtf |
| <i>Effect:</i> Immunizes subject against poison, detoxifies venom in or on subject.   |    |                                 |                   |                                      | <i>Target:</i> Creature or object of up to 1 cu. ft./level. touched              |            |                        | <i>Caster Level:</i> 14                                 |                     |
| Plant Growth  | 21 | None                            | 1 standard action | Instantaneous                        | See text   | V, S, DF   | No                     | Transmutation   | RSRD: SpellsP-R.rtf |
| <i>Effect:</i> Grows vegetation, improves crops.  |    |                                 |                   |                                      | <i>Target:</i> See text  |            |                        | <i>Caster Level:</i> 14                                 |                     |
| Poison  | 21 | Fortitude negates; see text     | 1 standard action | Instantaneous; see text              | Touch  | V, S, DF   | Yes                    | Necromancy  | RSRD: SpellsP-R.rtf |
| <i>Effect:</i> Touch deals 1d10 Con damage, repeats in 1 minute.  |    |                                 |                   |                                      | <i>Target:</i> Living creature touched   |            |                        | <i>Caster Level:</i> 14                                 |                     |
| Primal Form   | 21 | N/A                             | 1 standard action | 1 minute/level                       | Personal   | V,S,DF     | N/A                    | Transmutation   | SPELL CO: Pg.161    |
| <i>Effect:</i> You assume the physical appearance and many of the qualities and abilities of a chosen elemental [fire, water, earth, air]; see text   |    |                                 |                   |                                      | <i>Target:</i> You   |            |                        | <i>Caster Level:</i> 14                                 |                     |
| Protection from Energy  | 21 | Fortitude negates (harmless)    | 1 standard action | 10 minutes/level or until discharged | Touch  | V, S, DF   | Yes (harmless)         | Abjuration  | RSRD: SpellsP-R.rtf |
| <i>Effect:</i> Absorb 12 points of damage/level [max 120] from one kind of energy.  |    |                                 |                   |                                      | <i>Target:</i> Creature touched  |            |                        | <i>Caster Level:</i> 14                                 |                     |
| Quench  | 21 | None or Will negates (object)   | 1 standard action | Instantaneous                        | Medium (240 ft.)   | V, S, DF   | No or Yes (object)     | Transmutation   | RSRD: SpellsP-R.rtf |
| <i>Effect:</i> Extinguishes nonmagical fires or one magic item.   |    |                                 |                   |                                      | <i>Target:</i> 20-ft. cube/level [S] or one fire-based magic item                |            |                        | <i>Caster Level:</i> 14                                 |                     |
| Quillfire   | 21 | N/A                             | 1 standard action | 1 round/level                        | Personal   | V,S        | N/A                    | Transmutation   | SPELL CO: Pg.164    |
| <i>Effect:</i> Quills inflict 1d8 or thrown range 10 ft; see text.  |    |                                 |                   |                                      | <i>Target:</i> You   |            |                        | <i>Caster Level:</i> 14                                 |                     |
| Remove Disease  | 21 | Fortitude negates (harmless)    | 1 standard action | Instantaneous                        | Touch  | V, S       | Yes (harmless)         | Conjuration (Healing)                                   | RSRD: SpellsP-R.rtf |
| <i>Effect:</i> Cures all diseases affecting subject.  |    |                                 |                   |                                      | <i>Target:</i> Creature touched  |            |                        | <i>Caster Level:</i> 14                                 |                     |
| Resist Energy, Mass   | 21 | Fortitude negates [harmless]    | 1 standard action | 10 minutes/level                     | Close (60 ft.)   | V,S,DF     | Yes [harmless]         | Abjuration  | SPELL CO: Pg.174    |
| <i>Effect:</i> As resist energy, except that it affects all targeted creatures.   |    |                                 |                   |                                      | <i>Target:</i> One creature/level, no two of which can be more than 30 ft. apart |            |                        | <i>Caster Level:</i> 14                                 |                     |
| * =Domain/Specialty Spell   |    |                                 |                   |                                      |  |            |                        |   |                     |

## Druid Spells

|   |    |                             |                   |                                    |  |            |                |                               |                     |
|---|----|-----------------------------|-------------------|------------------------------------|--|------------|----------------|-------------------------------|---------------------|
| Sink  | 21 | Will negates                | 1 standard action | 1 round                            | Close (60 ft.)   | V,S,DF     | Yes            | Transmutation                 | SPELL CO: Pg.190    |
| <i>Effect:</i> Affect creatures sink 100 ft./round; see text.   |    |                             |                   |                                    | <i>Target:</i> One creature/level, no two of which are more than 30 ft. apart                        |            |                | <i>Caster Level:</i> 14       |                     |
| Sleet Storm   | 21 | None                        | 1 standard action | 1 round/level                      | Long (960 ft.)   | V, S, M/DF | No             | Conjuration (Creation) [Cold] | RSRD: SpellsS.rtf   |
| <i>Effect:</i> Hampers vision and movement.   |    |                             |                   |                                    | <i>Target:</i> Cylinder 40   |            |                | <i>Caster Level:</i> 14       |                     |
| Snakebite   | 21 | N/A                         | 1 standard action | 1 round/level [D]                  | Personal   | V,S        | N/A            | Transmutation                 | SPELL CO: Pg.193    |
| <i>Effect:</i> Turns one of your arms into a venomous snake; see text.  |    |                             |                   |                                    | <i>Target:</i> You   |            |                | <i>Caster Level:</i> 14       |                     |
| Snare   | 21 | None                        | 3 rounds          | Until triggered or broken          | Touch  | V, S, DF   | No             | Transmutation                 | RSRD: SpellsS.rtf   |
| <i>Effect:</i> Creates a magic booby trap.  |    |                             |                   |                                    | <i>Target:</i> Touched nonmagical circle of vine, rope, or thong with a 2 ft. diameter + 2 ft./level |            |                | <i>Caster Level:</i> 14       |                     |
| Snowshoes, Mass   | 21 | Will negates [harmless]     | 1 standard action | 1 hour/level [D]                   | Close (60 ft.)   | V,S        | Yes [harmless] | Transmutation                 | SPELL CO: Pg.194    |
| <i>Effect:</i> Same as Snowshoes, except as noted.  |    |                             |                   |                                    | <i>Target:</i> One creature/level, no two of which are more than 30 ft. apart                        |            |                | <i>Caster Level:</i> 14       |                     |
| Speak with Plants   | 21 | None                        | 1 standard action | 1 minute/level                     | Personal   | V, S       | No             | Divination                    | RSRD: SpellsS.rtf   |
| <i>Effect:</i> You can talk to normal plants and plant creatures.   |    |                             |                   |                                    | <i>Target:</i> You   |            |                | <i>Caster Level:</i> 14       |                     |
| Spiderskin  | 21 | Will negates [harmless]     | 1 standard action | 10 minutes/level                   | Touch  | V,S,M/DF   | Yes [harmless] | Transmutation                 | SPELL CO: Pg.202    |
| <i>Effect:</i> Grants recipient +1 to natural AC, +1 save against poison and +1 bonus to Hide checks for every three caster levels [max +5].  |    |                             |                   |                                    | <i>Target:</i> Creature touched  |            |                | <i>Caster Level:</i> 14       |                     |
| Spike Growth  | 21 | Reflex partial              | 1 standard action | 1 hour/level [D]                   | Medium (240 ft.)   | V, S, DF   | Yes            | Transmutation                 | RSRD: SpellsS.rtf   |
| <i>Effect:</i> Creatures in area take 1d4 damage, may be slowed.  |    |                             |                   |                                    | <i>Target:</i> 20-ft. squares/level  |            |                | <i>Caster Level:</i> 14       |                     |
| Spikes  | 21 | None                        | 1 standard action | 1 hour/level                       | Touch  | V,S,M      | No             | Transmutation                 | SPELL CO: Pg.202    |
| <i>Effect:</i> As brambles, except affected weapon gains +2 enhancement bonus and threat range doubled.   |    |                             |                   |                                    | <i>Target:</i> Wooden weapon touched   |            |                | <i>Caster Level:</i> 14       |                     |
| Spiritjaws  | 21 | None                        | 1 standard action | 1 round/level [D]                  | Medium (240 ft.)   | V,S,M      | Yes            | Evocation [Force]             | SPELL CO: Pg.202    |
| <i>Effect:</i> Jaws attempt to grapple the target; see text   |    |                             |                   |                                    | <i>Target:</i> Jaws of force   |            |                | <i>Caster Level:</i> 14       |                     |
| Standing Wave   | 21 | Reflex negates              | 1 standard action | 10 minutes/level [D]               | Close (60 ft.)   | V,S,DF     | Yes            | Transmutation                 | SPELL CO: Pg.204    |
| <i>Effect:</i> Transports across water; see text.   |    |                             |                   |                                    | <i>Target:</i> Waves under a creature or object within range   |            |                | <i>Caster Level:</i> 14       |                     |
| Stone Shape   | 21 | None                        | 1 standard action | Instantaneous                      | Touch  | V, S, M/DF | No             | Transmutation [Earth]         | RSRD: SpellsS.rtf   |
| <i>Effect:</i> Sculpts stone into any shape.  |    |                             |                   |                                    | <i>Target:</i> Stone or stone object touched, up to 10 cu. ft. +1 cu. ft./level                      |            |                | <i>Caster Level:</i> 14       |                     |
| Summon Nature's Ally III  | 21 | None                        | 1 round           | 1 round/level [D]                  | Close (60 ft.)   | V, S, DF   | No             | Conjuration (Summoning)       | RSRD: SpellsS.rtf   |
| <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> 14       |                     |
| Thornskin   | 21 | N/A                         | 1 standard action | 1 round/level [D]                  | Personal   | V,S,M      | N/A            | Transmutation                 | SPELL CO: Pg.219    |
| <i>Effect:</i> Sprout thorns from your skin that makes your unarmed deal lethal plus an extra 1d6 piercing damage on unarmed attacks.   |    |                             |                   |                                    | <i>Target:</i> You   |            |                | <i>Caster Level:</i> 14       |                     |
| Thunderous Roar   | 21 | Fortitude partial; see text | 1 standard action | Instantaneous                      | Long (960 ft.)   | V,S,DF     | Yes            | Evocation [Sonic]             | SPELL CO: Pg.220    |
| <i>Effect:</i> All creatures in the area take 1d6 sonic damage per two caster levels; see text.   |    |                             |                   |                                    | <i>Target:</i> 20-ft.-radius burst   |            |                | <i>Caster Level:</i> 14       |                     |
| Treasure Scent  | 21 | N/A                         | 1 standard action | 1 hour/level                       | Personal   | V,S        | N/A            | Divination                    | SPELL CO: Pg.223    |
| <i>Effect:</i> Detect copper, silver, gold, platinum, and gems within 30 feet. See text.  |    |                             |                   |                                    | <i>Target:</i> You   |            |                | <i>Caster Level:</i> 14       |                     |
| Tremor  | 21 | See text                    | 1 standard action | 1 round/3 levels                   | Medium (240 ft.)   | V,S,DF     | No             | Evocation [Earth]             | SPELL CO: Pg.223    |
| <i>Effect:</i> Disrupts concentration; see text.  |    |                             |                   |                                    | <i>Target:</i> 40-ft.-radius spread  |            |                | <i>Caster Level:</i> 14       |                     |
| Vigor   | 21 | Will negates [harmless]     | 1 standard action | 10 rounds + 1 round/level [max 25] | Touch  | V,S        | Yes [harmless] | Conjuration (Healing)         | SPELL CO: Pg.229    |
| <i>Effect:</i> Same as lesser vigor except it grants target fast healing ability for the duration of the spell at 2 hp automatically healed per round.                              |    |                             |                   |                                    | <i>Target:</i> Living creature touched   |            |                | <i>Caster Level:</i> 14       |                     |
| Vigor, Mass Lesser  | 21 | Will negates [harmless]     | 1 standard action | 10 rounds + 1 round/level [max 25] | 20 ft.   | V,S        | Yes [harmless] | Conjuration (Healing)         | SPELL CO: Pg.229    |
| <i>Effect:</i> Same as lesser vigor except it grants all targets fast healing ability for the duration of the spell at 1 hp automatically healed per round.                         |    |                             |                   |                                    | <i>Target:</i> One creature/2 levels, no two of which can be more than 30 ft. apart                  |            |                | <i>Caster Level:</i> 14       |                     |
| Vine Mine   | 21 | See text                    | 1 standard action | 10 minutes/level                   | Medium (240 ft.)   | V,S,M      | Yes            | Conjuration (Creation)        | SPELL CO: Pg.230    |
| <i>Effect:</i> Creates a rapid growth of vines, see text.   |    |                             |                   |                                    | <i>Target:</i> 10-ft.-radius/level spread  |            |                | <i>Caster Level:</i> 14       |                     |
| Water Breathing   | 21 | Will negates (harmless)     | 1 standard action | 2 hours/level; see text            | Touch  | V, S, M/DF | Yes (harmless) | Transmutation                 | RSRD: SpellsT-Z.rtf |
| <i>Effect:</i> Subjects can breathe underwater.   |    |                             |                   |                                    | <i>Target:</i> Living creatures touched  |            |                | <i>Caster Level:</i> 14       |                     |
| Weather Eye   | 21 | None                        | 1 hour            | Instantaneous                      | 1 mile + 1 mile/level  | V,S,M,F    | No             | Divination                    | SPELL CO: Pg.238    |
| <i>Effect:</i> You may accurately predict the natural weather up to one week into the future. If unnatural forces currently affect the weather then the spell acts as detect magic. |    |                             |                   |                                    | <i>Target:</i> 1-mile radius +1-mile/level centered on you   |            |                | <i>Caster Level:</i> 14       |                     |
| Wind Wall   | 21 | None; see text              | 1 standard action | 1 round/level                      | Medium (240 ft.)   | V, S, M/DF | Yes            | Evocation [Air]               | RSRD: SpellsT-Z.rtf |
| <i>Effect:</i> Deflects arrows, smaller creatures, and gases.   |    |                             |                   |                                    | <i>Target:</i> Wall up to 10 ft./level long and 5 ft./level high [S]                                 |            |                | <i>Caster Level:</i> 14       |                     |

## LEVEL 4

| Name  | DC | Saving Throw | Time              | Duration             | Range  | Comp.    | Spell Resistance | School                               | Source              |
|---|----|--------------|-------------------|----------------------|--|----------|------------------|--------------------------------------|---------------------|
| □□□□Air Walk  | 22 | None         | 1 standard action | 10 minutes/level     | Touch  | V, S, DF | Yes (harmless)   | Transmutation [Air]                  | RSRD: SpellsA-B.rtf |
| Effect: Subject treads on air as if solid [climb at 45-degree angle].   |    |              |                   |                      | Target: Creature [Gargantuan or smaller] touched |          |                  | Caster Level: 14                     |                     |
| □□□□Antiplant Shell   | 22 | None         | 1 standard action | 10 minutes/level [D] | 10 ft.   | V, S, DF | Yes              | Abjuration                           | RSRD: SpellsA-B.rtf |
| Effect: Keeps animated plants at bay.   |    |              |                   |                      | Target: 10-ft.-radius emanation, centered on you |          |                  | Caster Level: 14                     |                     |
| □□□□Arc of Lightning  | 22 | Reflex half  | 1 standard action | Instantaneous        | Close (60 ft.)                                   | V,S,M/DF | No               | Conjuration (Creation) [Electricity] | SPELL CO: Pg.15     |
| Effect: Create a bolt of electricity between two creatures causing 1d6/level [max 15d6] to both creatures and anything in between them. |    |              |                   |                      | Target: A line between two creatures             |          |                  | Caster Level: 14                     |                     |
| □□□□Bite of the Wereboar  | 22 | N/A          | 1 standard action | 1 round/level        | Personal   | V,S,M    | N/A              | Transmutation                        | SPELL CO: Pg.28     |
| Effect: Gain +4 bonus to Str, +6 Con, +8 natural armor. Gain Bite attack; see text  |    |              |                   |                      | Target: You                                      |          |                  | Caster Level: 14                     |                     |
| * =Domain/Speciality Spell  |    |              |                   |                      |  |          |                  |                                      |                     |

## Druid Spells

|  |    |   |                   |                         |  |             |                          |                        |                     |
|--|----|---|-------------------|-------------------------|--|-------------|--------------------------|------------------------|---------------------|
| Blight   | 22 | Fortitude half; see text                    | 1 standard action | Instantaneous           | Touch  | V, S, DF    | Yes                      | Necromancy             | RSRD: SpellsA-B.rtf |
| Effect: Withers one plant or deals 1d6/level damage to plant creature.   |    |   |                   |                         | Target: one plant/plant-creature   |             |                          | Caster Level: 14       |                     |
| Blindsight, Greater  | 22 | Will negates [harmless]                     | 1 standard action | 1 minute/level          | Touch  | V, S        | Yes [harmless]           | Transmutation          | SPELL CO: Pg.32     |
| Effect: Grant blindsight to 30 ft.   |    |   |                   |                         | Target: Creature touched   |             |                          | Caster Level: 14       |                     |
| Bottle of Smoke  | 22 | None  | 10 minutes        | 1 hour/level            | Touch  | V, S, F     | No                       | Conjuration (Creation) | SPELL CO: Pg.37     |
| Effect: Creates a steed made of smoke.   |    |   |                   |                         | Target: One smoky, horselike creature  |             |                          | Caster Level: 14       |                     |
| Burrow, Mass   | 22 | Will negates [harmless]                     | 1 standard action | 1 minute/level [D]      | Touch  | V, S, F/DF  | Yes [harmless]           | Transmutation          | SPELL CO: Pg.41     |
| Effect: Same as Burrow, except effects multiple creatures.   |    |   |                   |                         | Target: One creature/level, no two of which can be more than 30 ft. apart                        |             |                          | Caster Level: 14       |                     |
| Chain of Eyes  | 22 | Will negates                                | 1 standard action | 1 hour/level            | Touch  | V, S        | Yes                      | Divination             | SPELL CO: Pg.45     |
| Effect: Scrying sensor passed along by touch.  |    |   |                   |                         | Target: Living creature touched  |             |                          | Caster Level: 14       |                     |
| Command Plants   | 22 | Will negates                                | 1 standard action | 1 day/level             | Close (60 ft.)   | V           | Yes                      | Transmutation          | RSRD: SpellsC.rtf   |
| Effect: Sway the actions of one or more plant creatures.   |    |   |                   |                         | Target: Up to 2 HD/level of plant creatures, no two of which can be more than 30 ft. apart       |             |                          | Caster Level: 14       |                     |
| Contagious Touch   | 22 | Fortitude negates                           | 1 standard action | 1 round/level           | Touch  | V, S        | Yes                      | Necromancy             | SPELL CO: Pg.52     |
| Effect: Any creature you hit with melee touch is afflicted with contagion and the selected disease; see text.                                    |    |   |                   |                         | Target: You  |             |                          | Caster Level: 14       |                     |
| Contingent Energy Resistance   | 22 | N/A   | 1 minute          | 1 hour/level [D]        | Personal   | V, S, M     | N/A                      | Abjuration             | SPELL CO: Pg.52     |
| Effect: Same as Contingency, except it is more limited.  |    |   |                   |                         | Target: You  |             |                          | Caster Level: 14       |                     |
| Control Water  | 22 | None; see text                              | 1 standard action | 10 minutes/level [D]    | Long (960 ft.)   | V, S, M/DF  | No                       | Transmutation [Water]  | RSRD: SpellsC.rtf   |
| Effect: Raises or lowers bodies of water.  |    |   |                   |                         | Target: Water in a volume of 10-ft. by 10-ft. by 2-ft. per level [S]                             |             |                          | Caster Level: 14       |                     |
| Creeping Cold, Greater   | 22 | Fortitude half                              | 1 standard action | See text                | Close (60 ft.)   | V, S, F     | Yes                      | Transmutation [Cold]   | SPELL CO: Pg.56     |
| Effect: As creeping cold, but has a higher damage cap with additional rounds.  |    |   |                   |                         | Target: One creature   |             |                          | Caster Level: 14       |                     |
| Cure Serious Wounds  | 22 | Will half (harmless); see text              | 1 standard action | Instantaneous           | Touch  | V, S        | Yes (harmless); see text | Conjuration (Healing)  | RSRD: SpellsC.rtf   |
| Effect: Cures 3d8 +1/level [max +15] damage.   |    |   |                   |                         | Target: Creature touched   |             |                          | Caster Level: 14       |                     |
| Dispel Magic   | 22 | None  | 1 standard action | Instantaneous           | Medium (240 ft.)   | V, S        | No                       | Abjuration             | RSRD: SpellsD-E.rtf |
| Effect: Cancels magical spells and effects.  |    |   |                   |                         | Target: One spellcaster, creature, or object; or 20-ft.-radius burst                             |             |                          | Caster Level: 14       |                     |
| Enhance Wild Shape   | 22 | N/A   | 1 minute          | 1 hour/level            | Personal   | V, S        | N/A                      | Transmutation          | SPELL CO: Pg.81     |
| Effect: Gain enhancement to your next wild shape; See text.  |    |   |                   |                         | Target: You  |             |                          | Caster Level: 14       |                     |
| Essence of the Raptor  | 22 | N/A   | 1 standard action | 10 minutes/level [D]    | Personal   | V, S        | N/A                      | Transmutation          | SPELL CO: Pg.84     |
| Effect: Speed increases to 60 ft. Gain +8 bonus to Hide, Jump, Listen, Spot and Survival checks. Gain Scent ability.                             |    |   |                   |                         | Target: You  |             |                          | Caster Level: 14       |                     |
| Eye of the Hurricane   | 22 | Fortitude negates                           | 1 standard action | Instantaneous           | 40 ft.   | V, S        | Yes                      | Abjuration [Air]       | SPELL CO: Pg.86     |
| Effect: Creates a hurricane with you unaffected at the center; see text  |    |   |                   |                         | Target: 40-ft.-radius emanation centered on you, with 10-ft.-radius quiet area centered on you   |             |                          | Caster Level: 14       |                     |
| Flame Strike   | 22 | Reflex half                                 | 1 standard action | Instantaneous           | Medium (240 ft.)   | V, S, DF    | Yes                      | Evocation [Fire]       | RSRD: SpellsF-G.rtf |
| Effect: Smite foes with divine fire for 1d6/level [max 15d6] damage.   |    |   |                   |                         | Target: Cylinder 10  |             |                          | Caster Level: 14       |                     |
| Freedom of Movement  | 22 | Will negates (harmless)                     | 1 standard action | 10 minutes/level        | Personal or touch  | V, S, M, DF | Yes (harmless)           | Abjuration             | RSRD: SpellsF-G.rtf |
| Effect: Subject moves normally despite impediments.  |    |   |                   |                         | Target: You or creature touched  |             |                          | Caster Level: 14       |                     |
| Giant Vermin   | 22 | None  | 1 standard action | 1 minute/level          | Close (60 ft.)   | V, S, DF    | Yes                      | Transmutation          | RSRD: SpellsF-G.rtf |
| Effect: Turns centipedes, scorpions, or spiders into giant vermin.   |    |   |                   |                         | Target: Up to three vermin, no two of which can be more than 30 ft. apart                        |             |                          | Caster Level: 14       |                     |
| Ice Storm  | 22 | None  | 1 standard action | 1 full round            | Long (960 ft.)   | V, S, M/DF  | Yes                      | Evocation [Cold]       | RSRD: SpellsH-L.rtf |
| Effect: Hail deals 5d6 damage in cylinder 40 ft. across.   |    |   |                   |                         | Target: Cylinder 20  |             |                          | Caster Level: 14       |                     |
| Jaws of the Wolf   | 22 | None  | 1 standard action | 1 round/level [D]       | Close (60 ft.)   | V, S, F     | No                       | Transmutation          | SPELL CO: Pg.127    |
| Effect: Transform small wooden carvings into real worgs equal to one for every two caster levels.  |    |   |                   |                         | Target: One or more created worgs  |             |                          | Caster Level: 14       |                     |
| Land Womb  | 22 | Will negates                                | 1 standard action | 10 minutes/level [D]    | Touch  | V, S        | Yes                      | Abjuration             | SPELL CO: Pg.130    |
| Effect: Descend into a protective bubble in the earth below, others see you descend as if the earth opened up and swallowed you.                 |    |   |                   |                         | Target: You and one other creature/level   |             |                          | Caster Level: 14       |                     |
| Languor  | 22 | Will partial                                | 1 standard action | 1 round/level           | Close (60 ft.)   | V, S        | Yes                      | Transmutation          | SPELL CO: Pg.130    |
| Effect: Ranged touch attack. Causes short term Strength loss and slowing; See text.  |    |   |                   |                         | Target: Ray  |             |                          | Caster Level: 14       |                     |
| Last Breath  | 22 | None  | 1 standard action | Instantaneous           | Touch  | V, S        | Yes [harmless]           | Transmutation          | SPELL CO: Pg.130    |
| Effect: Creature killed within 1 round returns to 0 hp.  |    |   |                   |                         | Target: Dead creature touched  |             |                          | Caster Level: 14       |                     |
| Lay of the Land  | 22 | N/A   | 3 rounds          | Instantaneous           | Personal   | V, S, F/DF  | N/A                      | Divination             | SPELL CO: Pg.131    |
| Effect: Learn area of 50 miles radius; see text  |    |   |                   |                         | Target: You  |             |                          | Caster Level: 14       |                     |
| Magic Fang, Superior   | 22 | N/A   | 1 standard action | 1 round/level           | Personal   | V, S        | N/A                      | Abjuration             | SPELL CO: Pg.136    |
| Effect: Every natural weapon you possess becomes enchanted to +1 per four caster levels [max +5 level 20].                                       |    |   |                   |                         | Target: You  |             |                          | Caster Level: 14       |                     |
| Miasma of Entropy  | 22 | Fortitude half or Will negates [object]     | 1 standard action | Instantaneous           | 30 ft.   | V, S        | Yes [object]             | Necromancy             | SPELL CO: Pg.141    |
| Effect: Accelerates decay in natural substances; see text  |    |   |                   |                         | Target: Cone-shaped burst or one solid object; see text  |             |                          | Caster Level: 14       |                     |
| Moon Bolt  | 22 | Fortitude half[living] Will negates[undead] | 1 standard action | Instantaneous           | Long (960 ft.)   | V, S        | Yes                      | Evocation              | SPELL CO: Pg.143    |
| Effect: Bolt unerringly strikes dealing 1d4 Str damage per three caster levels [max 5d4]. Undead instead fall helpless for 1d4 rounds; see text. |    |   |                   |                         | Target: One living or undead creature, or two living or undead creatures, that are <15 ft. apart |             |                          | Caster Level: 14       |                     |
| Murderous Mist   | 22 | Reflex partial; see text                    | 1 standard action | 1 round/level           | Close (60 ft.)   | V, S        | No                       | Conjuration (Creation) | SPELL CO: Pg.145    |
| Effect: Create cloud of scalding hot steam; see text.  |    |   |                   |                         | Target: Cloud spreads in 30-ft. radius, 20 ft. high  |             |                          | Caster Level: 14       |                     |
| Perinarch  | 22 | None [object] and Reflex negates; see text  | 1 standard action | 1 round/level; see text | Close (60 ft.)   | V, S, DF    | No                       | Transmutation          | SPELL CO: Pg.153    |
| Effect: Grants temporary over the terrain of limbo.  |    |   |                   |                         | Target: N/A  |             |                          | Caster Level: 14       |                     |
| * =Domain/Specialty Spell  |    |   |                   |                         |  |             |                          |                        |                     |

## Druid Spells

|  |    |                                |                    |  |  |               |                |                                    |                     |
|--|----|--------------------------------|--------------------|--|--|---------------|----------------|------------------------------------|---------------------|
| Planar Tolerance   | 22 | None                           | 1 immediate action | 1 hour/level                                 | 20 ft.   | V             | Yes [harmless] | Abjuration                         | SPELL CO: Pg.159    |
| <i>Effect:</i> Gain temporary respite from the natural effects of a specific plane.                        |    |                                |                    |  | <i>Target:</i> One creature/level in a 20-ft. radius burst centered on you   |               |                | <i>Caster Level:</i> 14            |                     |
| Poison Vines   | 22 | Fortitude negates              | 1 standard action  | 10 minutes/level                             | Medium (240 ft.)   | V,S,M         | Yes            | Conjuration (Creation)             | SPELL CO: Pg.160    |
| <i>Effect:</i> Creates vines like vine mine except vines have contact poison; see text.                    |    |                                |                    |  | <i>Target:</i> 10-ft.-radius/level spread  |               |                | <i>Caster Level:</i> 14            |                     |
| Reincarnate  | 22 | None; see text                 | 10 minutes         | Instantaneous                                | Touch  | V, S, M, DF   | Yes (harmless) | Transmutation                      | RSRD: SpellsP-R.rtf |
| <i>Effect:</i> Brings dead subject back in a random body.  |    |                                |                    |  | <i>Target:</i> Dead creature touched   |               |                | <i>Caster Level:</i> 14            |                     |
| Repel Vermin   | 22 | None or Will negates; see text | 1 standard action  | 10 minutes/level [D]                         | 10 ft.   | V, S, DF      | Yes            | Abjuration                         | RSRD: SpellsP-R.rtf |
| <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> 14            |                     |
| Resistance, Greater  | 22 | Will negates [harmless]        | 1 standard action  | 24 hours                                     | Touch  | V,S,M/DF      | Yes [harmless] | Abjuration                         | SPELL CO: Pg.174    |
| <i>Effect:</i> As resistance, except you grant the subject +3 resistance bonus.                            |    |                                |                    |  | <i>Target:</i> Creature touched  |               |                | <i>Caster Level:</i> 14            |                     |
| Rushing Waters   | 22 | None; see text                 | 1 standard action  | Instantaneous                                | Medium (240 ft.)   | V,S,DF        | No             | Conjuration (Creation) [Water]     | SPELL CO: Pg.178    |
| <i>Effect:</i> Wave of water bull rushes from you with a +15 bonus on the opposed Str check; see text.     |    |                                |                    |  | <i>Target:</i> 15-ft.-radius spread  |               |                | <i>Caster Level:</i> 14            |                     |
| Rusting Grasp  | 22 | None                           | 1 standard action  | See text                                     | Touch  | V, S, DF      | No             | Transmutation                      | RSRD: SpellsP-R.rtf |
| <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> 14            |                     |
| Scrying  | 22 | Will negates                   | 1 hour             | 1 minute/level                               | See text   | V, S, M/DF, F | Yes            | Divination (Scrying)               | RSRD: SpellsS.rtf   |
| <i>Effect:</i> Spies on subject from a distance.   |    |                                |                    |  | <i>Target:</i> Magical sensor  |               |                | <i>Caster Level:</i> 14            |                     |
| Shadowblast  | 22 | Fort negates                   | 1 standard action  | Insta  | Long (960 ft.)   | V,S,M         | Yes            | Evocation [Light]                  | SPELL CO: Pg.186    |
| <i>Effect:</i> Creatures stunned for 1d6 rounds; natives of shadow vulnerable take damage; see text.       |    |                                |                    |  | <i>Target:</i> 20-ft.-radius spread  |               |                | <i>Caster Level:</i> 14            |                     |
| Sheltered Vitality   | 22 | Fortitude negates [harmless]   | 1 standard action  | 1 minute/level                               | Touch  | V,S,DF        | Yes [harmless] | Abjuration                         | SPELL CO: Pg.188    |
| <i>Effect:</i> Subject gains immunity to fatigue, exhaustion, and ability damage or drain.                 |    |                                |                    |  | <i>Target:</i> Living creature touched   |               |                | <i>Caster Level:</i> 14            |                     |
| Spark of Life  | 22 | Will negates                   | 1 standard action  | 1 round/level                                | Touch  | V,S           | Yes            | Necromancy                         | SPELL CO: Pg.196    |
| <i>Effect:</i> Undead touched temporarily acts as if it were alive and vulnerable as if it weren't undead. |    |                                |                    |  | <i>Target:</i> Undead creature touched   |               |                | <i>Caster Level:</i> 14            |                     |
| Spike Stones   | 22 | Reflex partial                 | 1 standard action  | 1 hour/level [D]                             | Medium (240 ft.)   | V, S, DF      | Yes            | Transmutation [Earth]              | RSRD: SpellsS.rtf   |
| <i>Effect:</i> Creatures in area take 1d8 damage, may be slowed.   |    |                                |                    |  | <i>Target:</i> 20-ft. squares/level  |               |                | <i>Caster Level:</i> 14            |                     |
| Starvation   | 22 | Fortitude partial              | 1 standard action  | Instantaneous                                | Close (60 ft.)   | V,S,M         | Yes            | Transmutation                      | SPELL CO: Pg.206    |
| <i>Effect:</i> Target takes 1d6 per caster level [max 10d6] nonlethal damage; see text.                    |    |                                |                    |  | <i>Target:</i> One living creature   |               |                | <i>Caster Level:</i> 14            |                     |
| Sudden Stalagmite  | 22 | Reflex half                    | 1 standard action  | Instantaneous                                | Medium (240 ft.)   | V,S           | No             | Conjuration (Creation) [Earth]     | SPELL CO: Pg.213    |
| <i>Effect:</i> Stalagmite springs up under creature causing 1d6 per caster level [max 10d6].               |    |                                |                    |  | <i>Target:</i> One creature  |               |                | <i>Caster Level:</i> 14            |                     |
| Summon Elementite Swarm  | 22 | None                           | 1 round            | Concentration, up to 1 round/level + 1 round | Close (60 ft.)   | V,S           | No             | Conjuration (Summoning) [see text] | SPELL CO: Pg.214    |
| <i>Effect:</i> Summons a elementite swarm [Planar Handbook 114]; see text                                  |    |                                |                    |  | <i>Target:</i> One summoned elementite   |               |                | <i>Caster Level:</i> 14            |                     |
| Summon Nature's Ally IV  | 22 | None                           | 1 round            | 1 round/level [D]                            | Close (60 ft.)   | V, S, DF      | No             | Conjuration (Summoning)            | RSRD: SpellsS.rtf   |
| <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> 14            |                     |
| Swim, Mass   | 22 | None                           | 1 round            | 10 minutes/level [D]                         | Medium (240 ft.)   | V,S,M         | Yes [harmless] | Transmutation [Water]              | SPELL CO: Pg.217    |
| <i>Effect:</i> Gain swim speed and +8 to Swim checks.  |    |                                |                    |  | <i>Target:</i> One creature/level, no two of which can be more than 30 ft. apart   |               |                | <i>Caster Level:</i> 14            |                     |
| Vortex of Teeth  | 22 | None                           | 1 standard action  | 1 round/level [D]                            | Medium (240 ft.)   | V,S,M         | Yes            | Evocation [Force]                  | SPELL CO: Pg.232    |
| <i>Effect:</i> Creatures in the area take 3d8 damage per round, it also harms incorporeal creatures.       |    |                                |                    |  | <i>Target:</i> Hollow cylinder [40-ft. radius, 20-ft. high, with a 5-ft.-radius safe zone in center]                                 |               |                | <i>Caster Level:</i> 14            |                     |
| Wall of Sand   | 22 | None                           | 1 standard action  | Concentration +1 round/level                 | Medium (240 ft.)   | V,S,M/DF      | No             | Conjuration (Creation) [Earth]     | SPELL CO: Pg.235    |
| <i>Effect:</i> Creates a churning wall of sand.  |    |                                |                    |  | <i>Target:</i> A straight wall whose area is up to one 10-ft. square/level [S]   |               |                | <i>Caster Level:</i> 14            |                     |
| Wall of Water  | 22 | Reflex negates; see text       | 1 standard action  | 10 minutes/level                             | Medium (240 ft.)   | V,S,M         | No             | Conjuration (Creation) [Water]     | SPELL CO: Pg.235    |
| <i>Effect:</i> Creates a vertical wall of swirling water.  |    |                                |                    |  | <i>Target:</i> A straight wall whose area is up to one 10-ft. square/level [S]   |               |                | <i>Caster Level:</i> 14            |                     |
| Wild Runner  | 22 | N/A                            | 1 standard action  | 10 minutes/level                             | Personal   | V,S,DF        | N/A            | Transmutation                      | SPELL CO: Pg.239    |
| <i>Effect:</i> Assume the physical appearance and many abilities of a centaur [MM 32]; see text.           |    |                                |                    |  | <i>Target:</i> You   |               |                | <i>Caster Level:</i> 14            |                     |
| Wind at Back   | 22 | Fortitude negates [harmless]   | 1 standard action  | 12 hours                                     | Medium (240 ft.)   | V,S           | Yes [harmless] | Evocation                          | SPELL CO: Pg.239    |
| <i>Effect:</i> Doubles overland speed of all targets.  |    |                                |                    |  | <i>Target:</i> One creature/level, no two of which can be more than 30 ft. apart   |               |                | <i>Caster Level:</i> 14            |                     |
| Wings of Air, Greater  | 22 | None                           | 1 standard action  | 1 minute/level                               | Touch  | V             | No             | Transmutation                      | SPELL CO: Pg.240    |
| <i>Effect:</i> Manueverability improves by two steps.  |    |                                |                    |  | <i>Target:</i> Winged creature touched   |               |                | <i>Caster Level:</i> 14            |                     |
| Wood Rot   | 22 | None                           | 1 standard action  | Instantaneous or 1 round/level; see text     | Touch  | V,S,M         | No             | Transmutation                      | SPELL CO: Pg.241    |
| <i>Effect:</i> Deal damage to plants or destroy wooden objects.  |    |                                |                    |  | <i>Target:</i> One nonmagical wooden object or a volume of wood; or one plant creature   |               |                | <i>Caster Level:</i> 14            |                     |

## 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 (240 ft.)   | V, S               | Yes              | Transmutation     | RSRD: SpellsA-B.rtf |
| Effect: One animal/two levels doubles in size.                  |    |                   |                   |                  | Target: Up to one animal/per two levels [Gargantuan or smaller], no two of which can be more than 30 ft. apart |                    |                  | Caster Level: 14  |                     |
| Anticold Sphere   | 23 | None              | 1 standard action | 10 minutes/level | 10 ft.   | V,S                | Yes              | Abjuration [Cold] | SPELL CO: Pg.13     |
| Effect: Immune to cold and Hedge creatures of the cold subtype. |    |                   |                   |                  | Target: 10-ft.-radius emanation, centered on you   |                    |                  | Caster Level: 14  |                     |
| Atonement   | 23 | None              | 1 hour            | Instantaneous    | Touch  | V, S, M, F, DF, XP | Yes              | Abjuration        | RSRD: SpellsA-B.rtf |
| Effect: Removes burden of misdeeds from subject.                |    |                   |                   |                  | Target: Living creature touched  |                    |                  | Caster Level: 14  |                     |
| * =Domain/Sociality Spell                                       |    |                   |                   |                  |  |                    |                  |                   |                     |

## Druid Spells

|   |    |   |                   |                    |  |              |                          |                         |                     |
|---|----|---|-------------------|--------------------|--|--------------|--------------------------|-------------------------|---------------------|
| Awaken  | 23 | Will negates                              | 24 hours          | Instantaneous      | Touch  | V, S, DF, XP | Yes                      | Transmutation           | RSRD: SpellsA-B.rtf |
| Effect: Animal or tree gains human intellect.   |    |   |                   |                    | Target: Animal or tree touched   |              |                          | Caster Level: 14        |                     |
| Baleful Polymorph   | 23 | Fortitude negates, Will partial; see text | 1 standard action | Permanent          | Close (60 ft.)   | V, S         | Yes                      | Transmutation           | RSRD: SpellsA-B.rtf |
| Effect: Transforms subject into harmless animal.  |    |   |                   |                    | Target: One creature   |              |                          | Caster Level: 14        |                     |
| Bite of the Weretiger   | 23 | N/A                                       | 1 standard action | 1 round/level      | Personal   | V,S,M        | N/A                      | Transmutation           | SPELL CO: Pg.28     |
| Effect: Gain +12 bonus to Str, +4 Dex, +6 Con, +5 natural armor. Gain Bite and Claw attacks.  |    |   |                   |                    | Target: You  |              |                          | Caster Level: 14        |                     |
| Call Lightning Storm  | 23 | Reflex half                               | 1 round           | 1 minute/level     | Long (960 ft.)   | V, S         | Yes                      | Evocation [Electricity] | RSRD: SpellsC.rtf   |
| Effect: Calls down one lightning bolt/level [max 15] over duration [5d6 per bolt] from sky; 5d10 in outdoors stormy area.   |    |   |                   |                    | Target: One or more 30-ft.-long vertical lines of lightning  |              |                          | Caster Level: 14        |                     |
| Cloak of the Sea  | 23 | Will negates [harmless]                   | 1 standard action | 1 hour/level [D]   | Touch  | V,S,DF       | Yes [harmless]           | Transmutation           | SPELL CO: Pg.48     |
| Effect: Bestows water breathing, blur & doesn't take nonlethal damage.  |    |   |                   |                    | Target: Creature touched   |              |                          | Caster Level: 14        |                     |
| Cold Snap   | 23 | None                                      | 1 minute          | 2d4 hours          | 1 mile   | V,S          | No                       | Transmutation [Cold]    | SPELL CO: Pg.50     |
| Effect: Lowers temperature by 5 degrees per level [Max 50 degrees]  |    |   |                   |                    | Target: 1-mile-radius circle centered on you   |              |                          | Caster Level: 14        |                     |
| Commune with Nature   | 23 | None                                      | 10 minutes        | Instantaneous      | Personal   | V, S         | No                       | Divination              | RSRD: SpellsC.rtf   |
| Effect: Learn about terrain for one mile/level.   |    |   |                   |                    | Target: You  |              |                          | Caster Level: 14        |                     |
| Control Winds   | 23 | Fortitude negates                         | 1 standard action | 10 minutes/level   | 40 ft./level   | V, S         | No                       | Transmutation [Air]     | RSRD: SpellsC.rtf   |
| Effect: Change wind direction and speed.  |    |   |                   |                    | Target: 40 ft./level radius cylinder 40 ft. high   |              |                          | Caster Level: 14        |                     |
| Cure Critical Wounds  | 23 | Will half (harmless); see text            | 1 standard action | Instantaneous      | Touch  | V, S         | Yes (harmless); see text | Conjuration (Healing)   | RSRD: SpellsC.rtf   |
| Effect: Cures 4d8 +1/level [max +20] damage.  |    |   |                   |                    | Target: Creature touched   |              |                          | Caster Level: 14        |                     |
| Dance of the Unicorn  | 23 | None                                      | 1 standard action | 1 minute/level [D] | 5 ft./level  | V,S          | No                       | Abjuration              | SPELL CO: Pg.58     |
| Effect: Purifies surrounding area; see text.  |    |   |                   |                    | Target: 5 ft./level-radius emanation centered on you   |              |                          | Caster Level: 14        |                     |
| Death Ward  | 23 | Will negates (harmless)                   | 1 standard action | 1 minute/level     | Touch  | V, S, DF     | Yes (harmless)           | Necromancy              | RSRD: SpellsD-E.rtf |
| Effect: Grants immunity to death spells and negative energy effects.  |    |   |                   |                    | Target: Living creature touched  |              |                          | Caster Level: 14        |                     |
| Dire Hunger   | 23 | Fortitude negates                         | 1 standard action | Instantaneous      | Close (60 ft.)   | V,S          | Yes                      | Transmutation           | SPELL CO: Pg.65     |
| Effect: Creature becomes hungry and grows fangs [See text for damage]. Target only attacks with bite  |    |   |                   |                    | Target: One living creature  |              |                          | Caster Level: 14        |                     |
| Echo Skull  | 23 | None                                      | 1 standard action | 1 hour/level [D]   | Touch  | V,S,F        | Yes [object]             | Divination              | SPELL CO: Pg.77     |
| Effect: See, hear and speak through a specific animal skull at any distance.  |    |   |                   |                    | Target: Animal skull touched   |              |                          | Caster Level: 14        |                     |
| Fireward  | 23 | None                                      | 1 standard action | 1 hour/level       | Medium (240 ft.)   | V,S,DF       | No                       | Transmutation           | SPELL CO: Pg.94     |
| Effect: As quench; suppresses all magical fire spells   |    |   |                   |                    | Target: One 20-ft. cubes/level [S]   |              |                          | Caster Level: 14        |                     |
| Hallow  | 23 | See text                                  | 24 hours          | Instantaneous      | Touch  | V, S, M, DF  | See text                 | Evocation [Good]        | RSRD: SpellsH-L.rtf |
| Effect: Designates location as holy.  |    |   |                   |                    | Target: 40-ft. radius emanating from the touched point   |              |                          | Caster Level: 14        |                     |
| Heal Animal Companion   | 23 | Will negates [harmless]                   | 1 standard action | Instantaneous      | Touch  | V,S          | Yes [harmless]           | Conjuration (Healing)   | SPELL CO: Pg.110    |
| Effect: Functions as heal, except it only affects your animal companion.  |    |   |                   |                    | Target: One item of a volume no greater than 10 cu. ft./level; see text                              |              |                          | Caster Level: 14        |                     |
| Inferno   | 23 | Fortitude partial; see text               | 1 standard action | 6 rounds; see text | Close (60 ft.)   | V,S,M        | Yes                      | Transmutation [Fire]    | SPELL CO: Pg.123    |
| Effect: Cause single creature to burst in flames causing 6d6 and decreases 1d6 each round [min 1d6] for duration of spell   |    |   |                   |                    | Target: One creature   |              |                          | Caster Level: 14        |                     |
| Insect Plague   | 23 | None                                      | 1 round           | 1 minute/level     | Long (960 ft.)   | V, S, DF     | No                       | Conjuration (Summoning) | RSRD: SpellsH-L.rtf |
| Effect: Locust swarms attack creatures.   |    |   |                   |                    | Target: One swarm of locust/per 3 levels, each of which must be adjacent to at least one other swarm |              |                          | Caster Level: 14        |                     |
| Jungle's Rapture  | 23 | Will negates                              | 1 standard action | Permanent [D]      | Close (60 ft.)   | V,S          | Yes                      | Transmutation           | SPELL CO: Pg.128    |
| Effect: Target takes 1d6 Dex damage, each day victim takes additional 1d6 Dex.  |    |   |                   |                    | Target: One living nonplant creatures  |              |                          | Caster Level: 14        |                     |
| Mantle of the Icy Soul  | 23 | Will negates                              | 1 standard action | 1 hour/level       | Touch  | V,S,M        | Yes                      | Transmutation [Cold]    | SPELL CO: Pg.138    |
| Effect: Grants Cold Subtype to target.  |    |   |                   |                    | Target: Creature touched   |              |                          | Caster Level: 14        |                     |
| Memory Rot  | 23 | Fortitude negates                         | 1 standard action | Instantaneous      | Close (60 ft.)   | V,S          | Yes                      | Evocation               | SPELL CO: Pg.140    |
| Effect: Permanently drain 1d6 Intelligence, with 1 pt loss each round thereafter; save stops Int loss.  |    |   |                   |                    | Target: One living creature  |              |                          | Caster Level: 14        |                     |
| Owl's Insight   | 23 | Fortitude negates [harmless]              | 1 standard action | 1 hour             | Touch  | V,S          | Yes [harmless]           | Transmutation           | SPELL CO: Pg.152    |
| Effect: Gain half your caster level as an enhancement bonus to Wisdom.  |    |   |                   |                    | Target: Creature touched   |              |                          | Caster Level: 14        |                     |
| Panacea   | 23 | Will half [harmless]; see text            | 1 standard action | Instantaneous      | Touch  | V,S          | Yes [harmless]           | Conjuration (Healing)   | SPELL CO: Pg.152    |
| Effect: Removes most conditions; see text.  |    |   |                   |                    | Target: Creature touched   |              |                          | Caster Level: 14        |                     |
| Phantom Stag  | 23 | None; See text                            | 1 standard action | 1 hour/level [D]   | 0 ft.  | V,S          | No                       | Conjuration (Creation)  | SPELL CO: Pg.157    |
| Effect: You conjure a quasi-real, staglike creature; see text   |    |   |                   |                    | Target: One quasi-real staglike creature   |              |                          | Caster Level: 14        |                     |
| Plant Body  | 23 | N/A                                       | 1 standard action | 10 minutes/level   | Personal   | V,S,DF       | N/A                      | Transmutation           | SPELL CO: Pg.159    |
| Effect: Gain some plant-like qualities; immune to extra damage from criticals, mind-affecting spells, poison, sleep, paralysis, stunning and polymorphing; see text |    |   |                   |                    | Target: You  |              |                          | Caster Level: 14        |                     |
| Poison Thorns   | 23 | See text                                  | 1 standard action | 1 round/level      | Personal   | V            | No                       | Transmutation           | SPELL CO: Pg.159    |
| Effect: As thornskin, except creatures grappling you get a dose of poison; see text   |    |   |                   |                    | Target: You  |              |                          | Caster Level: 14        |                     |
| Quill Blast   | 23 | Reflex half; see text                     | 1 standard action | Instantaneous      | 20 ft.   | V,S,M        | Yes                      | Conjuration (Creation)  | SPELL CO: Pg.164    |
| Effect: Targets struck by quills [each quill does 1d6], size of targets determines amount of quills; see text   |    |   |                   |                    | Target: 20-ft.-radius spread, centered on you  |              |                          | Caster Level: 14        |                     |
| Rejuvenation Cocoon   | 23 | Will negates [harmless]                   | 1 standard action | 2 rounds           | Touch  | V,S,M        | Yes [harmless]           | Conjuration (Healing)   | SPELL CO: Pg.172    |
| Effect: Heals and protects target; see text.  |    |   |                   |                    | Target: Willing creature touched   |              |                          | Caster Level: 14        |                     |
| Sirine's Grace  | 23 | N/A                                       | 1 standard action | 1 round/level      | Personal   | V,S,M        | N/A                      | Evocation               | SPELL CO: Pg.191    |
| Effect: Gain +4 to Cha & Dex, deflection bonus to AC equal to your CHA bonus, a +8 bonus to Perform checks, gain swim speed 60 ft; see text.                        |    |   |                   |                    | Target: You  |              |                          | Caster Level: 14        |                     |
| * =Domain/Speciality Spell  |    |   |                   |                    |  |              |                          |                         |                     |



## Druid Spells

|   |    |                              |                   |  |  |            |                  |                             |                     |
|---|----|------------------------------|-------------------|--|--|------------|------------------|-----------------------------|---------------------|
| Stone Shape, Greater  | 23 | None                         | 1 standard action | Instantaneous                            | Touch  | V,S,M/DF   | No               | Transmutation [Earth]       | SPELL CO: Pg.208    |
| Effect: Sculpts stone into any shape.   |    |                              |                   |  | Target: Stone or stone object touched, up to 10 cu. ft. + 10 cu. ft./level   |            | Caster Level: 14 |                             |                     |
| Stoneskin   | 23 | Will negates (harmless)      | 1 standard action | 10 minutes/level or until discharged     | Touch  | V, S, M    | Yes (harmless)   | Abjuration                  | RSRD: SpellsS.rtf   |
| Effect: Ignore 10 points of damage per attack.  |    |                              |                   |  | Target: Creature touched   |            | Caster Level: 14 |                             |                     |
| Summon Nature's Ally V  | 23 | None                         | 1 round           | 1 round/level [D]                        | Close (60 ft.)   | V, S, DF   | No               | Conjuration (Summoning)     | RSRD: SpellsS.rtf   |
| Effect: Calls creature to fight.  |    |                              |                   |  | Target: One or more creatures, no two of which can be more than 30 ft. apart   |            | Caster Level: 14 |                             |                     |
| Swamp Stride  | 23 | N/A                          | 1 standard action | 1 round/level                            | Personal   | V,S,DF     | N/A              | Conjuration (Teleportation) | SPELL CO: Pg.217    |
| Effect: As tree stride, instead you use pools of water.   |    |                              |                   |  | Target: You  |            | Caster Level: 14 |                             |                     |
| Transmute Mud to Rock   | 23 | See text                     | 1 standard action | Permanent                                | Medium (240 ft.)   | V, S, M/DF | No               | Transmutation [Earth]       | RSRD: SpellsT-Z.rtf |
| Effect: Transforms 2 10-ft. cubes/level.  |    |                              |                   |  | Target: Up to two 10 ft. cubes/level [S]   |            | Caster Level: 14 |                             |                     |
| Transmute Rock to Mud   | 23 | See text                     | 1 standard action | Permanent; see text                      | Medium (240 ft.)   | V, S, M/DF | No               | Transmutation [Earth]       | RSRD: SpellsT-Z.rtf |
| Effect: Transforms 2 10-ft. cubes/level.  |    |                              |                   |  | Target: Up to two 10 ft. cubes/level [S]   |            | Caster Level: 14 |                             |                     |
| Tree Stride   | 23 | None                         | 1 standard action | 1 hour/level or until expended; see text | Personal   | V, S, DF   | No               | Conjuration (Teleportation) | RSRD: SpellsT-Z.rtf |
| Effect: Step from one tree to another far away.   |    |                              |                   |  | Target: You  |            | Caster Level: 14 |                             |                     |
| Vigor, Greater  | 23 | Will negates [harmless]      | 1 standard action | 10 rounds + 1 round/level [max 35]       | Touch  | V,S        | Yes [harmless]   | Conjuration (Healing)       | SPELL CO: Pg.229    |
| Effect: Same as lesser vigor except it grants target fast healing ability for the duration of the spell at 4 hp automatically healed per round. |    |                              |                   |  | Target: Living creature touched  |            | Caster Level: 14 |                             |                     |
| Wall of Fire  | 23 | None                         | 1 standard action | Concentration + 1 round/level            | Medium (240 ft.)   | V, S, M/DF | Yes              | Evocation [Fire]            | RSRD: SpellsT-Z.rtf |
| Effect: Deals 2d4 fire damage out 10 ft. and 1d4 out 20 ft. Passing through wall deals 2d6 +1/level damage                                      |    |                              |                   |  | Target: Opaque sheet of flame up to 20 ft./level long or a ring of fire with a radius of up to 5 ft./2 levels; either form 20 ft. high |            | Caster Level: 14 |                             |                     |
| Wall of Thorns  | 23 | None                         | 1 standard action | 10 minutes/level [D]                     | Medium (240 ft.)   | V, S       | No               | Conjuration (Creation)      | RSRD: SpellsT-Z.rtf |
| Effect: Thorns damage anyone who tries to pass.   |    |                              |                   |  | Target: Wall of thorny brush, up to one 10-ft. cube/level [S]  |            | Caster Level: 14 |                             |                     |
| Wind Tunnel   | 23 | Fortitude negates [harmless] | 1 standard action | 1 round/level                            | Close (60 ft.)   | V,S        | Yes [harmless]   | Evocation                   | SPELL CO: Pg.239    |
| Effect: Doubles range and grants +5 competence bonus to ranged attacks.   |    |                              |                   |  | Target: One creature/level   |            | Caster Level: 14 |                             |                     |

## 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]              | SPELL CO: Pg.11     |
| Effect: Causes blindness to all within range, undead take 1d6/per 2 level [max 10d6]; see text   |    |   |                   |                      | Target: All sighted creatures within a 20-ft.-radius burst centered on you |            | Caster Level: 14           |                                |                     |
| Animate Snow   | 24 | None  | 1 standard action | 1 round/level        | Medium (240 ft.)   | V,S        | No                         | Transmutation [Cold]           | SPELL CO: Pg.12     |
| Effect: Create animated objects of snow; see text.   |    |   |                   |                      | Target: Cube of snow up to 20 ft on a side                                 |            | Caster Level: 14           |                                |                     |
| Antilife Shell   | 24 | None  | 1 round           | 10 minutes/level [D] | 10 ft.   | V, S, DF   | Yes                        | Abjuration                     | RSRD: SpellsA-B.rtf |
| Effect: 10-ft. field hedges out living creatures.  |    |   |                   |                      | Target: 10-ft.-radius emanation, centered on you                           |            | Caster Level: 14           |                                |                     |
| Aspect of the Earth Hunter   | 24 | N/A   | 1 standard action | 10 minutes/level     | Personal   | V,S,M,DF   | N/A                        | Transmutation                  | SPELL CO: Pg.16     |
| Effect: You assume the physical appearance and many of the qualities of a bullette.  |    |   |                   |                      | Target: You  |            | Caster Level: 14           |                                |                     |
| Bear's Endurance, Mass   | 24 | Will negates (harmless)                     | 1 standard action | 1 minute/level       | Close (60 ft.)   | V, S, DF   | Yes                        | Transmutation                  | RSRD: SpellsA-B.rtf |
| Effect: As bear's endurance, affects 1 subject/level.  |    |   |                   |                      | Target: 1 creature/level, no two of which can be more than 30 ft. apart    |            | Caster Level: 14           |                                |                     |
| Bite of the Werebear   | 24 | N/A   | 1 standard action | 1 round/level        | Personal   | V,S,M      | N/A                        | Transmutation                  | SPELL CO: Pg.28     |
| Effect: Gain +16 bonus to Str, +2 Dex, +8 Con, +7 natural armor. Gain claws and bite attack; see text.   |    |   |                   |                      | Target: You  |            | Caster Level: 14           |                                |                     |
| Blood Sirocco  | 24 | Fortitude negates; see text                 | 1 standard action | 1 round/level        | 60 ft.   | V,S        | Yes                        | Evocation                      | SPELL CO: Pg.33     |
| Effect: Blood sirocco blows out from your location with the force of a windstorm [DMG 95]; see text  |    |   |                   |                      | Target: Cone-shaped emanation centered on you or on a point in space       |            | Caster Level: 14           |                                |                     |
| Bull's Strength, Mass  | 24 | Will negates (harmless)                     | 1 standard action | 1 minute/level       | Close (60 ft.)   | V, S, M/DF | Yes (harmless)             | Transmutation                  | RSRD: SpellsA-B.rtf |
| Effect: As bull's strength, affects one subject/ level.  |    |   |                   |                      | Target: 1 creature/level, no two of which can be more than 30 ft. apart    |            | Caster Level: 14           |                                |                     |
| Cat's Grace, Mass  | 24 | Will negates (harmless)                     | 1 standard action | 1 minute/level       | Close (60 ft.)   | V, S, M    | Yes                        | Transmutation                  | RSRD: SpellsC.rtf   |
| Effect: As cat's grace, affects 1 subject/level.   |    |   |                   |                      | Target: 1 creature/level, no two of which can be more than 30 ft. apart    |            | Caster Level: 14           |                                |                     |
| Cometfall  | 24 | Reflex half                                 | 1 standard action | Instantaneous        | Medium (240 ft.)   | V,S,DF     | No                         | Conjuration (Creation)         | SPELL CO: Pg.50     |
| Effect: Comet falls to the ground dealing 1d6/level [max 15d6] to everything in the area. Creatures that fail their Reflex are prone; see text |    |   |                   |                      | Target: 400-pound ball of rock and ice                                     |            | Caster Level: 14           |                                |                     |
| Cure Light Wounds, Mass  | 24 | Will half (harmless) or Will half; see text | 1 standard action | Instantaneous        | Close (60 ft.)   | V, S       | Yes (harmless) or see text | Conjuration (Healing)          | RSRD: SpellsC.rtf   |
| Effect: Cures 1d8 +1/level [max +25] damage for many creatures.  |    |   |                   |                      | Target: 1 creature/level, no two of which can be more than 30 ft. apart    |            | Caster Level: 14           |                                |                     |
| Dinosaur Stampede  | 24 | Reflex half                                 | 1 standard action | 1 round/level [D]    | Medium (240 ft.)   | V,S,M      | Yes                        | Evocation [Force]              | SPELL CO: Pg.64     |
| Effect: Creatures in the area take 1d12 +1 per caster level [max +20].   |    |   |                   |                      | Target: 20-ft.-radius spread   |            | Caster Level: 14           |                                |                     |
| Dispel Magic, Greater  | 24 | None  | 1 standard action | Instantaneous        | Medium (240 ft.)   | V, S       | No                         | Abjuration                     | RSRD: SpellsD-E.rtf |
| Effect: As dispel magic, but +20 on check.   |    |   |                   |                      | Target: One spellcaster, creature, or object; or 20-ft.-radius burst       |            | Caster Level: 14           |                                |                     |
| Drown  | 24 | Fortitude negates                           | 1 standard action | Instantaneous        | Close (60 ft.)   | V,S        | Yes                        | Conjuration (Creation) [Water] | SPELL CO: Pg.74     |
| Effect: Subject immediately falls unconscious, drops to 0 HP, next round -1 HP and is dying.   |    |   |                   |                      | Target: One living creature  |            | Caster Level: 14           |                                |                     |
| Energy Immunity  | 24 | None  | 1 standard action | 24 hours             | Touch  | V,S        | Yes [harmless]             | Abjuration                     | SPELL CO: Pg.80     |
| Effect: Become immune to one energy type.  |    |   |                   |                      | Target: Creature touched   |            | Caster Level: 14           |                                |                     |

\* =Domain/Speciality Spell

## Druid Spells

|  |    |                                 |                      |  |   |            |                          |                                      |                     |
|--|----|---------------------------------|----------------------|--|---|------------|--------------------------|--------------------------------------|---------------------|
| Enveloping Cocoon  | 24 | Reflex negates                  | 1 standard action    | 1 round/level [D]                            | Medium (240 ft.)  | V,S,M      | Yes                      | Evocation [Force]                    | SPELL CO: Pg.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> 14  |                                      |                     |
| Extract Water Elemental  | 24 | Fortitude half                  | 1 standard action    | Instantaneous                                | Close (60 ft.)  | V,S        | Yes                      | Transmutation [Water]                | SPELL CO: Pg.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> 14  |                                      |                     |
| 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                           | RSRD: SpellsF-G.rtf |
| <i>Effect:</i> Shows most direct way to a location.  |    |                                 |                      |  | <i>Target:</i> You or creature touched  |            | <i>Caster Level:</i> 14  |                                      |                     |
| 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]        | RSRD: SpellsF-G.rtf |
| <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> 14  |                                      |                     |
| Fires of Purity  | 24 | See text                        | 1 standard action    | 1 round/level                                | Touch   | V,S,DF     | Yes [harmless]; see text | Evocation [Fire]                     | SPELL CO: Pg.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> 14  |                                      |                     |
| Freeze   | 24 | Reflex partial; see text        | 1 standard action    | 1 round/2 levels                             | Medium (240 ft.)  | V,S,DF     | Yes                      | Conjuration (Creation) [Cold]        | SPELL CO: Pg.99     |
| <i>Effect:</i> Ranged touch attack deals 2d6 cold damage; see text   |    |                                 |                      |  | <i>Target:</i> Ray  |            | <i>Caster Level:</i> 14  |                                      |                     |
| Hide the Path  | 24 | None                            | 10 minutes           | 24 hours [D]                                 | Anywhere in the area to be warded   | V,S,F      | No                       | Abjuration                           | SPELL CO: Pg.114    |
| <i>Effect:</i> Protects area against divinations; see text   |    |                                 |                      |  | <i>Target:</i> Up to 200 sq.ft./level [S]   |            | <i>Caster Level:</i> 14  |                                      |                     |
| Hungry Gizzard   | 24 | Reflex negates                  | 1 standard action    | 1 round/level [D]                            | Medium (240 ft.)  | V,S,M      | Yes                      | Conjuration (Creation)               | SPELL CO: Pg.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> 14  |                                      |                     |
| Ice Flowers  | 24 | Reflex half                     | 1 standard action    | Instantaneous                                | Long (960 ft.)  | V,S        | No                       | Transmutation [Cold]                 | SPELL CO: Pg.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> 14  |                                      |                     |
| Ironwood   | 24 | None                            | 1 minute/lb. created | 1 day/level [D]                              | 0 ft.   | V, S, M    | No                       | Transmutation                        | RSRD: SpellsH-L.rtf |
| <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> 14  |                                      |                     |
| Liveoak  | 24 | None                            | 10 minutes           | 1 day/level [D]                              | Touch   | V, S       | No                       | Transmutation                        | RSRD: SpellsH-L.rtf |
| <i>Effect:</i> Oak becomes treant guardian.  |    |                                 |                      |  | <i>Target:</i> Tree touched   |            | <i>Caster Level:</i> 14  |                                      |                     |
| Miasma   | 24 | Fortitude negates; see text     | 1 standard action    | 3 rounds/level                               | Close (60 ft.)  | V,S,DF     | Yes                      | Evocation                            | SPELL CO: Pg.141    |
| <i>Effect:</i> Gas cloud suffocates target.  |    |                                 |                      |  | <i>Target:</i> One living creature  |            | <i>Caster Level:</i> 14  |                                      |                     |
| Move Earth   | 24 | None                            | See text             | Instantaneous                                | Long (960 ft.)  | V, S, M    | No                       | Transmutation [Earth]                | RSRD: SpellsM-O.rtf |
| <i>Effect:</i> Digs trenches and build hills.  |    |                                 |                      |  | <i>Target:</i> Dirt in an area up to 750 ft. square and up to 10 ft. deep [S]       |            | <i>Caster Level:</i> 14  |                                      |                     |
| Owl's Wisdom, Mass   | 24 | Will negates (harmless)         | 1 standard action    | 1 minute/level                               | Close (60 ft.)  | V, S, M/DF | Yes                      | Transmutation                        | RSRD: SpellsM-O.rtf |
| <i>Effect:</i> As owl's wisdom, affects one subject/ level.  |    |                                 |                      |  | <i>Target:</i> 1 creature/level, no two of which can be more than 30 ft. apart      |            | <i>Caster Level:</i> 14  |                                      |                     |
| Phantasmal Disorientation  | 24 | Will negates; see text          | 1 standard action    | 1 minute/level [D]                           | Medium (240 ft.)  | V,S        | Yes                      | Illusion (Phantasm) [Mind-Affecting] | SPELL CO: Pg.155    |
| <i>Effect:</i> Need to make a Will save to discern true landmarks; see text  |    |                                 |                      |  | <i>Target:</i> One living creature  |            | <i>Caster Level:</i> 14  |                                      |                     |
| Repel Wood   | 24 | None                            | 1 standard action    | 1 minute/level [D]                           | 60 ft.  | V, S       | No                       | Transmutation                        | RSRD: SpellsP-R.rtf |
| <i>Effect:</i> Pushes away wooden objects.   |    |                                 |                      |  | <i>Target:</i> 60 ft. line-shaped emanation from you                                |            | <i>Caster Level:</i> 14  |                                      |                     |
| Resistance, Superior   | 24 | Will negates [harmless]         | 1 standard action    | 24 hours                                     | Touch   | V,S,M/DF   | Yes [harmless]           | Abjuration                           | SPELL CO: Pg.174    |
| <i>Effect:</i> As resistance, except you grant the subject +6 resistance bonus.  |    |                                 |                      |  | <i>Target:</i> Creature touched   |            | <i>Caster Level:</i> 14  |                                      |                     |
| Spellstaff   | 24 | Will negates (object)           | 10 minutes           | Permanent until discharged [D]               | Touch   | V, S, F    | Yes (object)             | Transmutation                        | RSRD: SpellsS.rtf   |
| <i>Effect:</i> Stores one spell in wooden quarterstaff.  |    |                                 |                      |  | <i>Target:</i> Wooden quarterstaff touched  |            | <i>Caster Level:</i> 14  |                                      |                     |
| Stone Tell   | 24 | None                            | 10 minutes           | 1 minute/level                               | Personal  | V, S, DF   | No                       | Divination                           | RSRD: SpellsS.rtf   |
| <i>Effect:</i> Talk to natural or worked stone.  |    |                                 |                      |  | <i>Target:</i> You  |            | <i>Caster Level:</i> 14  |                                      |                     |
| Stonehold  | 24 | See text                        | 1 standard action    | 24 hours/level                               | Medium (240 ft.)  | V,S        | Yes [object]             | Conjuration (Creation) [Earth]       | SPELL CO: Pg.209    |
| <i>Effect:</i> Conjures stony arms that grapple anything that comes within range.  |    |                                 |                      |  | <i>Target:</i> One 10-ft. square/level  |            | <i>Caster Level:</i> 14  |                                      |                     |
| Summon Greater Elemental   | 24 | None                            | 1 round              | Concentration, up to 1 round/level + 1 round | Close (60 ft.)  | V,S,DF     | No                       | Conjuration (Summoning) [see text]   | SPELL CO: Pg.214    |
| <i>Effect:</i> Summons a greater elemental [MM 96-100]; see text   |    |                                 |                      |  | <i>Target:</i> One summoned elemental   |            | <i>Caster Level:</i> 14  |                                      |                     |
| Summon Nature's Ally VI  | 24 | None                            | 1 round              | 1 round/level [D]                            | Close (60 ft.)  | V, S, DF   | No                       | Conjuration (Summoning)              | RSRD: SpellsS.rtf   |
| <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> 14  |                                      |                     |
| Tidal Surge  | 24 | Reflex half                     | 1 standard action    | Instantaneous                                | Medium (240 ft.)  | V,S        | Yes                      | Evocation [Water]                    | SPELL CO: Pg.220    |
| <i>Effect:</i> Creates a huge wave of water; see text.   |    |                                 |                      |  | <i>Target:</i> One creature or all creatures in a 20-ft.-radius burst               |            | <i>Caster Level:</i> 14  |                                      |                     |
| Tortoise Shell   | 24 | None                            | 1 standard action    | 10 minutes/level                             | Touch   | V,S,DF     | Yes [harmless]           | Transmutation                        | SPELL CO: Pg.221    |
| <i>Effect:</i> Grants +6 enhancement bonus to subject's existing natural armor bonus, plus 1 per three caster levels beyond 11th [max +9].                       |    |                                 |                      |  | <i>Target:</i> Living creature touched  |            | <i>Caster Level:</i> 14  |                                      |                     |
| Transport via Plants   | 24 | None                            | 1 standard action    | 1 round                                      | Unlimited   | V, S       | No                       | Conjuration (Teleportation)          | RSRD: SpellsT-Z.rtf |
| <i>Effect:</i> Move instantly from one plant to another of the same kind.  |    |                                 |                      |  | <i>Target:</i> You and touched objects or other touched willing creatures           |            | <i>Caster Level:</i> 14  |                                      |                     |
| Vigorous Circle  | 24 | Will negates [harmless]         | 1 standard action    | 10 rounds + 1 round/level [max 40]           | 20 ft.  | V,S        | Yes [harmless]           | Conjuration (Healing)                | SPELL CO: Pg.229    |
| <i>Effect:</i> Same as mass lesser vigor except it grants all targets fast healing ability for the duration of the spell at 3 hp automatically healed per round. |    |                                 |                      |  | <i>Target:</i> One creature/2 levels, no two of which can be more than 30 ft. apart |            | <i>Caster Level:</i> 14  |                                      |                     |
| Wall of Stone  | 24 | See text                        | 1 standard action    | Instantaneous                                | Medium (240 ft.)  | V, S, M/DF | No                       | Conjuration (Creation) [Earth]       | RSRD: SpellsT-Z.rtf |
| <i>Effect:</i> Creates a stone wall that can be shaped.  |    |                                 |                      |  | <i>Target:</i> Stone wall whose area is up to one 5-ft. square/level [S]            |            | <i>Caster Level:</i> 14  |                                      |                     |

\* =Domain/Speciality Spell

## Druid Spells LEVEL 7

| Name   | DC | Saving Throw                                | Time                 | Duration                                       | Range   | Comp.    | Spell Resistance                | School                  | Source              |
|--|----|---|----------------------|--|---|----------|---------------------------------|-------------------------|---------------------|
| □□□□□Animate Plants  | 25 | None  | 1 standard action    | 1 round/level or hours; see text               | Close (60 ft.)  | V        | No                              | Transmutation           | RSRD: SpellsA-B.rtf |
| <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> 14 |                     |
| □□□□□Aura of Vitality  | 25 | Will negates [harmless]                     | 1 standard action    | 1 round/level                                  | Close (60 ft.)  | V,S      | Yes [harmless]                  | Transmutation           | SPELL CO: Pg.18     |
| <i>Effect:</i> +4 morale bonus to Str, Dex and Con.  |    |   |                      |  | <i>Target:</i> One creature/3 levels, no two of which can be more than 30 ft. apart |          |                                 | <i>Caster Level:</i> 14 |                     |
| □□□□□Brilliant Blade   | 25 | Will negates [harmless,object]              | 1 standard action    | 1 minute/level                                 | Close (60 ft.)  | V,S      | Yes [harmless,object]           | Transmutation           | SPELL CO: Pg.40     |
| <i>Effect:</i> Transform weapons into brilliant energy.  |    |   |                      |  | <i>Target:</i> One melee or thrown weapon, or fifty projectiles                     |          |                                 | <i>Caster Level:</i> 14 |                     |
| □□□□□Changestaff   | 25 | None  | 1 round              | 1 hour/level [D]                               | Touch   | V, S, F  | No                              | Transmutation           | RSRD: SpellsC.rtf   |
| <i>Effect:</i> Your staff becomes a treant on command.   |    |   |                      |  | <i>Target:</i> Your touched staff   |          |                                 | <i>Caster Level:</i> 14 |                     |
| □□□□□Cloud-walkers   | 25 | Reflex negates [harmless]                   | 1 standard action    | 10 minutes/level [D]                           | Touch   | V,S,DF   | Yes [harmless]                  | Transmutation           | SPELL CO: Pg.49     |
| <i>Effect:</i> Imbues each subject with fly speed of 60 [perfect] but only outdoors.             |    |   |                      |  | <i>Target:</i> One creature/level   |          |                                 | <i>Caster Level:</i> 14 |                     |
| □□□□□Control Weather   | 25 | None  | 10 minutes; see text | 4d12 hours; see text                           | 2 miles   | V, S     | No                              | Transmutation           | RSRD: SpellsC.rtf   |
| <i>Effect:</i> Changes weather in local area.  |    |   |                      |  | <i>Target:</i> 2-mile-radius circle, centered on you; see text                      |          |                                 | <i>Caster Level:</i> 14 |                     |
| □□□□□Creeping Doom   | 25 | None  | 1 round              | 1 minute/level                                 | Close (60 ft.)  | V, S     | No                              | Conjuration (Summoning) | RSRD: SpellsC.rtf   |
| <i>Effect:</i> Swarms of centipedes attack at your command.                                      |    |   |                      |  | <i>Target:</i> one swarm of centipedes/2 levels                                     |          |                                 | <i>Caster Level:</i> 14 |                     |
| □□□□□Cure Moderate Wounds, Mass  | 25 | Will half (harmless) or Will half; see text | 1 standard action    | Instantaneous                                  | Close (60 ft.)  | V, S     | Yes (harmless) or Yes; see text | Conjuration (Healing)   | RSRD: SpellsC.rtf   |
| <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> 14 |                     |
| □□□□□Fire Storm  | 25 | Reflex half                                 | 1 round              | Instantaneous                                  | Medium (240 ft.)  | V, S     | Yes                             | Evocation [Fire]        | RSRD: SpellsF-G.rtf |
| <i>Effect:</i> Deals 1d6/level [max 20d6] fire damage.   |    |   |                      |  | <i>Target:</i> 2 10-ft. cubes/level [S]   |          |                                 | <i>Caster Level:</i> 14 |                     |
| □□□□□Heal  | 25 | Will negates (harmless)                     | 1 standard action    | Instantaneous                                  | Touch   | V, S     | Yes (harmless)                  | Conjuration (Healing)   | RSRD: SpellsH-L.rtf |
| <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> 14 |                     |
| □□□□□Master Earth  | 25 | N/A   | 1 standard action    | Instantaneous                                  | Personal  | V,S,F    | N/A                             | Transmutation           | SPELL CO: Pg.139    |
| <i>Effect:</i> Travel instantly through the earth to the exact location you choose.              |    |   |                      |  | <i>Target:</i> You  |          |                                 | <i>Caster Level:</i> 14 |                     |
| □□□□□Scrying, Greater  | 25 | Will negates                                | 1 standard action    | 1 hour/level                                   | See text  | V, S     | Yes                             | Divination (Scrying)    | RSRD: SpellsS.rtf   |
| <i>Effect:</i> As scrying, but faster and longer.  |    |   |                      |  | <i>Target:</i> Magical sensor   |          |                                 | <i>Caster Level:</i> 14 |                     |
| □□□□□Shifting Paths  | 25 | Will disbelief [if interacter with]         | 10 minutes           | 1 hour/level                                   | Medium (240 ft.)  | V,S      | Yes                             | Illusion (Glamour)      | SPELL CO: Pg.188    |
| <i>Effect:</i> Creates an illusionary path and hides a path chosen by you; see text.             |    |   |                      |  | <i>Target:</i> 1-mile radius + 1 mile/level   |          |                                 | <i>Caster Level:</i> 14 |                     |
| □□□□□Slime Wave  | 25 | Reflex negates                              | 1 standard action    | 1 round/level                                  | Close (60 ft.)  | V,S,M    | No                              | Conjuration (Summoning) | SPELL CO: Pg.192    |
| <i>Effect:</i> Green slime covers everything in area, dealing damage to everything; see text.    |    |   |                      |  | <i>Target:</i> 15 ft.-radius spread   |          |                                 | <i>Caster Level:</i> 14 |                     |
| □□□□□Storm of Elemental Fury   | 25 | See text                                    | 1 round              | 4 rounds                                       | Long (960 ft.)  | V,S      | Yes                             | Conjuration (Summoning) | SPELL CO: Pg.209    |
| <i>Effect:</i> See text.   |    |   |                      |  | <i>Target:</i> 40-ft.-radius storm cloud, 200 feet above the ground                 |          |                                 | <i>Caster Level:</i> 14 |                     |
| □□□□□Storm Tower   | 25 | Fortitude negates; see text                 | 1 round              | 1 round/level [D]                              | Long (960 ft.)  | V,S      | Yes                             | Abjuration [Air]        | SPELL CO: Pg.210    |
| <i>Effect:</i> Absorbs any electricity damage and magic missiles; see text.                      |    |   |                      |  | <i>Target:</i> Cylinder 100-ft. tall, 20-ft.-radius                                 |          |                                 | <i>Caster Level:</i> 14 |                     |
| □□□□□Summon Nature's Ally VII  | 25 | None  | 1 round              | 1 round/level [D]                              | Close (60 ft.)  | V, S, DF | No                              | Conjuration (Summoning) | RSRD: SpellsS.rtf   |
| <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> 14 |                     |
| □□□□□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]       | RSRD: SpellsS.rtf   |
| <i>Effect:</i> Up to 4 beams blind and deal 4d6 damage; undead take 1d6/level [max 20d6] damage. |    |   |                      |  | <i>Target:</i> Line from your hand  |          |                                 | <i>Caster Level:</i> 14 |                     |
| □□□□□Swamp Lung  | 25 | Fortitude negates                           | 1 standard action    | Instantaneous                                  | Medium (240 ft.)  | V,S,DF   | No                              | Conjuration (Creation)  | SPELL CO: Pg.216    |
| <i>Effect:</i> Causes stagnant swamp water to fill the subject's lungs; see text.                |    |   |                      |  | <i>Target:</i> One living creature with a respiratory system                        |          |                                 | <i>Caster Level:</i> 14 |                     |
| □□□□□Transmute Metal to Wood   | 25 | None  | 1 standard action    | Instantaneous                                  | Long (960 ft.)  | V, S, DF | Yes (object; see text)          | Transmutation           | RSRD: SpellsT-Z.rtf |
| <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> 14 |                     |
| □□□□□True Seeing   | 25 | Will negates (harmless)                     | 1 standard action    | 1 minute/level                                 | Touch   | V, S, M  | Yes (harmless)                  | Divination              | RSRD: SpellsT-Z.rtf |
| <i>Effect:</i> Lets you see all things as they really are.                                       |    |   |                      |  | <i>Target:</i> Creature touched   |          |                                 | <i>Caster Level:</i> 14 |                     |
| □□□□□Waterspout  | 25 | Reflex negates                              | 1 round              | 1 round/level                                  | Long (960 ft.)  | V,S,DF   | No                              | Conjuration (Creation)  | SPELL CO: Pg.236    |
| <i>Effect:</i> Create waterspout; see text   |    |   |                      |  | <i>Target:</i> Cylinder [5-ft. radius, 80 ft. high]                                 |          |                                 | <i>Caster Level:</i> 14 |                     |
| □□□□□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]     | RSRD: SpellsT-Z.rtf |
| <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> 14 |                     |
| □□□□□Word of Balance   | 25 | None or Will negates; see text              | 1 standard action    | Instantaneous                                  | 30 ft.  | V        | Yes                             | Evocation [Sonic]       | SPELL CO: Pg.242    |
| <i>Effect:</i> Speaks a word that affects creatures; see text.                                   |    |   |                      |  | <i>Target:</i> Creatures in a 30-ft.-radius spread centered on you                  |          |                                 | <i>Caster Level:</i> 14 |                     |

## 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 (60 ft.)  | V, S, DF  | Yes (harmless)   | Transmutation           | RSRD: SpellsA-B.rtf |
| <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> 14 |                     |
| □□□□□Awaken, Mass   | 26 | See text                | 24 hours          | Instantaneous    | Medium (240 ft.)  | V,S,DF,XP | Yes              | Transmutation           | SPELL CO: Pg.21     |
| <i>Effect:</i> You awaken one or more trees or animals to humanlike sentience. All awakened creatures must be of the same type. |    |                         |                   |                  | <i>Target:</i> One animals or tree/3 levels, no two of which may be more than 30 ft. apart          |           |                  | <i>Caster Level:</i> 14 |                     |
| □□□□□Bombardment  | 26 | Reflex half; see text   | 1 standard action | Instantaneous    | Long (960 ft.)  | V,S,F     | No               | Conjuration (Creation)  | SPELL CO: Pg.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> 14 |                     |
| □□□□□Brilliant Aura   | 26 | Will negates [harmless] | 1 standard action | 1 round/level    | Close (60 ft.)  | V,S       | Yes [harmless]   | Transmutation           | SPELL CO: Pg.39     |
| <i>Effect:</i> Functions as brilliant blade, except all subject creatures weapons gain brilliant energy special ability.        |    |                         |                   |                  | <i>Target:</i> Weapons carried by one creature/2 levels, no two of which are more than 30 ft. apart |           |                  | <i>Caster Level:</i> 14 |                     |

\* =Domain/Specialty Spell

## Druid Spells

|  |    |   |                   |                                   |   |            |                                 |                                |                     |
|--|----|---|-------------------|-----------------------------------|---|------------|---------------------------------|--------------------------------|---------------------|
| □□□□□ Cocoon   | 26 | Fortitude negates                           | 1 round           | Instantaneous                     | Close (60 ft.)  | V,S,M,XP   | Yes                             | Conjuration (Creation)         | SPELL CO: Pg.49     |
| <i>Effect:</i> Corpse begins rebirth process if cast on it within 1 round/level.                       |    |   |                   |                                   | <i>Target:</i> One corpse   |            |                                 | <i>Caster Level:</i> 14        |                     |
| □□□□□ Control Plants   | 26 | Will negates                                | 1 standard action | 1 minute/level                    | Close (60 ft.)  | V, S, DF   | No                              | Transmutation                  | RSRD: SpellsC.rtf   |
| <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> 14        |                     |
| □□□□□ Cure Serious Wounds, Mass  | 26 | Will half (harmless) or Will half; see text | 1 standard action | Instantaneous                     | Close (60 ft.)  | V, S       | Yes (harmless) or Yes; see text | Conjuration (Healing)          | RSRD: SpellsC.rtf   |
| <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> 14        |                     |
| □□□□□ Deadfall   | 26 | Reflex partial; see text                    | 1 standard action | Instantaneous; see text           | Long (960 ft.)  | V,S        | No                              | Conjuration (Creation)         | SPELL CO: Pg.59     |
| <i>Effect:</i> Deal 1d6/level [max 20d6] to all in the area and on failed save they are knocked prone. |    |   |                   |                                   | <i>Target:</i> Mass of dead wood forming in a cylinder [20-ft. radius, 40 ft. high]; see text |            |                                 | <i>Caster Level:</i> 14        |                     |
| □□□□□ Earthquake   | 26 | See text                                    | 1 standard action | 1 round                           | Long (960 ft.)  | V, S, DF   | No                              | Evocation [Earth]              | RSRD: SpellsD-E.rtf |
| <i>Effect:</i> Intense tremor shakes 80-ft.-radius.  |    |   |                   |                                   | <i>Target:</i> 80-ft.-radius spread [S]   |            |                                 | <i>Caster Level:</i> 14        |                     |
| □□□□□ Finger of Death  | 26 | Fortitude partial                           | 1 standard action | Instantaneous                     | Close (60 ft.)  | V, S       | Yes                             | Necromancy [Death]             | RSRD: SpellsF-G.rtf |
| <i>Effect:</i> Kills one subject.  |    |   |                   |                                   | <i>Target:</i> One living creature  |            |                                 | <i>Caster Level:</i> 14        |                     |
| □□□□□ Maelstrom  | 26 | Reflex negates; see text                    | 1 round           | 1 round/level                     | Long (960 ft.)  | V,S,DF     | No                              | Conjuration (Creation) [Water] | SPELL CO: Pg.135    |
| <i>Effect:</i> Creates a maelstrom which affects waterborne creatures; see text.                       |    |   |                   |                                   | <i>Target:</i> A whirlpool 120 ft. wide and 60 ft. deep                                       |            |                                 | <i>Caster Level:</i> 14        |                     |
| □□□□□ Phantom Wolf   | 26 | None  | 1 round           | Concentration up to 1 round/level | Medium (240 ft.)  | V,S,DF     | No                              | Conjuration (Summoning)        | SPELL CO: Pg.157    |
| <i>Effect:</i> Conjure phantom wolf to do your bidding.  |    |   |                   |                                   | <i>Target:</i> One summoned phantom wolf  |            |                                 | <i>Caster Level:</i> 14        |                     |
| □□□□□ Red Tide   | 26 | Fortitude partial; see text                 | 1 standard action | Instantaneous                     | Medium (240 ft.)  | V,S,DF     | Yes                             | Evocation [Water]              | SPELL CO: Pg.170    |
| <i>Effect:</i> Creatures knocked prone unless they save; see text for failed save results.             |    |   |                   |                                   | <i>Target:</i> 30-ft.-radius burst  |            |                                 | <i>Caster Level:</i> 14        |                     |
| □□□□□ Repel Metal or Stone   | 26 | None  | 1 standard action | 1 round/level [D]                 | 60 ft.  | V, S       | No                              | Abjuration [Earth]             | RSRD: SpellsP-R.rtf |
| <i>Effect:</i> Pushes away metal and stone.  |    |   |                   |                                   | <i>Target:</i> 60 ft. line from you   |            |                                 | <i>Caster Level:</i> 14        |                     |
| □□□□□ Reverse Gravity  | 26 | None; see text                              | 1 standard action | 1 round/level [D]                 | Medium (240 ft.)  | V, S, M/DF | No                              | Transmutation                  | RSRD: SpellsP-R.rtf |
| <i>Effect:</i> Objects and creatures fall upward.  |    |   |                   |                                   | <i>Target:</i> Up to 1 10-ft. cube/2 levels [S]   |            |                                 | <i>Caster Level:</i> 14        |                     |
| □□□□□ Stormrage  | 26 | N/A   | 1 standard action | 1 minute/level [D]                | Personal  | V,S,DF     | N/A                             | Transmutation [Electricity]    | SPELL CO: Pg.210    |
| <i>Effect:</i> Launch lightning bolts 1d6 per level; see text.   |    |   |                   |                                   | <i>Target:</i> You  |            |                                 | <i>Caster Level:</i> 14        |                     |
| □□□□□ Summon Nature's Ally VIII  | 26 | None  | 1 round           | 1 round/level [D]                 | Close (60 ft.)  | V, S, DF   | No                              | Conjuration (Summoning)        | RSRD: SpellsS.rtf   |
| <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> 14        |                     |
| □□□□□ Sunburst   | 26 | Reflex partial; see text                    | 1 standard action | Instantaneous                     | Long (960 ft.)  | V, S, M/DF | Yes                             | Evocation [Light]              | RSRD: SpellsS.rtf   |
| <i>Effect:</i> Blinds all within 10 ft., deals 6d6 damage.   |    |   |                   |                                   | <i>Target:</i> 80-ft.-radius burst  |            |                                 | <i>Caster Level:</i> 14        |                     |
| □□□□□ Unyielding Roots   | 26 | Fortitude negates [harmless]                | 1 standard action | 1 round/level [D]                 | Touch   | V,S,DF     | Yes [harmless]                  | Tranmutation                   | SPELL CO: Pg.228    |
| <i>Effect:</i> Creature cannot move from the current space.  |    |   |                   |                                   | <i>Target:</i> Willing creature touched   |            |                                 | <i>Caster Level:</i> 14        |                     |
| □□□□□ Whirlwind  | 26 | Reflex negates; see text                    | 1 standard action | 1 round/level [D]                 | Long (960 ft.)  | V, S, DF   | Yes                             | Evocation [Air]                | RSRD: SpellsT-Z.rtf |
| <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> 14        |                     |
| □□□□□ Word of Recall   | 26 | None or Will negates (harmless, object)     | 1 standard action | Instantaneous                     | Unlimited   | V          | No or Yes (harmless, object)    | Conjuration (Teleportation)    | RSRD: SpellsT-Z.rtf |
| <i>Effect:</i> Teleports you back to designated place.   |    |   |                   |                                   | <i>Target:</i> You and touched objects or other willing creatures                             |            |                                 | <i>Caster Level:</i> 14        |                     |

## LEVEL 9

| Name   | DC | Saving Throw                                | Time              | Duration                          | Range  | Comp.      | Spell Resistance                | School                                    | Source              |
|--|----|---|-------------------|-----------------------------------|--|------------|---------------------------------|---|---------------------|
| □□□□□ Antipathy  | 27 | Will partial                                | 1 hour            | 2 hours/level [D]                 | Close (60 ft.)   | V, S, M/DF | Yes                             | Enchantment (Compulsion) [Mind-Affecting] | RSRD: SpellsA-B.rtf |
| <i>Effect:</i> Object or location affected by spell repels certain creatures.  |    |   |                   |                                   | <i>Target:</i> One location of up to a 10 ft. cube/level or one object                       |            |                                 | <i>Caster Level:</i> 14                   |                     |
| □□□□□ Cast in Stone  | 27 | None and Fort negates; see text             | 1 standard action | 1 round/level [D]                 | Personal   | V,S        | No                              | Transmutation                             | SPELL CO: Pg.43     |
| <i>Effect:</i> Any creature within 30 ft that meets your gaze is turned into a mindless, inert stone statue unless it succeeds on Fort Save. |    |   |                   |                                   | <i>Target:</i> You   |            |                                 | <i>Caster Level:</i> 14                   |                     |
| □□□□□ Cure Critical Wounds, Mass   | 27 | Will half (harmless) or Will half; see text | 1 standard action | Instantaneous                     | Close (60 ft.)   | V, S       | Yes (harmless) or Yes; see text | Conjuration (Healing)                     | RSRD: SpellsC.rtf   |
| <i>Effect:</i> Cures 4d8 +1/level [max +40] 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> 14                   |                     |
| □□□□□ Death Ward, Mass   | 27 | Will negates [harmless]                     | 1 standard action | 1 minute/level                    | Close (60 ft.)   | V,S,DF     | Yes [harmless]                  | Necromancy                                | SPELL CO: Pg.61     |
| <i>Effect:</i> Grants immunity to death spells and negative energy effects to targeted creatures.  |    |   |                   |                                   | <i>Target:</i> One creature/level, no two of which can be more than 30 ft. apart             |            |                                 | <i>Caster Level:</i> 14                   |                     |
| □□□□□ Drown, Mass  | 27 | Fortitude negates                           | 1 standard action | Instantaneous                     | Close (60 ft.)   | V,S        | Yes                             | Conjuration (Creation) [Water]            | SPELL CO: Pg.74     |
| <i>Effect:</i> As drown, but affects multiple creatures.   |    |   |                   |                                   | <i>Target:</i> One or more creatures, no two of which can be more than 30 ft. apart          |            |                                 | <i>Caster Level:</i> 14                   |                     |
| □□□□□ Elemental Swarm  | 27 | None  | 10 minutes        | 10 minutes/level [D]              | Medium (240 ft.)   | V, S       | No                              | Conjuration (Summoning)                   | RSRD: SpellsD-E.rtf |
| <i>Effect:</i> Summons multiple elementals.  |    |   |                   |                                   | <i>Target:</i> Two or more summoned creatures, no two of which can be more than 30 ft. apart |            |                                 | <i>Caster Level:</i> 14                   |                     |
| □□□□□ Foresight  | 27 | None or Will negates (harmless)             | 1 standard action | 10 minutes/level                  | Personal or touch  | V, S, M/DF | No or Yes (harmless)            | Divination                                | RSRD: SpellsF-G.rtf |
| <i>Effect:</i> 'Sixth sense' warns of impending danger.  |    |   |                   |                                   | <i>Target:</i> See text  |            |                                 | <i>Caster Level:</i> 14                   |                     |
| □□□□□ Nature's Avatar  | 27 | Will negates [harmless]                     | 1 swift action    | 1 minute/level                    | Touch  | V,S,DF     | Yes [harmless]                  | Transmutation                             | SPELL CO: Pg.145    |
| <i>Effect:</i> Target animal gains +10 attack and damage bonus, haste, and 1d8 temporary hit points/caster level.                            |    |   |                   |                                   | <i>Target:</i> Animal touched  |            |                                 | <i>Caster Level:</i> 14                   |                     |
| □□□□□ Perinarch, Planar  | 27 | None [object] and Reflex negates; see text  | 1 standard action | 1 round/level; see text           | Close (60 ft.)   | V,S,DF     | No                              | Transmutation                             | SPELL CO: Pg.154    |
| <i>Effect:</i> Grants temporary over any morphic or highly morphic terrain.  |    |   |                   |                                   | <i>Target:</i> N/A   |            |                                 | <i>Caster Level:</i> 14                   |                     |
| □□□□□ Phantom Bear   | 27 | None  | 1 round           | Concentration up to 1 round/level | Medium (240 ft.)   | V,S,DF     | No                              | Conjuration (Summoning)                   | SPELL CO: Pg.155    |
| <i>Effect:</i> As phantom wolf; see text   |    |   |                   |                                   | <i>Target:</i> One summoned phantom bear   |            |                                 | <i>Caster Level:</i> 14                   |                     |

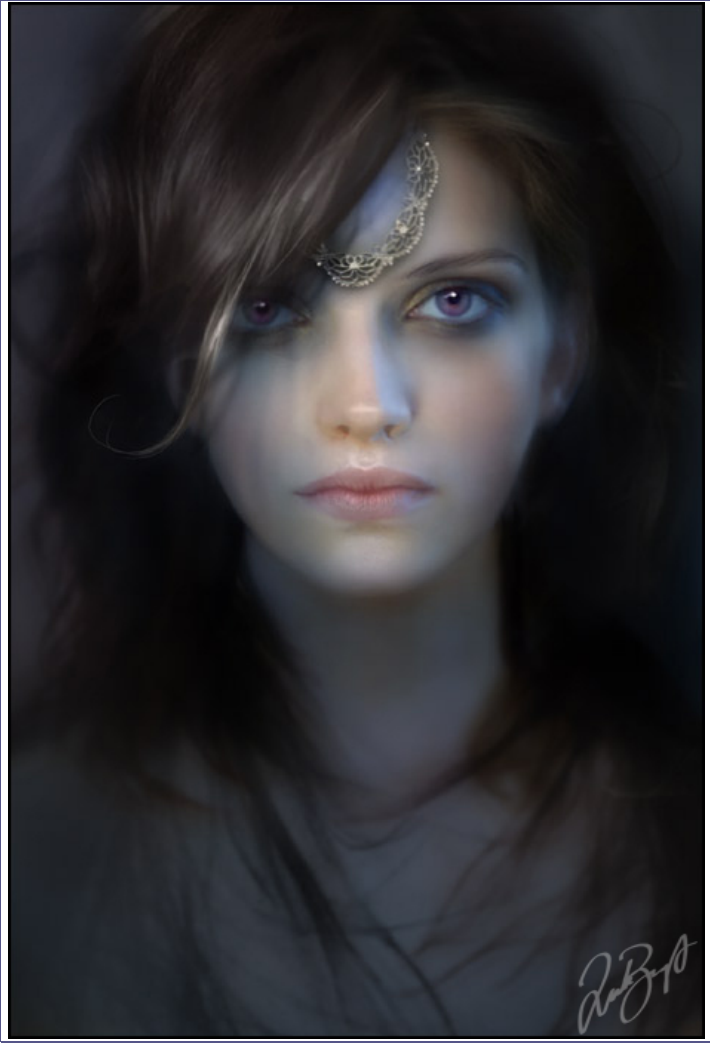
\* =Domain/Speciality Spell

## Druid Spells

|  |    |                              |                   |  |   |          |                  |   |                     |
|--|----|------------------------------|-------------------|--|---|----------|------------------|---|---------------------|
| Regenerate   | 27 | Fortitude negates (harmless) | 3 full rounds     | Instantaneous                            | Touch   | V, S, DF | Yes (harmless)   | Conjuration (Healing)                     | RSRD: SpellsP-R.rtf |
| Effect: Subject's severed limbs grow back, cures 4d8+ +1/level [max +35].  |    |                              |                   |  | Target: Living creature touched   |          | Caster Level: 14 |   |                     |
| Shadow Landscape   | 27 | Reflex partial; see text     | 1 hour            | 24 hours/level [D]                       | Long (960 ft.)  | V,S,DF   | Yes              | Illusion (Shadow)                         | SPELL CO: Pg.184    |
| Effect: Make an area more dangerous; see text.                             |    |                              |                   |  | Target: One-mile radius spread, centered on a point in space                                    |          | Caster Level: 14 |   |                     |
| Shambler   | 27 | None                         | 1 standard action | Seven days or seven months [D]; see text | Medium (240 ft.)  | V, S     | No               | Conjuration (Creation)                    | RSRD: SpellsS.rtf   |
| Effect: Summons 1d4+2 shambling mounds to fight for you.                   |    |                              |                   |  | Target: Three or more shambling mounds, no two of which can be more than 30 ft. apart; see text |          | Caster Level: 14 |   |                     |
| Shapechange  | 27 | None                         | 1 standard action | 10 minutes/level [D]                     | Personal  | V, S, F  | No               | Transmutation                             | RSRD: SpellsS.rtf   |
| Effect: Transforms you into any creature, and change forms once per round. |    |                              |                   |  | Target: You   |          | Caster Level: 14 |   |                     |
| Storm of Vengeance   | 27 | See text                     | 1 round           | Concentration [maximum 10 rounds] [D]    | Long (960 ft.)  | V, S     | Yes              | Conjuration (Summoning)                   | RSRD: SpellsS.rtf   |
| Effect: Storm rains acid, lightning, and hail.                             |    |                              |                   |  | Target: 360-ft.-radius storm cloud  |          | Caster Level: 14 |   |                     |
| Summon Elemental Monolith  | 27 | None                         | 1 round           | Concentration, up to 1 round/level       | Medium (240 ft.)  | V,S,M    | No               | Conjuration (Summoning) [see text]        | SPELL CO: Pg.214    |
| Effect: Summon monolith to do your bidding.                                |    |                              |                   |  | Target: One summoned elemental monolith   |          | Caster Level: 14 |   |                     |
| Summon Nature's Ally IX  | 27 | None                         | 1 round           | 1 round/level [D]                        | Close (60 ft.)  | V, S, DF | No               | Conjuration (Summoning)                   | RSRD: SpellsS.rtf   |
| Effect: Calls creature to fight.   |    |                              |                   |  | Target: One or more creatures, no two of which can be more than 30 ft. apart                    |          | Caster Level: 14 |   |                     |
| Sympathy   | 27 | Will negates; see text       | 1 hour            | 2 hours/level [D]                        | Close (60 ft.)  | V, S, M  | Yes              | Enchantment (Compulsion) [Mind-Affecting] | RSRD: SpellsS.rtf   |
| Effect: Object or location attracts certain creatures.                     |    |                              |                   |  | Target: One location 10-ft. cubes/level or one object   |          | Caster Level: 14 |   |                     |
| Transmute Rock to Lava   | 27 | Reflex half; see text        | 1 standard action | Instantaneous                            | Medium (240 ft.)  | V,S      | No               | Transmutation [Earth, Fire]               | SPELL CO: Pg.222    |
| Effect: Create lava; those that fail take 20d6 each round; see text.       |    |                              |                   |  | Target: One 10-ft. cube   |          | Caster Level: 14 |   |                     |
| Tsunami  | 27 | Fortitude partial [object]   | 1 round           | Concentration, up to 1 round/level [D]   | Long (960 ft.)  | V,S,M    | No               | Conjuration (Creation) [Water]            | SPELL CO: Pg.224    |
| Effect: Create a towering tsunami; see text.                               |    |                              |                   |  | Target: 20-ft./level-wide, 10-ft.-long, 40-ft.-high wave of water, see text                     |          | Caster Level: 14 |   |                     |
| Undermaster  | 27 | N/A                          | 1 standard action | 5 rounds                                 | Personal  | V,M      | N/A              | Transmutation [Earth]                     | SPELL CO: Pg.227    |
| Effect: Gain mastery over earth able to cast earth spells; see text        |    |                              |                   |  | Target: You   |          | Caster Level: 14 |   |                     |
| Whirlwind, Greater   | 27 | Fortitude partial            | 1 standard action | 1 round/level                            | Medium (240 ft.)  | V,S      | Yes              | Evocation [Air]                           | SPELL CO: Pg.239    |
| Effect: More potent version of whirlwind.                                  |    |                              |                   |  | Target: 20-ft.-radius tornado, up to 5 ft./level tall, centered on a point of space             |          | Caster Level: 14 |   |                     |
| * =Domain/Speciality Spell   |    |                              |                   |  |   |          |                  |   |                     |



Desire'



|                    |  |
|--------------------|--|
| Illan              |  |
| RACE               |  |
| 22                 |  |
| AGE                |  |
| Female             |  |
| GENDER             |  |
| Normal             |  |
| VISION             |  |
| Neutral Good       |  |
| ALIGNMENT          |  |
| Right              |  |
| DOMINANT HAND      |  |
| 5' 4"              |  |
| HEIGHT             |  |
| 140 lbs.           |  |
| WEIGHT             |  |
| EYE COLOUR         |  |
| SKIN COLOUR        |  |
| ,                  |  |
| HAIR               |  |
| PHOBIAS            |  |
| ,                  |  |
| PERSONALITY TRAITS |  |
| INTERESTS          |  |
| ,                  |  |
| SPOKEN STYLE       |  |
| RESIDENCE          |  |
| LOCATION           |  |
| None               |  |
| REGION             |  |

Description:

Lv 10 Druid  
HP:1d8+1  
Skills:+9  
Spell Points:2d6+6  
Feat:+1

Biography:

Notes:

Character Sheet Notes: