

Laelia 'Katlyn' Kavanagh

NAME

d8E5 Drd

CLASS

5/6

Character Level/ECL

15000

EXPERIENCE

21000

NEXT LEVEL

ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD
<b>STR</b> Strength	16	+3	16	+3	16	+3
<b>DEX</b> Dexterity	19	+4	19	+4	19	+4
<b>CON</b> Constitution	14	+2	14	+2	14	+2
<b>INT</b> Intelligence	12	+1	12	+1	12	+1
<b>WIS</b> Wisdom	17	+3	17	+3	17	+3
<b>CHA</b> Charisma	16	+3	16	+3	16	+3

SAVING THROWS

**FORTITUDE**  
(constitution)

**REFLEX**  
(dexterity)

**WILL**  
(wisdom)

TOTAL

+5

BASE SAVE

+3

ABILITY

+2

MAGIC

+0

MISC

+0

EPIC

+0

TEMP

conditional modifiers

**MELEE**  
attack bonus

**RANGED**  
attack bonus

**GRAPPLE**  
attack bonus

TOTAL

+7

BASE ATTACK BONUS

+6

STAT

+3

SIZE

+0

MISC

-2

EPIC

+0

TEMP

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	REACH
	+7/+7	1d3+3	20/x2	5 ft.

Claw	HAND	TYPE	SIZE	CRITICAL	REACH
	Carried	S	M	20/x2	5 ft.
TOTAL ATTACK BONUS	DAMAGE				
+7/+7	1d3+3				
Special Properties					

*Longsword +1	HAND	TYPE	SIZE	CRITICAL	REACH
	Primary	S	M	19-20/x2	5 ft.
To Hit	Dam	To Hit	Dam		
1H-P	+8/+8	1d8+4	2W-P-(OH)	+2/+2	1d8+4
1H-O	+4/+4	1d8+2	2W-P-(OL)	+4/+4	1d8+4
2H	+8/+8	1d8+5	2W-OH	-2	1d8+2
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
*Faerie Garb +3	Light	+4	+8	+0	0

Rebekah Maitland

PLAYERNAME

Sunrise Elf

RACE

Medium

SIZE

5' 0"

HEIGHT

101 lbs.

WEIGHT

153

Female

GENDER

Hazel

EYES

Brunette,

HAIR

WOUNDS/CURRENT HP

HP

47

hit points

AC

22

armor class

TOTAL

FLAT

TOUCH

BASE

ARMOR BONUS

SHIELD BONUS

STAT

SIZE

NATURAL ARMOR

DEFLEC-TION

MISC

INITIATIVE

+8

modifier

TOTAL

+4

DEX MODIFIER

+4

MISC MODIFIER

BASE ATTACK

+6/+1

bonus

DEITY

Neutral Good

ALIGNMENT

Darkvision (60 ft.),

Low-light

VISION

0

POINTS

SPEED

Walk 40 ft.

MISS CHANCE

0

ARCANE SPELL FAILURE

+0

ARMOR CHECK PENALTY

0

SPELL RESIST

0

SKILL NAME		KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	MAX RANKS	8/4
✓ Acrobatics	DEX	4	=	4	+	+
✓ Appraise	INT	1	=	1	+	+
✓ Athletics	STR	3	=	3	+	+
Athletics (Jump)	STR	7	=	3	+	1.0 + 3
✓ Craft (Untrained)	INT	1	=	1	+	+
✓ Deception	CHA	3	=	3	+	+
✓ Endurance	CON	4	=	2	+	2.0 +
✓ Gather Information	CHA	3	=	3	+	+
✓ Heal	WIS	10	=	3	+	7.0 +
Knowledge (Nature)	INT	8	=	1	+	5.0 + 2
✓ Perception	WIS	13	=	3	+	8.0 + 2
✓ Persuasion	CHA	3	=	3	+	+
✓ Ride	DEX	4	=	4	+	+
✓ Sense Motive	WIS	3	=	3	+	+
✓ Stealth	DEX	8	=	4	+	4.0 +
✓ Survival	WIS	11	=	3	+	8.0 +
Survival (Find or follow tracks)	WIS	13	=	3	+	8.0 + 2
Survival (Natural environments)	WIS	13	=	3	+	8.0 + 2
✓ Thievery	DEX	4	=	4	+	+
✓ Use Rope	DEX	4	=	4	+	+
			=	+	+	+
			=	+	+	+

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

EQUIPMENT					
	ITEM	LOCATION	QTY	WT	COST
Claw		Carried	1	0.0	0.0
	Faerie Garb +3	Equipped	1	0.5	9151.0
	Longsword +1	Equipped	1	4.0	2315.0
	Sentient Rod of Any Weapon	Equipped	1	0.0	0.0
	Special Backpack of Holding	Equipped	1	0.0	0.0
	0 lbs.				
	Special Boots	Equipped	1	0.0	0.0
TOTAL WEIGHT CARRIED/VALUE				4.5 lbs.	11466.0 gp

WEIGHT ALLOWANCE					
Light	76	Medium	153	Heavy	230
Lift over head	230	Lift off ground	460	Push / Drag	1150

Special Attacks	
<b>Any Weapon Rod</b>	[Is This It]
Quicksilver metal rod can become any weapon of a non-complex nature, up to a crossbow. It will form the desired weapon as a Free Action. May have other properties that as of yet are undiscovered.	
<b>Natural Weapon (Claw)</b>	[DS, web]
You can use your sharp claws to deal lethal (slashing) damage instead of nonlethal damage with an unarmed attack. Attacks made with natural weapons do not provide attacks of opportunity. The damage of this attack is the base creature's normal unarmed combat damage.	
<b>Valor Form (Su)</b>	[KH]
Valor Form is the first Drive that you become able to do. When you Drive into Valor Form, you gain numerous benefits. You gain a +4 bonus to both Strength and Dexterity, as well as a +4 bonus on Jump checks. In addition, if you own more than one keyblade or keychain, you are able to use both of them, gaining the benefit of the Two-Weapon Fighting feat even if you don't meet the prerequisites. If you don't have two keyblades, the Form creates a nonmagical, masterwork copy of the one you do have. When you Drive into Valor Form, you must have at least 30 points in your Drive Gauge. When you Drive into Valor Form, the Drive Gauge is reset to 30 points.	
<b>Warcraft</b>	[Eclipse, p.10]
+6 BAB	

Special Qualities	
<b>Drive</b>	[KH]
Immediately upon completing the Test of Valor, you gain the ability to Drive-- that is, infuse the Faerie Garb with a particular virtue you have to gain extra abilities for a short time. However, with all the bonuses, there is a powerful drawback: Anti Form. Anti Form is a state reached when you abuse the powers that Drives grant to you, and your heart is momentarily seized and consumed by darkness. The amount of time each form lasts depends on what is called a "Drive Gauge", which is a visible yellow meter on the left wristcuff of the Faerie Garb. If one were to pay enough attention, he would find that the Drive Gauge is actually based on a numeric system. When first seen, the amount the gauge shows would be equivalent to 30 points. When you Drive though, you see the gauge begin depleting, by 1 every second (6 per round, lost at the end of each action). Also, every time you attack (make an attack roll), you lose 1 point from the gauge. When the gauge drops to 0, your Drive ends. There are two ways to refill the Drive Gauge - 1. Each time you successfully deal damage to an opponent, the Drive Gauge refills by 1 point. 2. Once an hour the Drive Gauge automatically refills itself by 1 point. The Drive Gauge does not refill while you're in a Drive. Each time you Drive, your Form will reset the Drive Gauge for you to a particular amount. When that amount runs out, your Drive Gauge empties completely, and you revert to your normal form. At the same time your Form resets the Drive Gauge, it restores 3/4 of your maximum hit points. Also, while Driving, you ignore the penalties to your attack rolls and saving throws the Faerie Garb gives you.	
<b>Immunity to magic sleep effects</b>	[PHB, p.16]
<b>+2 racial saving throw bonus against enchantment spells or effects</b>	[PHB, p.16]
<b>Merely passing within 5 feet of a secret or concealed door entitles you to a Search check to notice it as if you were actively looking for it</b>	[PHB, p.16]
<b>Weapon Proficiency (All Simple and Martial Weapons)</b>	[Eclipse, p.49]
Grants Proficiency with all simple and martial weapons.	
+7/+2+7/+2	

Feats	
<b>Feat Conversion to CP ~ 6 (5x)</b>	[Eclipse, p.9]
Covert regular feat to six Character Points	

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

LANGUAGES
Common, Draconic, Druidic, Elven, Terran

TEMPLATES					
Familiar: Ginger (Companion (Dragoncat))					
HP:	39	AC:	21	INIT:	+4
FORT:	+5	REF:	+6	WILL:	+3
*Claw (Natural/Primary)	+5/+5	DAM:	1d3+3	CRIT:	20/x2
*Bite (Natural/Secondary)	+0	DAM:	N/A	CRIT:	20/x2
*Claw (Natural/Secondary)	+0	DAM:	N/A	CRIT:	20/x2
Special:					

## Recurring Bonuses

<b>Duties</b>	[Eclipse, p.17]
(+2) A character with Duties has extensive obligations. These restrict his or her time and freedom of action, as well as draining his or her resources, but also mean getting a lot of practice or extra training. This typically includes Druids, Clerics, and Paladins. Ignoring your duties brings on various penalties. Strangely, this continues until the GM feels you have enough penalties to equal the points you got from Duties.	
<b>Fast Learner/ Specialized for increased effect (Magic Levels)</b>	[Eclipse, p.17]
(+1) Actually purchased as a feat for 6 CP, this ability grants extra CP as the character rises in level. Specialized versions are available and encouraged. No one may take Fast Learner more than once unless it's been built into a template, race, or class by the Game Master.	

## DISADVANTAGES

<b>Hunted (Tabarath Cult)</b>	[Eclipse, p.19]
Someone's out to get you. You may be an outlaw, have personal enemies, or have been marked by some mystical entity. The nature of your foes should be decided in consultation with the GM. As a rule, you cannot simply confront your hunters and fight it out with them. They're either numerous, powerful, or secretive.	
<b>Obligations (Time Lord Minions)</b>	[Eclipse, p.19]
You have responsibilities which you cannot easily discharge. You may have dependents, debts, a geas, massive tithes, oaths to fulfill, a job which you cannot readily leave, be sworn to the service of a lord or ruler, or just have friends who need looking after. This is a wonderful way to get dragged into adventures.	
<b>Unarmored</b>	[Eclipse, p.20]
You refuse to use armor for some reason. Characters who already suffer major penalties for wearing armor can't take this disadvantage.	

## Spell Caster Information

<b>Druid</b>	[Eclipse, p.11]
Druid Level 8, Casterlevel is 10	
<b>Druid Spell Points (Total 26)</b>	[Is This It]
















## Eclipse Abilities

<b>Base Caster Level ~ Specialized ~ Druid</b>	[Eclipse, p.11]
<b>Companion</b>	[Eclipse, p.27]
(6 CP). Used to gain familiars, psicrystals, animal companions, and sometimes mounts. Companion empowers a sidekick - usually an animal. You may choose to apply the standard d20 Druid's Animal Companion bonuses, Wizard's Familiar bonuses, Paladin's Mount bonuses, get a Psi-Crystal, or use any similar progression. The base creature may not have an ECL of more than 1/3 your character level.	
<b>Companion - Template</b>	[Eclipse, p.27]
(+6 CP) adds a template of up to +2 ECL to the companion. Only one Template can be applied to a given companion, but you may pay the cost multiple times to add a more powerful template. The ECL addition is cumulative up to a maximum of +6.	
<b>Companion - Great Form</b>	[Eclipse, p.27]
(+6 CP) allows you to apply Righteous Might (at a Caster Level equal to your level) to a companion as a Free Action up to three times per day.	
<b>Companion - Might</b>	[Eclipse, p.27]
(+6 CP) allows you to grant your companion the benefits of two Positive Levels (see page 86) or of a continuously active second level spell or psychic effect.	
<b>Corrupted for Decreased Cost (Companion, Companion ~ Great Form, Companion ~ Might, Companion ~ Template)</b>	[Eclipse, p.22]
<b>Deep Sleep</b>	[Eclipse, p.30]
Many ascetics study meditation and mysticism. In d20, these skills are as useful as any. With Deep Sleep, a character gains the benefits of a full night's rest in only four hours and may ignore minor (up to 15 minutes total) interruptions in that interval.	
<b>+4 racial bonus on saves against sleep and paralysis</b>	[DS, web]
<b>Familiar</b>	[Eclipse, p.27]
You have a familiar companion	
<b>Improved Initiative (6x)</b>	[Eclipse, p.53]
The character gains +2 to Initiative per 3 CP invested, up to a maximum +8 bonus.	
<b>Lelia's Orb</b>	[Is This It]
Grants Shapeshift	
<b>Mental Link</b>	[Is This It, Custom]
You are automatically in Mental Contact with your companions	
<b>Shapeshift</b>	[Eclipse, p.42]
(6 CP) You may take Small or Medium animal forms once per day per 3 character levels as a Standard Action. You may not take a form with more hit dice than you possess. All equipment you carry melds with your new form and is unusable. The new form lasts until you decide to change back. As a side effect, shapeshifters can revert to normal form when polymorphed.	
<b>Shapeshift - Natural Magic</b>	[Eclipse, p.43]
(+6 CP) allows a character in animal or plant form to cast spells even without hands or the ability to speak. He or she may use components if he or she had them before transforming.	












# 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	5	4	4	2	0	0	0	0	0

## LEVEL 0

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
 Create Water		None	Standard Action	Instantaneous	Close (50 ft.)	V,S	No	Conjuration (Creation) [Water]	PHB: p.215
<i>Effect:</i> Creates 2 gallons/level of pure water.					<i>Target:</i> Up to 2 gallons/level of water		<i>Caster Level:</i> 10		
 Cure Minor Wounds	13	Will half (harmless); see text	Standard Action	Instantaneous	Touch	V,S	Yes (harmless); see text	Conjuration (Healing)	PHB: p.216
<i>Effect:</i> Cures 1 point of damage.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 10		
 Dawn	13	Fortitude negates [harmless]	1 swift action	Instantaneous	15 ft.	V	Yes [harmless]	Abjuration	SC: p.59
<i>Effect:</i> Awakens sleeping creatures and those knocked out from nonlethal damage [but staggered].					<i>Target:</i> All creatures within a 15-ft.-radius burst centered on you		<i>Caster Level:</i> 10		
 Detect Magic		None	Standard Action	Concentration, up to 1 minutes/level [D]	60 ft.	V,S	No	Divination	PHB: p.219
<i>Effect:</i> Detects spells and magic items within 60 ft.					<i>Target:</i> Cone-shaped emanation		<i>Caster Level:</i> 10		
 Detect Poison		None	Standard Action	Instantaneous	Close (50 ft.)	V,S	No	Divination	PHB: p.219
<i>Effect:</i> Detects poison in one creature or small object.					<i>Target:</i> One creature, one object, or a 5-ft. cube		<i>Caster Level:</i> 10		
 Flare	13	Fortitude negates	Standard Action	Instantaneous	Close (50 ft.)	V	Yes	Evocation [Light]	PHB: p.232
<i>Effect:</i> Dazzles one creature [-1 on attack rolls].					<i>Target:</i> Burst of light		<i>Caster Level:</i> 10		
 Guidance	13	Will negates (harmless)	Standard Action	1 minute or until discharged	Touch	V,S	Yes	Divination	PHB: p.238
<i>Effect:</i> +1 on one attack roll, saving throw, or skill check.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 10		
 Know Direction		None	Standard Action	Instantaneous	Personal	V,S	No	Divination	PHB: p.246
<i>Effect:</i> You discern north.					<i>Target:</i> You		<i>Caster Level:</i> 10		
 Light		None	Standard Action	10 minutes/level [D]	Touch	V, M/DF	No	Evocation [Light]	PHB: p.248
<i>Effect:</i> Object shines like a torch.					<i>Target:</i> Object touched		<i>Caster Level:</i> 10		
 Mending	13	Will negates (harmless, object)	Standard Action	Instantaneous	10 ft.	V,S	Yes (harmless, object)	Transmutation	PHB: p.253
<i>Effect:</i> Makes minor repairs on an object.					<i>Target:</i> One object of up to 1 lb.		<i>Caster Level:</i> 10		
 Naturewatch		None	1 standard action	10 minutes/level	30 ft.	S	No	Necromancy	SC: p.146
<i>Effect:</i> Same as deathwatch but only functions on plants and animals; see text.					<i>Target:</i> Cone-shaped emanation		<i>Caster Level:</i> 10		
 Purify Food and Drink	13	Will negates (object)	Standard Action	Instantaneous	10 ft.	V,S	Yes (object)	Transmutation	PHB: p.267
<i>Effect:</i> Purifies 1 cu. ft./level of food or water.					<i>Target:</i> 1 cu. ft./level. of contaminated food and water		<i>Caster Level:</i> 10		
 Read Magic		None	Standard Action	10 minutes/level	Personal	V,S,F	No	Divination	PHB: p.269
<i>Effect:</i> Read scrolls and spellbooks.					<i>Target:</i> You		<i>Caster Level:</i> 10		
 Resistance	13	Will negates (harmless)	Standard Action	1 minute	Touch	V,S,M/DF	Yes (harmless)	Abjuration	PHB: p.272
<i>Effect:</i> Subject gains +1 on saving throws.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 10		
 Virtue	13	Fortitude negates (harmless)	Standard Action	1 min.	Touch	V,S, DF	Yes (harmless)	Transmutation	PHB: p.298
<i>Effect:</i> Subject gains 1 temporary hp.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 10		

## LEVEL 1

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
 Animate Fire		None	1 round	Concentration, up to 1 round/level [D]	Close (50 ft.)	V,S,M	No	Transmutation [Fire]	SC: p.12
<i>Effect:</i> Create a small fire elemental.					<i>Target:</i> One Small fire		<i>Caster Level:</i> 10		
 Animate Water		None	1 round	Concentration, up to 1 round/level [D]	Close (50 ft.)	V,S,M	No	Transmutation [Water]	SC: p.13
<i>Effect:</i> Create a small water elemental.					<i>Target:</i> Cube of water up to 5 ft on a side		<i>Caster Level:</i> 10		
 Animate Wood		None	1 round	Concentration, up to 1 round/level [D]	Touch	V,S,M	No	Transmutation	SC: p.13
<i>Effect:</i> Animates a wooden object to attack who you designate.					<i>Target:</i> One Small or smaller wooden object		<i>Caster Level:</i> 10		
 Aspect of the Wolf	14	N/A	1 standard action	10 minutes/level	Personal	V,S,M/DF	N/A	Transmutation	SC: p.16
<i>Effect:</i> You assume the physical appearance and many of the qualities of a wolf.					<i>Target:</i> You		<i>Caster Level:</i> 10		
 Aura Against Flame	14	N/A	1 standard action	1 round/level	Personal	V,S	N/A	Abjuration	SC: p.18
<i>Effect:</i> Protects against first 10 points of fire damage, it also extinguishes flames; see text.					<i>Target:</i> You		<i>Caster Level:</i> 10		
 Babau Slime	14	Fortitude negates [harmless]	1 standard action	1 minute/level	Touch	V,S,M/DF	Yes [harmless]	Transmutation	SC: p.22
<i>Effect:</i> Layer of slime coats you, inflicting 1d8 damage to any creature hitting you with unarmed strikes, a touch attack or natural weapon.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 10		
 Beast Claws	14	N/A	1 Standard Action	1 hour/level	Personal	V,S,M	N/A	Transmutation	SC: p.25
<i>Effect:</i> Change your hands into claws. Damage 1d4; Threat range 19-20. See text.					<i>Target:</i> You		<i>Caster Level:</i> 10		
 Beastland Ferocity	14	Fortitude negates [harmless]	1 standard action	1 minute/level	Touch	V,S,DF	Yes [harmless]	Evocation [Electricity]	SC: p.25
<i>Effect:</i> Subject continues to fight even at -1 to -9 and gains +4 enhancement to Str.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 10		
 Beget Bogun		None	1 standard action	Instantaneous	Touch	V,S,M,XP	No	Conjuration (Creation)	SC: p.26
<i>Effect:</i> Creates a natural homunculus.					<i>Target:</i> Tiny Construct		<i>Caster Level:</i> 10		
 Branch to Branch	14	N/A	1 standard action	1 hour/level [D]	Personal	V,S	N/A	Transmutation	SC: p.38
<i>Effect:</i> Gain +10 competence bonus on Climb checks made in trees, also allows for brachiation.					<i>Target:</i> You		<i>Caster Level:</i> 10		
 Breath of the Jungle		None	1 standard action	1 minute/level	Medium (200 ft.)	V,S,DF	No	Transmutation	SC: p.39
<i>Effect:</i> DC of saves vs. poison or disease increases by 2					<i>Target:</i> Mist spreads in a 40-ft. radius, 20 ft. high		<i>Caster Level:</i> 10		

\* =Domain/Specialty Spell

# Druid Spells

□□□□□ Buoyant Lifting		None	1 immediate action	1 minute/level [D]; see text	Close (50 ft.)	S,DF	No	Evocation	SC: p.40
<i>Effect:</i> Travel to the surface at 60 ft./round.					Target: One willing creature/level, no two of which are more than 20 ft. apart.			Caster Level: 10	
□□□□□ Calm Animals	14	Will negates; see text	Standard Action	1 minute/level	Close (50 ft.)	V,S	Yes	Enchantment (Compulsion) [Mind-Affecting]	PHB: p.207
<i>Effect:</i> Calms 2d4 + 1/level HD of animals.					Target: Animals within 30 ft. of each other			Caster Level: 10	
□□□□□ Camouflage	14	N/A	1 standard action	10 minutes/level	Personal	V,S	N/A	Transmutation	SC: p.43
<i>Effect:</i> Gain +10 circumstance bonus on Hide checks.					Target: You			Caster Level: 10	
□□□□□ Charm Animal	14	Will negates	Standard Action	1 hour/level	Close (50 ft.)	V,S	Yes	Enchantment (Charm) [Mind-Affecting]	PHB: p.208
<i>Effect:</i> Makes one animal your friend.					Target: One animal			Caster Level: 10	
□□□□□ Claws of the Bear	14	N/A	1 standard action	1 round/level	Personal	V,S	N/A	Transmutation	SC: p.47
<i>Effect:</i> Your hands become natural weapons that deal 1d8 with each attack.					Target: You			Caster Level: 10	
□□□□□ Claws of the Beast		None	Standard Action	10 rounds	Personal	V,S	No	Transmutation	PGtF: p.101
<i>Effect:</i> Your fingers sprout claws. Considered armed and do 1d8 with each attack.					Target: YOU			Caster Level: 10	
□□□□□ Climb Walls	14	Will negates [harmless]	1 standard action	1 minute/level [D]	Touch	V,S,M	Yes [harmless]	Transmutation	SC: p.47
<i>Effect:</i> Gain +10 enhancement bonus on climb check. Bonus increases to +20 @5th level and +30 @9th level.					Target: Creature touched			Caster Level: 10	
□□□□□ Cloudburst		None	1 round	10 minutes/level [D]	Long (800 ft.)	V,S	No	Evocation (Water)	SC: p.49
<i>Effect:</i> Heavy rain reduces visibility. -4 Spot & Search.					Target: 100-ft.-radius emanation			Caster Level: 10	
□□□□□ Cold Fire	14	No [fire] or Fortitude half	1 standard action	1 minute/level [fire source] or Instantaneous [creature]	Close (50 ft.)	V,S,DF	Yes [creature]	Transmutation [Cold]	SC: p.50
<i>Effect:</i> Flames deal cold damage; see text					Target: One fire source [up to a 20-ft. cube] or one creature; see text			Caster Level: 10	
□□□□□ Crabwalk		None	1 standard action	1 minute/level	Touch	V,S,M	No	Transmutation [Cold]	SC: p.53
<i>Effect:</i> When the subject charges, it gains +4 to attack roll and no penalty to AC. Only affects first attack.					Target: Creature touched			Caster Level: 10	
□□□□□ Cure Light Wounds	14	Will half (harmless); see text	Standard Action	Instantaneous	Touch	V,S	Yes (harmless); see text	Conjuration (Healing)	PHB: p.215
<i>Effect:</i> Cures 1d8 +1/level [max +5] damage.					Target: Creature touched			Caster Level: 10	
□□□□□ Deep Breath	14	N/A	1 immediate action	1 round/level	Personal	V	N/A	Conjuration (Creation) [Air]	SC: p.61
<i>Effect:</i> Your lungs are constantly filled with air for the duration of the spell.					Target: You			Caster Level: 10	
□□□□□ Delay Disease	14	Will negates [harmless]	1 standard action	24 hours	Touch	V,S,DF	Yes [harmless]	Conjuration (Healing)	SC: p.63
<i>Effect:</i> Halts any nonmagical disease for the duration of the spell.					Target: Creature touched			Caster Level: 10	
□□□□□ Detect Animals or Plants		None	Standard Action	Concentration, up to 10 minutes/level [D]	Long (800 ft.)	V,S	No	Divination	PHB: p.218
<i>Effect:</i> Detects kinds of animals or plants.					Target: Cone-shaped emanation			Caster Level: 10	
□□□□□ Detect Snares and Pits		None	Standard Action	Concentration, up to 10 minutes/level [D]	60 ft.	V,S	No	Divination	PHB: p.220
<i>Effect:</i> Reveals natural or primitive traps.					Target: Cone-shaped emanation			Caster Level: 10	
□□□□□ Endure Elements	14	Will negates (harmless)	Standard Action	24 hours	Touch	V,S	Yes (harmless)	Abjuration	PHB: p.226
<i>Effect:</i> Exist comfortably in hot or cold environments.					Target: Creature touched			Caster Level: 10	
□□□□□ Enrage Animal		None	1 standard action	Concentration +1 round/level	Medium (200 ft.)	V,S	Yes	Enchantment (Compulsion) [Mind-Affecting]	SC: p.81
<i>Effect:</i> Grants +4 morale bonus to Str, Con, Will Saves & -2 penalty to AC to affected animal.					Target: One animal			Caster Level: 10	
□□□□□ Entangle	14	Reflex partial; see text	Standard Action	1 minute/level [D]	Long (800 ft.)	V,S, DF	No	Transmutation	PHB: p.227
<i>Effect:</i> Plants entangle everyone in 40-ft.-radius circle.					Target: Plants in a 40-ft.-radius spread			Caster Level: 10	
□□□□□ Faerie Fire		None	Standard Action	1 minute/level [D]	Long (800 ft.)	V,S, DF	Yes	Evocation [Light]	PHB: p.229
<i>Effect:</i> Outlines subjects with light, canceling blur, concealment, and the like.					Target: Creatures and objects within a 5-ft.-radius burst			Caster Level: 10	
□□□□□ Foundation of Stone		None	1 standard action	1 round/level	Close (50 ft.)	V,M	Yes [harmless]	Transmutation [Earth]	SC: p.99
<i>Effect:</i> As long as subjects don't move they gain +2 AC and +4 to Str against bull rush.					Target: One creature/level, no two of which are more than 30 ft. apart			Caster Level: 10	
□□□□□ Goodberry		None	Standard Action	1 day/level	Touch	V,S, DF	Yes	Transmutation	PHB: p.237
<i>Effect:</i> 2d4 berries each cure 1 hp [max 8 hp/24 hours].					Target: 2d4 fresh berries touched			Caster Level: 10	
□□□□□ Hawkeye	14	N/A	1 standard action	10 minutes/level [D]	Personal	V	N/A	Transmutation	SC: p.110
<i>Effect:</i> Increases range increment by 50% and +5 competence bonus on Spot checks.					Target: You			Caster Level: 10	
□□□□□ Healthful Rest	14	Will negates [harmless]	10 minutes	24 hours	Close (50 ft.)	V,S	Yes [harmless]	Conjuration (Healing)	SC: p.111
<i>Effect:</i> Doubles the natural healing rate.					Target: One creature/level, no two of which can be more than 30 feet apart			Caster Level: 10	
□□□□□ Hide from Animals	14	Will negates (harmless)	Standard Action	10 minutes/level [D]	Touch	S, DF	Yes	Abjuration	PHB: p.241
<i>Effect:</i> Animals can't perceive 1 subject/level.					Target: 1 creature/level touched			Caster Level: 10	
□□□□□ Horrible Taste	14	Fortitude negates; see text	1 standard action	10 minutes/level	Touch	V,S,M	No	Transmutation	SC: p.116
<i>Effect:</i> Animals must save after biting or refuse to bite the subject.					Target: Creature or object touched			Caster Level: 10	
□□□□□ Jump	14	Will negates (harmless)	Standard Action	1 minute/level [D]	Touch	V,S,M	Yes	Transmutation	PHB: p.246
<i>Effect:</i> Subject gets bonus on Jump checks.					Target: Creature touched			Caster Level: 10	
□□□□□ Junglerazer	14	Reflex half	1 standard action	Instantaneous	120 ft.	V,S,M	Yes	Necromancy	SC: p.127
<i>Effect:</i> Fey, vermin, plants and plant creatures and animals caught in the area take 1d10/caster level [max 10d10] negative energy.					Target: 120-ft. line			Caster Level: 10	
□□□□□ Longstrider		None	Standard Action	1 hour/level [D]	Personal	V,S,M	No	Transmutation	PHB: p.249
<i>Effect:</i> Increases your speed.					Target: You			Caster Level: 10	

\* =Domain/Specialty Spell

# Druid Spells

Low-light Vision	14	Will negates [harmless]	1 standard action	1 hour/level	Touch	V,M	Yes [harmless]	Transmutation	SC: p.134
<i>Effect:</i> Target gains low-light vision.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 10		
Magic Fang	14	Will negates (harmless)	Standard Action	1 minute/level	Touch	V,S, DF	Yes (harmless)	Transmutation	PHB: p.250
<i>Effect:</i> One natural weapon of subject creature gets +1 on attack and damage rolls.					<i>Target:</i> Living creature touched		<i>Caster Level:</i> 10		
Magic Stone	14	Will negates (harmless, object)	Standard Action	30 minutes or until discharged	Touch	V,S, DF	Yes (harmless, object)	Transmutation	PHB: p.251
<i>Effect:</i> Three stones gain +1 on attack rolls, deal 1d6+1 damage.					<i>Target:</i> Up to three pebbles touched		<i>Caster Level:</i> 10		
Obscuring Mist		None	Standard Action	1 minute/level	20 ft.	V,S	No	Conjuration (Creation)	PHB: p.258
<i>Effect:</i> Fog surrounds you.					<i>Target:</i> Cloud spreads in 20-ft. radius from you, 20 ft. high		<i>Caster Level:</i> 10		
Omen of Peril	14	N/A	1 round	Instantaneous	Personal	V,F	N/A	Divination	SC: p.149
<i>Effect:</i> Brief supplication gives you a vision that hints at how dangerous the immediate future is likely to be.; see text.					<i>Target:</i> You		<i>Caster Level:</i> 10		
Pass without Trace	14	Will negates (harmless)	Standard Action	1 hour/level [D]	Touch	V,S, DF	Yes (harmless)	Transmutation	PHB: p.259
<i>Effect:</i> 1 subject/level leaves no tracks.					<i>Target:</i> 1 creature/level touched		<i>Caster Level:</i> 10		
Produce Flame		None	Standard Action	1 minute/level [D]	0 ft.	V,S	Yes	Evocation [Fire]	PHB: p.265
<i>Effect:</i> 1d6 +1/level [max +5] damage, touch or thrown.					<i>Target:</i> Flame in your palm		<i>Caster Level:</i> 10		
Raging Flame		None	1 standard action	1 minute	Medium (200 ft.)	V,S	No	Transmutation [Fire]	SC: p.164
<i>Effect:</i> Causes existing fire to double their heat and radiance; see text.					<i>Target:</i> 30-ft.-radius spread		<i>Caster Level:</i> 10		
Ram's Might	14	N/A	1 standard action	1 minute/level	Personal	V,S	N/A	Transmutation	SC: p.166
<i>Effect:</i> Your hands harden +2 bonus to Str, inflict lethal damage, and you are considered armed.					<i>Target:</i> You		<i>Caster Level:</i> 10		
Rapid Burrowing	14	Fortitude negates [harmless]	1 standard action	10 minutes/level	Touch	V,S,DF	Yes [harmless]	Transmutation	SC: p.166
<i>Effect:</i> Improves existing burrow speed by 20 ft.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 10		
Remove Scent	14	Will negates	1 standard action	10 minutes/level	Touch	V,S,M	Yes	Transmutation	SC: p.173
<i>Effect:</i> Hides the scent of the affected creature or removes potent affects from creatures such as ghosts or troglodytes.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 10		
Resist Planar Alignment	14	Will negates [harmless]	1 standard action	1 round/level	Touch	V,S,DF	Yes [harmless]	Abjuration	SC: p.174
<i>Effect:</i> Grants limited protection from a plane's alignment traits; see text.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 10		
Sandblast	14	Reflex half	1 standard action	Instantaneous	10 ft.	V,S,DF	Yes	Evocation	SC: p.180
<i>Effect:</i> Creatures in area take 1d6 nonlethal damage, any creature that fails the save is also stunned for 1 round.					<i>Target:</i> 10-ft.-radius burst centered on your hands		<i>Caster Level:</i> 10		
Shillelagh	14	Will negates (object)	Standard Action	1 minute/level	Touch	V,S, DF	Yes (object)	Transmutation	PHB: p.278
<i>Effect:</i> Cudgel or quarterstaff becomes +1 weapon dealing damage as if two size categories larger for 1 minutes/level.					<i>Target:</i> One touched nonmagical oak club or quarterstaff		<i>Caster Level:</i> 10		
Slow Burn		None	1 standard action	1 minute	Medium (200 ft.)	V,S,M/DF	No	Transmutation [Fire]	SC: p.192
<i>Effect:</i> Doubles the amount of time to put out a fire; see text.					<i>Target:</i> 30-ft.-radius spread		<i>Caster Level:</i> 10		
Snake's Swiftmess	14	Will negates [harmless]	1 standard action	Instantaneous	Close (50 ft.)	V,S,M/DF	Yes [harmless]	Transmutation	SC: p.193
<i>Effect:</i> Subject may make another single attack melee or ranged; see text.					<i>Target:</i> One allied creature		<i>Caster Level:</i> 10		
Snowshoes	14	Will negates [harmless]	1 standard action	1 hour/level [D]	Touch	V,S	Yes [harmless]	Transmutation	SC: p.194
<i>Effect:</i> Speed increases by 10 ft. and no Balance checks or Reflex required to walk on snow.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 10		
Speak with Animals		None	Standard Action	1 minute/level	Personal	V,S	No	Divination	PHB: p.281
<i>Effect:</i> You can communicate with animals.					<i>Target:</i> You		<i>Caster Level:</i> 10		
Summon Nature's Ally I		None	1 round	1 round/level [D]	Close (50 ft.)	V,S, DF	No	Conjuration (Summoning)	PHB: p.288
<i>Effect:</i> Calls creature to fight.					<i>Target:</i> One summoned creature		<i>Caster Level:</i> 10		
Surefooted Stride		None	1 standard action	1 minute/level	Personal	V,S	No	Transmutation	SC: p.216
<i>Effect:</i> Move through difficult terrain at full speed. Gain +2 Climb checks.					<i>Target:</i> You		<i>Caster Level:</i> 10		
Thunderhead	14	Reflex negates; see text	1 standard action	1 round/level	Close (50 ft.)	V,S,M	Yes	Evocation [Electricity]	SC: p.219
<i>Effect:</i> Minature thundercloud follows creature unerringly each round [even if it goes invisible or leaves the region] striking it with lightning that deals 1 pt of damage.					<i>Target:</i> One creature		<i>Caster Level:</i> 10		
Traveler's Mount	14	Will negates	1 standard action	1 hour/level	Touch	V,S	Yes	Transmutation	SC: p.223
<i>Effect:</i> +10 feet enhancement bonus to speed but cannot attack during the duration of the spell.					<i>Target:</i> Animal or magical beast touched		<i>Caster Level:</i> 10		
Updraft	14	N/A	1 swift action	Instantaneous	Personal	V,S,M	N/A	Conjuration (Creation) [Air]	SC: p.228
<i>Effect:</i> Gain 10 ft. per level of altitude, and then gently float back to the ground.					<i>Target:</i> You		<i>Caster Level:</i> 10		
Vigor, Lesser	14	Will negates [harmless]	1 standard action	10 rounds + 1 round/level [max 15]	Touch	V,S	Yes [harmless]	Conjuration (Healing)	SC: p.229
<i>Effect:</i> Grants target fast healing ability for the duration of the spell. Heals 1 hp automatically per round.					<i>Target:</i> Living creature touched		<i>Caster Level:</i> 10		
Vine Strike	14	N/A	1 swift action	1 round	Personal	V,DF	N/A	Divination	SC: p.230
<i>Effect:</i> Allows sneak attacks against plants if you already have the ability.					<i>Target:</i> You		<i>Caster Level:</i> 10		
Wall of Smoke	14	Fortitude partial; see text	1 standard action	1 round/level	Close (50 ft.)	V,S	No	Conjuration (Creation)	SC: p.235
<i>Effect:</i> Makes a wall of black smoke, causes nausea; see text.					<i>Target:</i> A straight wall whose area is up to one 10-ft. square/level [S]		<i>Caster Level:</i> 10		
Wings of the Sea	14	Fortitude negates [harmless]	1 standard action	1 minute/level	Touch	S,M	Yes [harmless]	Transmutation	SC: p.240
<i>Effect:</i> Increases creatures swim speed by 30 ft.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 10		
Winter Chill	14	Fortitude negates	1 standard action	Instantaneous	Close (50 ft.)	V,S	Yes	Transmutation [Cold]	SC: p.241
<i>Effect:</i> Creature must succeed on save or take 1d6 points of cold damage and become fatigued.					<i>Target:</i> One creature		<i>Caster Level:</i> 10		
Wood Wose		None	1 standard action	1 hour/level	Close (50 ft.)	V,S,DF	No	Conjuration (Creation)	SC: p.242
<i>Effect:</i> Summon minor nature spirit to perform simple natural tasks.					<i>Target:</i> One nature servant		<i>Caster Level:</i> 10		

\* =Domain/Speciality Spell

# Druid Spells

## LEVEL 2

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□□Align Fang	15	Will negates [harmless]	1 standard action	1 minute/level	Touch	V,S,DF	Yes [harmless]	Transmutation	SC: p.9
<i>Effect:</i> Aligns a creature's natural weapon to good-,evil-,lawful-,or chaotic.					<i>Target:</i> Living creature touched			<i>Caster Level:</i> 10	
□□□□□Animalistic Power	15	Will negates [harmless]	1 standard action	1 minute/level	Touch	V,S,M	Yes [harmless]	Transmutation	PHB II: p.101
<i>Effect:</i> Subject is imbued with +2 to Strength, Dexterity and Constitution.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 10	
□□□□□Animal Messenger	15	None; see text	Standard Action	1 day/level	Close (50 ft.)	V,S,M	Yes	Enchantment (Compulsion) [Mind-Affecting]	PHB: p.198
<i>Effect:</i> Sends a Tiny animal to a specific place.					<i>Target:</i> One Tiny animal			<i>Caster Level:</i> 10	
□□□□□Animal Trance	15	Will negates; see text	Standard Action	Concentration	Close (50 ft.)	V,S	Yes	Enchantment (Compulsion) [Mind-Affecting, Sonic]	PHB: p.198
<i>Effect:</i> Fascinates 2d6 HD of animals.					<i>Target:</i> Animals or magical beasts with Intelligence 1 or 2			<i>Caster Level:</i> 10	
□□□□□Avoid Planar Effects		None	1 immediate action	1 minute/level	20 ft.	V	Yes [harmless]	Abjuration	SC: p.19
<i>Effect:</i> Gain temporary respite from the natural effects of a specific plane.					<i>Target:</i> One creature/level in a 20-ft. radius burst centered on you			<i>Caster Level:</i> 10	
□□□□□Balancing Lorecall	15	N/A	1 standard action	1 minute/level [D]	Personal	V,S,M/DF	N/A	Divination	SC: p.23
<i>Effect:</i> Gain +4 insight bonus to balance bonus; see text.					<i>Target:</i> You			<i>Caster Level:</i> 10	
□□□□□Barkskin		None	Standard Action	10 minutes/level	Touch	V,S, DF	Yes (harmless)	Transmutation	PHB: p.203
<i>Effect:</i> Grants +2 enhancement to natural armor. Additional +1 per three levels above 3rd [max +5 at 12th level]					<i>Target:</i> Living creature touched			<i>Caster Level:</i> 10	
□□□□□Bear's Endurance	15	Will negates (harmless)	Standard Action	1 minute/level	Touch	V,S, DF	Yes	Transmutation	PHB: p.203
<i>Effect:</i> Subject gains +4 to Con for 1 minutes/level.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 10	
□□□□□Binding Winds	15	Reflex negates	1 standard action	Concentration	Medium (200 ft.)	V,S	Yes	Evocation [Air]	SC: p.27
<i>Effect:</i> Subject can act normally, but it cannot move from it's current location.					<i>Target:</i> One creature			<i>Caster Level:</i> 10	
□□□□□Bite of the Wererat	15	N/A	1 standard action	1 round/level	Personal	V,S,M	N/A	Transmutation	SC: p.28
<i>Effect:</i> Gain +6 bonus to Dex, +2 Con, +3 natural armor.					<i>Target:</i> You			<i>Caster Level:</i> 10	
□□□□□Blinding Spittle		None	1 standard action	Instantaneous	Close (50 ft.)	V,S	Yes	Transmutation	SC: p.32
<i>Effect:</i> Spit caustic saliva into foes eyes on successful ranged touch attack. Causes -4 penalty to attack roll.					<i>Target:</i> One missile of spit			<i>Caster Level:</i> 10	
□□□□□Blood Frenzy	15	Will negates	1 standard action	Special; see text	Touch	V,S	Yes	Transmutation	SC: p.33
<i>Effect:</i> Target enters a rage, as its rage special ability, but this rage doesn't count against it's total.					<i>Target:</i> Any creature with the rage ability			<i>Caster Level:</i> 10	
□□□□□Body of the Sun	15	Reflex half	1 standard action	1 round/level	5 ft.	V,S,DF	Yes	Transmutation [Fire]	SC: p.35
<i>Effect:</i> Fire and light extend 5ft. from caster's body inflicting 1d4/2 levels [max 5d4] points of fire damage [Reflex save for half].					<i>Target:</i> 5 ft.-radius emanation centered on you			<i>Caster Level:</i> 10	
□□□□□Brambles		None	1 standard action	1 round/level	Touch	V,S,M	No	Transmutation	SC: p.38
<i>Effect:</i> Small magical thorns/spikes protrude from wooden weapon; gains a +1 to hit enhancement and deals +1/level [max +10] damage.					<i>Target:</i> Wooden weapon touched			<i>Caster Level:</i> 10	
□□□□□Briar Web		None	1 standard action	1 minute/level	Medium (200 ft.)	V,S,DF	No	Transmutation	SC: p.39
<i>Effect:</i> As entangle, but thorns deal damage each round.					<i>Target:</i> 40-ft-radius spread.			<i>Caster Level:</i> 10	
□□□□□Bull's Strength	15	Will negates (harmless)	Standard Action	1 minute/level	Touch	V,S,M/DF	Yes (harmless)	Transmutation	PHB: p.207
<i>Effect:</i> Subject gains +4 to Str for 1 minutes/level.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 10	
□□□□□Burrow	15	Will negates [harmless]	1 standard action	1 minute/level [D]	Touch	V,S,F/DF	Yes [harmless]	Transmutation	SC: p.41
<i>Effect:</i> Burrow through earth at 30 ft unless wearing Medium or heavier armor or a Medium load than it is 20 ft.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 10	
□□□□□Camouflage, Mass	15	Will negates [harmless]	1 standard action	10 minutes/level	Medium (200 ft.)	V,S	Yes [harmless]	Transmutation	SC: p.43
<i>Effect:</i> As camouflage, except the effect is mobile within the group. [Broken for creatures who more than 60 ft apart].					<i>Target:</i> Any number of creatures, no two of which can be more than 60 ft. apart			<i>Caster Level:</i> 10	
□□□□□Cat's Grace	15	Will negates (harmless)	Standard Action	1 minute/level	Touch	V,S,M	Yes	Transmutation	PHB: p.208
<i>Effect:</i> Subject gains +4 to Dex for 1 minutes/level.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 10	
□□□□□Chill Metal	15	Will negates (object)	Standard Action	7 rounds	Close (50 ft.)	V,S, DF	Yes (object)	Transmutation [Cold]	PHB: p.209
<i>Effect:</i> Cold metal damages those who touch it.					<i>Target:</i> Metal equipment of 1 creature/2 levels, no two of which can be more than 30 ft. apart; or 250 lbs of metal			<i>Caster Level:</i> 10	
□□□□□Cloud Wings	15	Fortitude negates [harmless]	1 standard action	1 hour/level	Touch	V,S	Yes [harmless]	Transmutation	SC: p.49
<i>Effect:</i> Increases fly speed by 30 ft.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 10	
□□□□□Countermoon	15	Will negates [D]	1 standard action	12 hours	Close (50 ft.)	V,S,M	Yes	Abjuration	SC: p.53
<i>Effect:</i> Stops lycanthropic shapechanging for 12 hours.					<i>Target:</i> One lycanthrope			<i>Caster Level:</i> 10	
□□□□□Creeping Cold	15	Fortitude half	1 standard action	3 rounds	Close (50 ft.)	V,S,F	Yes	Transmutation [Cold]	SC: p.55
<i>Effect:</i> Deals progressive damage from cold [+1d6/round].					<i>Target:</i> One creature			<i>Caster Level:</i> 10	
□□□□□Daggerspell Stance	15	N/A	1 swift action	1 round/level [D]	Personal	V,F	N/A	Abjuration	SC: p.57
<i>Effect:</i> Gain +2 insight bonus to hit and damage when you make a full attack wielding two daggers. Can deflect spells [SR 5+level] and gain DR 5/magic when full defense.					<i>Target:</i> You			<i>Caster Level:</i> 10	
□□□□□Decomposition		None	1 standard action	1 round/level	50 ft.	V,S,DF	Yes	Necromancy	SC: p.61
<i>Effect:</i> Wounded creatures suffer 3 extra hp/round.					<i>Target:</i> Living enemies within a 50-ft.-radius emanation centered on you			<i>Caster Level:</i> 10	
□□□□□Delay Poison	15	Fortitude negates (harmless)	Standard Action	1 hour/level	Touch	V,S, DF	Yes (harmless)	Conjuration (Healing)	PHB: p.217
<i>Effect:</i> Stops poison from harming subject for 1 hour/level.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 10	
□□□□□Drifts of the Shalm		None	1 standard action	1 round/level	Medium (200 ft.)	V,S	No	Evocation	PHB II: p.111
<i>Effect:</i> Delay enemies with a drift [double movement penalty] of snow, leaves or ash [your choice]; snow casues 3 cold damage; leaf can be ignited and cause 2d6 damage; ash causes 3 fire damage.					<i>Target:</i> One 5-ft. square/level [S]			<i>Caster Level:</i> 10	

\* =Domain/Speciality Spell

# Druid Spells

■■■■■ Earthbind	15	Fortitude negates	1 standard action	1 minute/level [D]	Medium (200 ft.)	V,S	Yes	Transmutation	SC: p.76
<i>Effect:</i> Reduce a creatures fly speed to 0, airborne creatures fall to the ground as if by featherfall.					<i>Target:</i> One creature		<i>Caster Level:</i> 10		
■■■■■ Earthfast		None	1 standard action	10 minutes/level [D]	Close (50 ft.)	V,S	Yes [object]	Transmutation	SC: p.76
<i>Effect:</i> Doubles Structures HP and increases Hardness to 10.					<i>Target:</i> One stone structure or rock formation, up to 25 cu. ft./level		<i>Caster Level:</i> 10		
■■■■■ Easy Trail		None	1 standard action	1 hour/level [D]	40 ft.	V,S	Yes	Abjuration	SC: p.76
<i>Effect:</i> Removes movement penalties through dense brush and increases track DC by 5 for any pursuers.					<i>Target:</i> 40-ft. radius emanation centered on you		<i>Caster Level:</i> 10		
■■■■■ Embrace the Wild	15	N/A	1 standard action	10 minutes/level [D]	Personal	V	N/A	Transmutation	SC: p.79
<i>Effect:</i> The caster gains an animal's sensory and skills, low-light vision and Scent or Blindsense 30' your choice. +2 spot and listen checks.					<i>Target:</i> You		<i>Caster Level:</i> 10		
■■■■■ Fins to Feet	15	Fortitude negates [harmless]	1 standard action	1 hour/level	Touch	V,S	Yes [harmless]	Transmutation	SC: p.92
<i>Effect:</i> Creatures lose swim speed but gain walk speed of 30 ft.					<i>Target:</i> Willing creature touched		<i>Caster Level:</i> 10		
■■■■■ Fire Trap	15	Reflex half; see text	10 minutes	Permanent until discharged [D]	Touch	V,S,M	Yes	Abjuration [Fire]	PHB: p.231
<i>Effect:</i> Opened object deals 1d4+10 fire damage.					<i>Target:</i> Object touched		<i>Caster Level:</i> 10		
■■■■■ Flame Blade		None	Standard Action	1 minute/level [D]	0 ft.	V,S, DF	Yes	Evocation [Fire]	PHB: p.231
<i>Effect:</i> Touch attack deals 1d8 +5 fire damage.					<i>Target:</i> Sword-like beam		<i>Caster Level:</i> 10		
■■■■■ Flaming Sphere	15	Reflex negates	Standard Action	1 round/level	Medium (200 ft.)	V,S,M/DF	Yes	Evocation [Fire]	PHB: p.232
<i>Effect:</i> Creates rolling ball of fire, 2d6 damage, lasts 1 round/level.					<i>Target:</i> 5-ft.-diameter sphere		<i>Caster Level:</i> 10		
■■■■■ Fog Cloud		None	Standard Action	10 minutes/level	Medium (200 ft.)	V,S	No	Conjuration (Creation)	PHB: p.232
<i>Effect:</i> Fog obscures vision.					<i>Target:</i> Fog spreads in 20-ft. radius, 20 ft. high		<i>Caster Level:</i> 10		
■■■■■ Frost Breath	15	Reflex half	1 standard action	Instantaneous	30 ft.	V,S,M	Yes	Evocation [Cold]	SC: p.100
<i>Effect:</i> Breath a cone of cold that deal 1d4/2 caster levels [max 5d4] and creatures are also dazed if they failed the Reflex save.					<i>Target:</i> Cone-shaped burst		<i>Caster Level:</i> 10		
■■■■■ Gust of Wind	15	Fortitude negates	Standard Action	1 round	60 ft.	V,S	Yes	Evocation [Air]	PHB: p.238
<i>Effect:</i> Blows away or knocks down smaller creatures.					<i>Target:</i> Line-shaped gust of severe wind emanating out from you to the extreme of the range		<i>Caster Level:</i> 10		
■■■■■ Healing Lorecall	15	N/A	1 standard action	10 minutes/level	Personal	V,S,M	N/A	Divination	SC: p.110
<i>Effect:</i> Allows caster with Heal ranks to remove other ailments when using Conjuration [Healing] spells. Can also heal more; see text.					<i>Target:</i> You		<i>Caster Level:</i> 10		
■■■■■ Healing Sting		None	1 standard action	Instantaneous	Touch	V,S,M	Yes	Necromancy	SC: p.110
<i>Effect:</i> Inflict 1d12 +1/caster level [max +10] to a living creature and gain an equal amount of HP.					<i>Target:</i> You and one living creature		<i>Caster Level:</i> 10		
■■■■■ Heartfire	15	Fortitude partial	1 standard action	1 round/level	Close (50 ft.)	V,S,DF	Yes	Evocation [Light, Fire]	SC: p.112
<i>Effect:</i> Subjects do benefit from concealment, on failed save they also take 1d4 fire damage each round [half damage on save].					<i>Target:</i> living creatures within a 5-ft.-radius burst		<i>Caster Level:</i> 10		
■■■■■ Heat Metal	15	Will negates (object)	Standard Action	7 rounds	Close (50 ft.)	V,S, DF	Yes (object)	Transmutation [Fire]	PHB: p.239
<i>Effect:</i> Make metal so hot it damages those who touch it.					<i>Target:</i> Metal equipment of 1 creature/2 levels, no two of which can be more than 30 ft. apart; or 25 lb./level of metal, all of which must be within a 30-ft. circle		<i>Caster Level:</i> 10		
■■■■■ Hold Animal	15	Will negates; see text	Standard Action	1 round/level [D]; see text	Medium (200 ft.)	V,S	Yes	Enchantment (Compulsion) [Mind-Affecting]	PHB: p.241
<i>Effect:</i> Paralyzes one animal for 1 round/level.					<i>Target:</i> One animal		<i>Caster Level:</i> 10		
■■■■■ Kelpstrand		None	1 standard action	1 round/level	Close (50 ft.)	V,S,M	No	Conjuration (Creation)	SC: p.128
<i>Effect:</i> Make ranged attacks against each target; see text					<i>Target:</i> One creature/3 levels, no two of which are more than 30 ft. apart		<i>Caster Level:</i> 10		
■■■■■ Linked Perception	15	Will negates (harmless)	1 standard action	1 minute/level [D]	20 ft.	V,DF	Yes (harmless)	Divination	PHB II: p.117
<i>Effect:</i> All allies get a shared awareness. +2 bonus on Spot and Listen checks per ally in the area [example: you and three allies would make +6].					<i>Target:</i> 20-ft.-radius emanation centered on you		<i>Caster Level:</i> 10		
■■■■■ Listening Lorecall	15	N/A	1 standard action	10 minutes/level	Personal	V,S,DF	N/A	Divination	SC: p.133
<i>Effect:</i> Gain +4 insight bonus on Listen checks; see text.					<i>Target:</i> You		<i>Caster Level:</i> 10		
■■■■■ Mark of the Outcast	15	Will negates	1 standard action	Permanent	Close (50 ft.)	V,S,DF	Yes	Necromancy	SC: p.138
<i>Effect:</i> Creates an indelible mark on the subjects face; see text.					<i>Target:</i> One creature		<i>Caster Level:</i> 10		
■■■■■ Master Air	15	N/A	1 standard action	1 round/level	Personal	V,S,F	N/A	Transmutation	SC: p.139
<i>Effect:</i> Fly at 90 ft. [or 60 if med or hvy armor].					<i>Target:</i> You		<i>Caster Level:</i> 10		
■■■■■ Mountain Stance	15	Will negates [harmless]	1 standard action	1 minute/level	Touch	V,S	No	Transmutation	SC: p.144
<i>Effect:</i> As a free action you can root yourself to the ground. Gain bonus equal to the caster level against grapple, lift, push, bull rush, over-run, throw, trip or otherwise force the creature to move.					<i>Target:</i> One creature		<i>Caster Level:</i> 10		
■■■■■ Nature's Favor	15	Will negates [harmless]	1 swift action	1 minute	Touch	V,S,DF	Yes [harmless]	Evocation	SC: p.146
<i>Effect:</i> Target animal gains attack and damage bonus of +1 for every 3 caster levels max of +5 at 15th level.					<i>Target:</i> Animal touched		<i>Caster Level:</i> 10		
■■■■■ One With the Land	15	N/A	1 standard action	1 hour/level	Personal	V,S	N/A	Transmutation	SC: p.149
<i>Effect:</i> Gain +2 insight bonus to Move Silently, Search, Hide, Survival and Handle Animal checks.					<i>Target:</i> You		<i>Caster Level:</i> 10		
■■■■■ Owl's Wisdom	15	Will negates (harmless)	Standard Action	1 minute/level	Touch	V,S,M/DF	Yes	Transmutation	PHB: p.259
<i>Effect:</i> Subject gains +4 to Wis for 1 minutes/level.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 10		
■■■■■ Reduce Animal		None	Standard Action	1 hour/level [D]	Touch	V,S	No	Transmutation	PHB: p.269
<i>Effect:</i> Shrinks one willing animal.					<i>Target:</i> One willing animal of Small, Medium, Large, or Huge size		<i>Caster Level:</i> 10		
■■■■■ Resist Energy	15	Fortitude negates (harmless)	Standard Action	10 minutes/level	Touch	V,S, DF	Yes (harmless)	Abjuration	PHB: p.272
<i>Effect:</i> Ignores first 20 points of damage/attack from specified energy type.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 10		
■■■■■ Restoration, Lesser	15	Will negates (harmless)	3 rounds	Instantaneous	Touch	V,S	Yes (harmless)	Conjuration (Healing)	PHB: p.272
<i>Effect:</i> Dispels magical ability penalty or repairs 1d4 ability damage.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 10		
■■■■■ Saltray	15	Fortitude partial	1 standard action	Instantaneous	Close (50 ft.)	V,S	Yes	Evocation	SC: p.179
<i>Effect:</i> Ranged touch attack deals 1d6 per two caster levels [max 5d6] and make a save or be stunned for 1 round.					<i>Target:</i> Ray		<i>Caster Level:</i> 10		

\* =Domain/Speciality Spell



## Druid Spells

■■■■■ Scent		None	1 standard	10 minutes/level	Touch	V,S,M	Yes [harmless]	Transmutation	SC: p.180
<i>Effect:</i> Bestows Scent ability with all the same powers.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 10		
■■■■■ Share Husk	15	Will negates [harmless]	1 standard	1 minute/level	Touch	V,S,M	Yes	Divination	SC: p.187
<i>Effect:</i> You can sense all the stimuli the target animal senses.					<i>Target:</i> Animal touched		<i>Caster Level:</i> 10		
■■■■■ Snake's Swiftmess, Mass	15	Will negates [harmless]	1 standard	Instantaneous	Medium (200 ft.)	V,S,M/DF	Yes [harmless]	Transmutation	SC: p.193
<i>Effect:</i> Subjects may make another single attack melee or ranged; see text.					<i>Target:</i> Allied creatures in a 20-ft.-radius burst		<i>Caster Level:</i> 10		
■■■■■ Soften Earth and Stone		None	Standard	Instantaneous	Close (50 ft.)	V,S, DF	No	Transmutation [Earth]	PHB: p.280
<i>Effect:</i> Turns stone to clay or dirt to sand or mud.					<i>Target:</i> 10 ft./level square; see text		<i>Caster Level:</i> 10		
■■■■■ Spider Climb	15	Will negates [harmless]	Standard	10 minutes/level	Touch	V,S,M	Yes [harmless]	Transmutation	PHB: p.283
<i>Effect:</i> Grants ability to walk on walls and ceilings.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 10		
■■■■■ Splinterbolt		None	1 standard	Instantaneous	Close (50 ft.)	V,S,M	No	Conjuration (Creation)	SC: p.203
<i>Effect:</i> Make ranged attack to hit, on hit deal 4d6 piercing damage and threatens on 18-20. See text.					<i>Target:</i> One or more streams of splinters		<i>Caster Level:</i> 10		
■■■■■ Summon Nature's Ally II		None	1 round	1 round/level [D]	Close (50 ft.)	V,S, DF	No	Conjuration (Summoning)	PHB: p.288
<i>Effect:</i> Calls creature to fight.					<i>Target:</i> One or more creatures, no two of which can be more than 30 ft. apart		<i>Caster Level:</i> 10		
■■■■■ Summon Swarm		None	1 round	Concentration + 2 rounds	Close (50 ft.)	V,S,M/DF	No	Conjuration (Summoning)	PHB: p.289
<i>Effect:</i> Summons swarm of bats, rats, or spiders.					<i>Target:</i> One swarm of bats, rats, or spiders		<i>Caster Level:</i> 10		
■■■■■ Swim		None	1 round	10 minutes/level [D]	Medium (200 ft.)	V,S,M	Yes [harmless]	Transmutation [Water]	SC: p.217
<i>Effect:</i> Gain swim speed and +8 to Swim checks.					<i>Target:</i> One creature		<i>Caster Level:</i> 10		
■■■■■ Tiger's Tooth		None	1 swift	1 round	Living creature touched	V	No	Transmutation	SC: p.221
<i>Effect:</i> As greater magic fang.					<i>Target:</i> You		<i>Caster Level:</i> 10		
■■■■■ Train Animal	15	Will negates [harmless]	10 minutes	1 hour/level	Touch	V,S,DF	Yes [harmless]	Enchantment (Charm) [Mind-Affecting]	SC: p.221
<i>Effect:</i> You temporarily boost the number of tricks that an animal knows.					<i>Target:</i> Animal touched		<i>Caster Level:</i> 10		
■■■■■ Tree Shape		None	Standard	1 hour/level [D]	Personal	V,S, DF	No	Transmutation	PHB: p.296
<i>Effect:</i> You look exactly like a tree for 1 hour/level.					<i>Target:</i> You		<i>Caster Level:</i> 10		
■■■■■ Warp Wood	15	Will negates (object)	Standard	Instantaneous	Close (50 ft.)	V,S	Yes (object)	Transmutation	PHB: p.300
<i>Effect:</i> Bends wood [shaft, handle, door, plank].					<i>Target:</i> One Small wooden object/level, all within a 20-ft. radius		<i>Caster Level:</i> 10		
■■■■■ Wings of Air		None	1 standard	1 minute/level	Touch	V	No	Transmutation	SC: p.240
<i>Effect:</i> Manuverability improves by one step.					<i>Target:</i> Winged creature touched		<i>Caster Level:</i> 10		
■■■■■ Winter's Embrace	15	Fortitude negates	1 standard	1 round/level	Close (50 ft.)	V,S	Yes	Evocation [Cold]	SC: p.241
<i>Effect:</i> Creature fails it's save takes 1d8 cold damage each round; see text.					<i>Target:</i> One creature		<i>Caster Level:</i> 10		
■■■■■ Wood Shape	15	Will negates (object)	Standard	Instantaneous	Touch	V,S, DF	Yes (object)	Transmutation	PHB: p.303
<i>Effect:</i> Rearranges wooden objects to suit you.					<i>Target:</i> One touched piece of wood no larger than 10 cu. ft. + 1 ft./level		<i>Caster Level:</i> 10		
■■■■■ Wracking Touch	15	Fortitude half	1 standard	Instantaneous	Touch	V,S	Yes	Necromancy	SC: p.243
<i>Effect:</i> Deal 1d6 +1 per caster level [max +10] plus you get sneak attack damage if you possess the ability.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 10		
■■■■■ Zone of Glacial Cold	15	Fort half	Standard	10 rounds	Medium (200 ft.)	V,S,M	No	Conjuration [Cold]	FrstB: p.106
<i>Effect:</i> Zone deals 1d6 cold damage each round.					<i>Target:</i> 20-ft.-radius		<i>Caster Level:</i> 10		

## LEVEL 3

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
■■■■■ Air Breathing	16	Will negates [harmless]	1 standard	2 hours/level; see text	Touch	S,M/DF	Yes [harmless]	Transmutation	SC: p.8
<i>Effect:</i> Grants creatures the ability to breath air.					<i>Target:</i> Living creatures touched		<i>Caster Level:</i> 10		
■■■■■ Align Fang, Mass	16	Will negates [harmless]	1 standard	1 minute/level	Close (50 ft.)	V,S,DF	Yes [harmless]	Transmutation	SC: p.9
<i>Effect:</i> Same as algin fang, but on multiple creatures.					<i>Target:</i> One or more creatures, no two of which are more than 30 ft. apart		<i>Caster Level:</i> 10		
■■■■■ Alter Fortune		None	1 immediate	Instantaneous	Close (50 ft.)	V,X	No	Divination	PHB II: p.101
<i>Effect:</i> Target must reroll any die roll it just made taking the second roll.					<i>Target:</i> One creature		<i>Caster Level:</i> 10		
■■■■■ Attune Form	16	N/A	1 standard	24 hours	Touch	V,S,M/DF	N/A	Transmutation	SC: p.17
<i>Effect:</i> Attunes the affected creatures to the plane you are currently on, negating harmful effects.					<i>Target:</i> One creature/3 levels		<i>Caster Level:</i> 10		
■■■■■ Bite of the Werewolf	16	N/A	1 standard	1 round/level	Personal	V,S,M	N/A	Transmutation	SC: p.29
<i>Effect:</i> Gain +2 bonus to Str, +4 Dex, +4 Con, +4 natural armor. Gain Bite attack.					<i>Target:</i> You		<i>Caster Level:</i> 10		
■■■■■ Blindsight	16	Will negates [harmless]	1 standard	1 minute/level	Touch	V,S	Yes [harmless]	Transmutation	SC: p.32
<i>Effect:</i> Grant blindsight to 30 ft.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 10		
■■■■■ Call Lightning	16	Reflex half	1 round	1 minute/level	Medium (200 ft.)	V,S	Yes	Evocation [Electricity]	PHB: p.207
<i>Effect:</i> Calls down one lightning bolt/level [max 10] over duration [3d6 per bolt] from sky; 3d10 in outdoors stormy area.					<i>Target:</i> One or more 30-ft.-long vertical lines of lightning		<i>Caster Level:</i> 10		
■■■■■ Capricious Zephyr	16	None and Reflex partial; see text	1 standard	1 round/level	Medium (200 ft.)	V,S	Yes	Evocation [Air]	SC: p.43
<i>Effect:</i> Ball of swirling dust and air that bull rush attacks with a +6 any creature it encounters as directed by caster. Movement 30 ft.; see text					<i>Target:</i> 5-ft.-diameter		<i>Caster Level:</i> 10		
■■■■■ Charge of the Triceratops	16	Will negates [harmless]	1 standard	1 round/level [D]	Touch	V,S,DF	Yes	Transmutation	SC: p.45
<i>Effect:</i> Gain natural gore attack [S=1d6, M=1d8, L=2d6]. If gore is used as part of a charge it does double damage. Also gain +4 Natural Armor.					<i>Target:</i> Living creature touched		<i>Caster Level:</i> 10		
■■■■■ Circle Dance	16	N/A	1 minute	Instantaneous	Personal	V,S	N/A	Divination	SC: p.46
<i>Effect:</i> Get direction and general status of a known target.					<i>Target:</i> You		<i>Caster Level:</i> 10		

\* =Domain/Speciality Spell

# Druid Spells

☐☐☐☐☐ Contagion	16	Fortitude negates	Standard Action	Instantaneous	Touch	V,S	Yes	Necromancy [Evil]	PHB: p.213
<i>Effect:</i> Infects subject with chosen disease.					<i>Target:</i> Living creature touched			<i>Caster Level:</i> 10	
☐☐☐☐☐ Corona of Cold	16	Fortitude negates	1 standard action	1 round/level [D]	10 ft.	V,S,DF	Yes	Evocation [Cold]	SC: p.52
<i>Effect:</i> Gain fire resistance 10, and deal 1d12 damage to all in your area of effect. Creatures so affected have -2 to Str & Dex, move at half speed for as long as they remain in the area.					<i>Target:</i> 20-ft.-radius spread			<i>Caster Level:</i> 10	
☐☐☐☐☐ Creaking Cacophony		None	1 standard action	1 round/level	Medium (200 ft.)	V,S	Yes	Illusion (Figment) [Sonic]	SC: p.55
<i>Effect:</i> All who are in the effect have -4 to listen. Spellcasters are distracted.					<i>Target:</i> 40-ft.-radius spread			<i>Caster Level:</i> 10	
☐☐☐☐☐ Crown of Clarity	16	Will negates (harmless)	1 standard action	1 hour/level [D] or until discharged	Touch	V,S,F	Yes (harmless)	Divination	PHB II: p.107
<i>Effect:</i> +2 competence bonus to Listen and Spot checks or if subject discharges spell gain +8 on a single Spot or Listen check.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 10	
☐☐☐☐☐ Crumble	16	Fortitude half [object]	1 standard action	Instantaneous	Medium (200 ft.)	V,S	Yes [object]	Transmutation	SC: p.56
<i>Effect:</i> Deal 1d8/level [max 10d8] damage to structure, ignoring hardness; see text.					<i>Target:</i> One structure or construct			<i>Caster Level:</i> 10	
☐☐☐☐☐ Cure Moderate Wounds	16	Will half (harmless); see text	Standard Action	Instantaneous	Touch	V,S	Yes (harmless); see text	Conjuration (Healing)	PHB: p.216
<i>Effect:</i> Cures 2d8 +1/level [max +10] damage.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 10	
☐☐☐☐☐ Daylight		None	Standard Action	10 minutes/level [D]	Touch	V,S	No	Evocation [Light]	PHB: p.216
<i>Effect:</i> 60-ft. radius of bright light.					<i>Target:</i> Object touched			<i>Caster Level:</i> 10	
☐☐☐☐☐ Dehydrate	16	Fortitude negates	1 standard action	Instantaneous	Medium (200 ft.)	V,S,DF	Yes	Necromancy	SC: p.62
<i>Effect:</i> Deal 1d6 plus 1/3 caster levels [max +5].					<i>Target:</i> One living creature			<i>Caster Level:</i> 10	
☐☐☐☐☐ Diminish Plants		None	Standard Action	Instantaneous	See text	V,S, DF	No	Transmutation	PHB: p.221
<i>Effect:</i> Reduces size or blights growth of normal plants.					<i>Target:</i> See text			<i>Caster Level:</i> 10	
☐☐☐☐☐ Dominate Animal	16	Will negates	1 round	1 round/level	Close (50 ft.)	V,S	Yes	Enchantment (Compulsion) [Mind-Affecting]	PHB: p.224
<i>Effect:</i> Subject animal obeys silent mental commands.					<i>Target:</i> One animal			<i>Caster Level:</i> 10	
☐☐☐☐☐ Downdraft	16	Reflex partial; see text	1 standard action	Instantaneous	Long (800 ft.)	V,S,M	Yes	Evocation [Air]	SC: p.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> 10	
☐☐☐☐☐ Earthen Grace	16	Will negates [harmless]	1 standard action	1 minute/level	Touch	V,S,M	Yes [harmless]	Abjuration [Earth]	SC: p.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> 10	
☐☐☐☐☐ Energy Vortex	16	Reflex half	1 standard action	Instantaneous	20 ft.	V,S	Yes	Evocation [Choose:Acid, Cold, Fire, Electricity, Sonic]	SC: p.81
<i>Effect:</i> Choose a energy type and it causes 1d8 +1/caster level [max +20]. You may double the damage if you forgoe a save and take the damage centered on you as well.					<i>Target:</i> All creatures within a 20-ft.-radius burst centered on you			<i>Caster Level:</i> 10	
☐☐☐☐☐ Entangling Staff	16	Fortitude negates [harmless,object]	1 swift action	1 round/level [D]	Touch	V,S,F	Yes [harmless]	Transmutation	SC: p.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> 10	
☐☐☐☐☐ Evard's Manacing Tentacles			1 standard action	1 round/level	Personal	V,S,M		Transmutation	PHB II: p.113
<i>Effect:</i> You create two tentacles with a 10-foot reach. As a free action direct each one to attack an opponent in range using your base attack bonus and Str Modifier. Bludgeoning Damage dealt is 1d8 +Str Modifier. Also gain +4 bonus on Climb checks					<i>Target:</i> You			<i>Caster Level:</i> 10	
☐☐☐☐☐ Fire Wings	16	N/A	1 round	1 minute/level	Personal	V,S,M,F	N/A	Transmutation [Fire]	SC: p.93
<i>Effect:</i> Attack or Fly; see text.					<i>Target:</i> You			<i>Caster Level:</i> 10	
☐☐☐☐☐ Fly, Swift	16	N/A	1 swift action	1 round	Personal	V	N/A	Transmutation	SC: p.96
<i>Effect:</i> This spell functions like fly, except as noted.					<i>Target:</i> You			<i>Caster Level:</i> 10	
☐☐☐☐☐ Forestfold	16	N/A	1 standard action	1 hour/level [D]	Personal	V,S	N/A	Transmutation	SC: p.98
<i>Effect:</i> Grants +10 competence bonus on Hide and Move Silently checks.					<i>Target:</i> You			<i>Caster Level:</i> 10	
☐☐☐☐☐ Giant's Wrath		None	1 swift action	1 round/level	Personal	V,S,M	No	Transmutation [Earth]	SC: p.105
<i>Effect:</i> Pebbles become boulders; see text					<i>Target:</i> One pebble/3 levels			<i>Caster Level:</i> 10	
☐☐☐☐☐ Girallon's Blessing	16	Fortitude negates [harmless]	1 standard action	10 minutes/level	Touch	V,S,M	Yes [harmless]	Transmutation	SC: p.106
<i>Effect:</i> Gain an additional pair of arms; see text					<i>Target:</i> Creature touched			<i>Caster Level:</i> 10	
☐☐☐☐☐ Heatstroke	16	Fortitude partial	1 standard action	Instantaneous	Medium (200 ft.)	V,S	Yes [harmless]	Transmutation	SC: p.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> 10	
☐☐☐☐☐ Hypothermia	16	Fortitude partial	1 standard action	Instantaneous	Close (50 ft.)	V,S	Yes	Evocation [Cold]	SC: p.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> 10	
☐☐☐☐☐ Icelance	16	Fortitude partial	1 standard action	Instantaneous	Medium (200 ft.)	V,S,F	Yes	Conjuration (Creation)	SC: p.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> 10	
☐☐☐☐☐ Infestation of Maggots	16	Fortitude negates	1 standard action	1 round/2 levels	Touch	V,S,M	Yes	Necromancy	SC: p.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> 10	
☐☐☐☐☐ Jagged Tooth	16	Will negates [harmless]	1 standard action	10 minutes/level	Close (50 ft.)	V,S	Yes [harmless]	Transmutation	SC: p.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> 10	
☐☐☐☐☐ Lion's Charge	16	N/A	1 swift action	1 round	Personal	V	N/A	Transmutation	SC: p.133
<i>Effect:</i> Gain pounce ability [make full attack after a charge].					<i>Target:</i> You			<i>Caster Level:</i> 10	
☐☐☐☐☐ Magic Fang, Greater	16	Will negates (harmless)	Standard Action	1 hour/level	Close (50 ft.)	V,S, DF	Yes (harmless)	Transmutation	PHB: p.250
<i>Effect:</i> One natural weapon of subject creature gets +2 on attack and damage rolls.					<i>Target:</i> One living creature			<i>Caster Level:</i> 10	
☐☐☐☐☐ Meld into Stone		None	Standard Action	10 minutes/level	Personal	V,S, DF	No	Transmutation [Earth]	PHB: p.252
<i>Effect:</i> You and your gear merge with stone.					<i>Target:</i> You			<i>Caster Level:</i> 10	

\* =Domain/Speciality Spell

# Druid Spells

☐☐☐☐☐ Nature's Balance	16	Fortitude negates [harmless]	1 standard action	10 minutes/level	Touch	V,S	Yes [harmless]	Transmutation	SC: p.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> 10		
☐☐☐☐☐ Nature's Rampart		None	10 minutes	Instantaneous	Medium (200 ft.)	V,S,F	No	Transmutation	SC: p.146
<i>Effect:</i> Shapes natural setting into a formidable defense.					<i>Target:</i> Structure up to 40 ft. square		<i>Caster Level:</i> 10		
☐☐☐☐☐ Neutralize Poison	16	Will negates (harmless, object)	Standard Action	10 minutes/level	Touch	V,S,M/DF	Yes (harmless, object)	Conjuration (Healing)	PHB: p.257
<i>Effect:</i> Immunizes subject against poison, detoxifies venom in or on subject.					<i>Target:</i> Creature or object of up to 1 cu. ft./level. touched		<i>Caster Level:</i> 10		
☐☐☐☐☐ Plant Growth		None	Standard Action	Instantaneous	See text	V,S, DF	No	Transmutation	PHB: p.262
<i>Effect:</i> Grows vegetation, improves crops.					<i>Target:</i> See text		<i>Caster Level:</i> 10		
☐☐☐☐☐ Poison	16	Fortitude negates; see text	Standard Action	Instantaneous; see text	Touch	V,S, DF	Yes	Necromancy	PHB: p.262
<i>Effect:</i> Touch deals 1d10 Con damage, repeats in 1 minute.					<i>Target:</i> Living creature touched		<i>Caster Level:</i> 10		
☐☐☐☐☐ Primal Form	16	N/A	1 standard action	1 minute/level	Personal	V,S,DF	N/A	Transmutation	SC: p.161
<i>Effect:</i> You assume the physical appearance and many of the qualities and abilities of a chosen elemental [fire, water, earth, air]; see text					<i>Target:</i> You		<i>Caster Level:</i> 10		
☐☐☐☐☐ Protection from Energy	16	Fortitude negates (harmless)	Standard Action	10 minutes/level or until discharged	Touch	V,S, DF	Yes (harmless)	Abjuration	PHB: p.266
<i>Effect:</i> Absorb 12 points of damage/level [max 120] from one kind of energy.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 10		
☐☐☐☐☐ Quench	16	None or Will negates (object)	Standard Action	Instantaneous	Medium (200 ft.)	V,S, DF	No or Yes (object)	Transmutation	PHB: p.267
<i>Effect:</i> Extinguishes nonmagical fires or one magic item.					<i>Target:</i> 20-ft. cube/level [S] or one fire-based magic item		<i>Caster Level:</i> 10		
☐☐☐☐☐ Quillfire	16	N/A	1 standard action	1 round/level	Personal	V,S	N/A	Transmutation	SC: p.164
<i>Effect:</i> Quills inflict 1d8 or thrown range 10 ft; see text.					<i>Target:</i> You		<i>Caster Level:</i> 10		
☐☐☐☐☐ Remove Disease	16	Fortitude negates (harmless)	Standard Action	Instantaneous	Touch	V,S	Yes (harmless)	Conjuration (Healing)	PHB: p.271
<i>Effect:</i> Cures all diseases affecting subject.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 10		
☐☐☐☐☐ Resist Energy, Mass	16	Fortitude negates [harmless]	1 standard action	10 minutes/level	Close (50 ft.)	V,S,DF	Yes [harmless]	Abjuration	SC: p.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> 10		
☐☐☐☐☐ Sink	16	Will negates	1 standard action	1 round	Close (50 ft.)	V,S,DF	Yes	Transmutation	SC: p.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> 10		
☐☐☐☐☐ Sleet Storm		None	Standard Action	1 round/level	Long (800 ft.)	V,S,M/DF	No	Conjuration (Creation) [Cold]	PHB: p.280
<i>Effect:</i> Hampers vision and movement.					<i>Target:</i> Cylinder 40		<i>Caster Level:</i> 10		
☐☐☐☐☐ Snakebite	16	N/A	1 standard action	1 round/level [D]	Personal	V,S	N/A	Transmutation	SC: p.193
<i>Effect:</i> Turns one of your arms into a venomous snake; see text.					<i>Target:</i> You		<i>Caster Level:</i> 10		
☐☐☐☐☐ Snare		None	3 rounds	Until triggered or broken	Touch	V,S, DF	No	Transmutation	PHB: p.280
<i>Effect:</i> Creates a magic booby trap.					<i>Target:</i> Touched nonmagical circle of vine, rope, or thong with a 2 ft. diameter + 2 ft./level		<i>Caster Level:</i> 10		
☐☐☐☐☐ Snowshoes, Mass	16	Will negates [harmless]	1 standard action	1 hour/level [D]	Close (50 ft.)	V,S	Yes [harmless]	Transmutation	SC: p.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> 10		
☐☐☐☐☐ Speak with Plants		None	Standard Action	1 minute/level	Personal	V,S	No	Divination	PHB: p.282
<i>Effect:</i> You can talk to normal plants and plant creatures.					<i>Target:</i> You		<i>Caster Level:</i> 10		
☐☐☐☐☐ Spiderskin	16	Will negates [harmless]	1 standard action	10 minutes/level	Touch	V,S,M/DF	Yes [harmless]	Transmutation	SC: p.202
<i>Effect:</i> Grants recipient +1 to natural AC, +1 save against poison and +1 bonus to Hide checks for every three caster levels [max +5].					<i>Target:</i> Creature touched		<i>Caster Level:</i> 10		
☐☐☐☐☐ Spike Growth	16	Reflex partial	Standard Action	1 hour/level [D]	Medium (200 ft.)	V,S, DF	Yes	Transmutation	PHB: p.283
<i>Effect:</i> Creatures in area take 1d4 damage, may be slowed.					<i>Target:</i> 20-ft. squares/level		<i>Caster Level:</i> 10		
☐☐☐☐☐ Spikes		None	1 standard action	1 hour/level	Touch	V,S,M	No	Transmutation	SC: p.202
<i>Effect:</i> As brambles, except affected weapon gains +2 enhancement bonus and threat range doubled.					<i>Target:</i> Wooden weapon touched		<i>Caster Level:</i> 10		
☐☐☐☐☐ Spiritjaws		None	1 standard action	1 round/level [D]	Medium (200 ft.)	V,S,M	Yes	Evocation [Force]	SC: p.202
<i>Effect:</i> Jaws attempt to grapple the target; see text					<i>Target:</i> Jaws of force		<i>Caster Level:</i> 10		
☐☐☐☐☐ Standing Wave	16	Reflex negates	1 standard action	10 minutes/level [D]	Close (50 ft.)	V,S,DF	Yes	Transmutation	SC: p.204
<i>Effect:</i> Transports across water; see text.					<i>Target:</i> Waves under a creature or object within range		<i>Caster Level:</i> 10		
☐☐☐☐☐ Stone Shape		None	Standard Action	Instantaneous	Touch	V,S,M/DF	No	Transmutation [Earth]	PHB: p.284
<i>Effect:</i> Sculpts stone into any shape.					<i>Target:</i> Stone or stone object touched, up to 10 cu. ft. +1 cu. ft./level		<i>Caster Level:</i> 10		
☐☐☐☐☐ Summon Nature's Ally III		None	1 round	1 round/level [D]	Close (50 ft.)	V,S, DF	No	Conjuration (Summoning)	PHB: p.288
<i>Effect:</i> Calls creature to fight.					<i>Target:</i> One or more creatures, no two of which can be more than 30 ft. apart		<i>Caster Level:</i> 10		
☐☐☐☐☐ Thornskin	16	N/A	1 standard action	1 round/level [D]	Personal	V,S,M	N/A	Transmutation	SC: p.219
<i>Effect:</i> Sprout thorns from your skin that makes your unarmed deal lethal plus an extra 1d6 piercing damage on unarmed attacks.					<i>Target:</i> You		<i>Caster Level:</i> 10		
☐☐☐☐☐ Thunderous Roar	16	Fortitude partial; see text	1 standard action	Instantaneous	Long (800 ft.)	V,S,DF	Yes	Evocation [Sonic]	SC: p.220
<i>Effect:</i> All creatures in the area take 1d6 sonic damage per two caster levels; see text.					<i>Target:</i> 20-ft.-radius burst		<i>Caster Level:</i> 10		
☐☐☐☐☐ Treasure Scent	16	N/A	1 standard action	1 hour/level	Personal	V,S	N/A	Divination	SC: p.223
<i>Effect:</i> Detect copper, silver, gold, platinum, and gems within 30 feet. See text.					<i>Target:</i> You		<i>Caster Level:</i> 10		
☐☐☐☐☐ Tremor	16	See text	1 standard action	1 round/3 levels	Medium (200 ft.)	V,S,DF	No	Evocation [Earth]	SC: p.223
<i>Effect:</i> Disrupts concentration; see text.					<i>Target:</i> 40-ft.-radius spread		<i>Caster Level:</i> 10		
☐☐☐☐☐ Vigor	16	Will negates [harmless]	1 standard action	10 rounds + 1 round/level [max 25]	Touch	V,S	Yes [harmless]	Conjuration (Healing)	SC: p.229
<i>Effect:</i> Same as lesser vigor except it grants target fast healing ability for the duration of the spell at 2 hp automatically healed per round.					<i>Target:</i> Living creature touched		<i>Caster Level:</i> 10		
☐☐☐☐☐ Vigor, Mass Lesser	16	Will negates [harmless]	1 standard action	10 rounds + 1 round/level [max 25]	20 ft.	V,S	Yes [harmless]	Conjuration (Healing)	SC: p.229
<i>Effect:</i> Same as lesser vigor except it grants all targets fast healing ability for the duration of the spell at 1 hp automatically healed per round.					<i>Target:</i> One creature/2 levels, no two of which can be more than 30 ft. apart		<i>Caster Level:</i> 10		
* =Domain/Specialty Spell									

## Druid Spells

□□□□□ Vine Mine	16	See text	1 standard action	10 minutes/level	Medium (200 ft.)	V,S,M	Yes	Conjuration (Creation)	SC: p.230
<i>Effect:</i> Creates a rapid growth of vines, see text.					<i>Target:</i> 10-ft.-radius/level spread		<i>Caster Level:</i> 10		
□□□□□ Walk the Mountain's Path	16	Will negates (harmless)	Standard Action	100 minutes	Touch	V,S,M	Yes (harmless)	Transmutation	Race Sto: p.163
<i>Effect:</i> Target is not slowed by slopes, gains a climb speed equal to his normal movement and gains a +10 ehancement bonus to Jump and Balance checks.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 10		
□□□□□ Water Breathing	16	Will negates (harmless)	Standard Action	2 hours/level; see text	Touch	V,S,M/DF	Yes (harmless)	Transmutation	PHB: p.300
<i>Effect:</i> Subjects can breathe underwater.					<i>Target:</i> Living creatures touched		<i>Caster Level:</i> 10		
□□□□□ Weather Eye		None	1 hour	Instantaneous	1 mile + 1 mile/level	V,S,M,F	No	Divination	SC: p.238
<i>Effect:</i> You may accurately predict the natural weather up to one week into the future. If unnatural forces currently affect the weather then the spell acts as detect magic.					<i>Target:</i> 1-mile radius +1-mile/level centered on you		<i>Caster Level:</i> 10		
□□□□□ Wind Wall	16	None; see text	Standard Action	1 round/level	Medium (200 ft.)	V,S,M/DF	Yes	Evocation [Air]	PHB: p.302
<i>Effect:</i> Deflects arrows, smaller creatures, and gases.					<i>Target:</i> Wall up to 10 ft./level long and 5 ft./level high [S]		<i>Caster Level:</i> 10		

\* =Domain/Speciality Spell

## Notes:

Character Sheet Notes: