

Desire'

NAME

Drd14

CLASS

14

Character Level

91000

EXPERIENCE

105000

NEXT LEVEL

Donnamarie Fuller

PLAYERNAME

Illan

RACE

22

AGE

Medium

SIZE

Female

GENDER

DEITY

5' 4"

HEIGHT

140 lbs.

WEIGHT

EYES

HAIR

POINTS

Neutral Good

ALIGNMENT

Normal

VISION

-1

ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD	VP Vitality	189	WOUNDS/CURRENT HP			SUBDUAL DAMAGE			WP Wound Points	12	DAMAGE REDUCTION			SPEED												
STR Strength	10	+0	10	+0	10	+0	AC armor class	24	TOTAL	22	FLAT	23	TOUCH	10	BASE	0	ARMOR BONUS	2	STAT	0	SIZE	1	NATURAL	11	MISC	MISS CHANCE	0	ARCANE SPELL FAILURE	+0	ARMOR CHECK PENALTY	0	SPELL RESIST

INITIATIVE modifier	+6	TOTAL	+2	DEX MODIFIER	+4	MISC MODIFIER
BASE ATTACK bonus	+10/+5					

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

MELEE attack bonus	TOTAL	BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP
	+10/+5	+10/+5	+0	+0	+0	+0	
RANGED attack bonus	+12/+7	+10/+5	+2	+0	+0	+0	
GRAPPLE attack bonus	+10/+5	+10/+5	+0	+0	+0	+0	

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
	+10/+5	1d3	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
To Hit	30 ft.	50 ft.	100 ft.	150 ft.	200 ft.
	+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	□□□□□
Duration = 14 Hours	

SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	MAX RANKS	17/8.5	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	+	+
Knowledge (Arcana)	INT	9	=	4	+	5.0 +
Knowledge (Nature)	INT	19	=	4	+	13.0 + 2
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 (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	2	=	2	+	+
✓ Search	INT	4	=	4	+	+
✓ Search (Secret doors and hidden compartments)	INT	4	=	4	+	+
✓ Sense Motive	WIS	7	=	7	+	+
✓ Sneak	DEX	8	=	2	+	6.0 +
✓ Sneak (Hide)	DEX	8	=	2	+	6.0 +
✓ Spellcraft	INT	12	=	4	+	8.0 +
✓ Spot	WIS	19	=	7	+	12.0 +
✓ Survival	WIS	21	=	7	+	12.0 + 2
Survival (Natural environments)	WIS	21	=	7	+	12.0 + 2
✓ Swim	STR	0	=	0	+	+
✓ Use Rope	DEX	3	=	2	+	1.0 +
			=		+	+
			=		+	+
✓: can be used untrained. X: 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
<div></div>				
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
<div></div>				
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)
<div></div> <div></div> <div></div> <div></div>				
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)
Illan can use Mental Contact (CHA) and Psychic Shield (WIS) untrained.
Nature Sense (Ex)
Resist Nature's Lure (Ex)
Trackless Step (Ex)
Venom Immunity (Ex)
Wild Empathy (Ex) +15
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.
Psychopotation	You have the potential to learn psychopotation 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, Quarterstaff, Scimitar, Shieldbash (Heavy), Shieldbash (Light), Shortspear, Sickle, Sling, Spear, Spells(Ray), Unarmed Strike

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

TEMPLATES
Truename

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
<i>Effect:</i> Creates 28 gallons of pure water.					<i>Target:</i> Up to 28 gallons of water			<i>Caster Level:</i> 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
<i>Effect:</i> Cures 1 point of damage.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 14	
□□□□ Dawn	18	Fortitude negates [harmless]	1 swift action	Instantaneous	15 ft.	V	Yes [harmless]	Abjuration	SPELL CO: Pg.59
<i>Effect:</i> Awakens sleeping creatures and those knocked out from nonlethal damage [but staggered].					<i>Target:</i> All creatures within a 15-ft.-radius burst centered on you			<i>Caster Level:</i> 14	
□□□□ Detect Magic	18	None	1 standard action	Concentration, up to 14 minutes [D]	60 ft.	V, S	No	Divination	RSRD: SpellsD-E.rtf
<i>Effect:</i> Detects spells and magic items within 60 ft.					<i>Target:</i> Cone-shaped emanation			<i>Caster Level:</i> 14	
□□□□ Detect Poison	18	None	1 standard action	Instantaneous	Close (60 ft.)	V, S	No	Divination	RSRD: SpellsD-E.rtf
<i>Effect:</i> Detects poison in one creature or small object.					<i>Target:</i> One creature, one object, or a 5-ft. cube			<i>Caster Level:</i> 14	
□□□□ Flare	18	Fortitude negates	1 standard action	Instantaneous	Close (60 ft.)	V	Yes	Evocation [Light]	RSRD: SpellsF-G.rtf
<i>Effect:</i> Dazzles one creature [-1 on attack rolls].					<i>Target:</i> Burst of light			<i>Caster Level:</i> 14	
□□□□ Guidance	18	Will negates (harmless)	1 standard action	1 minute or until discharged	Touch	V, S	Yes	Divination	RSRD: SpellsF-G.rtf
<i>Effect:</i> +1 on one attack roll, saving throw, or skill check.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 14	
□□□□ Know Direction	18	None	1 standard action	Instantaneous	Personal	V, S	No	Divination	RSRD: SpellsH-L.rtf
<i>Effect:</i> You discern north.					<i>Target:</i> You			<i>Caster Level:</i> 14	
□□□□ Light	18	None	1 standard action	140 minutes [D]	Touch	V, M/DF	No	Evocation [Light]	RSRD: SpellsH-L.rtf
<i>Effect:</i> Object shines like a torch.					<i>Target:</i> Object touched			<i>Caster Level:</i> 14	
□□□□ Mending	18	Will negates (harmless, object)	1 standard action	Instantaneous	10 ft.	V, S	Yes (harmless, object)	Transmutation	RSRD: SpellsM-O.rtf
<i>Effect:</i> Makes minor repairs on an object.					<i>Target:</i> One object of up to 1 lb.			<i>Caster Level:</i> 14	
□□□□ Naturewatch	18	None	1 standard action	10 minutes/level	30 ft.	S	No	Necromancy	SPELL CO: Pg.146
<i>Effect:</i> Same as deathwatch but only functions on plants and animals; see text.					<i>Target:</i> Cone-shaped emanation			<i>Caster Level:</i> 14	
□□□□ Purify Food and Drink	18	Will negates (object)	1 standard action	Instantaneous	10 ft.	V, S	Yes (object)	Transmutation	RSRD: SpellsP-R.rtf
<i>Effect:</i> Purifies 14 cu. ft. of food or water.					<i>Target:</i> 14 cu. ft. of contaminated food and water			<i>Caster Level:</i> 14	
□□□□ Read Magic	18	None	1 standard action	140 minutes	Personal	V, S, F	No	Divination	RSRD: SpellsP-R.rtf
<i>Effect:</i> Read scrolls and spellbooks.					<i>Target:</i> You			<i>Caster Level:</i> 14	
□□□□ Resistance	18	Will negates (harmless)	1 standard action	1 minute	Touch	V, S, M/DF	Yes (harmless)	Abjuration	RSRD: SpellsP-R.rtf
<i>Effect:</i> Subject gains +1 on saving throws.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 14	
□□□□ Virtue	18	Fortitude negates (harmless)	1 standard action	1 min.	Touch	V, S, DF	Yes (harmless)	Transmutation	RSRD: SpellsT-Z.rtf
<i>Effect:</i> Subject gains 1 temporary hp.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 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
<i>Effect:</i> Create a small fire elemental.					<i>Target:</i> One Small fire			<i>Caster Level:</i> 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
<i>Effect:</i> Create a small water elemental.					<i>Target:</i> Cube of water up to 5 ft on a side			<i>Caster Level:</i> 14	
□□□□ Animate Wood	19	None	1 round	Concentration, up to 1 round/level [D]	Touch	V,S,M	No	Transmutation	SPELL CO: Pg.13
<i>Effect:</i> Animates a wooden object to attack who you designate.					<i>Target:</i> One Small or smaller wooden object			<i>Caster Level:</i> 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
<i>Effect:</i> You assume the physical appearance and many of the qualities of a wolf.					<i>Target:</i> You			<i>Caster Level:</i> 14	
□□□□ Aura Against Flame	19	N/A	1 standard action	1 round/level	Personal	V,S	N/A	Abjuration	SPELL CO: Pg.18
<i>Effect:</i> Protects against first 10 points of fire damage, it also extinguishes flames; see text.					<i>Target:</i> You			<i>Caster Level:</i> 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
<i>Effect:</i> Layer of slime coats you, inflicting 1d8 damage to any creature hitting you with unarmed strikes, a touch attack or natural weapon.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 14	
□□□□ Beast Claws	19	N/A	1 Standard Action	1 hour/level	Personal	V,S,M	N/A	Transmutation	SPELL CO: Pg.25
<i>Effect:</i> Change your hands into claws. Damage 1d4; Threat range 19-20. See text.					<i>Target:</i> You			<i>Caster Level:</i> 14	

* =Domain/Speciality Spell

Druid Spells

Beastland Ferocity	19	Fortitude negates [harmless]	1 standard action	1 minute/level	Touch	V,S,DF	Yes [harmless]	Evocation [Electricity]	SPELL CO: Pg.25
<i>Effect:</i> Subject continues to fight even at -1 to -9 and gains +4 enhancement to Str.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 14	
Beget Bogun	19	None	1 standard action	Instantaneous	Touch	V,S,M,XP	No	Conjuration (Creation)	SPELL CO: Pg.26
<i>Effect:</i> Creates a natural homunculus.					<i>Target:</i> Tiny Construct			<i>Caster Level:</i> 14	
Branch to Branch	19	N/A	1 standard action	1 hour/level [D]	Personal	V,S	N/A	Transmutation	SPELL CO: Pg.38
<i>Effect:</i> Gain +10 competence bonus on Climb checks made in trees, also allows for brachiation.					<i>Target:</i> You			<i>Caster Level:</i> 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
<i>Effect:</i> DC of saves vs. poison or disease increases by 2					<i>Target:</i> Mist spreads in a 40-ft. radius, 20 ft. high			<i>Caster Level:</i> 14	
Buoyant Lifting	19	None	1 immediate action	1 minute/level [D]; see text	Close (60 ft.)	S,DF	No	Evocation	SPELL CO: Pg.40
<i>Effect:</i> Travel to the surface at 60 ft/round.					<i>Target:</i> One willing creature/level, no two of which are more than 20 ft. apart			<i>Caster Level:</i> 14	
Camouflage	19	N/A	1 standard action	10 minutes/level	Personal	V,S	N/A	Transmutation	SPELL CO: Pg.43
<i>Effect:</i> Gain +10 circumstance bonus on Hide checks.					<i>Target:</i> You			<i>Caster Level:</i> 14	
Charm Animal	19	Will negates	1 standard action	14 hours	Close (60 ft.)	V, S	Yes	Enchantment (Charm) [Mind-Affecting] <i>Caster Level:</i> 14	RSRD: SpellsC.rtf
<i>Effect:</i> Makes one animal your friend.					<i>Target:</i> One animal				
Claws of the Bear	19	N/A	1 standard action	1 round/level	Personal	V,S	N/A	Transmutation	SPELL CO: Pg.47
<i>Effect:</i> Your hands become natural weapons that deal 1d8 with each attack.					<i>Target:</i> You			<i>Caster Level:</i> 14	
Climb Walls	19	Will negates [harmless]	1 standard action	1 minute/level [D]	Touch	V,S,M	Yes [harmless]	Transmutation	SPELL CO: Pg.47
<i>Effect:</i> Gain +10 enhancement bonus on climb check. Bonus increases to +20 @5th level and +30 @9th level.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 14	
Cloudburst	19	None	1 round	10 minutes/level [D]	Long (960 ft.)	V,S	No	Evocation (Water)	SPELL CO: Pg.49
<i>Effect:</i> Heavy rain reduces visibility. -4 Spot & Search.					<i>Target:</i> 100-ft.-radius emanation			<i>Caster Level:</i> 14	
Cold Fire	19	No [fire] or Fortitude half	1 standard action	1 minute/level [fire source] or Instantaneous [creature]	Close (60 ft.)	V,S,DF	Yes [creature]	Transmutation [Cold]	SPELL CO: Pg.50
<i>Effect:</i> Flames deal cold damage; see text					<i>Target:</i> One fire source [up to a 20-ft. cube] or one creature; see text			<i>Caster Level:</i> 14	
Crabwalk	19	None	1 standard action	1 minute/level	Touch	V,S,M	No	Transmutation [Cold]	SPELL CO: Pg.53
<i>Effect:</i> When the subject charges, it gains +4 to attack roll and no penalty to AC. Only affects first attack.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 14	
Cure Light Wounds	19	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 1d8+5 damage.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 14	
Deep Breath	19	N/A	1 immediate action	1 round/level	Personal	V	N/A	Conjuration (Creation) [Air]	SPELL CO: Pg.61
<i>Effect:</i> Your lungs are constantly filled with air for the duration of the spell.					<i>Target:</i> You			<i>Caster Level:</i> 14	
Delay Disease	19	Will negates [harmless]	1 standard action	24 hours	Touch	V,S,DF	Yes [harmless]	Conjuration (Healing)	SPELL CO: Pg.63
<i>Effect:</i> Halts any nonmagical disease for the duration of the spell.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 14	
Detect Animals or Plants	19	None	1 standard action	Concentration, up to 140 minutes [D]	Long (960 ft.)	V, S	No	Divination	RSRD: SpellsD-E.rtf
<i>Effect:</i> Detects kinds of animals or plants.					<i>Target:</i> Cone-shaped emanation			<i>Caster Level:</i> 14	
Detect Snares and Pits	19	None	1 standard action	Concentration, up to 140 minutes [D]	60 ft.	V, S	No	Divination	RSRD: SpellsD-E.rtf
<i>Effect:</i> Reveals natural or primitive traps.					<i>Target:</i> Cone-shaped emanation			<i>Caster Level:</i> 14	
Endure Elements	19	Will negates (harmless)	1 standard action	24 hours	Touch	V, S	Yes (harmless)	Abjuration	RSRD: SpellsD-E.rtf
<i>Effect:</i> Exist comfortably in hot or cold environments.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 14	
Enrage Animal	19	None	1 standard action	Concentration +1 round/level	Medium (240 ft.)	V,S	Yes	Enchantment (Compulsion) [Mind-Affecting] <i>Caster Level:</i> 14	SPELL CO: Pg.81
<i>Effect:</i> Grants +4 morale bonus to Str, Con, Will Saves & -2 penalty to AC to affected animal.					<i>Target:</i> One animal				
Entangle	19	Reflex partial; see text	1 standard action	14 minutes [D]	Long (960 ft.)	V, S, DF	No	Transmutation	RSRD: SpellsD-E.rtf
<i>Effect:</i> Plants entangle everyone in 40-ft.-radius circle.					<i>Target:</i> Plants in a 40-ft.-radius spread			<i>Caster Level:</i> 14	
Faerie Fire	19	None	1 standard action	14 minutes [D]	Long (960 ft.)	V, S, DF	Yes	Evocation [Light]	RSRD: SpellsF-G.rtf
<i>Effect:</i> Outlines subjects with light, canceling blur, concealment, and the like.					<i>Target:</i> Creatures and objects within a 5-ft.-radius burst			<i>Caster Level:</i> 14	
Foundation of Stone	19	None	1 standard action	1 round/level	Close (60 ft.)	V,M	Yes [harmless]	Transmutation [Earth]	SPELL CO: Pg.99
<i>Effect:</i> As long as subjects don't move they gain +2 AC and +4 to Str against bull rush.					<i>Target:</i> One creature/level, no two of which are more than 30 ft. apart			<i>Caster Level:</i> 14	
Goodberry	19	None	1 standard action	14 days	Touch	V, S, DF	Yes	Transmutation	RSRD: SpellsF-G.rtf
<i>Effect:</i> 2d4 berries each cure 1 hp [max 8 hp/24 hours].					<i>Target:</i> 2d4 fresh berries touched			<i>Caster Level:</i> 14	
Hawkeye	19	N/A	1 standard action	10 minutes/level [D]	Personal	V	N/A	Transmutation	SPELL CO: Pg.110
<i>Effect:</i> Increases range increment by 50% and +5 competence bonus on Spot checks.					<i>Target:</i> You			<i>Caster Level:</i> 14	
* =Domain/Speciality Spell									

Druid Spells

<div> <div> <div></div> <div></div> <div></div> <div></div> </div> <div> <div></div> <div></div> <div></div> <div></div> </div> </div> <div>Healthful Rest</div>	19	Will negates [harmless]	10 minutes	24 hours	Close (60 ft.)	V,S	Yes [harmless]	Conjuration (Healing)	SPELL CO: Pg.111
<div> <div>Effect:</div> <div>Doubles the natural healing rate.</div> </div>									
<div> <div> <div></div> <div></div> <div></div> <div></div> </div> <div> <div></div> <div></div> <div></div> <div></div> </div> </div> <div>Hide from Animals</div>	19	Will negates (harmless)	1 standard action	140 minutes [D]	Touch	S, DF	Yes	Abjuration	RSRD: SpellsH-L.rtf
<div> <div>Effect:</div> <div>Animals can't perceive 14 subjects.</div> </div>									
<div> <div>Target:</div> <div>14 creatures touched</div> </div>					<div> <div>Caster Level:</div> <div>14</div> </div>				
<div> <div> <div></div> <div></div> <div></div> <div></div> </div> <div> <div></div> <div></div> <div></div> <div></div> </div> </div> <div>Horrible Taste</div>	19	Fortitude negates; see text	1 standard action	10 minutes/level	Touch	V,S,M	No	Transmutation	SPELL CO: Pg.116
<div> <div>Effect:</div> <div>Animals must save after biting or refuse to bite the subject.</div> </div>									
<div> <div>Target:</div> <div>Creature or object touched</div> </div>					<div> <div>Caster Level:</div> <div>14</div> </div>				
<div> <div> <div></div> <div></div> <div></div> <div></div> </div> <div> <div></div> <div></div> <div></div> <div></div> </div> </div> <div>Juglerazer</div>	19	Reflex half	1 standard action	Instantaneous	120 ft.	V,S,M	Yes	Necromancy	SPELL CO: Pg.127
<div> <div>Effect:</div> <div>Fey, vermin, plants and plant creatures and animals caught in the area take 1d10/caster level [max 10d10] negative energy.</div> </div>									
<div> <div>Target:</div> <div>120-ft. line</div> </div>					<div> <div>Caster Level:</div> <div>14</div> </div>				
<div> <div> <div></div> <div></div> <div></div> <div></div> </div> <div> <div></div> <div></div> <div></div> <div></div> </div> </div> <div>Jump</div>	19	Will negates (harmless)	1 standard action	14 minutes [D]	Touch	V, S, M	Yes	Transmutation	RSRD: SpellsH-L.rtf
<div> <div>Effect:</div> <div>Subject gets +30 enhancement bonus on Jump checks.</div> </div>									
<div> <div>Target:</div> <div>Creature touched</div> </div>					<div> <div>Caster Level:</div> <div>14</div> </div>				
<div> <div> <div></div> <div></div> <div></div> <div></div> </div> <div> <div></div> <div></div> <div></div> <div></div> </div> </div> <div>Longstrider</div>	19	None	1 standard action	14 hours [D]	Personal	V, S, M	No	Transmutation	RSRD: SpellsH-L.rtf
<div> <div>Effect:</div> <div>Increases your speed.</div> </div>									
<div> <div>Target:</div> <div>You</div> </div>					<div> <div>Caster Level:</div> <div>14</div> </div>				
<div> <div> <div></div> <div></div> <div></div> <div></div> </div> <div> <div></div> <div></div> <div></div> <div></div> </div> </div> <div>Low-light Vision</div>	19	Will negates [harmless]	1 standard action	1 hour/level	Touch	V,M	Yes [harmless]	Transmutation	SPELL CO: Pg.134
<div> <div>Effect:</div> <div>Target gains low-light vision.</div> </div>									
<div> <div>Target:</div> <div>Creature touched</div> </div>					<div> <div>Caster Level:</div> <div>14</div> </div>				
<div> <div> <div></div> <div></div> <div></div> <div></div> </div> <div> <div></div> <div></div> <div></div> <div></div> </div> </div> <div>Magic Fang</div>	19	Will negates (harmless)	1 standard action	14 minutes	Touch	V, S, DF	Yes (harmless)	Transmutation	RSRD: SpellsM-O.rtf
<div> <div>Effect:</div> <div>One natural weapon of subject creature gets +1 on attack and damage rolls.</div> </div>									
<div> <div>Target:</div> <div>Living creature touched</div> </div>					<div> <div>Caster Level:</div> <div>14</div> </div>				
<div> <div> <div></div> <div></div> <div></div> <div></div> </div> <div> <div></div> <div></div> <div></div> <div></div> </div> </div> <div>Magic Stone</div>	19	Will negates (harmless, object)	1 standard action	30 minutes or until discharged	Touch	V, S, DF	Yes (harmless, object)	Transmutation	RSRD: SpellsM-O.rtf
<div> <div>Effect:</div> <div>Three stones gain +1 on attack rolls, deal 1d6+1 damage.</div> </div>									
<div> <div>Target:</div> <div>Up to three pebbles touched</div> </div>					<div> <div>Caster Level:</div> <div>14</div> </div>				
<div> <div> <div></div> <div></div> <div></div> <div></div> </div> <div> <div></div> <div></div> <div></div> <div></div> </div> </div> <div>Obscuring Mist</div>	19	None	1 standard action	14 minutes	20 ft.	V, S	No	Conjuration (Creation)	RSRD: SpellsM-O.rtf
<div> <div>Effect:</div> <div>Fog surrounds you.</div> </div>									
<div> <div>Target:</div> <div>Cloud spreads in 20-ft. radius from you, 20 ft. high</div> </div>					<div> <div>Caster Level:</div> <div>14</div> </div>				
<div> <div> <div></div> <div></div> <div></div> <div></div> </div> <div> <div></div> <div></div> <div></div> <div></div> </div> </div> <div>Omen of Peril</div>	19	N/A	1 round	Instantaneous	Personal	V,F	N/A	Divination	SPELL CO: Pg.149
<div> <div>Effect:</div> <div>Brief supplication gives you a vision that hints at how dangerous the immediate future is likely to be.; see text.</div> </div>									
<div> <div>Target:</div> <div>You</div> </div>					<div> <div>Caster Level:</div> <div>14</div> </div>				
<div> <div> <div></div> <div></div> <div></div> <div></div> </div> <div> <div></div> <div></div> <div></div> <div></div> </div> </div> <div>Pass without Trace</div>	19	Will negates (harmless)	1 standard action	14 hours [D]	Touch	V, S, DF	Yes (harmless)	Transmutation	RSRD: SpellsP-R.rtf
<div> <div>Effect:</div> <div>14 subjects leaves no tracks.</div> </div>									
<div> <div>Target:</div> <div>14 creatures touched</div> </div>					<div> <div>Caster Level:</div> <div>14</div> </div>				
<div> <div> <div></div> <div></div> <div></div> <div></div> </div> <div> <div></div> <div></div> <div></div> <div></div> </div> </div> <div>Produce Flame</div>	19	None	1 standard action	14 minutes [D]	0 ft.	V, S	Yes	Evocation [Fire]	RSRD: SpellsP-R.rtf
<div> <div>Effect:</div> <div>1d6+5 damage, touch or thrown.</div> </div>									
<div> <div>Target:</div> <div>Flame in your palm</div> </div>					<div> <div>Caster Level:</div> <div>14</div> </div>				
<div> <div> <div></div> <div></div> <div></div> <div></div> </div> <div> <div></div> <div></div> <div></div> <div></div> </div> </div> <div>Raging Flame</div>	19	None	1 standard action	1 minute	Medium (240 ft.)	V,S	No	Transmutation [Fire]	SPELL CO: Pg.164
<div> <div>Effect:</div> <div>Causes existing fire to double their heat and radiance; see text.</div> </div>									
<div> <div>Target:</div> <div>30-ft.-radius spread</div> </div>					<div> <div>Caster Level:</div> <div>14</div> </div>				
<div> <div> <div></div> <div></div> <div></div> <div></div> </div> <div> <div></div> <div></div> <div></div> <div></div> </div> </div> <div>Ram's Might</div>	19	N/A	1 standard action	1 minute/level	Personal	V,S	N/A	Transmutation	SPELL CO: Pg.166
<div> <div>Effect:</div> <div>Your hands harden +2 bonus to Str, inflict lethal damage, and you are considered armed.</div> </div>									
<div> <div>Target:</div> <div>You</div> </div>					<div> <div>Caster Level:</div> <div>14</div> </div>				
<div> <div> <div></div> <div></div> <div></div> <div></div> </div> <div> <div></div> <div></div> <div></div> <div></div> </div> </div> <div>Rapid Burrowing</div>	19	Fortitude negates [harmless]	1 standard action	10 minutes/level	Touch	V,S,DF	Yes [harmless]	Transmutation	SPELL CO: Pg.166
<div> <div>Effect:</div> <div>Improves existing burrow speed by 20 ft.</div> </div>									
<div> <div>Target:</div> <div>Creature touched</div> </div>					<div> <div>Caster Level:</div> <div>14</div> </div>				
<div> <div> <div></div> <div></div> <div></div> <div></div> </div> <div> <div></div> <div></div> <div></div> <div></div> </div> </div> <div>Remove Scent</div>	19	Will negates	1 standard action	10 minutes/level	Touch	V,S,M	Yes	Transmutation	SPELL CO: Pg.173
<div> <div>Effect:</div> <div>Hides the scent of the affected creature or removes potent affects from creatures such as ghaists or troglodytes.</div> </div>									
<div> <div>Target:</div> <div>Creature touched</div> </div>					<div> <div>Caster Level:</div> <div>14</div> </div>				
<div> <div> <div></div> <div></div> <div></div> <div></div> </div> <div> <div></div> <div></div> <div></div> <div></div> </div> </div> <div>Resist Planar Alignment</div>	19	Will negates [harmless]	1 standard action	1 round/level	Touch	V,S,DF	Yes [harmless]	Abjuration	SPELL CO: Pg.174
<div> <div>Effect:</div> <div>Grants limited protection from a plane's alignment traits; see text.</div> </div>									
<div> <div>Target:</div> <div>Creature touched</div> </div>					<div> <div>Caster Level:</div> <div>14</div> </div>				
<div> <div> <div></div> <div></div> <div></div> <div></div> </div> <div> <div></div> <div></div> <div></div> <div></div> </div> </div> <div>Sandblast</div>	19	Reflex half	1 standard action	Instantaneous	10 ft.	V,S,DF	Yes	Evocation	SPELL CO: Pg.180
<div> <div>Effect:</div> <div>Creatures in area take 1d6 nonlethal damage, any creature that fails the save is also stunned for 1 round.</div> </div>									
<div> <div>Target:</div> <div>10-ft.-radius burst centered on your hands</div> </div>					<div> <div>Caster Level:</div> <div>14</div> </div>				
<div> <div> <div></div> <div></div> <div></div> <div></div> </div> <div> <div></div> <div></div> <div></div> <div></div> </div> </div> <div>Shillelagh</div>	19	Will negates (object)	1 standard action	14 minutes	Touch	V, S, DF	Yes (object)	Transmutation	RSRD: SpellsS.rtf
<div> <div>Effect:</div> <div>Cudgel or quarterstaff becomes +1 weapon dealing damage as if two size categories larger for 14 minutes.</div> </div>									
<div> <div>Target:</div> <div>One touched nonmagical oak club or quarterstaff</div> </div>					<div> <div>Caster Level:</div> <div>14</div> </div>				
<div> <div> <div></div> <div></div> <div></div> <div></div> </div> <div> <div></div> <div></div> <div></div> <div></div> </div> </div> <div>Slow Burn</div>	19	None	1 standard action	1 minute	Medium (240 ft.)	V,S,M/DF	No	Transmutation [Fire]	SPELL CO: Pg.192
<div> <div>Effect:</div> <div>Doubles the amount of time to put out a fire; see text.</div> </div>									
<div> <div>Target:</div> <div>30-ft.-radius spread</div> </div>					<div> <div>Caster Level:</div> <div>14</div> </div>				
<div> <div> <div></div> <div></div> <div></div> <div></div> </div> <div> <div></div> <div></div> <div></div> <div></div> </div> </div> <div>Snake's Swiftess</div>	19	Will negates [harmless]	1 standard action	Instantaneous	Close (60 ft.)	V,S,M/DF	Yes [harmless]	Transmutation	SPELL CO: Pg.193
<div> <div>Effect:</div> <div>Subject may make another single attack melee or ranged; see text.</div> </div>									
<div> <div>Target:</div> <div>One allied creature</div> </div>					<div> <div>Caster Level:</div> <div>14</div> </div>				
<div> <div> <div></div> <div></div> <div></div> <div></div> </div> <div> <div></div> <div></div> <div></div> <div></div> </div> </div> <div>Snowshoes</div>	19	Will negates [harmless]	1 standard action	1 hour/level [D]	Touch	V,S	Yes [harmless]	Transmutation	SPELL CO: Pg.194
<div> <div>Effect:</div> <div>Speed increases by 10 ft. and no Balance checks or Reflex required to walk on snow.</div> </div>									
<div> <div>Target:</div> <div>Creature touched</div> </div>					<div> <div>Caster Level:</div> <div>14</div> </div>				
<div> <div> <div></div> <div></div> <div></div> <div></div> </div> <div> <div></div> <div></div> <div></div> <div></div> </div> </div> <div>Speak with Animals</div>	19	None	1 standard action	14 minutes	Personal	V, S	No	Divination	RSRD: SpellsS.rtf
<div> <div>Effect:</div> <div>You can communicate with animals.</div> </div>									
<div> <div>Target:</div> <div>You</div> </div>					<div> <div>Caster Level:</div> <div>14</div> </div>				

* =Domain/Specialty Spell

Druid Spells

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<i>Effect:</i> Calls creature to fight.									
<i>Target:</i> One summoned creature					<i>Caster Level:</i> 14				
<div> <div> <div></div> <div></div> <div></div> <div></div> </div> <div> <div></div> <div></div> <div></div> <div></div> </div> </div> <div>Surefooted Stride</div>	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				
<div> <div> <div></div> <div></div> <div></div> <div></div> </div> <div> <div></div> <div></div> <div></div> <div></div> </div> </div> <div>Thunderhead</div>	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				
<div> <div> <div></div> <div></div> <div></div> <div></div> </div> <div> <div></div> <div></div> <div></div> <div></div> </div> </div> <div>Traveler's Mount</div>	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				
<div> <div> <div></div> <div></div> <div></div> <div></div> </div> <div> <div></div> <div></div> <div></div> <div></div> </div> </div> <div>Updraft</div>	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				
<div> <div> <div></div> <div></div> <div></div> <div></div> </div> <div> <div></div> <div></div> <div></div> <div></div> </div> </div> <div>Vigor, Lesser</div>	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				
<div> <div> <div></div> <div></div> <div></div> <div></div> </div> <div> <div></div> <div></div> <div></div> <div></div> </div> </div> <div>Vine Strike</div>	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				
<div> <div> <div></div> <div></div> <div></div> <div></div> </div> <div> <div></div> <div></div> <div></div> <div></div> </div> </div> <div>Wall of Smoke</div>	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				
<div> <div> <div></div> <div></div> <div></div> <div></div> </div> <div> <div></div> <div></div> <div></div> <div></div> </div> </div> <div>Wings of the Sea</div>	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				
<div> <div> <div></div> <div></div> <div></div> <div></div> </div> <div> <div></div> <div></div> <div></div> <div></div> </div> </div> <div>Winter Chill</div>	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				
<div> <div> <div></div> <div></div> <div></div> <div></div> </div> <div> <div></div> <div></div> <div></div> <div></div> </div> </div> <div>Wood Wose</div>	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
<div><div><div><div></div><div></div><div></div><div></div></div><div>Align Fang</div></div></div> <div>20</div> <div>Will negates [harmless]</div> <div>1 standard action</div> <div>1 minute/level</div> <div>Touch</div> <div>V,S,DF</div> <div>Yes [harmless]</div> <div>Transmutation</div> <div>SPELL CO: Pg.9</div>									
<div>Effect:</div> <div>Aligns a creature's natural weapon to good-,evil-,lawful-,or chaotic.</div>					<div>Target:</div> <div>Living creature touched</div>			<div>Caster Level:</div> <div>14</div>	
<div><div><div><div></div><div></div><div></div><div></div></div><div>Animal Messenger</div></div></div> <div>20</div> <div>None; see text</div> <div>1 standard action</div> <div>14 days</div> <div>Close (60 ft.)</div> <div>V, S, M</div> <div>Yes</div> <div>Enchantment (Compulsion) [Mind-Affecting]</div> <div>RSRD: SpellsA-B.rtf</div>									
<div>Effect:</div> <div>Sends a Tiny animal to a specific place.</div>					<div>Target:</div> <div>One Tiny animal</div>			<div>Caster Level:</div> <div>14</div>	
<div><div><div><div></div><div></div><div></div><div></div></div><div>Animal Trance</div></div></div> <div>20</div> <div>Will negates; see text</div> <div>1 standard action</div> <div>Concentration</div> <div>Close (60 ft.)</div> <div>V, S</div> <div>Yes</div> <div>Enchantment (Compulsion) [Mind-Affecting, Sonic]</div> <div>RSRD: SpellsA-B.rtf</div>									
<div>Effect:</div> <div>Fascinates 2d6 HD of animals.</div>					<div>Target:</div> <div>Animals or magical beasts with Intelligence 1 or 2</div>			<div>Caster Level:</div> <div>14</div>	
<div><div><div><div></div><div></div><div></div><div></div></div><div>Avoid Planar Effects</div></div></div> <div>20</div> <div>None</div> <div>1 immediate action</div> <div>1 minute/level</div> <div>20 ft.</div> <div>V</div> <div>Yes [harmless]</div> <div>Abjuration</div> <div>SPELL CO: Pg.19</div>									
<div>Effect:</div> <div>Gain temporary respite from the natural effects of a specific plane.</div>					<div>Target:</div> <div>One creature/level in a 20-ft. radius burst centered on you</div>			<div>Caster Level:</div> <div>14</div>	
<div><div><div><div></div><div></div><div></div><div></div></div><div>Balancing Lorecall</div></div></div> <div>20</div> <div>N/A</div> <div>1 standard action</div> <div>1 minute/level [D]</div> <div>Personal</div> <div>V,S,M/DF</div> <div>N/A</div> <div>Divination</div> <div>SPELL CO: Pg.23</div>									
<div>Effect:</div> <div>Gain +4 insight bonus to balance bonus; see text.</div>					<div>Target:</div> <div>You</div>			<div>Caster Level:</div> <div>14</div>	
<div><div><div><div></div><div></div><div></div><div></div></div><div>Barkskin</div></div></div> <div>20</div> <div>None</div> <div>1 standard action</div> <div>140 minutes</div> <div>Touch</div> <div>V, S, DF</div> <div>Yes (harmless)</div> <div>Transmutation</div> <div>RSRD: SpellsA-B.rtf</div>									
<div>Effect:</div> <div>Grants +5 enhancement to natural armor.</div>					<div>Target:</div> <div>Living creature touched</div>			<div>Caster Level:</div> <div>14</div>	
<div><div><div><div></div><div></div><div></div><div></div></div><div>Bear's Endurance</div></div></div> <div>20</div> <div>Will negates (harmless)</div> <div>1 standard action</div> <div>14 minutes</div> <div>Touch</div> <div>V, S, DF</div> <div>Yes</div> <div>Transmutation</div> <div>RSRD: SpellsA-B.rtf</div>									
<div>Effect:</div> <div>Subject gains +4 to Con for 14 minutes.</div>					<div>Target:</div> <div>Creature touched</div>			<div>Caster Level:</div> <div>14</div>	
<div><div><div><div></div><div></div><div></div><div></div></div><div>Binding Winds</div></div></div> <div>20</div> <div>Reflex negates</div> <div>1 standard action</div> <div>Concentration</div> <div>Medium (240 ft.)</div> <div>V,S</div> <div>Yes</div> <div>Evocation [Air]</div> <div>SPELL CO: Pg.27</div>									
<div>Effect:</div> <div>Subject can act normally, but it cannot move from it's current location.</div>					<div>Target:</div> <div>One creature</div>			<div>Caster Level:</div> <div>14</div>	
<div><div><div><div></div><div></div><div></div><div></div></div><div>Bite of the Wererat</div></div></div> <div>20</div> <div>N/A</div> <div>1 standard action</div> <div>1 round/level</div> <div>Personal</div> <div>V,S,M</div> <div>N/A</div> <div>Transmutation</div> <div>SPELL CO: Pg.28</div>									
<div>Effect:</div> <div>Gain +6 bonus to Dex, +2 Con, +3 natural armor.</div>					<div>Target:</div> <div>You</div>			<div>Caster Level:</div> <div>14</div>	
<div><div><div><div></div><div></div><div></div><div></div></div><div>Blinding Spittle</div></div></div> <div>20</div> <div>None</div> <div>1 standard action</div> <div>Instantaneous</div> <div>Close (60 ft.)</div> <div>V,S</div> <div>Yes</div> <div>Transmutation</div> <div>SPELL CO: Pg.32</div>									
<div>Effect:</div> <div>Spit caustic saliva into foes eyes on successful ranged touch attack. Causes -4 penalty to attack roll.</div>					<div>Target:</div> <div>One missile of spit</div>			<div>Caster Level:</div> <div>14</div>	
<div><div><div><div></div><div></div><div></div><div></div></div><div>Blood Frenzy</div></div></div> <div>20</div> <div>Will negates</div> <div>1 standard action</div> <div>Special; see text</div> <div>Touch</div> <div>V,S</div> <div>Yes</div> <div>Transmutation</div> <div>SPELL CO: Pg.33</div>									
<div>Effect:</div> <div>Target enters a rage, as its rage special ability, but this rage doesn't count against it's total.</div>					<div>Target:</div> <div>Any creature with the rage ability</div>			<div>Caster Level:</div> <div>14</div>	
<div><div><div><div></div><div></div><div></div><div></div></div><div>Body of the Sun</div></div></div> <div>20</div> <div>Reflex half</div> <div>1 standard action</div> <div>1 round/level</div> <div>5 ft.</div> <div>V,S,DF</div> <div>Yes</div> <div>Trasmutation [Fire]</div> <div>SPELL CO: Pg.35</div>									
<div>Effect:</div> <div>Fire and light extend 5ft. from caster's body inflicting 1d4/2 levels [max 5d4] points of fire damage [Reflex save for half].</div>					<div>Target:</div> <div>5 ft.-radius emanation centered on you</div>			<div>Caster Level:</div> <div>14</div>	
* =Domain/Speciality Spell									

Druid Spells

■■■■■Brambles	20	None	1 standard action	1 round/level	Touch	V,S,M	No	Trasmutation	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	14 minutes	Touch	V, S, M/DF	Yes (harmless)	Transmutation	RSRD: SpellsA-B.rtf
<i>Effect:</i> Subject gains +4 to Str for 14 minutes.					<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	14 minutes	Touch	V, S, M	Yes	Transmutation	RSRD: SpellsC.rtf
<i>Effect:</i> Subject gains +4 to Dex for 14 minutes.					<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 7 creatures, 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	14 hours	Touch	V, S, DF	Yes (harmless)	Conjuration (Healing)	RSRD: SpellsD-E.rtf
<i>Effect:</i> Stops poison from harming subject for 14 hours.					<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 action	1 hour/level	Touch	V,S	Yes [harmless]	Transmutation	SPELL CO: Pg.92
<i>Effect:</i> Creatures lose swim speed but gain walk speed of 30 ft.					<i>Target:</i> Willing creature touched			<i>Caster Level:</i> 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
<i>Effect:</i> Opened object deals 1d4+14 fire damage.					<i>Target:</i> Object touched			<i>Caster Level:</i> 14	
■■■■■Flame Blade	20	None	1 standard action	14 minutes [D]	0 ft.	V, S, DF	Yes	Evocation [Fire]	RSRD: SpellsF-G.rtf
<i>Effect:</i> Touch attack deals 1d8 +7 fire damage.					<i>Target:</i> Sword-like beam			<i>Caster Level:</i> 14	
■■■■■Flaming Sphere	20	Reflex negates	1 standard action	14 rounds	Medium (240 ft.)	V, S, M/DF	Yes	Evocation [Fire]	RSRD: SpellsF-G.rtf
<i>Effect:</i> Creates rolling ball of fire, 2d6 damage, lasts 14 rounds.					<i>Target:</i> 5-ft.-diameter sphere			<i>Caster Level:</i> 14	
■■■■■Fog Cloud	20	None	1 standard action	140 minutes	Medium (240 ft.)	V, S	No	Conjuration (Creation)	RSRD: SpellsF-G.rtf
<i>Effect:</i> Fog obscures vision.					<i>Target:</i> Fog spreads in 20-ft. radius, 20 ft. high			<i>Caster Level:</i> 14	
■■■■■Frost Breath	20	Reflex half	1 standard action	Instantaneous	30 ft.	V,S,M	Yes	Evocation [Cold]	SPELL CO: Pg.100
<i>Effect:</i> Breath a cone of cold that deal 1d4/2 caster levels [max 5d4] and creatures are also dazed if they failed the Reflex save.					<i>Target:</i> Cone-shaped burst			<i>Caster Level:</i> 14	
■■■■■Gust of Wind	20	Fortitude negates	1 standard action	1 round	60 ft.	V, S	Yes	Evocation [Air]	RSRD: SpellsF-G.rtf
<i>Effect:</i> Blows away or knocks down smaller creatures.					<i>Target:</i> Line-shaped gust of severe wind emanating out from you to the extreme of the range			<i>Caster Level:</i> 14	
* =Domain/Specialty Spell									

Druid Spells

■■■■■■Healing Lorecall	20	N/A	1 standard action	10 minutes/level	Personal	V,S,M	N/A	Divination	SPELL CO: Pg.110
<i>Effect:</i> Allows caster with Heal ranks to remove other ailments when using Conjuraction [Healing] spells. Can also heal more; see text.					<i>Target:</i> You			<i>Caster Level:</i> 14	
■■■■■■Healing Sting	20	None	1 standard action	Instantaneous	Touch	V,S,M	Yes	Necromancy	SPELL CO: Pg.110
<i>Effect:</i> Inflict 1d12 +1/caster level [max +10] to a living creature and gain an equal amount of HP.					<i>Target:</i> You and one living creature			<i>Caster Level:</i> 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
<i>Effect:</i> Subjects do benefit from concealment, on failed save they also take 1d4 fire damage each round [half damage on save].					<i>Target:</i> living creatures within a 5-ft.-radius burst			<i>Caster Level:</i> 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
<i>Effect:</i> Make metal so hot it damages those who touch it.					<i>Target:</i> Metal equipment of 7 creatures, no two of which can be more than 30 ft. apart; or 350 lb. of metal, all of which must be within a 30-ft. circle			<i>Caster Level:</i> 14	
■■■■■■Hold Animal	20	Will negates; see text	1 standard action	14 rounds [D]; see text	Medium (240 ft.)	V, S	Yes	Enchantment (Compulsion) [Mind-Affecting]	RSRD: SpellsH-L.rtf
<i>Effect:</i> Paralyzes one animal for 14 rounds.					<i>Target:</i> One animal			<i>Caster Level:</i> 14	
■■■■■■Kelpstrand	20	None	1 standard action	1 round/level	Close (60 ft.)	V,S,M	No	Conjuraction (Creation)	SPELL CO: Pg.128
<i>Effect:</i> Make ranged attacks against each target; see text					<i>Target:</i> One creature/3 levels, no two of which are more than 30 ft. apart			<i>Caster Level:</i> 14	
■■■■■■Listening Lorecall	20	N/A	1 standard action	10 minutes/level	Personal	V,S,DF	N/A	Divination	SPELL CO: Pg.133
<i>Effect:</i> Gain +4 insight bonus on Listen checks; see text.					<i>Target:</i> You			<i>Caster Level:</i> 14	
■■■■■■Mark of the Outcast	20	Will negates	1 standard action	Permanent	Close (60 ft.)	V,S,DF	Yes	Necromancy	SPELL CO: Pg.138
<i>Effect:</i> Creates an indelible mark on the subjects face; see text.					<i>Target:</i> One creature			<i>Caster Level:</i> 14	
■■■■■■Master Air	20	N/A	1 standard action	1 round/level	Personal	V,S,F	N/A	Transmutation	SPELL CO: Pg.139
<i>Effect:</i> Fly at 90 ft. [or 60 if med or hvy armor].					<i>Target:</i> You			<i>Caster Level:</i> 14	
■■■■■■Mountain Stance	20	Will negates [harmless]	1 standard action	1 minute/level	Touch	V,S	No	Transmutation	SPELL CO: Pg.144
<i>Effect:</i> As a free action you can root yourself to the ground. Gain bonus equal to the caster level against grapple, lift, push, bull rush, over-run, throw, trip or otherwise force the creature to move.					<i>Target:</i> One creature			<i>Caster Level:</i> 14	
■■■■■■Nature's Favor	20	Will negates [harmless]	1 swift action	1 minute	Touch	V,S,DF	Yes [harmless]	Evocation	SPELL CO: Pg.146
<i>Effect:</i> Target animal gains attack and damage bonus of +1 for every 3 caster levels max of +5 at 15th level.					<i>Target:</i> Animal touched			<i>Caster Level:</i> 14	
■■■■■■One With the Land	20	N/A	1 standard action	1 hour/level	Personal	V,S	N/A	Transmutation	SPELL CO: Pg.149
<i>Effect:</i> Gain +2 insight bonus to Move Silently, Search, Hide, Survival and Handle Animal checks.					<i>Target:</i> You			<i>Caster Level:</i> 14	
■■■■■■Owl's Wisdom	20	Will negates (harmless)	1 standard action	14 minutes	Touch	V, S, M/DF	Yes	Transmutation	RSRD: SpellsM-O.rtf
<i>Effect:</i> Subject gains +4 to Wis for 14 minutes.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 14	
■■■■■■Reduce Animal	20	None	1 standard action	14 hours [D]	Touch	V, S	No	Transmutation	RSRD: SpellsP-R.rtf
<i>Effect:</i> Shrinks one willing animal.					<i>Target:</i> One willing animal of Small, Medium, Large, or Huge size			<i>Caster Level:</i> 14	
■■■■■■Resist Energy	20	Fortitude negates (harmless)	1 standard action	140 minutes	Touch	V, S, DF	Yes (harmless)	Abjuration	RSRD: SpellsP-R.rtf
<i>Effect:</i> Ignores first 30 points of damage/attack from specified energy type.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 14	
■■■■■■Restoration, Lesser	20	Will negates (harmless)	3 rounds	Instantaneous	Touch	V, S	Yes (harmless)	Conjuraction (Healing)	RSRD: SpellsP-R.rtf
<i>Effect:</i> Dispels magical ability penalty or repairs 1d4 ability damage.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 14	
■■■■■■Saltray	20	Fortitude partial	1 standard action	Instantaneous	Close (60 ft.)	V,S	Yes	Evocation	SPELL CO: Pg.179
<i>Effect:</i> Ranged touch attack deals 1d6 per two caster levels [max 5d6] and make a save or be stunned for 1 round.					<i>Target:</i> Ray			<i>Caster Level:</i> 14	
■■■■■■Scent	20	None	1 standard action	10 minutes/level	Touch	V,S,M	Yes [harmless]	Transmutation	SPELL CO: Pg.180
<i>Effect:</i> Bestows Scent ability with all the same powers.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 14	
■■■■■■Share Husk	20	Will negates [harmless]	1 standard action	1 minute/level	Touch	V,S,M	Yes	Divination	SPELL CO: Pg.187
<i>Effect:</i> You can sense all the stimuli the target animal senses.					<i>Target:</i> Animal touched			<i>Caster Level:</i> 14	
■■■■■■Snake's Swiftness, Mass	20	Will negates [harmless]	1 standard action	Instantaneous	Medium (240 ft.)	V,S,M/DF	Yes [harmless]	Transmutation	SPELL CO: Pg.193
<i>Effect:</i> Subjects may make another single attack melee or ranged; see text.					<i>Target:</i> Allied creatures in a 20-ft.-radius burst			<i>Caster Level:</i> 14	
■■■■■■Soften Earth and Stone	20	None	1 standard action	Instantaneous	Close (60 ft.)	V, S, DF	No	Transmutation [Earth]	RSRD: SpellsS.rtf
<i>Effect:</i> Turns stone to clay or dirt to sand or mud.					<i>Target:</i> 140 ft. square; see text			<i>Caster Level:</i> 14	
■■■■■■Spider Climb	20	Will negates (harmless)	1 standard action	140 minutes	Touch	V, S, M	Yes (harmless)	Transmutation	RSRD: SpellsS.rtf
<i>Effect:</i> Grants ability to walk on walls and ceilings.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 14	
■■■■■■Splinterbolt	20	None	1 standard action	Instantaneous	Close (60 ft.)	V,S,M	No	Conjuraction (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	14 rounds [D]	Close (60 ft.)	V, S, DF	No	Conjuraction (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				
* =Domain/Speciality Spell									

Druid Spells									
<div><div>Summon Swarm</div><div><div>Effect:</div><div>Summons swarm of bats, rats, or spiders.</div></div></div>	20	None	1 round	Concentration + 2 rounds	Close (60 ft.)	V, S, M/DF	No	Conjuration (Summoning)	RSRD: SpellsS.rtf
<div><div>Swim</div><div><div>Effect:</div><div>Gain swim speed and +8 to Swim checks.</div></div></div>	20	None	1 round	10 minutes/level [D]	Medium (240 ft.)	V,S,M	Yes [harmless]	Transmutation [Water]	SPELL CO: Pg.217
<div><div>Train Animal</div><div><div>Effect:</div><div>You temporarily boost the number of tricks that an animal knows.</div></div></div>	20	Will negates [harmless]	10 minutes	1 hour/level	Touch	V,S,DF	Yes [harmless]	Enchantment (Charm) [Mind-Affecting]	SPELL CO: Pg.221
<div><div>Tree Shape</div><div><div>Effect:</div><div>You look exactly like a tree for 14 hours.</div></div></div>	20	None	1 standard action	14 hours [D]	Personal	V, S, DF	No	Transmutation	RSRD: SpellsT-Z.rtf
<div><div>Warp Wood</div><div><div>Effect:</div><div>Bends wood [shaft, handle, door, plank].</div></div></div>	20	Will negates (object)	1 standard action	Instantaneous	Close (60 ft.)	V, S	Yes (object)	Transmutation	RSRD: SpellsT-Z.rtf
<div><div>Wings of Air</div><div><div>Effect:</div><div>Manuverability improves by one step.</div></div></div>	20	None	1 standard action	1 minute/level	Touch	V	No	Transmutation	SPELL CO: Pg.240
<div><div>Winter's Embrace</div><div><div>Effect:</div><div>Creature fails it's save takes 1d8 cold damage each round; see text.</div></div></div>	20	Fortitude negates	1 standard action	1 round/level	Close (60 ft.)	V,S	Yes	Evocation [Cold]	SPELL CO: Pg.241
<div><div>Wood Shape</div><div><div>Effect:</div><div>Rearranges wooden objects to suit you.</div></div></div>	20	Will negates (object)	1 standard action	Instantaneous	Touch	V, S, DF	Yes (object)	Transmutation	RSRD: SpellsT-Z.rtf
<div><div>Wracking Touch</div><div><div>Effect:</div><div>Deal 1d6 +1 per caster level [max +10] plus you get sneak attack damage if you possess the ability.</div></div></div>	20	Fortitude half	1 standard action	Instantaneous	Touch	V,S	Yes	Necromancy	SPELL CO: Pg.243
LEVEL 3									
Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
<div><div>Air Breathing</div><div><div>Effect:</div><div>Grants creatures the ability to breath air.</div></div></div>	21	Will negates [harmless]	1 standard action	2 hours/level; see text	Touch	S,M/DF	Yes [harmless]	Transmutation	SPELL CO: Pg.8
<div><div>Align Fang, Mass</div><div><div>Effect:</div><div>Same as algin fang, but on multiple creatures.</div></div></div>	21	Will negates [harmless]	1 standard action	1 minute/level	Close (60 ft.)	V,S,DF	Yes [harmless]	Transmutation	SPELL CO: Pg.9
<div><div>Attune Form</div><div><div>Effect:</div><div>Attunes the affected creatures to the plane you are currently on, negating harmful effects.</div></div></div>	21	N/A	1 standard action	24 hours	Touch	V,S,M/DF	N/A	Transmutation	SPELL CO: Pg.17
<div><div>Bite of the Werewolf</div><div><div>Effect:</div><div>Gain +2 bonus to Str, +4 Dex, +4 Con, +4 natural armor. Gain Bite attack.</div></div></div>	21	N/A	1 standard action	1 round/level	Personal	V,S,M	N/A	Transmutation	SPELL CO: Pg.29
<div><div>Blindsight</div><div><div>Effect:</div><div>Grant blindsight to 30 ft.</div></div></div>	21	Will negates [harmless]	1 standard action	1 minute/level	Touch	V,S	Yes [harmless]	Transmutation	SPELL CO: Pg.32
<div><div>Call Lightning</div><div><div>Effect:</div><div>Calls down 10 lightning bolts over duration [3d6 per bolt] from sky; 3d10 in outdoors stormy area.</div></div></div>	21	Reflex half	1 round	14 minutes	Medium (240 ft.)	V, S	Yes	Evocation [Electricity]	RSRD: SpellsC.rtf
<div><div>Capricious Zephyr</div><div><div>Effect:</div><div>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</div></div></div>	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
<div><div>Charge of the Triceratops</div><div><div>Effect:</div><div>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.</div></div></div>	21	Will negates [harmless]	1 standard action	1 round/level [D]	Touch	V,S,DF	Yes	Transmutation	SPELL CO: Pg.45
<div><div>Circle Dance</div><div><div>Effect:</div><div>Get direction and general status of a known target.</div></div></div>	21	N/A	1 minute	Instantaneous	Personal	V,S	N/A	Divination	SPELL CO: Pg.46
<div><div>Corona of Cold</div><div><div>Effect:</div><div>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.</div></div></div>	21	Fortitude negates	1 standard action	1 round/level [D]	10 ft.	V,S,DF	Yes	Evocation [Cold]	SPELL CO: Pg.52
<div><div>Creaking Cacophony</div><div><div>Effect:</div><div>All who are in the effect have -4 to listen. Spellcasters are distracted.</div></div></div>	21	None	1 standard action	1 round/level	Medium (240 ft.)	V,S	Yes	Illusion (Figment) [Sonic]	SPELL CO: Pg.55
<div><div>Crumble</div><div><div>Effect:</div><div>Deal 1d8/level [max 10d8] damage to structure, ignoring hardness; see text.</div></div></div>	21	Fortitude half [object]	1 standard action	Instantaneous	Medium (240 ft.)	V,S	Yes [object]	Transmutation	SPELL CO: Pg.56
<div><div>Cure Moderate Wounds</div><div><div>Effect:</div><div>Cures 2d8+10 damage.</div></div></div>	21	Will half (harmless); see text	1 standard action	Instantaneous	Touch	V, S	Yes (harmless); see text	Conjuration (Healing)	RSRD: SpellsC.rtf
<div><div>Daylight</div><div><div>Effect:</div><div>60-ft. radius of bright light.</div></div></div>	21	None	1 standard action	140 minutes [D]	Touch	V, S	No	Evocation [Light]	RSRD: SpellsD-E.rtf
<div><div>Dehydrate</div><div><div>Effect:</div><div>Deal 1d6 plus 1/3 caster levels [max +5].</div></div></div>	21	Fortitude negates	1 standard action	Instantaneous	Medium (240 ft.)	V,S,DF	Yes	Necromancy	SPELL CO: Pg.62
* =Domain/Speciality Spell									

Druid Spells

■■■■■ 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	14 rounds	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	
■■■■■ 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 text.					<i>Target:</i> Living creature touched			<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 damagecentered on you 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 [Earth]	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	14 hours	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	140 minutes	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	140 minutes	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 14 cu. ft. 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	
* =Domain/Speciality Spell									

Druid Spells

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	140 minutes or until discharged	Touch	V, S, DF	Yes (harmless)	Abjuration	RSRD: SpellsP-R.rtf
<i>Effect:</i> Absorb 120 points of damage 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> 14 20-ft. cubes [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	
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	14 rounds	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	14 minutes	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	14 hours [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> 14 20-ft. squares			<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 24 cu. ft.			<i>Caster Level:</i> 14	
Summon Nature's Ally III	21	None	1 round	14 rounds [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	
* =Domain/Specialty Spell									

Druid Spells									
■■■■■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	28 hours; 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	14 rounds	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 140 ft. long and 70 ft. 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	140 minutes	Touch	V, S, DF	Yes (harmless)	Transmutation [Air]	RSRD: SpellsA-B.rtf
<i>Effect:</i> Subject treads on air as if solid [climb at 45-degree angle].					<i>Target:</i> Creature [Gargantuan or smaller] touched			<i>Caster Level:</i> 14	
■■■■■Antiplant Shell	22	None	1 standard action	140 minutes [D]	10 ft.	V, S, DF	Yes	Abjuration	RSRD: SpellsA-B.rtf
<i>Effect:</i> Keeps animated plants at bay.					<i>Target:</i> 10-ft.-radius emanation, centered on you			<i>Caster Level:</i> 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
<i>Effect:</i> Create a bolt of electricity between two creatures causing 1d6/level [max 15d6] to both creatures and anything in between them.					<i>Target:</i> A line between two creatures			<i>Caster Level:</i> 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
<i>Effect:</i> Gain +4 bonus to Str, +6 Con, +8 natural armor. Gain Bite attack; see text					<i>Target:</i> You			<i>Caster Level:</i> 14	
■■■■■Blight	22	Fortitude half; see text	1 standard action	Instantaneous	Touch	V, S, DF	Yes	Necromancy	RSRD: SpellsA-B.rtf
<i>Effect:</i> Withers one plant or deals 14d6 damage to plant creature.					<i>Target:</i> one plant/plant-creature			<i>Caster Level:</i> 14	
■■■■■Blindsight, Greater	22	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	
■■■■■Bottle of Smoke	22	None	10 minutes	1 hour/level	Touch	V,S,F	No	Conjuration (Creation)	SPELL CO: Pg.37
<i>Effect:</i> Creates a steed made of smoke.					<i>Target:</i> One smoky, horselike creature			<i>Caster Level:</i> 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
<i>Effect:</i> Same as Burrow, except effects multiple creatures.					<i>Target:</i> One creature/level, no two of which can be more than 30 ft. apart			<i>Caster Level:</i> 14	
■■■■■Chain of Eyes	22	Will negates	1 standard action	1 hour/level	Touch	V,S	Yes	Divination	SPELL CO: Pg.45
<i>Effect:</i> Scrying sensor passed along by touch.					<i>Target:</i> Living creature touched			<i>Caster Level:</i> 14	
■■■■■Command Plants	22	Will negates	1 standard action	14 days	Close (60 ft.)	V	Yes	Transmutation	RSRD: SpellsC.rtf
<i>Effect:</i> Sway the actions of one or more plant creatures.					<i>Target:</i> Up to 28 HD of plant creatures, no two of which can be more than 30 ft. apart			<i>Caster Level:</i> 14	
■■■■■Contagious Touch	22	Fortitude negates	1 standard action	1 round/level	Touch	V,S	Yes	Necromancy	SPELL CO: Pg.52
<i>Effect:</i> Any creature you hit with melee touch is afflicted with contagion and the selected disease; see text.					<i>Target:</i> You			<i>Caster Level:</i> 14	
■■■■■Contingent Energy Resistance	22	N/A	1 minute	1 hour/level [D]	Personal	V,S,M	N/A	Abjuration	SPELL CO: Pg.52
<i>Effect:</i> Same as Contingency, except it is more limited.					<i>Target:</i> You			<i>Caster Level:</i> 14	
■■■■■Control Water	22	None; see text	1 standard action	140 minutes [D]	Long (960 ft.)	V, S, M/DF	No	Transmutation [Water]	RSRD: SpellsC.rtf
<i>Effect:</i> Raises or lowers bodies of water.					<i>Target:</i> Water in a volume of 140 ft by 140 ft by 28 ft [S]			<i>Caster Level:</i> 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
<i>Effect:</i> As creeping cold, but has a higher damage cap with additional rounds.					<i>Target:</i> One creature			<i>Caster Level:</i> 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
<i>Effect:</i> Cures 3d8+14 damage.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 14	
■■■■■Dispel Magic	22	None	1 standard action	Instantaneous	Medium (240 ft.)	V, S	No	Abjuration	RSRD: SpellsD-E.rtf
<i>Effect:</i> Cancels magical spells and effects.					<i>Target:</i> One spellcaster, creature, or object; or 20-ft.-radius burst			<i>Caster Level:</i> 14	
■■■■■Enhance Wild Shape	22	N/A	1 minute	1 hour/level	Personal	V,S	N/A	Transmutation	SPELL CO: Pg.81
<i>Effect:</i> Gain enhancement to your next wild shape; See text.					<i>Target:</i> You			<i>Caster Level:</i> 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
<i>Effect:</i> Speed increases to 60 ft. Gain +8 bonus to Hide, Jump, Listen, Spot and Survival checks. Gain Scent ability.					<i>Target:</i> You			<i>Caster Level:</i> 14	
■■■■■Eye of the Hurricane	22	Fortitude negates	1 standard action	Instantaneous	40 ft.	V,S	Yes	Abjuration [Air]	SPELL CO: Pg.86
<i>Effect:</i> Creates a hurricane with you unaffected at the center; see text					<i>Target:</i> 40-ft.-radius emanation centered on you, with 10-ft.-radius quiet area centered on you			<i>Caster Level:</i> 14	
* =Domain/Specialty Spell									

Druid Spells

Flame Strike	22	Reflex half	1 standard action	Instantaneous	Medium (240 ft.)	V, S, DF	Yes	Evocation [Fire]	RSRD: SpellsF-G.rtf
<i>Effect:</i> Smite foes with divine fire for 14d6 damage.					Target: Cylinder 10			Caster Level: 14	
Freedom of Movement	22	Will negates (harmless)	1 standard action	140 minutes	Personal or touch	V, S, M, DF	Yes (harmless)	Abjuration	RSRD: SpellsF-G.rtf
<i>Effect:</i> Subject moves normally despite impediments.					Target: You or creature touched			Caster Level: 14	
Giant Vermin	22	None	1 standard action	14 minutes	Close (60 ft.)	V, S, DF	Yes	Transmutation	RSRD: SpellsF-G.rtf
<i>Effect:</i> 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
<i>Effect:</i> 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
<i>Effect:</i> 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
<i>Effect:</i> Descend into a protective bubble in the earth below, others see you descend as if the earth opened up and swallowed you.					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
<i>Effect:</i> 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
<i>Effect:</i> 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
<i>Effect:</i> 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
<i>Effect:</i> 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
<i>Effect:</i> 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
<i>Effect:</i> Bolt unerringly strikes dealing 1d4 Str damage per three caster levels [max 5d4]. Undead instead fall helpless for 1d4 rounds; see text.					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
<i>Effect:</i> 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
<i>Effect:</i> Grants temporary over the terrain of limbo.					Target: N/A			Caster Level: 14	
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.					Target: One creature/level in a 20-ft. radius burst centered on you			Caster Level: 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.					Target: 10-ft.-radius/level spread			Caster Level: 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.					Target: Dead creature touched			Caster Level: 14	
Repel Vermin	22	None or Will negates; see text	1 standard action	140 minutes [D]	10 ft.	V, S, DF	Yes	Abjuration	RSRD: SpellsP-R.rtf
<i>Effect:</i> Insects, spiders, and other vermin stay 10 ft. away.					Target: 10 ft. radius emanation centered on you			Caster Level: 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.					Target: Creature touched			Caster Level: 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.					Target: 15-ft.-radius spread			Caster Level: 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.					Target: One nonmagical ferrous object [or the volume of the object within 3 ft. of the touched point] or one ferrous creature			Caster Level: 14	
Scrying	22	Will negates	1 hour	14 minutes	See text	V, S, M/DF, F	Yes	Divination (Scrying)	RSRD: SpellsS.rtf
<i>Effect:</i> Spies on subject from a distance.					Target: Magical sensor			Caster Level: 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.					Target: 20-ft.-radius spread			Caster Level: 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.					Target: Living creature touched			Caster Level: 14	
* =Domain/Specialty Spell									

Druid Spells

█████ 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	14 hours [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> 14 20-ft. squares			<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	14 rounds [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> Maneuverability 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	14 minutes	Medium (240 ft.)	V, S	Yes	Transmutation	RSRD: SpellsA-B.rtf
Effect: One animal/two levels doubles in size.					Target: Up to 7 animals [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	
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	14 minutes	Long (960 ft.)	V, S	Yes	Evocation [Electricity]	RSRD: SpellsC.rtf
Effect: Calls down 14 lightning bolts 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 14 miles.					Target: You			Caster Level: 14	
* =Domain/Specialty Spell									

Druid Spells

Control Winds	23	Fortitude negates	1 standard action	140 minutes	40 ft./level	V, S	No	Transmutation [Air]	RSRD: SpellsC.rtf
<i>Effect:</i> Change wind direction and speed.					Target: 560 ft 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
<i>Effect:</i> Cures 4d8+14 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
<i>Effect:</i> 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	14 minutes	Touch	V, S, DF	Yes (harmless)	Necromancy	RSRD: SpellsD-E.rtf
<i>Effect:</i> 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
<i>Effect:</i> 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
<i>Effect:</i> 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
<i>Effect:</i> 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
<i>Effect:</i> 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
<i>Effect:</i> 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
<i>Effect:</i> 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	14 minutes	Long (960 ft.)	V, S, DF	No	Conjuration (Summoning)	RSRD: SpellsH-L.rtf
<i>Effect:</i> Locust swarms attack creatures.					Target: 4 swarms of locust, 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
<i>Effect:</i> 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
<i>Effect:</i> 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
<i>Effect:</i> 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
<i>Effect:</i> 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
<i>Effect:</i> 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
<i>Effect:</i> 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
<i>Effect:</i> Gain some plant-like qualities; immune to extra damage from criticals, mind-affecting spells, poison, sleep, paralysis, stunning and polymorphing; see text					Target: You			Caster Level: 14	
Poison Thorns	23	See text	1 standard action	1 round/level	Personal	V	No	Transmutation	SPELL CO: Pg.159
<i>Effect:</i> 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
<i>Effect:</i> 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
<i>Effect:</i> 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
<i>Effect:</i> Gain +4 to Cha & Dex, deflection bonus to AC equal to your CHA bonus, a +8 bonus to Perform checks, gain swim speed 60 ft; see text.					Target: You			Caster Level: 14	
Stone Shape, Greater	23	None	1 standard action	Instantaneous	Touch	V,S,M/DF	No	Transmutation [Earth]	SPELL CO: Pg.208
<i>Effect:</i> 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	140 minutes or until discharged	Touch	V, S, M	Yes (harmless)	Abjuration	RSRD: SpellsS.rtf
<i>Effect:</i> Ignore 10 points of damage per attack.					Target: Creature touched			Caster Level: 14	
* =Domain/Speciality Spell									

Druid Spells

Summon Nature's Ally V	23	None	1 round	14 rounds [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
Swamp Stride	23	N/A	1 standard action	1 round/level	Personal	V,S,DF	N/A	Conjuration (Teleportation)	SPELL CO: Pg.217
<i>Effect:</i> As tree stride, instead you use pools of water.					<i>Target:</i> You			<i>Caster Level:</i> 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
<i>Effect:</i> Transforms 28 10-ft. cubes.					<i>Target:</i> Up to 28 10 ft. cubes [S]			<i>Caster Level:</i> 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
<i>Effect:</i> Transforms 28 10-ft. cubes.					<i>Target:</i> Up to 28 10 ft. cubes [S]			<i>Caster Level:</i> 14	
Tree Stride	23	None	1 standard action	14 hours or until expended; see text	Personal	V, S, DF	No	Conjuration (Teleportation)	RSRD: SpellsT-Z.rtf
<i>Effect:</i> Step from one tree to another far away.					<i>Target:</i> You			<i>Caster Level:</i> 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
<i>Effect:</i> Same as lesser vigor except it grants target fast healing ability for the duration of the spell at 4 hp automatically healed per round.					<i>Target:</i> Living creature touched			<i>Caster Level:</i> 14	
Wall of Fire	23	None	1 standard action	Concentration + 14 rounds	Medium (240 ft.)	V, S, M/DF	Yes	Evocation [Fire]	RSRD: SpellsT-Z.rtf
<i>Effect:</i> Deals 2d4 fire damage out 10 ft. and 1d4 out 20 ft. Passing through wall deals 2d6+14 damage					<i>Target:</i> Opaque sheet of flame up to 280 ft. long or a ring of fire with a radius of up to 35 ft; either form 20 ft. high			<i>Caster Level:</i> 14	
Wall of Thorns	23	None	1 standard action	140 minutes [D]	Medium (240 ft.)	V, S	No	Conjuration (Creation)	RSRD: SpellsT-Z.rtf
<i>Effect:</i> Thorns damage anyone who tries to pass.					<i>Target:</i> Wall of thorny brush, up to 14 10-ft. cubes [S]			<i>Caster Level:</i> 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
<i>Effect:</i> Doubles range and grants +5 competence bonus to ranged attacks.					<i>Target:</i> One creature/level			<i>Caster Level:</i> 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
<i>Effect:</i> Causes blindness to all within range, undead take 1d6/per 2 level [max 10d6]; see text					<i>Target:</i> All sighted creatures within a 20-ft.-radius burst centered on you				<i>Caster Level:</i> 14
Animate Snow	24	None	1 standard action	1 round/level	Medium (240 ft.)	V,S	No	Transmutation [Cold]	SPELL CO: Pg.12
<i>Effect:</i> Create animated objects of snow; see text.					<i>Target:</i> Cube of snow up to 20 ft on a side			<i>Caster Level:</i> 14	
Antilife Shell	24	None	1 round	140 minutes [D]	10 ft.	V, S, DF	Yes	Abjuration	RSRD: SpellsA-B.rtf
<i>Effect:</i> 10-ft. field hedges out living creatures.					<i>Target:</i> 10-ft.-radius emanation, centered on you				<i>Caster Level:</i> 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
<i>Effect:</i> You assume the physical appearance and many of the qualities of a bulutte.					<i>Target:</i> You			<i>Caster Level:</i> 14	
Bear's Endurance, Mass	24	Will negates (harmless)	1 standard action	14 minutes	Close (60 ft.)	V, S, DF	Yes	Transmutation	RSRD: SpellsA-B.rtf
<i>Effect:</i> As bear's endurance, affects 14 subjects.					<i>Target:</i> 14 creatures, no two of which can be more than 30 ft. apart			<i>Caster Level:</i> 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
<i>Effect:</i> Gain +16 bonus to Str, +2 Dex, +8 Con, +7 natural armor. Gain claws and bite attack; see text.					<i>Target:</i> You			<i>Caster Level:</i> 14	
Blood Sirocco	24	Fortitude negates; see text	1 standard action	1 round/level	60 ft.	V,S	Yes	Evocation	SPELL CO: Pg.33
<i>Effect:</i> Blood sirocco blows out from your location with the force of a windstorm [DMG 95]; see text					<i>Target:</i> Cone-shaped emanation centered on you or on a point in space			<i>Caster Level:</i> 14	
Bull's Strength, Mass	24	Will negates (harmless)	1 standard action	14 minutes	Close (60 ft.)	V, S, M/DF	Yes (harmless)	Transmutation	RSRD: SpellsA-B.rtf
<i>Effect:</i> As bull's strength, affects one subject/ level.					<i>Target:</i> 14 creatures, no two of which can be more than 30 ft. apart			<i>Caster Level:</i> 14	
Cat's Grace, Mass	24	Will negates (harmless)	1 standard action	14 minutes	Close (60 ft.)	V, S, M	Yes	Transmutation	RSRD: SpellsC.rtf
<i>Effect:</i> As cat's grace, affects 14 subjects.					<i>Target:</i> 14 creatures, no two of which can be more than 30 ft. apart			<i>Caster Level:</i> 14	
Cometfall	24	Reflex half	1 standard action	Instantaneous	Medium (240 ft.)	V,S,DF	No	Conjuration (Creation)	SPELL CO: Pg.50
<i>Effect:</i> Comet falls to the ground dealing 1d6/level [max 15d6] to everything in the area. Creatures that fail their Reflex are prone; see text					<i>Target:</i> 400-pound ball of rock and ice			<i>Caster Level:</i> 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 Yes; see text	Conjuration (Healing)	RSRD: SpellsC.rtf
<i>Effect:</i> Cures 1d8+14 damage for many creatures.					<i>Target:</i> 14 creatures, no two of which can be more than 30 ft. apart			<i>Caster Level:</i> 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
<i>Effect:</i> Creatures in the area take 1d12 +1 per caster level [max +20].					<i>Target:</i> 20-ft.-radius spread			<i>Caster Level:</i> 14	
Dispel Magic, Greater	24	None	1 standard action	Instantaneous	Medium (240 ft.)	V, S	No	Abjuration	RSRD: SpellsD-E.rtf
<i>Effect:</i> As dispel magic, but +20 on check.					<i>Target:</i> One spellcaster, creature, or object; or 20-ft.-radius burst			<i>Caster Level:</i> 14	
Drown	24	Fortitude negates	1 standard action	Instantaneous	Close (60 ft.)	V,S	Yes	Conjuration (Creation) [Water]	SPELL CO: Pg.74
<i>Effect:</i> Subject immediately falls unconscious, drops to 0 HP, next round -1 HP and is dying.					<i>Target:</i> One living creature			<i>Caster Level:</i> 14	

* =Domain/Speciality Spell

Druid Spells

Energy Immunity	24	None	1 standard action	24 hours	Touch	V,S	Yes [harmless]	Abjuration	SPELL CO: Pg.80
<i>Effect:</i> Become immune to one energy type.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 14	
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	140 minutes	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	140 minutes 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	14 days [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 70 lbs			<i>Caster Level:</i> 14	
Liveoak	24	None	10 minutes	14 days [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	14 minutes	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> 14 creatures, 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	14 minutes [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	
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	
Stone Tell	24	None	10 minutes	14 minutes	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	
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	14 rounds [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	1 round	Unlimited	V, S	No	Conjuration (Teleportation)	RSRD: SpellsT-Z.rtf
* =Domain/Specialty Spell									

Druid Spells										
action										
<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 14 5-ft. squares			<i>Caster Level:</i> 14		
LEVEL 7										
Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source	
■■■■■Animate Plants	25	None	1 standard action	14 rounds 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> 4 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	14 hours [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	14 minutes	Close (60 ft.)	V, S	No	Conjuration (Summoning)	RSRD: SpellsC.rtf	
<i>Effect:</i> Swarms of centipedes attack at your command.					<i>Target:</i> 7 swarms of centipedes			<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 see text	Conjuration (Healing)	RSRD: SpellsC.rtf	
<i>Effect:</i> Cures 2d8+14 damage for many creatures.					<i>Target:</i> 14 creatures, 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 14d6 fire damage.					<i>Target:</i> 28 10-ft. cubes [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 140 points of damage, 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	14 hours	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 (Glamer)	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 1 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	14 rounds [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	14 rounds 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 14d6 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	14 minutes	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	14 hours [D]; see text	Touch	V, S, DF	No and Yes (harmless)	Transmutation [Air]	RSRD: SpellsT-Z.rtf	
* =Domain/Speciality Spell										

Druid Spells

<i>Effect:</i> You and your allies turn vaporous and travel fast.					<i>Target:</i> You and 4 touched creatures			<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				
LEVEL 8									
Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
Animal Shapes	26	None; see text	1 standard action	14 hours [D]	Close (60 ft.)	V, S, DF	Yes (harmless)	Transmutation	RSRD: SpellsA-B.rtf
<i>Effect:</i> 14 allies polymorphs into chosen animal.					<i>Target:</i> Up to 14 willing creatures, 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	
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	14 minutes	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> 28 HD 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+14 damage for many creatures.					<i>Target:</i> 14 creatures, 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				
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				
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				
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	14 rounds [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	14 rounds [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 7 10-ft. cube [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	14 rounds [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				
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	14 rounds [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	

Druid Spells

■■■■■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 see text	Conjuration (Healing)	RSRD: SpellsC.rtf
<i>Effect:</i> Cures 4d8+14 damage for many creatures.					<i>Target:</i> 14 creatures, 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	140 minutes [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	140 minutes	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	
■■■■■Regenerate	27	Fortitude negates (harmless)	3 full rounds	Instantaneous	Touch	V, S, DF	Yes (harmless)	Conjuration (Healing)	RSRD: SpellsP-R.rtf
<i>Effect:</i> Subject's severed limbs grow back, cures 4d8+14 [max +35].					<i>Target:</i> Living creature touched			<i>Caster Level:</i> 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
<i>Effect:</i> Make an area more dangerous; see text.					<i>Target:</i> One-mile radius spread, centered on a point in space			<i>Caster Level:</i> 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
<i>Effect:</i> Summons 1d4+2 shambling mounds to fight for you.					<i>Target:</i> Three or more shambling mounds, no two of which can be more than 30 ft. apart; see text			<i>Caster Level:</i> 14	
■■■■■Shapechange	27	None	1 standard action	140 minutes [D]	Personal	V, S, F	No	Transmutation	RSRD: SpellsS.rtf
<i>Effect:</i> Transforms you into any creature, and change forms once per round.					<i>Target:</i> You			<i>Caster Level:</i> 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
<i>Effect:</i> Storm rains acid, lightning, and hail.					<i>Target:</i> 360-ft.-radius storm cloud			<i>Caster Level:</i> 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
<i>Effect:</i> Summon monolith to do your bidding.					<i>Target:</i> One summoned elemental monolith			<i>Caster Level:</i> 14	
■■■■■Summon Nature's Ally IX	27	None	1 round	14 rounds [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	
■■■■■Sympathy	27	Will negates; see text	1 hour	28 hours [D]	Close (60 ft.)	V, S, M	Yes	Enchantment (Compulsion) [Mind-Affecting]	RSRD: SpellsS.rtf
<i>Effect:</i> Object or location attracts certain creatures.					<i>Target:</i> One location [14 10-ft. cubes] or one object			<i>Caster Level:</i> 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
<i>Effect:</i> Create lava; those that fail take 20d6 each round; see text.					<i>Target:</i> One 10-ft. cube			<i>Caster Level:</i> 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
<i>Effect:</i> Create a towering tsunami; see text.					<i>Target:</i> 20-ft./level-wide, 10-ft.-long, 40-ft.-high wave of water, see text			<i>Caster Level:</i> 14	
■■■■■Undermaster	27	N/A	1 standard action	5 rounds	Personal	V,M	N/A	Transmutation [Earth]	SPELL CO: Pg.227
<i>Effect:</i> Gain mastery over earth able to cast earth spells; see text					<i>Target:</i> You			<i>Caster Level:</i> 14	
■■■■■Whirlwind, Greater	27	Fortitude partial	1 standard action	1 round/level	Medium (240 ft.)	V,S	Yes	Evocation [Air]	SPELL CO: Pg.239
<i>Effect:</i> More potent version of whirlwind.					<i>Target:</i> 20-ft.-radius tornado, up to 5 ft./level tall, centered on a point of space			<i>Caster Level:</i> 14	
* =Domain/Specialty 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: