

Bercilak Bredbeddle

CHARACTER NAME

d10E 9, Druid

CLASS

9

Character Level

36000 / 45000

EXP / NEXT LEVEL

|                     |               |                |                  |                |         |
|---------------------|---------------|----------------|------------------|----------------|---------|
| ABILITY NAME        | ABILITY SCORE | EQUIPPED SCORE | ABILITY MODIFIER | ABILITY DAMAGE | PENALTY |
| STR<br>Strength     | 18            |                | +4               |                |         |
| DEX<br>Dexterity    | 12            |                | +1               |                |         |
| CON<br>Constitution | 18            |                | +4               |                |         |
| INT<br>Intelligence | 10            |                | +0               |                |         |
| WIS<br>Wisdom       | 17            |                | +3               |                |         |
| CHA<br>Charisma     | 12            |                | +1               |                |         |

|                             |       |           |         |       |      |      |      |   |
|-----------------------------|-------|-----------|---------|-------|------|------|------|---|
| SAVING THROWS               | TOTAL | BASE SAVE | ABILITY | MAGIC | MISC | EPIC | TEMP | Conditional Modifiers<br>+4 against sleep and paralysis |
| FORTITUDE<br>(constitution) | +7    | = +3      | +4      | +0    | +0   | +0   |      |   |
| REFLEX<br>(dexterity)       | +6    | = +5      | +1      | +0    | +0   | +0   |      |   |
| WILL<br>(wisdom)            | +7    | = +4      | +3      | +0    | +0   | +0   |      |   |

|                         |       |                   |      |      |      |      |      |
|-------------------------|-------|-------------------|------|------|------|------|------|
|                         | TOTAL | BASE ATTACK BONUS | STAT | SIZE | MISC | EPIC | TEMP |
| MELEE<br>attack bonus   | +16   | = +12             | +4   | +0   | +0   | +0   |      |
| RANGED<br>attack bonus  | +13   | = +12             | +1   | +0   | +0   | +0   |      |
| GRAPPLE<br>attack bonus | +16   | = +12             | +4   | +0   | +0   | +0   |      |

|                    |         |      |      |          |        |
|--------------------|---------|------|------|----------|--------|
| *Claw              | HAND    | TYPE | SIZE | CRITICAL | REACH  |
|                    | Primary | S    | M    | 20/x2    | 10 ft. |
| TOTAL ATTACK BONUS | DAMAGE  |      |      |          |        |
| +16/+16            | 1d3+4   |      |      |          |        |
| Special Properties |         |      |      |          |        |

|                                      |                                 |         |        |          |        |
|--------------------------------------|---------------------------------|---------|--------|----------|--------|
| *Greataxe (Growth Item / Chosen One) | HAND                            | TYPE    | SIZE   | CRITICAL | REACH  |
|                                      | Both                            | S       | M      | 20/x3    | 10 ft. |
|                                      | To Hit                          | Dam     | To Hit | Dam      |        |
| 2H                                   | +19/+19                         | 1d12+10 | 2W-OH  | N/A      | N/A    |
| Special Properties                   | Sentient Any Weapon Growth [+2] |         |        |          |        |

\*: 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 | Light | +6 |        | +0    | 0             |

George Cool

PLAYER NAME

Human

RACE

Medium

SIZE

6' 2"

HEIGHT

220 lbs.

WEIGHT

29

Male

GENDER

29

AGE

Hazel

EYES

|                        |           |                   |       |               |                |              |      |                  |               |            |       |      |             |                      |                     |              |
|------------------------|-----------|-------------------|-------|---------------|----------------|--------------|------|------------------|---------------|------------|-------|------|-------------|----------------------|---------------------|--------------|
| HP<br>hit points       | 110       | WOUNDS/CURRENT HP |       |               | SUBDUAL DAMAGE |              |      | DAMAGE REDUCTION |               |            | SPEED |      |             |                      |                     |              |
| AC<br>armor class      | 24        | 23                | 17    | 10            | 6              | 0            | 1    | 0                | 1             | 2          | 2     | 4    | Walk 50 ft. |                      |                     |              |
| TOTAL                  |           | FLAT              | TOUCH | BASE          | ARMOR BONUS    | SHIELD BONUS | STAT | SIZE             | NATURAL ARMOR | DEFLECTION | DODGE | MISC | MISS CHANCE | ARCANE SPELL FAILURE | ARMOR CHECK PENALTY | SPELL RESIST |
| INITIATIVE<br>modifier | +1        | +1                |       | +0            |                |              |      |                  |               |            |       |      |             |                      |                     |              |
| TOTAL                  |           | DEX MODIFIER      |       | MISC MODIFIER |                |              |      |                  |               |            |       |      |             |                      |                     |              |
| BASE ATTACK<br>bonus   | +12/+7/+2 |                   |       |               |                |              |      |                  |               |            |       |      |             |                      |                     |              |

|                                    |             |                |                  |                 |               |
|------------------------------------|-------------|----------------|------------------|-----------------|---------------|
| TOTAL SKILLPOINTS: 30              |             | SKILLS         |                  | MAX RANKS: 12/6 |               |
| SKILL NAME                         | KEY ABILITY | SKILL MODIFIER | ABILITY MODIFIER | RANKS           | MISC MODIFIER |
| ✓ Acrobatics                       | DEX         | 1              | =                | 1               |               |
| ✓ Appraise                         | INT         | 0              | =                | 0               |               |
| ✓ Athletics                        | STR         | 4              | =                | 4               |               |
| ✓ Athletics (Jump)                 | STR         | 12             | =                | 4               | + 8           |
| ✓ Craft (Untrained)                | INT         | 0              | =                | 0               |               |
| ✓ Deception                        | CHA         | 1              | =                | 1               |               |
| ✓ Endurance                        | CON         | 4              | =                | 4               |               |
| ✓ Gather Information               | CHA         | 1              | =                | 1               |               |
| ✓ Heal                             | WIS         | 3              | =                | 3               |               |
| ✓ Insight                          | WIS         | 5              | =                | 3               | + 2           |
| Knowledge (Nature)                 | INT         | 3              | =                | 0               | + 3           |
| Knowledge (Nobility and Royalty)   | INT         | 1              | =                | 0               | + 1           |
| Knowledge (Religion)               | INT         | 1              | =                | 0               | + 1           |
| Knowledge (Spirits)                | INT         | 1              | =                | 0               | + 1           |
| Martial Arts (Strength Based)      | STR         | 16             | =                | 4               | + 12          |
| ✓ Perception                       | WIS         | 15             | =                | 3               | + 10 + 2      |
| ✓ Persuasion                       | CHA         | 4              | =                | 1               | + 3           |
| ✓ Ride                             | DEX         | 11             | =                | 1               | + 5 + 5       |
| ✓ Stealth                          | DEX         | 1              | =                | 1               |               |
| ✓ Survival                         | WIS         | 5              | =                | 3               | + 2           |
| ✓ Survival (Find or follow tracks) | WIS         | 7              | =                | 3               | + [2] + 2     |
| ✓ Thievery                         | DEX         | 1              | =                | 1               |               |
| ✓ Use Rope                         | DEX         | 1              | =                | 1               |               |
|                                    |             |                | =                | +               | +             |
|                                    |             |                | =                | +               | +             |

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

| EQUIPMENT                           |          |     |           |         |  |
|-------------------------------------|----------|-----|-----------|---------|--|
| ITEM                                | LOCATION | QTY | WT        | COST    |  |
| Claw                                | Equipped | 1   | 0.0       | 0.0     |  |
| Faerie Garb                         | Equipped | 1   | 0.5       | 1.0     |  |
| Greataxe (Growth Item / Chosen One) | Equipped | 1   | 12.0      | 20.0    |  |
| Sentient Any Weapon Growth [+2]     |          |     |           |         |  |
| 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          |          |     | 12.5 lbs. | 21.0 gp |  |

| WEIGHT ALLOWANCE |     |                 |     |             |      |
|------------------|-----|-----------------|-----|-------------|------|
| Light            | 100 | Medium          | 200 | Heavy       | 300  |
| Lift over head   | 300 | Lift off ground | 600 | Push / Drag | 1500 |

| LANGUAGES                 |  |
|---------------------------|--|
| Common, Draconic, Druidic |  |

| Special Attacks  |                 |
|--|-----------------|
| <b>Any Weapon Rod</b>  | [Drew]          |
| Becomes non-complex weapon as a free action.   |                 |
| <b>Augment Attack / Weapon Specialization (Greataxe)</b>   | [Eclipse, p.50] |
| increase damage by +2 to selected weapon   |                 |
| <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. |                 |
| <b>Warcraft</b>  | [Eclipse, p.10] |
| +12 BAB  |                 |
| <b>Warcraft / Weapon Focus (Greataxe)</b>  | [Eclipse, p.10] |
| Increase selected weapon to hit by +1  |                 |

| Special Qualities  |                 |
|--|-----------------|
| <b>Death and Dying</b>                                     | [Eclipse]       |
| Disabled 0 HP till -4, Dying -5 and Dead -19               |                 |
| <b>Weapon Proficiency (All Simple and Martial Weapons)</b> | [Eclipse, p.49] |
| Grants Proficiency with all simple and martial weapons.    |                 |

| Recurring Bonuses  |                 |
|--|-----------------|
| <b>Duties (Quest to destroy the heartless)</b>   | [Eclipse, p.17] |
| You have duties. Grants 2 CP per level. [+18 total CP].  |                 |
| <b>Character Creation Fast Learner / Specialized for Increased Effect (Specialized for Skills)</b> | [Eclipse, p.17] |
| +2 CP a level towards selected item. [+18 total CP].   |                 |

| DISADVANTAGES                          |                 |
|--|-----------------|
| <b>History</b>                         | [Eclipse, p.19] |
| You have a written history for the GM. |                 |
| <b>Hunted (The Tabarath Cult)</b>      | [Eclipse, p.19] |
| Something powerful is hunting you.     |                 |
| <b>Uncivilized</b>                     | [Eclipse, p.20] |
| You are not civilised.                 |                 |

| Spell Caster Information          |                 |
|-----------------------------------|-----------------|
| <b>Spell Points</b>               | [Eclipse]       |
| <b>Druid</b>                      | [Eclipse, p.11] |
| Druid Level 10, Casterlevel is 10 |                 |

| Eclipse Abilities   |                 |
|---|-----------------|
| <b>Character Points Total</b>   | [Eclipse]       |
| Character Points Total 328, Bonus Feats have added 42 CP, Disadvantages have added 10 CP, Duties adds 18 CP, Fast Learner adds 18 CP, HD 10 deducts 54 CP, Companions adds 0 CP   |                 |
| <b>Companion</b>  | [Eclipse, p.27] |
| Gain a companion creature of your choice.   |                 |
| <b>Companion / Template</b>   | [Eclipse, p.27] |
| adds a single template of up to +2 ECL to a max of +6 to the companion.   |                 |
| <b>Companion / Might (Positive Levels)</b>  | [Eclipse, p.27] |
| (+6 CP) Companion gets +2 Positive Levels (p.86)  |                 |
| <b>Special Mount</b>  | [Eclipse, p.27] |
| You have a Special Mount companion  |                 |
| <b>Damage Reduction 8/- (Cold Iron)</b>   | [Eclipse, p.29] |
| This applies to all damage sources, including magical and energy-based attacks. Characters commonly specialize it by applying it only towards physical attacks, energy attacks, magical attacks, or another GM-approved specialty. The Corrupted modifier can be added by leaving an additional common "hole" in your defenses. For example, silver weaponry or fire spells would apply to physical reduction or magic defenses, respectively. ! You may take this ability multiple times. Each time, you add another type of damage reduction. |                 |
| <b>+4 racial bonus on saves against sleep and paralysis</b>   | [DS, web]       |
| <b>Mental Link</b>  | [Drew, Custom]  |
| You are automatically in Mental Contact with your companions  |                 |
| <b>Returning</b>  | [Eclipse, p.41] |
| (6 CP). A powerful but expensive technique favored by villains, Returning allows a character to return from death. The basic form requires that enemies take special precautions, such as burning or shredding the character's body or sprinkling his or her grave with Holy Water, to prevent the return. Usually, the character will return as an outsider, elemental, golem (albeit sentient), or undead.  |                 |
| <b>Returning / Extraordinary</b>  | [Eclipse, p.41] |
| (+6 CP) makes it even harder to keep the user from coming back. For example, the user's tomb must be totally destroyed to keep him or her from coming back.   |                 |
| <b>Rider</b>  | [Eclipse, p.41] |
| (6 CP). With Rider, characters can aid their mounts in battle. This initially allows them to use a Ride roll in place of his or her mount's AC to negate a hit on the mount once per round. A Rider is not limited to any specific creature or type of creature.  |                 |
| <b>Rider / Might</b>  | [Eclipse, p.41] |
| (+6 CP) adds the Faithful Steed template to a creature. See page 167 for the template.  |                 |
| <b>Rider / Psychic Bond</b>   | [Eclipse, p.41] |
| (+6 CP) creates a subtle psychic bond between rider and mount. This grants a +5 bonus to Ride and allows the character to communicate with his or her mount mentally., (+6 CP) the character may call his or her mount and have it simply show up, regardless of how impractical this is.   |                 |
| <b>Rider / Spirited (Walk)</b>  | [Eclipse, p.42] |
| (+3 CP) adds +10' or +10% (whichever is better) to one of the Mount's movement modes. This can be taken repeatedly, but can't more than double a mode.  |                 |
| <b>Rider / Battle Dance</b>   | [Eclipse, p.42] |
| (+3 CP) allows a character to add his or her (Wis Mod) to the Mount's AC.   |                 |
| <b>The Crawling Hand</b>  | [Eclipse]       |
| Your time among the dead has taught you that the body is a mere vessel for the spirit - and the spirit is not entirely bound by space. You may detach body parts and still treat them as a part of you. Immunity/distance between body parts (Common, Severe, Minor [works within long range and offers protection from 12 points of slashing damage per attack]) (6 CP). Yes, this means that you can "cut off your head" as a party trick.  |                 |

| Martial Arts   |                 |
|--|-----------------|
| <b>Martial Arts Basic / Attack</b>   | [Eclipse, p.81] |
| Gain additional +1 each time taken [currently +1] bonus on rolls to Attack, Throw, Grapple, and Trip opponents.  |                 |
| <b>Martial Arts Basic / Defenses (4x)</b>  | [Eclipse, p.81] |
| Gain additional +1 each time taken [currently +4] bonus to AC when you are unarmored or lightly armored.   |                 |
| <b>Martial Arts Advanced / Reach</b>   | [Eclipse, p.81] |
| You add 5' to your Reach in combat. This usually represents lunging and darting in and out, but could be a mystical ability.   |                 |
| <b>Martial Arts Advanced / Versatility</b>   | [Eclipse, p.81] |
| You may change your damage with the specified martial arts weapon or unarmed attacks from lethal to subdual without penalty, and between bludgeoning, slashing, and piercing.                    |                 |
| <b>Martial Arts Master / Whirlwind Attack</b>  | [Eclipse, p.82] |
| As per the feat - When you use the full attack action, you can give up your regular attacks and instead make one melee attack at your full base attack bonus against each opponent within reach. |                 |

| PROFICIENCIES  |  |
|--|--|
| Axe (Throwing), Battleaxe, Chakram, Claw, Club, Crossbow (Heavy), Crossbow (Light), Cutlass, Dagger, Dagger (Punching), Dart, Falchion, Flail, Flail (Heavy), Gauntlet, Gauntlet (Spiked), Giant Rock, 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 |  |

| Special Mount: Raryn (Companion (Dire Wolf)) |     |      |        |       |       |
|--|-----|------|--------|-------|-------|
| HP:  | 122 | AC:  | 27     | INIT: | +6    |
| FORT:  | +11 | REF: | +11    | WILL: | +8    |
| *Bite (Natural/Primary)                      | +22 | DAM: | 1d8+11 | CRIT: | 20/x2 |
| Special:                                     |     |      |        |       |       |

# Druid Spells

| LEVEL   | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 |
|---------|---|---|---|---|---|---|---|---|---|---|
| PER DAY | 6 | 5 | 5 | 4 | 3 | 2 | — | — | — | — |

## LEVEL 0

| Name   | Save Information   | Time              | Duration                                 | Range          | Comp.    | Source     |
|--|--|-------------------|--|----------------|----------|------------|
| <b>□□□□□ Create Water</b><br><i>School:</i> Conjuration (Creation) [Water]<br><i>Effect:</i> Creates 2 gallons/level of pure water.                      | SR: No   | Standard Action   | Instantaneous                            | Close (50 ft.) | V,S      | PHB: p.215 |
| <b>□□□□□ Cure Minor Wounds</b><br><i>School:</i> Conjuration (Healing)<br><i>Effect:</i> Cures 1 point of damage.  | DC: 13, Will half (harmless); see text<br>SR: Yes (harmless); see text | Standard Action   | Instantaneous                            | Touch          | V,S      | PHB: p.216 |
| <b>□□□□□ Dawn</b><br><i>School:</i> Abjuration<br><i>Effect:</i> Awakens sleeping creatures and those knocked out from nonlethal damage [but staggered]. | DC: 13, Fortitude negates [harmless]<br>SR: Yes [harmless]             | 1 swift action    | Instantaneous                            | 15 ft.         | V        | SC: p.59   |
| <b>□□□□□ Detect Magic</b><br><i>School:</i> Divination<br><i>Effect:</i> Detects spells and magic items within 60 ft.                                    | SR: No   | Standard Action   | Concentration, up to 1 minutes/level [D] | 60 ft.         | V,S      | PHB: p.219 |
| <b>□□□□□ Detect Poison</b><br><i>School:</i> Divination<br><i>Effect:</i> Detects poison in one creature or small object.                                | SR: No   | Standard Action   | Instantaneous                            | Close (50 ft.) | V,S      | PHB: p.219 |
| <b>□□□□□ Flare</b><br><i>School:</i> Evocation [Light]<br><i>Effect:</i> Dazzles one creature [-1 on attack rolls].                                      | DC: 13, Fortitude negates<br>SR: Yes                                   | Standard Action   | Instantaneous                            | Close (50 ft.) | V        | PHB: p.232 |
| <b>□□□□□ Guidance</b><br><i>School:</i> Divination<br><i>Effect:</i> +1 on one attack roll, saving throw, or skill check.                                | DC: 13, Will negates (harmless)<br>SR: Yes                             | Standard Action   | 1 minute or until discharged             | Touch          | V,S      | PHB: p.238 |
| <b>□□□□□ Know Direction</b><br><i>School:</i> Divination<br><i>Effect:</i> You discern north.  | SR: No   | Standard Action   | Instantaneous                            | Personal       | V,S      | PHB: p.246 |
| <b>□□□□□ Light</b><br><i>School:</i> Evocation [Light]<br><i>Effect:</i> Object shines like a torch.   | SR: No   | Standard Action   | 10 minutes/level [D]                     | Touch          | V, M/DF  | PHB: p.248 |
| <b>□□□□□ Mending</b><br><i>School:</i> Transmutation<br><i>Effect:</i> Makes minor repairs on an object.   | DC: 13, Will negates (harmless, object)<br>SR: Yes (harmless, object)  | Standard Action   | Instantaneous                            | 10 ft.         | V,S      | PHB: p.253 |
| <b>□□□□□ Naturewatch</b><br><i>School:</i> Necromancy<br><i>Effect:</i> Same as deathwatch but only functions on plants and animals; see text.           | SR: No   | 1 standard action | 10 minutes/level                         | 30 ft.         | S        | SC: p.146  |
| <b>□□□□□ Purify Food and Drink</b><br><i>School:</i> Transmutation<br><i>Effect:</i> Purifies 1 cu. ft./level of food or water.                          | DC: 13, Will negates (object)<br>SR: Yes (object)                      | Standard Action   | Instantaneous                            | 10 ft.         | V,S      | PHB: p.267 |
| <b>□□□□□ Read Magic</b><br><i>School:</i> Divination<br><i>Effect:</i> Read scrolls and spellbooks.  | SR: No   | Standard Action   | 10 minutes/level                         | Personal       | V,S,F    | PHB: p.269 |
| <b>□□□□□ Resistance</b><br><i>School:</i> Abjuration<br><i>Effect:</i> Subject gains +1 on saving throws.  | DC: 13, Will negates (harmless)<br>SR: Yes (harmless)                  | Standard Action   | 1 minute                                 | Touch          | V,S,M/DF | PHB: p.272 |
| <b>□□□□□ Virtue</b><br><i>School:</i> Transmutation<br><i>Effect:</i> Subject gains 1 temporary hp.  | DC: 13, Fortitude negates (harmless)<br>SR: Yes (harmless)             | Standard Action   | 1 min.                                   | Touch          | V,S, DF  | PHB: p.298 |

## LEVEL 1

| Name   | Save Information   | Time               | Duration                               | Range            | Comp.    | Source     |
|--|--|--------------------|--|------------------|----------|------------|
| <b>□□□□□ Animate Fire</b><br><i>School:</i> Transmutation [Fire]<br><i>Effect:</i> Create a small fire elemental.  | SR: No   | 1 round            | Concentration, up to 1 round/level [D] | Close (50 ft.)   | V,S,M    | SC: p.12   |
| <b>□□□□□ Animate Water</b><br><i>School:</i> Transmutation [Water]<br><i>Effect:</i> Create a small water elemental.   | SR: No   | 1 round            | Concentration, up to 1 round/level [D] | Close (50 ft.)   | V,S,M    | SC: p.13   |
| <b>□□□□□ Animate Wood</b><br><i>School:</i> Transmutation<br><i>Effect:</i> Animates a wooden object to attack who you designate.  | SR: No   | 1 round            | Concentration, up to 1 round/level [D] | Touch            | V,S,M    | SC: p.13   |
| <b>□□□□□ Aspect of the Wolf</b><br><i>School:</i> Transmutation<br><i>Effect:</i> You assume the physical appearance and many of the qualities of a wolf.  | DC: 14, N/A<br>SR: N/A                                     | 1 standard action  | 10 minutes/level                       | Personal         | V,S,M/DF | SC: p.16   |
| <b>□□□□□ Aura Against Flame</b><br><i>School:</i> Abjuration<br><i>Effect:</i> Protects against first 10 points of fire damage, it also extinguishes flames; see text.   | DC: 14, N/A<br>SR: N/A                                     | 1 standard action  | 1 round/level                          | Personal         | V,S      | SC: p.18   |
| <b>□□□□□ Babau Slime</b><br><i>School:</i> Transmutation<br><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. | DC: 14, Fortitude negates [harmless]<br>SR: Yes [harmless] | 1 standard action  | 1 minute/level                         | Touch            | V,S,M/DF | SC: p.22   |
| <b>□□□□□ Beast Claws</b><br><i>School:</i> Transmutation<br><i>Effect:</i> Change your hands into claws. Damage 1d4; Threat range 19-20. See text.   | DC: 14, N/A<br>SR: N/A                                     | 1 standard action  | 1 hour/level                           | Personal         | V,S,M    | SC: p.25   |
| <b>□□□□□ Beastland Ferocity</b><br><i>School:</i> Evocation [Electricity]<br><i>Effect:</i> Subject continues to fight even at -1 to -9 and gains +4 enhancement to Str.                                       | DC: 14, Fortitude negates [harmless]<br>SR: Yes [harmless] | 1 standard action  | 1 minute/level                         | Touch            | V,S,DF   | SC: p.25   |
| <b>□□□□□ Beget Bogun</b><br><i>School:</i> Conjuration (Creation)<br><i>Effect:</i> Creates a natural homunculus.  | SR: No   | 1 standard action  | Instantaneous                          | Touch            | V,S,M,XP | SC: p.26   |
| <b>□□□□□ Branch to Branch</b><br><i>School:</i> Transmutation<br><i>Effect:</i> Gain +10 competence bonus on Climb checks made in trees, also allows for brachiation.  | DC: 14, N/A<br>SR: N/A                                     | 1 standard action  | 1 hour/level [D]                       | Personal         | V,S      | SC: p.38   |
| <b>□□□□□ Breath of the Jungle</b><br><i>School:</i> Transmutation<br><i>Effect:</i> DC of saves vs. poison or disease increases by 2   | SR: No   | 1 standard action  | 1 minute/level                         | Medium (200 ft.) | V,S,DF   | SC: p.39   |
| <b>□□□□□ Buoyant Lifting</b><br><i>School:</i> Evocation<br><i>Effect:</i> Travel to the surface at 60 ft/round.   | SR: No   | 1 immediate action | 1 minute/level [D]; see text           | Close (50 ft.)   | S,DF     | SC: p.40   |
| <b>□□□□□ Calm Animals</b><br><i>School:</i> Enchantment (Compulsion) [Mind-Affecting]<br><i>Effect:</i> Calms 2d4 + 1/level HD of animals.   | DC: 14, Will negates; see text<br>SR: Yes                  | Standard Action    | 1 minute/level                         | Close (50 ft.)   | V,S      | PHB: p.207 |
| <b>□□□□□ Camouflage</b><br><i>School:</i> Transmutation  | DC: 14, N/A<br>SR: N/A                                     | 1 standard action  | 10 minutes/level                       | Personal         | V,S      | SC: p.43   |

\* =Domain/Specialty Spell

# Druid Spells

|   |   |   |  |                         |         |            |
|---|---|---|--|-------------------------|---------|------------|
| <i>Effect:</i> Gain +10 circumstance bonus on Hide checks.  |   |   |  |                         |         |            |
| □□□□□ Charm Animal  | DC: 14, Will negates                    | Standard Action   | 1 hour/level   | Close (50 ft.)          | V,S     | PHB: p.208 |
| <i>School:</i> Enchantment (Charm) [Mind-Affecting]   | SR: Yes                                 | <i>Target:</i> One animal   |  | <i>Caster Level:</i> 10 |         |            |
| <i>Effect:</i> Makes one animal your friend.  |   |   |  |                         |         |            |
| □□□□□ Claws of the Bear   | DC: 14, N/A                             | 1 standard action   | 1 round/level  | Personal                | V,S     | SC: p.47   |
| <i>School:</i> Transmutation  | SR: N/A                                 | <i>Target:</i> You  |  | <i>Caster Level:</i> 10 |         |            |
| <i>Effect:</i> Your hands become natural weapons that deal 1d8 with each attack.  |   |   |  |                         |         |            |
| □□□□□ Climb Walls   | DC: 14, Will negates [harmless]         | 1 standard action   | 1 minute/level [D]                                       | Touch                   | V,S,M   | SC: p.47   |
| <i>School:</i> Transmutation  | SR: Yes [harmless]                      | <i>Target:</i> Creature touched   |  | <i>Caster Level:</i> 10 |         |            |
| <i>Effect:</i> Gain +10 enhancement bonus on climb check. Bonus increases to +20 @5th level and +30 @9th level.                           |   |   |  |                         |         |            |
| □□□□□ Cloudburst  |   | 1 round   | 10 minutes/level [D]                                     | Long (800 ft.)          | V,S     | SC: p.49   |
| <i>School:</i> Evocation (Water)  | SR: No                                  | <i>Target:</i> 100-ft.-radius emanation   |  | <i>Caster Level:</i> 10 |         |            |
| <i>Effect:</i> Heavy rain reduces visibility. -4 Spot & Search.   |   |   |  |                         |         |            |
| □□□□□ Cold Fire   | DC: 14, No [fire] or Fortitude half     | 1 standard action   | 1 minute/level [fire source] or Instantaneous [creature] | Close (50 ft.)          | V,S,DF  | SC: p.50   |
| <i>School:</i> Transmutation [Cold]   | SR: Yes [creature]                      | <i>Target:</i> One fire source [up to a 20-ft. cube] or one creature; see text    |  | <i>Caster Level:</i> 10 |         |            |
| <i>Effect:</i> Flames deal cold damage; see text  |   |   |  |                         |         |            |
| □□□□□ Crabwalk  |   | 1 standard action   | 1 minute/level   | Touch                   | V,S,M   | SC: p.53   |
| <i>School:</i> Transmutation [Cold]   | SR: No                                  | <i>Target:</i> Creature touched   |  | <i>Caster Level:</i> 10 |         |            |
| <i>Effect:</i> When the subject charges, it gains +4 to attack roll and no penalty to AC. Only affects first attack.                      |   |   |  |                         |         |            |
| □□□□□ Cure Light Wounds   | DC: 14, Will half (harmless); see text  | Standard Action   | Instantaneous  | Touch                   | V,S     | PHB: p.215 |
| <i>School:</i> Conjunction (Healing)  | SR: Yes (harmless); see text            | <i>Target:</i> Creature touched   |  | <i>Caster Level:</i> 10 |         |            |
| <i>Effect:</i> Cures 1d8 +1/level [max +5] damage.  |   |   |  |                         |         |            |
| □□□□□ Deep Breath   | DC: 14, N/A                             | 1 immediate action  | 1 round/level  | Personal                | V       | SC: p.61   |
| <i>School:</i> Conjunction (Creation) [Air]   | SR: N/A                                 | <i>Target:</i> You  |  | <i>Caster Level:</i> 10 |         |            |
| <i>Effect:</i> Your lungs are constantly filled with air for the duration of the spell.   |   |   |  |                         |         |            |
| □□□□□ Delay Disease   | DC: 14, Will negates [harmless]         | 1 standard action   | 24 hours   | Touch                   | V,S,DF  | SC: p.63   |
| <i>School:</i> Conjunction (Healing)  | SR: Yes [harmless]                      | <i>Target:</i> Creature touched   |  | <i>Caster Level:</i> 10 |         |            |
| <i>Effect:</i> Halts any nonmagical disease for the duration of the spell.  |   |   |  |                         |         |            |
| □□□□□ Detect Animals or Plants  |   | Standard Action   | Concentration, up to 10 minutes/level [D]                | Long (800 ft.)          | V,S     | PHB: p.218 |
| <i>School:</i> Divination   | SR: No                                  | <i>Target:</i> Cone-shaped emanation  |  | <i>Caster Level:</i> 10 |         |            |
| <i>Effect:</i> Detects kinds of animals or plants.  |   |   |  |                         |         |            |
| □□□□□ Detect Snares and Pits  |   | Standard Action   | Concentration, up to 10 minutes/level [D]                | 60 ft.                  | V,S     | PHB: p.220 |
| <i>School:</i> Divination   | SR: No                                  | <i>Target:</i> Cone-shaped emanation  |  | <i>Caster Level:</i> 10 |         |            |
| <i>Effect:</i> Reveals natural or primitive traps.  |   |   |  |                         |         |            |
| □□□□□ Endure Elements   | DC: 14, Will negates (harmless)         | Standard Action   | 24 hours   | Touch                   | V,S     | PHB: p.226 |
| <i>School:</i> Abjuration   | SR: Yes (harmless)                      | <i>Target:</i> Creature touched   |  | <i>Caster Level:</i> 10 |         |            |
| <i>Effect:</i> Exist comfortably in hot or cold environments.   |   |   |  |                         |         |            |
| □□□□□ Enrage Animal   |   | 1 standard action   | Concentration +1 round/level                             | Medium (200 ft.)        | V,S     | SC: p.81   |
| <i>School:</i> Enchantment (Compulsion) [Mind-Affecting]  | SR: Yes                                 | <i>Target:</i> One animal   |  | <i>Caster Level:</i> 10 |         |            |
| <i>Effect:</i> Grants +4 morale bonus to Str, Con, Will Saves & -2 penalty to AC to affected animal.                                      |   |   |  |                         |         |            |
| □□□□□ Entangle  | DC: 14, Reflex partial; see text        | Standard Action   | 1 minute/level [D]                                       | Long (800 ft.)          | V,S, DF | PHB: p.227 |
| <i>School:</i> Transmutation  | SR: No                                  | <i>Target:</i> Plants in a 40-ft.-radius spread                                   |  | <i>Caster Level:</i> 10 |         |            |
| <i>Effect:</i> Plants entangle everyone in 40-ft.-radius circle.  |   |   |  |                         |         |            |
| □□□□□ Faerie Fire   |   | Standard Action   | 1 minute/level [D]                                       | Long (800 ft.)          | V,S, DF | PHB: p.229 |
| <i>School:</i> Evocation [Light]  | SR: Yes                                 | <i>Target:</i> Creatures and objects within a 5-ft.-radius burst                  |  | <i>Caster Level:</i> 10 |         |            |
| <i>Effect:</i> Outlines subjects with light, canceling blur, concealment, and the like.   |   |   |  |                         |         |            |
| □□□□□ Foundation of Stone   |   | 1 standard action   | 1 round/level  | Close (50 ft.)          | V,M     | SC: p.99   |
| <i>School:</i> Transmutation [Earth]  | SR: Yes [harmless]                      | <i>Target:</i> One creature/level, no two of which are more than 30 ft. apart     |  | <i>Caster Level:</i> 10 |         |            |
| <i>Effect:</i> As long as subjects don't move they gain +2 AC and +4 to Str against bull rush.  |   |   |  |                         |         |            |
| □□□□□ Goodberry   |   | Standard Action   | 1 day/level  | Touch                   | V,S, DF | PHB: p.237 |
| <i>School:</i> Transmutation  | SR: Yes                                 | <i>Target:</i> 2d4 fresh berries touched  |  | <i>Caster Level:</i> 10 |         |            |
| <i>Effect:</i> 2d4 berries each cure 1 hp [max 8 hp/24 hours].  |   |   |  |                         |         |            |
| □□□□□ Hawkeye   | DC: 14, N/A                             | 1 standard action   | 10 minutes/level [D]                                     | Personal                | V       | SC: p.110  |
| <i>School:</i> Transmutation  | SR: N/A                                 | <i>Target:</i> You  |  | <i>Caster Level:</i> 10 |         |            |
| <i>Effect:</i> Increases range increment by 50% and +5 competence bonus on Spot checks.   |   |   |  |                         |         |            |
| □□□□□ Healthful Rest  | DC: 14, Will negates [harmless]         | 10 minutes  | 24 hours   | Close (50 ft.)          | V,S     | SC: p.111  |
| <i>School:</i> Conjunction (Healing)  | SR: Yes [harmless]                      | <i>Target:</i> One creature/level, no two of which can be more than 30 feet apart |  | <i>Caster Level:</i> 10 |         |            |
| <i>Effect:</i> Doubles the natural healing rate.  |   |   |  |                         |         |            |
| □□□□□ Hide from Animals   | DC: 14, Will negates (harmless)         | Standard Action   | 10 minutes/level [D]                                     | Touch                   | S, DF   | PHB: p.241 |
| <i>School:</i> Abjuration   | SR: Yes                                 | <i>Target:</i> 1 creature/level touched   |  | <i>Caster Level:</i> 10 |         |            |
| <i>Effect:</i> Animals can't perceive 1 subject/level.  |   |   |  |                         |         |            |
| □□□□□ Horrible Taste  | DC: 14, Fortitude negates; see text     | 1 standard action   | 10 minutes/level   | Touch                   | V,S,M   | SC: p.116  |
| <i>School:</i> Transmutation  | SR: No                                  | <i>Target:</i> Creature or object touched   |  | <i>Caster Level:</i> 10 |         |            |
| <i>Effect:</i> Animals must save after biting or refuse to bite the subject.  |   |   |  |                         |         |            |
| □□□□□ Jump  | DC: 14, Will negates (harmless)         | Standard Action   | 1 minute/level [D]                                       | Touch                   | V,S,M   | PHB: p.246 |
| <i>School:</i> Transmutation  | SR: Yes                                 | <i>Target:</i> Creature touched   |  | <i>Caster Level:</i> 10 |         |            |
| <i>Effect:</i> Subject gets bonus on Jump checks.   |   |   |  |                         |         |            |
| □□□□□ Junglerazer   | DC: 14, Reflex half                     | 1 standard action   | Instantaneous  | 120 ft.                 | V,S,M   | SC: p.127  |
| <i>School:</i> Necromancy   | SR: Yes                                 | <i>Target:</i> 120-ft. line   |  | <i>Caster Level:</i> 10 |         |            |
| <i>Effect:</i> Fey, vermin, plants and plant creatures and animals caught in the area take 1d10/caster level [max 10d10] negative energy. |   |   |  |                         |         |            |
| □□□□□ Longstrider   |   | Standard Action   | 1 hour/level [D]   | Personal                | V,S,M   | PHB: p.249 |
| <i>School:</i> Transmutation  | SR: No                                  | <i>Target:</i> You  |  | <i>Caster Level:</i> 10 |         |            |
| <i>Effect:</i> Increases your speed.  |   |   |  |                         |         |            |
| □□□□□ Low-light Vision  | DC: 14, Will negates [harmless]         | 1 standard action   | 1 hour/level   | Touch                   | V,M     | SC: p.134  |
| <i>School:</i> Transmutation  | SR: Yes [harmless]                      | <i>Target:</i> Creature touched   |  | <i>Caster Level:</i> 10 |         |            |
| <i>Effect:</i> Target gains low-light vision.   |   |   |  |                         |         |            |
| □□□□□ Magic Fang  | DC: 14, Will negates (harmless)         | Standard Action   | 1 minute/level   | Touch                   | V,S, DF | PHB: p.250 |
| <i>School:</i> Transmutation  | SR: Yes (harmless)                      | <i>Target:</i> Living creature touched  |  | <i>Caster Level:</i> 10 |         |            |
| <i>Effect:</i> One natural weapon of subject creature gets +1 on attack and damage rolls.   |   |   |  |                         |         |            |
| □□□□□ Magic Stone   | DC: 14, Will negates (harmless, object) | Standard Action   | 30 minutes or until discharged                           | Touch                   | V,S, DF | PHB: p.251 |
| <i>School:</i> Transmutation  | SR: Yes (harmless, object)              | <i>Target:</i> Up to three pebbles touched  |  | <i>Caster Level:</i> 10 |         |            |
| <i>Effect:</i> Three stones gain +1 on attack rolls, deal 1d6+1 damage.   |   |   |  |                         |         |            |
| □□□□□ Obscuring Mist  |   | Standard Action   | 1 minute/level   | 20 ft.                  | V,S     | PHB: p.258 |
| <i>School:</i> Conjunction (Creation)   | SR: No                                  | <i>Target:</i> Cloud spreads in 20-ft. radius from you, 20 ft. high               |  | <i>Caster Level:</i> 10 |         |            |
| <i>Effect:</i> Fog surrounds you.   |   |   |  |                         |         |            |
| □□□□□ Omen of Peril   | DC: 14, N/A                             | 1 round   | Instantaneous  | Personal                | V,F     | SC: p.149  |
| <i>School:</i> Divination   | SR: N/A                                 | <i>Target:</i> You  |  | <i>Caster Level:</i> 10 |         |            |
| <i>Effect:</i> Brief supplication gives you a vision that hints at how dangerous the immediate future is likely to be.; see text.         |   |   |  |                         |         |            |
| □□□□□ Pass without Trace  | DC: 14, Will negates (harmless)         | Standard Action   | 1 hour/level [D]   | Touch                   | V,S, DF | PHB: p.259 |
| <i>School:</i> Transmutation  | SR: Yes (harmless)                      | <i>Target:</i> 1 creature/level touched   |  | <i>Caster Level:</i> 10 |         |            |
| <i>Effect:</i> 1 subject/level leaves no tracks.  |   |   |  |                         |         |            |
| □□□□□ Produce Flame   |   | Standard Action   | 1 minute/level [D]                                       | 0 ft.                   | V,S     | PHB: p.265 |
| <i>School:</i> Evocation [Fire]   | SR: Yes                                 | <i>Target:</i> Flame in your palm   |  | <i>Caster Level:</i> 10 |         |            |
| <i>Effect:</i> 1d6 +1/level [max +5] damage, touch or thrown.   |   |   |  |                         |         |            |
| □□□□□ Raging Flame  |   | 1 standard action   | 1 minute   | Medium (200 ft.)        | V,S     | SC: p.164  |
| <i>School:</i> Transmutation [Fire]   | SR: No                                  | <i>Target:</i> 30-ft.-radius spread   |  | <i>Caster Level:</i> 10 |         |            |
|   |   | * =Domain/Speciality Spell  |  |                         |         |            |

# Druid Spells

|   |   |  |                                    |                         |          |            |
|---|---|--|------------------------------------|-------------------------|----------|------------|
| <i>Effect:</i> Causes existing fire to double their heat and radiance; see text.  |   |  |                                    |                         |          |            |
| ☐☐☐☐☐ <b>Ram's Might</b>  | <b>DC: 14, N/A</b>                          | 1 standard action  | 1 minute/level                     | Personal                | V,S      | SC: p.166  |
| <i>School:</i> Transmutation  | <i>SR:</i> N/A                              | <i>Target:</i> You   |                                    | <i>Caster Level:</i> 10 |          |            |
| <i>Effect:</i> Your hands harden +2 bonus to Str, inflict lethal damage, and you are considered armed.  |   |  |                                    |                         |          |            |
| ☐☐☐☐☐ <b>Rapid Burrowing</b>  | <b>DC: 14, Fortitude negates [harmless]</b> | 1 standard action  | 10 minutes/level                   | Touch                   | V,S,DF   | SC: p.166  |
| <i>School:</i> Transmutation  | <i>SR:</i> Yes [harmless]                   | <i>Target:</i> Creature touched  |                                    | <i>Caster Level:</i> 10 |          |            |
| <i>Effect:</i> Improves existing burrow speed by 20 ft.   |   |  |                                    |                         |          |            |
| ☐☐☐☐☐ <b>Remove Scent</b>   | <b>DC: 14, Will negates</b>                 | 1 standard action  | 10 minutes/level                   | Touch                   | V,S,M    | SC: p.173  |
| <i>School:</i> Transmutation  | <i>SR:</i> Yes                              | <i>Target:</i> Creature touched  |                                    | <i>Caster Level:</i> 10 |          |            |
| <i>Effect:</i> Hides the scent of the affected creature or removes potent affects from creatures such as ghaists or troglodytes.  |   |  |                                    |                         |          |            |
| ☐☐☐☐☐ <b>Resist Planar Alignment</b>  | <b>DC: 14, Will negates [harmless]</b>      | 1 standard action  | 1 round/level                      | Touch                   | V,S,DF   | SC: p.174  |
| <i>School:</i> Abjuration   | <i>SR:</i> Yes [harmless]                   | <i>Target:</i> Creature touched  |                                    | <i>Caster Level:</i> 10 |          |            |
| <i>Effect:</i> Grants limited protection from a plane's alignment traits; see text.   |   |  |                                    |                         |          |            |
| ☐☐☐☐☐ <b>Sandblast</b>  | <b>DC: 14, Reflex half</b>                  | 1 standard action  | Instantaneous                      | 10 ft.                  | V,S,DF   | SC: p.180  |
| <i>School:</i> Evocation  | <i>SR:</i> Yes                              | <i>Target:</i> 10-ft.-radius burst centered on your hands                      |                                    | <i>Caster Level:</i> 10 |          |            |
| <i>Effect:</i> Creatures in area take 1d6 nonlethal damage, any creature that fails the save is also stunned for 1 round.   |   |  |                                    |                         |          |            |
| ☐☐☐☐☐ <b>Shillelagh</b>   | <b>DC: 14, Will negates (object)</b>        | Standard Action  | 1 minute/level                     | Touch                   | V,S, DF  | PHB: p.278 |
| <i>School:</i> Transmutation  | <i>SR:</i> Yes (object)                     | <i>Target:</i> One touched nonmagical oak club or quarterstaff                 |                                    | <i>Caster Level:</i> 10 |          |            |
| <i>Effect:</i> Cudgel or quarterstaff becomes +1 weapon dealing damage as if two size categories larger for 1 minutes/level.  |   |  |                                    |                         |          |            |
| ☐☐☐☐☐ <b>Slow Burn</b>  | <i>SR:</i> No                               | 1 standard action  | 1 minute                           | Medium (200 ft.)        | V,S,M/DF | SC: p.192  |
| <i>School:</i> Transmutation [Fire]   |   | <i>Target:</i> 30-ft.-radius spread  |                                    | <i>Caster Level:</i> 10 |          |            |
| <i>Effect:</i> Doubles the amount of time to put out a fire; see text.  |   |  |                                    |                         |          |            |
| ☐☐☐☐☐ <b>Snake's Swiftness</b>  | <b>DC: 14, Will negates [harmless]</b>      | 1 standard action  | Instantaneous                      | Close (50 ft.)          | V,S,M/DF | SC: p.193  |
| <i>School:</i> Transmutation  | <i>SR:</i> Yes [harmless]                   | <i>Target:</i> One allied creature   |                                    | <i>Caster Level:</i> 10 |          |            |
| <i>Effect:</i> Subject may make another single attack melee or ranged; see text.  |   |  |                                    |                         |          |            |
| ☐☐☐☐☐ <b>Snowshoes</b>  | <b>DC: 14, Will negates [harmless]</b>      | 1 standard action  | 1 hour/level [D]                   | Touch                   | V,S      | SC: p.194  |
| <i>School:</i> Transmutation  | <i>SR:</i> Yes [harmless]                   | <i>Target:</i> Creature touched  |                                    | <i>Caster Level:</i> 10 |          |            |
| <i>Effect:</i> Speed increases by 10 ft. and no Balance checks or Reflex required to walk on snow.  |   |  |                                    |                         |          |            |
| ☐☐☐☐☐ <b>Speak with Animals</b>   | <i>SR:</i> No                               | Standard Action  | 1 minute/level                     | Personal                | V,S      | PHB: p.281 |
| <i>School:</i> Divination   |   | <i>Target:</i> You   |                                    | <i>Caster Level:</i> 10 |          |            |
| <i>Effect:</i> You can communicate with animals.  |   |  |                                    |                         |          |            |
| ☐☐☐☐☐ <b>Summon Nature's Ally I</b>   | <i>SR:</i> No                               | 1 round  | 1 round/level [D]                  | Close (50 ft.)          | V,S, DF  | PHB: p.288 |
| <i>School:</i> Conjunction (Summoning)  |   | <i>Target:</i> One summoned creature   |                                    | <i>Caster Level:</i> 10 |          |            |
| <i>Effect:</i> Calls creature to fight.   |   |  |                                    |                         |          |            |
| ☐☐☐☐☐ <b>Surefooted Stride</b>  | <i>SR:</i> No                               | 1 standard action  | 1 minute/level                     | Personal                | V,S      | SC: p.216  |
| <i>School:</i> Transmutation  |   | <i>Target:</i> You   |                                    | <i>Caster Level:</i> 10 |          |            |
| <i>Effect:</i> Move through difficult terrain at full speed. Gain +2 Climb checks.  |   |  |                                    |                         |          |            |
| ☐☐☐☐☐ <b>Thunderhead</b>  | <b>DC: 14, Reflex negates; see text</b>     | 1 standard action  | 1 round/level                      | Close (50 ft.)          | V,S,M    | SC: p.219  |
| <i>School:</i> Evocation [Electricity]  | <i>SR:</i> Yes                              | <i>Target:</i> One creature  |                                    | <i>Caster Level:</i> 10 |          |            |
| <i>Effect:</i> Miniature thundercloud follows creature unerringly each round [even if it goes invisible or leaves the region] striking it with lightning that deals 1 pt of damage.   |   |  |                                    |                         |          |            |
| ☐☐☐☐☐ <b>Traveler's Mount</b>   | <b>DC: 14, Will negates</b>                 | 1 standard action  | 1 hour/level                       | Touch                   | V,S      | SC: p.223  |
| <i>School:</i> Transmutation  | <i>SR:</i> Yes                              | <i>Target:</i> Animal or magical beast touched                                 |                                    | <i>Caster Level:</i> 10 |          |            |
| <i>Effect:</i> +10 feet enhancement bonus to speed but cannot attack during the duration of the spell.  |   |  |                                    |                         |          |            |
| ☐☐☐☐☐ <b>Updraft</b>  | <b>DC: 14, N/A</b>                          | 1 swift action   | Instantaneous                      | Personal                | V,S,M    | SC: p.228  |
| <i>School:</i> Conjunction (Creation) [Air]   | <i>SR:</i> N/A                              | <i>Target:</i> You   |                                    | <i>Caster Level:</i> 10 |          |            |
| <i>Effect:</i> Gain 10 ft. per level of altitude, and then gently float back to the ground.   |   |  |                                    |                         |          |            |
| ☐☐☐☐☐ <b>Vigor, Lesser</b>  | <b>DC: 14, Will negates [harmless]</b>      | 1 standard action  | 10 rounds + 1 round/level [max 15] | Touch                   | V,S      | SC: p.229  |
| <i>School:</i> Conjunction (Healing)  | <i>SR:</i> Yes [harmless]                   | <i>Target:</i> Living creature touched   |                                    | <i>Caster Level:</i> 10 |          |            |
| <i>Effect:</i> Grants target fast healing ability for the duration of the spell. Heals 1 hp automatically per round.  |   |  |                                    |                         |          |            |
| ☐☐☐☐☐ <b>Vine Strike</b>  | <b>DC: 14, N/A</b>                          | 1 swift action   | 1 round                            | Personal                | V,DF     | SC: p.230  |
| <i>School:</i> Divination   | <i>SR:</i> N/A                              | <i>Target:</i> You   |                                    | <i>Caster Level:</i> 10 |          |            |
| <i>Effect:</i> Allows sneak attacks against plants if you already have the ability.   |   |  |                                    |                         |          |            |
| ☐☐☐☐☐ <b>Wall of Smoke</b>  | <b>DC: 14, Fortitude partial; see text</b>  | 1 standard action  | 1 round/level                      | Close (50 ft.)          | V,S      | SC: p.235  |
| <i>School:</i> Conjunction (Creation)   | <i>SR:</i> No                               | <i>Target:</i> A straight wall whose area is up to one 10-ft. square/level [S] |                                    | <i>Caster Level:</i> 10 |          |            |
| <i>Effect:</i> Makes a wall of black smoke, causes nausea; see text., This spell creates a thin wall of black smoke. The wall is stationary once created. The wall blocks sight to a limited degree. Creatures on opposite sides of the wall that cannot see over it gain concealment from each other. A creature can pass through a wall of smoke, but it must make a Fortitude save to avoid being nauseated for 1 round. A moderate wind 11, such as from a gust of wind spell, destroys the wall in 1 round. This spell does not function underwater. |   |  |                                    |                         |          |            |
| ☐☐☐☐☐ <b>Wings of the Sea</b>   | <b>DC: 14, Fortitude negates [harmless]</b> | 1 standard action  | 1 minute/level                     | Touch                   | S,M      | SC: p.240  |
| <i>School:</i> Transmutation  | <i>SR:</i> Yes [harmless]                   | <i>Target:</i> Creature touched  |                                    | <i>Caster Level:</i> 10 |          |            |
| <i>Effect:</i> Increases creatures swim speed by 30 ft.   |   |  |                                    |                         |          |            |
| ☐☐☐☐☐ <b>Winter Chill</b>   | <b>DC: 14, Fortitude negates</b>            | 1 standard action  | Instantaneous                      | Close (50 ft.)          | V,S      | SC: p.241  |
| <i>School:</i> Transmutation [Cold]   | <i>SR:</i> Yes                              | <i>Target:</i> One creature  |                                    | <i>Caster Level:</i> 10 |          |            |
| <i>Effect:</i> Creature must succeed on save or take 1d6 points of cold damage and become fatigued.   |   |  |                                    |                         |          |            |
| ☐☐☐☐☐ <b>Wood Wose</b>  | <i>SR:</i> No                               | 1 standard action  | 1 hour/level                       | Close (50 ft.)          | V,S,DF   | SC: p.242  |
| <i>School:</i> Conjunction (Creation)   |   | <i>Target:</i> One nature servant  |                                    | <i>Caster Level:</i> 10 |          |            |
| <i>Effect:</i> Summon minor nature spirit to perform simple natural tasks.  |   |  |                                    |                         |          |            |

## LEVEL 2

| Name  | Save Information                | Time  | Duration           | Range            | Comp.    | Source        |
|---|---------------------------------|---|--------------------|------------------|----------|---------------|
| ☐☐☐☐☐Align Fang   | DC: 15, Will negates [harmless] | 1 standard action   | 1 minute/level     | Touch            | V,S,DF   | SC: p.9       |
| School: Transmutation   | SR: Yes [harmless]              | Target: Living creature touched                                     |                    | Caster Level: 10 |          |               |
| Effect: Aligns a creature's natural weapon to good-,evil-,lawful-,or chaotic.   |                                 |   |                    |                  |          |               |
| ☐☐☐☐☐Animalistic Power  | DC: 15, Will negates [harmless] | 1 standard action   | 1 minute/level     | Touch            | V,S,M    | PHB II: p.101 |
| School: Transmutation   | SR: Yes [harmless]              | Target: Creature touched  |                    | Caster Level: 10 |          |               |
| Effect: Subject is imbued with +2 to Strength, Dexterity and Constitution.  |                                 |   |                    |                  |          |               |
| ☐☐☐☐☐Animal Messenger   | DC: 15, None; see text          | Standard Action   | 1 day/level        | Close (50 ft.)   | V,S,M    | PHB: p.198    |
| School: Enchantment (Compulsion) [Mind-Affecting]   | SR: Yes                         | Target: One Tiny animal   |                    | Caster Level: 10 |          |               |
| Effect: Sends a Tiny animal to a specific place.  |                                 |   |                    |                  |          |               |
| ☐☐☐☐☐Animal Trance  | DC: 15, Will negates; see text  | Standard Action   | Concentration      | Close (50 ft.)   | V,S      | PHB: p.198    |
| School: Enchantment (Compulsion) [Mind-Affecting, Sonic]  | SR: Yes                         | Target: Animals or magical beasts with Intelligence 1 or 2          |                    | Caster Level: 10 |          |               |
| Effect: Fascinates 2d6 HD of animals.   |                                 |   |                    |                  |          |               |
| ☐☐☐☐☐Avoid Planar Effects   |                                 | 1 immediate action  | 1 minute/level     | 20 ft.           | V        | SC: p.19      |
| School: Abjuration  | SR: Yes [harmless]              | Target: One creature/level in a 20-ft. radius burst centered on you |                    | Caster Level: 10 |          |               |
| Effect: Gain temporary respite from the natural effects of a specific plane.  |                                 |   |                    |                  |          |               |
| ☐☐☐☐☐Balancing Lorecall   | DC: 15, N/A                     | 1 standard action   | 1 minute/level [D] | Personal         | V,S,M/DF | SC: p.23      |
| School: Divination  | SR: N/A                         | Target: You   |                    | Caster Level: 10 |          |               |
| Effect: Gain +4 insight bonus to balance bonus; see text.   |                                 |   |                    |                  |          |               |
| ☐☐☐☐☐Barkskin   |                                 | Standard Action   | 10 minutes/level   | Touch            | V,S, DF  | PHB: p.203    |
| School: Transmutation   | SR: Yes (harmless)              | Target: Living creature touched                                     |                    | Caster Level: 10 |          |               |
| Effect: Grants +2 Enhancement bonus to natural armor. Additional +1 per three levels above 3rd [max +5 at 12th level] |                                 |   |                    |                  |          |               |
| ☐☐☐☐☐Bear's Endurance   | DC: 15, Will negates (harmless) | Standard Action   | 1 minute/level     | Touch            | V,S, DF  | PHB: p.203    |
| School: Transmutation   | SR: Yes                         | Target: Creature touched  |                    | Caster Level: 10 |          |               |
| Effect: Subject gains +4 to Con for 1 minutes/level.  |                                 |   |                    |                  |          |               |
| ☐☐☐☐☐Binding Winds  | DC: 15, Reflex negates          | 1 standard action   | Concentration      | Medium (200 ft.) | V,S      | SC: p.27      |
| School: Evocation [Air]   | SR: Yes                         | Target: One creature  |                    | Caster Level: 10 |          |               |
| Effect: Subject can act normally, but it cannot move from it's current location.                                      |                                 |   |                    |                  |          |               |
| * =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></div> </div> </div> <div>Bite of the Wererat</div> <div>School: Transmutation</div> <div>Effect: Gain +6 bonus to Dex, +2 Con, +3 natural armor.</div>   | <div>DC: 15, N/A</div> <div>SR: N/A</div>                                     | <div>1 standard action</div> <div>1 round/level</div> <div>Target: You</div>   | <div>Personal</div> <div></div> | <div>V,S,M</div> <div>Caster Level: 10</div>    | <div>SC: p.28</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> </div> </div> <div>Blinding Spittle</div> <div>School: Transmutation</div> <div>Effect: Spit caustic saliva into foes eyes on successful ranged touch attack. Causes -4 penalty to attack roll.</div>  | <div>SR: Yes</div>  | <div>1 standard action</div> <div>Instantaneous</div> <div>Target: One missile of spit</div>   | <div>Close (50 ft.)</div>       | <div>V,S</div> <div>Caster Level: 10</div>      | <div>SC: p.32</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> </div> </div> <div>Blood Frenzy</div> <div>School: Transmutation</div> <div>Effect: Caster enters a rage, as its rage special ability, but this rage doesn't count against it's total.</div>   | <div>DC: 15, Will negates</div> <div>SR: Yes</div>                            | <div>1 standard action</div> <div>Special; see text</div> <div>Target: Any creature with the rage ability</div>  | <div>Touch</div>                | <div>V,S</div> <div>Caster Level: 10</div>      | <div>SC: p.33</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> </div> </div> <div>Body of the Sun</div> <div>School: Transmutation [Fire]</div> <div>Effect: 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>DC: 15, Reflex half</div> <div>SR: Yes</div>                             | <div>1 standard action</div> <div>1 round/level</div> <div>Target: 5 ft.-radius emanation centered on you</div>  | <div>5 ft.</div>                | <div>V,S,DF</div> <div>Caster Level: 10</div>   | <div>SC: p.35</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> </div> </div> <div>Brambles</div> <div>School: Transmutation</div> <div>Effect: Small magical thorns/spikes protrude from wooden weapon; gains a +1 to hit enhancement and deals +1/level [max +10] damage.</div>  | <div>SR: No</div>   | <div>1 standard action</div> <div>1 round/level</div> <div>Target: Wooden weapon touched</div>   | <div>Touch</div>                | <div>V,S,M</div> <div>Caster Level: 10</div>    | <div>SC: p.38</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> </div> </div> <div>Briar Web</div> <div>School: Transmutation</div> <div>Effect: As entangle, but thorns deal damage each round.</div>   | <div>SR: No</div>   | <div>1 standard action</div> <div>1 minute/level</div> <div>Target: 40-ft-radius spread.</div>   | <div>Medium (200 ft.)</div>     | <div>V,S,DF</div> <div>Caster Level: 10</div>   | <div>SC: p.39</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> </div> </div> <div>Bull's Strength</div> <div>School: Transmutation</div> <div>Effect: Subject gains +4 to Str for 1 minutes/level.</div>  | <div>DC: 15, Will negates (harmless)</div> <div>SR: Yes (harmless)</div>      | <div>Standard Action</div> <div>1 minute/level</div> <div>Target: Creature touched</div>   | <div>Touch</div>                | <div>V,S,M/DF</div> <div>Caster Level: 10</div> | <div>PHB: p.207</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> </div> </div> <div>Burrow</div> <div>School: Transmutation</div> <div>Effect: Burrow through earth at 30 ft unless wearing Medium or heavier armor or a Medium load than it is 20 ft.</div>  | <div>DC: 15, Will negates [harmless]</div> <div>SR: Yes [harmless]</div>      | <div>1 standard action</div> <div>1 minute/level [D]</div> <div>Target: Creature touched</div>   | <div>Touch</div>                | <div>V,S,F/DF</div> <div>Caster Level: 10</div> | <div>SC: p.41</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> </div> </div> <div>Camouflage, Mass</div> <div>School: Transmutation</div> <div>Effect: As camouflage, except the effect is mobile within the group. [Broken for creatures who more than 60 ft apart].</div>   | <div>DC: 15, Will negates [harmless]</div> <div>SR: Yes [harmless]</div>      | <div>1 standard action</div> <div>10 minutes/level</div> <div>Target: Any number of creatures, no two of which can be more than 60 ft. apart</div>                           | <div>Medium (200 ft.)</div>     | <div>V,S</div> <div>Caster Level: 10</div>      | <div>SC: p.43</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> </div> </div> <div>Cat's Grace</div> <div>School: Transmutation</div> <div>Effect: Subject gains +4 to Dex for 1 minutes/level.</div>  | <div>DC: 15, Will negates (harmless)</div> <div>SR: Yes</div>                 | <div>Standard Action</div> <div>1 minute/level</div> <div>Target: Creature touched</div>   | <div>Touch</div>                | <div>V,S,M</div> <div>Caster Level: 10</div>    | <div>PHB: p.208</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> </div> </div> <div>Chill Metal</div> <div>School: Transmutation [Cold]</div> <div>Effect: Cold metal damages those who touch it.</div>   | <div>DC: 15, Will negates (object)</div> <div>SR: Yes (object)</div>          | <div>Standard Action</div> <div>7 rounds</div> <div>Target: Metal equipment of 1 creature/2 levels, no two of which can be more than 30 ft. apart; or 250 lbs of metal</div> | <div>Close (50 ft.)</div>       | <div>V,S, DF</div> <div>Caster Level: 10</div>  | <div>PHB: p.209</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> </div> </div> <div>Cloud Wings</div> <div>School: Transmutation</div> <div>Effect: Increases fly speed by 30 ft.</div>   | <div>DC: 15, Fortitude negates [harmless]</div> <div>SR: Yes [harmless]</div> | <div>1 standard action</div> <div>1 hour/level</div> <div>Target: Creature touched</div>   | <div>Touch</div>                | <div>V,S</div> <div>Caster Level: 10</div>      | <div>SC: p.49</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> </div> </div> <div>Countermoon</div> <div>School: Abjuration</div> <div>Effect: Stops lycanthropic shapechanging for 12 hours.</div>   | <div>DC: 15, Will negates [D]</div> <div>SR: Yes</div>                        | <div>1 standard action</div> <div>12 hours</div> <div>Target: One lycanthrope</div>  | <div>Close (50 ft.)</div>       | <div>V,S,M</div> <div>Caster Level: 10</div>    | <div>SC: p.53</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> </div> </div> <div>Creeping Cold</div> <div>School: Transmutation [Cold]</div> <div>Effect: Deals progressive damage from cold [+1d6/round].</div>   | <div>DC: 15, Fortitude half</div> <div>SR: Yes</div>                          | <div>1 standard action</div> <div>3 rounds</div> <div>Target: One creature</div>   | <div>Close (50 ft.)</div>       | <div>V,S,F</div> <div>Caster Level: 10</div>    | <div>SC: p.55</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> </div> </div> <div>Daggerspell Stance</div> <div>School: Abjuration</div> <div>Effect: 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.</div>                          | <div>DC: 15, N/A</div> <div>SR: N/A</div>                                     | <div>1 swift action</div> <div>1 round/level [D]</div> <div>Target: You</div>  | <div>Personal</div>             | <div>V,F</div> <div>Caster Level: 10</div>      | <div>SC: p.57</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> </div> </div> <div>Decomposition</div> <div>School: Necromancy</div> <div>Effect: Wounded creatures suffer 3 extra hp/round.</div>   | <div>SR: Yes</div>  | <div>1 standard action</div> <div>1 round/level</div> <div>Target: Living enemies within a 50-ft.-radius emanation centered on you</div>                                     | <div>50 ft.</div>               | <div>V,S,DF</div> <div>Caster Level: 10</div>   | <div>SC: p.61</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> </div> </div> <div>Delay Poison</div> <div>School: Conjuraton (Healing)</div> <div>Effect: Stops poison from harming subject for 1 hour/level.</div>   | <div>DC: 15, Fortitude negates (harmless)</div> <div>SR: Yes (harmless)</div> | <div>Standard Action</div> <div>1 hour/level</div> <div>Target: Creature touched</div>   | <div>Touch</div>                | <div>V,S, DF</div> <div>Caster Level: 10</div>  | <div>PHB: p.217</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> </div> </div> <div>Drifts of the Shalm</div> <div>School: Evocation</div> <div>Effect: 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.</div> | <div>SR: No</div>   | <div>1 standard action</div> <div>1 round/level</div> <div>Target: One 5-ft. square/level [S]</div>  | <div>Medium (200 ft.)</div>     | <div>V,S</div> <div>Caster Level: 10</div>      | <div>PHB II: p.111</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> </div> </div> <div>Earthbind</div> <div>School: Transmutation</div> <div>Effect: Reduce a creatures fly speed to 0, airborne creatures fall to the ground as if by featherfall.</div>  | <div>DC: 15, Fortitude negates</div> <div>SR: Yes</div>                       | <div>1 standard action</div> <div>1 minute/level [D]</div> <div>Target: One creature</div>   | <div>Medium (200 ft.)</div>     | <div>V,S</div> <div>Caster Level: 10</div>      | <div>SC: p.76</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> </div> </div> <div>Earthfast</div> <div>School: Transmutation</div> <div>Effect: Doubles Structures HP and increases Hardness to 10.</div>   | <div>SR: Yes [object]</div>   | <div>1 standard action</div> <div>10 minutes/level [D]</div> <div>Target: One stone structure or rock formation, up to 25 cu. ft./level</div>                                | <div>Close (50 ft.)</div>       | <div>V,S</div> <div>Caster Level: 10</div>      | <div>SC: p.76</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> </div> </div> <div>Easy Trail</div> <div>School: Abjuration</div> <div>Effect: Removes movement penalties through dense brush and increases track DC by 5 for any pursurers.</div>   | <div>SR: Yes</div>  | <div>1 standard action</div> <div>1 hour/level [D]</div> <div>Target: 40-ft. radius emanation centered on you</div>  | <div>40 ft.</div>               | <div>V,S</div> <div>Caster Level: 10</div>      | <div>SC: p.76</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> </div> </div> <div>Embrace the Wild</div> <div>School: Transmutation</div> <div>Effect: The caster gains an animal's sensory and skills, low-light vision and Scent or Blindsense 30' your choice. +2 spot and listen checks.</div>  | <div>DC: 15, N/A</div> <div>SR: N/A</div>                                     | <div>1 standard action</div> <div>10 minutes/level [D]</div> <div>Target: You</div>  | <div>Personal</div>             | <div>V</div> <div>Caster Level: 10</div>        | <div>SC: p.79</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> </div> </div> <div>Fins to Feet</div> <div>School: Transmutation</div> <div>Effect: Creatures lose swim speed but gain walk speed of 30 ft.</div>  | <div>DC: 15, Fortitude negates [harmless]</div> <div>SR: Yes [harmless]</div> | <div>1 standard action</div> <div>1 hour/level</div> <div>Target: Willing creature touched</div>   | <div>Touch</div>                | <div>V,S</div> <div>Caster Level: 10</div>      | <div>SC: p.92</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> </div> </div> <div>Fire Trap</div> <div>School: Abjuration [Fire]</div> <div>Effect: Opened object deals 1d4+10 fire damage.</div>   | <div>DC: 15, Reflex half; see text</div> <div>SR: Yes</div>                   | <div>10 minutes</div> <div>Permanent until discharged [D]</div> <div>Target: Object touched</div>  | <div>Touch</div>                | <div>V,S,M</div> <div>Caster Level: 10</div>    | <div>PHB: p.231</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> </div> </div> <div>Flame Blade</div> <div>School: Evocation [Fire]</div> <div>Effect: Touch attack deals 1d8 +5 fire damage.</div>   | <div>SR: Yes</div>  | <div>Standard Action</div> <div>1 minute/level [D]</div> <div>Target: Sword-like beam</div>  | <div>0 ft.</div>                | <div>V,S, DF</div> <div>Caster Level: 10</div>  | <div>PHB: p.231</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> </div> </div> <div>Flaming Sphere</div> <div>School: Evocation [Fire]</div> <div>Effect: Creates rolling ball of fire, 2d6 damage, lasts 1 round/level.</div>  | <div>DC: 15, Reflex negates</div> <div>SR: Yes</div>                          | <div>Standard Action</div> <div>1 round/level</div> <div>Target: 5-ft.-diameter sphere</div>   | <div>Medium (200 ft.)</div>     | <div>V,S,M/DF</div> <div>Caster Level: 10</div> | <div>PHB: p.232</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> </div> </div> <div>Fog Cloud</div> <div>School: Conjuraton (Creation)</div> <div>Effect: Fog obscures vision.</div>  | <div>SR: No</div>   | <div>Standard Action</div> <div>10 minutes/level</div> <div>Target: Fog spreads in 20-ft. radius, 20 ft. high</div>  | <div>Medium (200 ft.)</div>     | <div>V,S</div> <div>Caster Level: 10</div>      | <div>PHB: p.232</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> </div> </div> <div>Frost Breath</div> <div>School: Evocation [Cold]</div> <div>Effect: Breath a cone of cold that deal 1d4/2 caster levels [max 5d4] and creatures are also dazed if they failed the Reflex save.</div>  | <div>DC: 15, Reflex half</div> <div>SR: Yes</div>                             | <div>1 standard action</div> <div>Instantaneous</div> <div>Target: Cone-shaped burst</div>   | <div>30 ft.</div>               | <div>V,S,M</div> <div>Caster Level: 10</div>    | <div>SC: p.100</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> </div> </div> <div>Gust of Wind</div> <div>School: Evocation [Air]</div> <div>Effect: Blows away or knocks down smaller creatures.</div>   | <div>DC: 15, Fortitude negates</div> <div>SR: Yes</div>                       | <div>Standard Action</div> <div>1 round</div> <div>Target: Line-shaped gust of severe wind emanating out from you to the extreme of the range</div>                          | <div>60 ft.</div>               | <div>V,S</div> <div>Caster Level: 10</div>      | <div>PHB: p.238</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> </div> </div> <div>Healing Lorecall</div> <div>School: Divination</div> <div>Effect: Allows caster with Heal ranks to remove other ailments when using Conjuraton [Healing] spells. Can also heal more; see text.</div>  | <div>DC: 15, N/A</div> <div>SR: N/A</div>                                     | <div>1 standard action</div> <div>10 minutes/level</div> <div>Target: You</div>  | <div>Personal</div>             | <div>V,S,M</div> <div>Caster Level: 10</div>    | <div>SC: p.110</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> </div> </div> <div>Healing Sting</div> <div>School: Necromancy</div> <div>Effect: Inflict 1d12 +1/caster level [max +10] to a living creature and gain an equal amount of HP.</div>  | <div>SR: Yes</div>  | <div>1 standard action</div> <div>Instantaneous</div> <div>Target: You and one living creature</div>   | <div>Touch</div>                | <div>V,S,M</div> <div>Caster Level: 10</div>    | <div>SC: p.110</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> </div> </div> <div>Heartfire</div> <div>School: Evocation [Light, Fire]</div> <div>Effect: Blows away or knocks down smaller creatures.</div>  | <div>DC: 15, Fortitude partial</div> <div>SR: Yes</div>                       | <div>1 standard action</div> <div>1 round/level</div> <div>Target: living creatures within a 5-ft.-radius burst<br/>* =Domain/Specialty Spell</div>                          | <div>Close (50 ft.)</div>       | <div>V,S,DF</div> <div>Caster Level: 10</div>   | <div>SC: p.112</div>     |

# Druid Spells

*Effect:* Subjects do benefit from concealment, on failed save they also take 1d4 fire damage each round [half damage on save].

|   |  |                   |                             |                         |          |               |
|---|--|-------------------|-----------------------------|-------------------------|----------|---------------|
| <b>Heat Metal</b><br><i>School:</i> Transmutation [Fire]<br><i>Effect:</i> Make metal so hot it damages those who touch it.   | <b>DC: 15, Will negates (object)</b><br><i>SR:</i> Yes (object)          | Standard Action   | 7 rounds                    | Close (50 ft.)          | V,S, DF  | PHB: p.239    |
| <b>Hold Animal</b><br><i>School:</i> Enchantment (Compulsion) [Mind-Affecting]<br><i>Effect:</i> Paralyzes one animal for 1 round/level.  | <b>DC: 15, Will negates; see text</b><br><i>SR:</i> Yes                  | Standard Action   | 1 round/level [D]; see text | Medium (200 ft.)        | V,S      | PHB: p.241    |
| <b>Kelpstrand</b><br><i>School:</i> Conjuration (Creation)<br><i>Effect:</i> Make ranged attacks against each target; see text  | <i>SR:</i> No  | 1 standard action | 1 round/level               | Close (50 ft.)          | V,S,M    | SC: p.128     |
| <b>Linked Perception</b><br><i>School:</i> Divination<br><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].   | <b>DC: 15, Will negates (harmless)</b><br><i>SR:</i> Yes (harmless)      | 1 standard action | 1 minute/level [D]          | 20 ft.                  | V,DF     | PHB II: p.117 |
| <b>Listening Lorecall</b><br><i>School:</i> Divination<br><i>Effect:</i> Gain +4 insight bonus on Listen checks; see text.  | <b>DC: 15, N/A</b><br><i>SR:</i> N/A                                     | 1 standard action | 10 minutes/level            | Personal                | V,S,DF   | SC: p.133     |
| <b>Mark of the Outcast</b><br><i>School:</i> Necromancy<br><i>Effect:</i> Creates an indelible mark on the subjects face; see text.   | <b>DC: 15, Will negates</b><br><i>SR:</i> Yes                            | 1 standard action | Permanent                   | Close (50 ft.)          | V,S,DF   | SC: p.138     |
| <b>Master Air</b><br><i>School:</i> Transmutation<br><i>Effect:</i> Fly at 90 ft. [or 60 if med or hvy armor].  | <b>DC: 15, N/A</b><br><i>SR:</i> N/A                                     | 1 standard action | 1 round/level               | Personal                | V,S,F    | SC: p.139     |
| <b>Mountain Stance</b><br><i>School:</i> Transmutation<br><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.  | <b>DC: 15, Will negates [harmless]</b><br><i>SR:</i> No                  | 1 standard action | 1 minute/level              | Touch                   | V,S      | SC: p.144     |
| <b>Nature's Favor</b><br><i>School:</i> Evocation<br><i>Effect:</i> Target animal gains attack and damage bonus of +1 for every 3 caster levels max of +5 at 15th level.  | <b>DC: 15, Will negates [harmless]</b><br><i>SR:</i> Yes [harmless]      | 1 swift action    | 1 minute                    | Touch                   | V,S,DF   | SC: p.146     |
| <b>One With the Land</b><br><i>School:</i> Transmutation<br><i>Effect:</i> Gain +2 insight bonus to Move Silently, Search, Hide, Survival and Handle Animal checks.   | <b>DC: 15, N/A</b><br><i>SR:</i> N/A                                     | 1 standard action | 1 hour/level                | Personal                | V,S      | SC: p.149     |
| <b>Owl's Wisdom</b><br><i>School:</i> Transmutation<br><i>Effect:</i> Subject gains +4 to Wis for 1 minutes/level.  | <b>DC: 15, Will negates (harmless)</b><br><i>SR:</i> Yes                 | Standard Action   | 1 minute/level              | Touch                   | V,S,M/DF | PHB: p.259    |
| <b>Reduce Animal</b><br><i>School:</i> Transmutation<br><i>Effect:</i> Shrinks one willing animal.  | <i>SR:</i> No  | Standard Action   | 1 hour/level [D]            | Touch                   | V,S      | PHB: p.269    |
| <b>Resist Energy</b><br><i>School:</i> Abjuration<br><i>Effect:</i> Ignores first 20 points of damage/attack from specified energy type.  | <b>DC: 15, Fortitude negates (harmless)</b><br><i>SR:</i> Yes (harmless) | Standard Action   | 10 minutes/level            | Touch                   | V,S, DF  | PHB: p.272    |
| <b>Restoration, Lesser</b><br><i>School:</i> Conjuration (Healing)<br><i>Effect:</i> Dispel magical ability penalty or repairs 1d4 ability damage.  | <b>DC: 15, Will negates (harmless)</b><br><i>SR:</i> Yes (harmless)      | 3 rounds          | Instantaneous               | Touch                   | V,S      | PHB: p.272    |
| <b>Saltray</b><br><i>School:</i> Evocation<br><i>Effect:</i> Ranged touch attack deals 1d6 per two caster levels [max 5d6] and make a save or be stunned for 1 round.   | <b>DC: 15, Fortitude partial</b><br><i>SR:</i> Yes                       | 1 standard action | Instantaneous               | Close (50 ft.)          | V,S      | SC: p.179     |
| <b>Scent</b><br><i>School:</i> Transmutation<br><i>Effect:</i> Bestows Scent ability with all the same powers.  | <i>SR:</i> Yes [harmless]  | 1 standard action | 10 minutes/level            | Touch                   | V,S,M    | SC: p.180     |
| <b>Share Husk</b><br><i>School:</i> Divination<br><i>Effect:</i> You can sense all the stimuli the target animal senses.  | <b>DC: 15, Will negates [harmless]</b><br><i>SR:</i> Yes                 | 1 standard action | 1 minute/level              | Touch                   | V,S,M    | SC: p.187     |
| <b>Snake's Swiftness, Mass</b><br><i>School:</i> Transmutation<br><i>Effect:</i> Subjects may make another single attack melee or ranged; see text., The subjects can immediately make one melee or ranged attack. Taking this action doesn't affect the subject's normal place in the initiative order. This is a single attack and follows the standard rules for attacking. This spell does not allow the subject to make more than one additional attack in a round. If the subject has already made an additional attack, due to a prior casting of this spell, from the haste spell, or from any other source, this spell fails. Arcane Material Component: A few scales from a snake.  | <b>DC: 15, Will negates [harmless]</b><br><i>SR:</i> Yes [harmless]      | 1 standard action | Instantaneous               | Medium (200 ft.)        | V,S,M/DF | SC: p.193     |
| <b>Soften Earth and Stone</b><br><i>School:</i> Transmutation [Earth]<br><i>Effect:</i> Turns stone to clay or dirt to sand or mud.   | <i>SR:</i> No  | Standard Action   | Instantaneous               | Close (50 ft.)          | V,S, DF  | PHB: p.280    |
| <b>Spider Climb</b><br><i>School:</i> Transmutation<br><i>Effect:</i> Grants ability to walk on walls and ceilings.   | <b>DC: 15, Will negates (harmless)</b><br><i>SR:</i> Yes (harmless)      | Standard Action   | 10 minutes/level            | Touch                   | V,S,M    | PHB: p.283    |
| <b>Splinterbolt</b><br><i>School:</i> Conjuration (Creation)<br><i>Effect:</i> Make ranged attack to hit, on hit deal 4d6 piercing damage and threatens on 18-20. See text.   | <i>SR:</i> No  | 1 standard action | Instantaneous               | Close (50 ft.)          | V,S,M    | SC: p.203     |
| <b>Summon Nature's Ally II</b><br><i>School:</i> Conjuration (Summoning)<br><i>Effect:</i> Calls creature to fight.   | <i>SR:</i> No  | 1 round           | 1 round/level [D]           | Close (50 ft.)          | V,S, DF  | PHB: p.288    |
| <b>Summon Swarm</b><br><i>School:</i> Conjuration (Summoning)<br><i>Effect:</i> Summons swarm of bats, rats, or spiders., A swarm of little creatures carpets the effect's area, viciously attacking all other creatures there. [Roll on the table below to see what sort of creature is summoned]. A creature in the swarm who takes no actions other than fighting off the creatures takes 1 point of damage on its turn. A creature in the swarm who takes any other action, including leaving the swarm, takes 1d4 points of damage +1 point per three caster levels. Spellcasting or concentrating on spells within the swarm is impossible. A swarm of poisonous creatures deals no damage to creatures who are immune to poison, though it still prevents spellcasting and concentration. The creatures' attacks are nonmagical. Damage reduction, being incorporeal, and other special abilities also make a creature immune to damage from the swarm. The swarm cannot be fought effectively with weapons, but fire and damaging area effects can force it to disperse. The swarm disperses when it has taken a total of 2 hit points of damage per caster level from these attacks. Certain area or effect spells, such as gust of wind and stinking cloud, disperse a swarm immediately if appropriate for the swarm summoned. [For example, only fliers are affected by a gust of wind]. The swarm is stationary once summoned. A druid caster, however, can [as a move-equivalent action] direct the swarm to move up to 30 feet per round [or 90 feet per round if she has summoned bats or beetles]. Arcane Material Component: A square of red cloth. [1-8=Rats; 9-14=Bats; 15-16=Spiders; 17-18 Centipedes; 19-20 Flying Beettles] | <i>SR:</i> No  | 1 round           | Concentration + 2 rounds    | Close (50 ft.)          | V,S,M/DF | PHB: p.289    |
| <b>Swim</b><br><i>School:</i> Transmutation [Water]<br><i>Effect:</i> Gain swim speed and +8 to Swim checks.  | <i>SR:</i> Yes [harmless]  | 1 round           | 10 minutes/level [D]        | Medium (200 ft.)        | V,S,M    | SC: p.217     |
| <b>Tiger's Tooth</b><br><i>School:</i> Transmutation<br><i>Effect:</i> As greater magic fang.   | <i>SR:</i> No  | 1 swift action    | 1 round                     | Living creature touched | V        | SC: p.221     |
| <b>Train Animal</b><br><i>School:</i> Enchantment (Charm) [Mind-Affecting]<br><i>Effect:</i> You temporarily boost the number of tricks that an animal knows.   | <b>DC: 15, Will negates [harmless]</b><br><i>SR:</i> Yes [harmless]      | 10 minutes        | 1 hour/level                | Touch                   | V,S,DF   | SC: p.221     |
| <b>Tree Shape</b><br><i>School:</i> Transmutation<br><i>Effect:</i> You look exactly like a tree for 1 hour/level.  | <i>SR:</i> No  | Standard Action   | 1 hour/level [D]            | Personal                | V,S, DF  | PHB: p.296    |
| <b>Warp Wood</b><br><i>School:</i> Transmutation<br><i>Effect:</i> Bends wood [shaft, handle, door, plank].   | <b>DC: 15, Will negates (object)</b><br><i>SR:</i> Yes (object)          | Standard Action   | Instantaneous               | Close (50 ft.)          | V,S      | PHB: p.300    |
| <b>Wings of Air</b><br><i>School:</i> Transmutation<br><i>Effect:</i> Maneuverability improves by one step.   | <i>SR:</i> No  | 1 standard action | 1 minute/level              | Touch                   | V        | SC: p.240     |
| <b>Winter's Embrace</b><br><i>School:</i> Evocation [Cold]  | <b>DC: 15, Fortitude negates</b><br><i>SR:</i> Yes                       | 1 standard action | 1 round/level               | Close (50 ft.)          | V,S      | SC: p.241     |



# Druid Spells

*Effect:* Creature fails it's save takes 1d8 cold damage each round; see text.

|  |   |                   |               |                  |         |              |
|--|---|-------------------|---------------|------------------|---------|--------------|
| <b>Wood Shape</b><br><i>School:</i> Transmutation<br><i>Effect:</i> Rearranges wooden objects to suit you.   | <b>DC: 15, Will negates (object)</b><br><i>SR:</i> Yes (object) | Standard Action   | Instantaneous | Touch            | V,S, DF | PHB: p.303   |
| <b>Wracking Touch</b><br><i>School:</i> Necromancy<br><i>Effect:</i> Deal 1d6 +1 per caster level [max +10] plus you get sneak attack damage if you possess the ability. | <b>DC: 15, Fortitude half</b><br><i>SR:</i> Yes                 | 1 standard action | Instantaneous | Touch            | V,S     | SC: p.243    |
| <b>Zone of Glacial Cold</b><br><i>School:</i> Conjuraton [Cold]<br><i>Effect:</i> Zone deals 1d6 cold damage each round.   | <b>DC: 15, Fort half</b><br><i>SR:</i> No                       | Standard Action   | 10 rounds     | Medium (200 ft.) | V,S,M   | FrstB: p.106 |

## LEVEL 3

| Name  | Save Information   | Time               | Duration                             | Range            | Comp.    | Source        |
|---|--|--------------------|--------------------------------------|------------------|----------|---------------|
| <b>Air Breathing</b><br><i>School:</i> Transmutation<br><i>Effect:</i> Grants creatures the ability to breath air.  | <b>DC: 16, Will negates [harmless]</b><br><i>SR:</i> Yes [harmless]                  | 1 standard action  | 2 hours/level; see text              | Touch            | S,M/DF   | SC: p.8       |
| <b>Align Fang, Mass</b><br><i>School:</i> Transmutation<br><i>Effect:</i> Same as align fang, but on multiple creatures.  | <b>DC: 16, Will negates [harmless]</b><br><i>SR:</i> Yes [harmless]                  | 1 standard action  | 1 minute/level                       | Close (50 ft.)   | V,S,DF   | SC: p.9       |
| <b>Alter Fortune</b><br><i>School:</i> Divination<br><i>Effect:</i> Target must reroll any die roll it just made taking the second roll.  | <b>DC: 16, N/A</b><br><i>SR:</i> N/A   | 1 immediate action | Instantaneous                        | Close (50 ft.)   | V,X      | PHB II: p.101 |
| <b>Attune Form</b><br><i>School:</i> Transmutation<br><i>Effect:</i> Attunes the affected creatures to the plane you are currently on, negating harmful effects.  | <b>DC: 16, N/A</b><br><i>SR:</i> N/A   | 1 standard action  | 24 hours                             | Touch            | V,S,M/DF | SC: p.17      |
| <b>Bite of the Werewolf</b><br><i>School:</i> Transmutation<br><i>Effect:</i> Gain +2 bonus to Str, +4 Dex, +4 Con, +4 natural armor. Gain Bite attack.   | <b>DC: 16, N/A</b><br><i>SR:</i> N/A   | 1 standard action  | 1 round/level                        | Personal         | V,S,M    | SC: p.29      |
| <b>Blindsight</b><br><i>School:</i> Transmutation<br><i>Effect:</i> Grant blindsight to 30 ft.  | <b>DC: 16, Will negates [harmless]</b><br><i>SR:</i> Yes [harmless]                  | 1 standard action  | 1 minute/level                       | Touch            | V,S      | SC: p.32      |
| <b>Call Lightning</b><br><i>School:</i> Evocation [Electricity]<br><i>Effect:</i> Calls down one lightning bolt/level [max 10] over duration [3d6 per bolt] from sky; 3d10 in outdoors stormy area.   | <b>DC: 16, Reflex half</b><br><i>SR:</i> Yes   | 1 round            | 1 minute/level                       | Medium (200 ft.) | V,S      | PHB: p.207    |
| <b>Capricious Zephyr</b><br><i>School:</i> Evocation [Air]<br><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  | <b>DC: 16, None and Reflex partial; see text</b><br><i>SR:</i> Yes                   | 1 standard action  | 1 round/level                        | Medium (200 ft.) | V,S      | SC: p.43      |
| <b>Charge of the Triceratops</b><br><i>School:</i> Transmutation<br><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.   | <b>DC: 16, Will negates [harmless]</b><br><i>SR:</i> Yes                             | 1 standard action  | 1 round/level [D]                    | Touch            | V,S,DF   | SC: p.45      |
| <b>Circle Dance</b><br><i>School:</i> Divination<br><i>Effect:</i> Get direction and general status of a known target.  | <b>DC: 16, N/A</b><br><i>SR:</i> N/A   | 1 minute           | Instantaneous                        | Personal         | V,S      | SC: p.46      |
| <b>Corona of Cold</b><br><i>School:</i> Evocation [Cold]<br><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.  | <b>DC: 16, Fortitude negates</b><br><i>SR:</i> Yes                                   | 1 standard action  | 1 round/level [D]                    | 10 ft.           | V,S,DF   | SC: p.52      |
| <b>Creaking Cacophony</b><br><i>School:</i> Illusion (Figment) [Sonic]<br><i>Effect:</i> All who are in the effect have -4 to listen. Spellcasters are distracted.  | <b>DC: 16, Will negates [harmless]</b><br><i>SR:</i> Yes [harmless]                  | 1 standard action  | 1 hour/level [D] or until discharged | Touch            | V,S,F    | PHB II: p.107 |
| <b>Crown of Clarity</b><br><i>School:</i> Divination<br><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.   | <b>DC: 16, Fortitude half [object]</b><br><i>SR:</i> Yes [object]                    | 1 standard action  | Instantaneous                        | Medium (200 ft.) | V,S      | SC: p.56      |
| <b>Crumble</b><br><i>School:</i> Transmutation<br><i>Effect:</i> Deal 1d8/level [max 10d8] damage to structure, ignoring hardness; see text.  | <b>DC: 16, Will half (harmless); see text</b><br><i>SR:</i> Yes (harmless); see text | Standard Action    | Instantaneous                        | Touch            | V,S      | PHB: p.216    |
| <b>Cure Moderate Wounds</b><br><i>School:</i> Conjuraton (Healing)<br><i>Effect:</i> Cures 2d8 +1/level [max +10] damage.   | <b>DC: 16, Fortitude half [object]</b><br><i>SR:</i> Yes [object]                    | Standard Action    | 10 minutes/level [D]                 | Touch            | V,S      | PHB: p.216    |
| <b>Daylight</b><br><i>School:</i> Evocation [Light]<br><i>Effect:</i> 60-ft. radius of bright light.  | <b>DC: 16, Fortitude negates</b><br><i>SR:</i> Yes                                   | 1 standard action  | Instantaneous                        | Medium (200 ft.) | V,S,DF   | SC: p.62      |
| <b>Dehydrate</b><br><i>School:</i> Necromancy<br><i>Effect:</i> Deal 1d6 plus 1/3 caster levels [max +5].   | <b>DC: 16, Will half (harmless); see text</b><br><i>SR:</i> Yes (harmless); see text | Standard Action    | Instantaneous                        | See text         | V,S, DF  | PHB: p.221    |
| <b>Diminish Plants</b><br><i>School:</i> Transmutation<br><i>Effect:</i> Reduces size or blights growth of normal plants.   | <b>DC: 16, Will negates</b><br><i>SR:</i> Yes  | 1 round            | 1 round/level                        | Close (50 ft.)   | V,S      | PHB: p.224    |
| <b>Dominate Animal</b><br><i>School:</i> Enchantment (Compulsion) [Mind-Affecting]<br><i>Effect:</i> Subject animal obeys silent mental commands.   | <b>DC: 16, Reflex partial; see text</b><br><i>SR:</i> Yes                            | 1 standard action  | Instantaneous                        | Long (800 ft.)   | V,S,M    | SC: p.72      |
| <b>Downdraft</b><br><i>School:</i> Evocation [Air]<br><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.].   | <b>DC: 16, Will negates [harmless]</b><br><i>SR:</i> Yes [harmless]                  | 1 standard action  | 1 minute/level                       | Touch            | V,S,M    | SC: p.76      |
| <b>Earthen Grace</b><br><i>School:</i> Abjuration [Earth]<br><i>Effect:</i> Earth and stone damage is treated as nonlethal [includes creatures with the subtype of earth/stone, falling onto stone]; see text.  | <b>DC: 16, Reflex half</b><br><i>SR:</i> Yes   | 1 standard action  | Instantaneous                        | 20 ft.           | V,S      | SC: p.81      |
| <b>Energy Vortex</b><br><i>School:</i> Evocation [Choose:Acid, Cold, Fire, Electricity, Sonic]<br><i>Effect:</i> Choose a energy type and it causes 1d8 +1/caster level [max +20]. You may double the damage if you forgoe a save and take the damage as well.  | <b>DC: 16, Fortitude negates [harmless,object]</b><br><i>SR:</i> Yes [harmless]      | 1 swift action     | 1 round/level [D]                    | Touch            | V,S,F    | SC: p.83      |
| <b>Entangling Staff</b><br><i>School:</i> Transmutation<br><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  | <b>DC: 16, N/A</b><br><i>SR:</i> N/A   | 1 standard action  | 1 round/level                        | Personal         | V,S,M    | PHB II: p.113 |
| <b>Evard's Manacing Tentacles</b><br><i>School:</i> Transmutation<br><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 | <b>DC: 16, N/A</b><br><i>SR:</i> N/A   | 1 round            | 1 minute/level                       | Personal         | V,S,M,F  | SC: p.93      |
| <b>Fire Wings</b><br><i>School:</i> Transmutation [Fire]<br><i>Effect:</i> Attack or Fly; see text.   | <b>DC: 16, N/A</b><br><i>SR:</i> N/A   | 1 swift action     | 1 round                              | Personal         | V        | SC: p.96      |
| <b>Fly, Swift</b><br><i>School:</i> Transmutation<br><i>Effect:</i> This spell functions like fly, except as noted., This spell functions like fly [PH 232], except as noted above.   | <b>DC: 16, N/A</b><br><i>SR:</i> N/A   | 1 standard action  | 1 hour/level [D]                     | Personal         | V,S      | SC: p.98      |
| <b>Forestfold</b><br><i>School:</i> Transmutation<br><i>Effect:</i> Grants +10 competence bonus on Hide and Move Silently checks.   |  |                    |                                      |                  |          |               |

\* =Domain/Specialty Spell

# Druid Spells

|   |   |                   |                                      |                  |          |            |
|---|---|-------------------|--------------------------------------|------------------|----------|------------|
| <p>■■■■■ Giant's Wrath</p> <p><i>School:</i> Transmutation [Earth]</p> <p><i>Effect:</i> Pebbles become boulders; see text</p>  | SR: No                                  | 1 swift action    | 1 round/level                        | Personal         | V,S,M    | SC: p.105  |
| <p>■■■■■ Girallon's Blessing</p> <p><i>School:</i> Transmutation</p> <p><i>Effect:</i> Gain an additional pair of arms; see text</p>  | DC: 16, Fortitude negates [harmless]    | 1 standard action | 10 minutes/level                     | Touch            | V,S,M    | SC: p.106  |
| <p>■■■■■ Heatstroke</p> <p><i>School:</i> Transmutation</p> <p><i>Effect:</i> Target becomes fatigued [if fatigued it becomes exhausted], takes 2d6 nonlethal heat [with or without save].</p>                          | DC: 16, Fortitude partial               | 1 standard action | Instantaneous                        | Medium (200 ft.) | V,S      | SC: p.113  |
| <p>■■■■■ Hypothermia</p> <p><i>School:</i> Evocation [Cold]</p> <p><i>Effect:</i> Deals 1d6 per caster level [max 10d6] and becomes fatigued. Save halves damage and negates fatigue.</p>                               | DC: 16, Fortitude partial               | 1 standard action | Instantaneous                        | Close (50 ft.)   | V,S      | SC: p.118  |
| <p>■■■■■ Icelance</p> <p><i>School:</i> Conjuration (Creation)</p> <p><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.</p>        | DC: 16, Fortitude partial               | 1 standard action | Instantaneous                        | Medium (200 ft.) | V,S,F    | SC: p.119  |
| <p>■■■■■ Infestation of Maggots</p> <p><i>School:</i> Necromancy</p> <p><i>Effect:</i> Deal 1d4 constitution per round. Save ends the spell and the effect.</p>   | DC: 16, Fortitude negates               | 1 standard action | 1 round/2 levels                     | Touch            | V,S,M    | SC: p.123  |
| <p>■■■■■ Jagged Tooth</p> <p><i>School:</i> Transmutation</p> <p><i>Effect:</i> Doubles the critical threat range of one natural weapon.</p>  | DC: 16, Will negates [harmless]         | 1 standard action | 10 minutes/level                     | Close (50 ft.)   | V,S      | SC: p.127  |
| <p>■■■■■ Lion's Charge</p> <p><i>School:</i> Transmutation</p> <p><i>Effect:</i> Gain pounce ability [make full attack after a charge].</p>   | DC: 16, N/A                             | 1 swift action    | 1 round                              | Personal         | V        | SC: p.133  |
| <p>■■■■■ Magic Fang, Greater</p> <p><i>School:</i> Transmutation</p> <p><i>Effect:</i> One natural weapon of subject creature gets +2 on attack and damage rolls.</p>   | DC: 16, Will negates (harmless)         | Standard Action   | 1 hour/level                         | Close (50 ft.)   | V,S, DF  | PHB: p.250 |
| <p>■■■■■ Meld into Stone</p> <p><i>School:</i> Transmutation [Earth]</p> <p><i>Effect:</i> You and your gear merge with stone.</p>  | DC: 16, Will negates (harmless, object) | Standard Action   | 10 minutes/level                     | Close (50 ft.)   | V,S, DF  | PHB: p.252 |
| <p>■■■■■ Nature's Balance</p> <p><i>School:</i> Transmutation</p> <p><i>Effect:</i> Take -4 to one ability score [Str, Dex, Con] and target gains like amount.</p>  | DC: 16, Fortitude negates [harmless]    | 1 standard action | 10 minutes/level                     | Touch            | V,S      | SC: p.145  |
| <p>■■■■■ Nature's Rampart</p> <p><i>School:</i> Transmutation</p> <p><i>Effect:</i> Shapes natural setting into a formidable defense.</p>   | DC: 16, Will negates (harmless, object) | Standard Action   | 10 minutes/level                     | Touch            | V,S,M/DF | PHB: p.257 |
| <p>■■■■■ Neutralize Poison</p> <p><i>School:</i> Conjuration (Healing)</p> <p><i>Effect:</i> Immunizes subject against poison, detoxifies venom in or on subject.</p>   | DC: 16, None or Will negates (object)   | Standard Action   | Instantaneous                        | See text         | V,S, DF  | PHB: p.262 |
| <p>■■■■■ Plant Growth</p> <p><i>School:</i> Transmutation</p> <p><i>Effect:</i> Grows vegetation, improves crops.</p>   | DC: 16, Fortitude negates; see text     | Standard Action   | Instantaneous; see text              | Touch            | V,S, DF  | PHB: p.262 |
| <p>■■■■■ Poison</p> <p><i>School:</i> Necromancy</p> <p><i>Effect:</i> Touch deals 1d10 Con damage, repeats in 1 minute.</p>  | DC: 16, N/A                             | 1 standard action | 1 minute/level                       | Personal         | V,S,DF   | SC: p.161  |
| <p>■■■■■ Primal Form</p> <p><i>School:</i> Transmutation</p> <p><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</p> | DC: 16, Fortitude negates (harmless)    | Standard Action   | 10 minutes/level or until discharged | Touch            | V,S, DF  | PHB: p.266 |
| <p>■■■■■ Protection from Energy</p> <p><i>School:</i> Abjuration</p> <p><i>Effect:</i> Absorb 12 points of damage/level [max 120] from one kind of energy.</p>  | DC: 16, None or Will negates (object)   | Standard Action   | Instantaneous                        | Medium (200 ft.) | V,S, DF  | PHB: p.267 |
| <p>■■■■■ Quench</p> <p><i>School:</i> Transmutation</p> <p><i>Effect:</i> Extinguishes nonmagical fires or one magic item.</p>  | DC: 16, N/A                             | 1 standard action | 1 round/level                        | Personal         | V,S      | SC: p.164  |
| <p>■■■■■ Quillfire</p> <p><i>School:</i> Transmutation</p> <p><i>Effect:</i> Quills inflict 1d8 or thrown range 10 ft.; see text.</p>   | DC: 16, Fortitude negates (harmless)    | Standard Action   | Instantaneous                        | Touch            | V,S      | PHB: p.271 |
| <p>■■■■■ Remove Disease</p> <p><i>School:</i> Conjuration (Healing)</p> <p><i>Effect:</i> Cures all diseases affecting subject.</p>   | DC: 16, Will negates                    | 1 standard action | 1 round                              | Close (50 ft.)   | V,S,DF   | SC: p.190  |
| <p>■■■■■ Resist Energy, Mass</p> <p><i>School:</i> Abjuration</p> <p><i>Effect:</i> As resist energy, except that it affects all targeted creatures.</p>  | DC: 16, Will negates                    | 1 standard action | 1 round                              | Close (50 ft.)   | V,S,DF   | SC: p.190  |
| <p>■■■■■ Sink</p> <p><i>School:</i> Transmutation</p> <p><i>Effect:</i> Affect creatures sink 100 ft./round; see text.</p>  | DC: 16, Will negates                    | 1 standard action | 1 round                              | Close (50 ft.)   | V,S,DF   | SC: p.190  |
| <p>■■■■■ Sleet Storm</p> <p><i>School:</i> Conjuration (Creation) [Cold]</p> <p><i>Effect:</i> Hampers vision and movement.</p>   | DC: 16, N/A                             | 1 standard action | 1 round/level [D]                    | Personal         | V,S      | SC: p.193  |
| <p>■■■■■ Snakebite</p> <p><i>School:</i> Transmutation</p> <p><i>Effect:</i> Turns one of your arms into a venomous snake; see text.</p>  | DC: 16, N/A                             | 1 standard action | 1 round/level [D]                    | Personal         | V,S      | SC: p.193  |
| <p>■■■■■ Snare</p> <p><i>School:</i> Transmutation</p> <p><i>Effect:</i> Creates a magic booby trap.</p>  | DC: 16, Will negates [harmless]         | 1 standard action | 1 hour/level [D]                     | Close (50 ft.)   | V,S      | SC: p.194  |
| <p>■■■■■ Snowshoes, Mass</p> <p><i>School:</i> Transmutation</p> <p><i>Effect:</i> Same as Snowshoes, except as noted.</p>  | DC: 16, Will negates [harmless]         | 1 standard action | 1 hour/level [D]                     | Close (50 ft.)   | V,S      | SC: p.194  |
| <p>■■■■■ Speak with Plants</p> <p><i>School:</i> Divination</p> <p><i>Effect:</i> You can talk to normal plants and plant creatures.</p>  | DC: 16, Will negates [harmless]         | 1 standard action | 10 minutes/level                     | Touch            | V,S,M/DF | SC: p.202  |
| <p>■■■■■ Spiderskin</p> <p><i>School:</i> Transmutation</p> <p><i>Effect:</i> Grants recipient +1 to natural AC, +1 save against poison and +1 bonus to Hide checks for every three</p>                                 | DC: 16, Reflex partial                  | Standard Action   | 1 hour/level [D]                     | Medium (200 ft.) | V,S, DF  | PHB: p.283 |
| <p>■■■■■ Spike Growth</p> <p><i>School:</i> Transmutation</p> <p><i>Effect:</i> Creatures in area take 1d4 damage, may be slowed.</p>   | DC: 16, Reflex partial                  | Standard Action   | 1 hour/level [D]                     | Medium (200 ft.) | V,S, DF  | PHB: p.283 |
| <p>■■■■■ Spikes</p> <p><i>School:</i> Transmutation</p> <p><i>Effect:</i> As brambles, except affected weapon gains +2 enhancement bonus and threat range doubled.</p>  | DC: 16, Reflex negates                  | 1 standard action | 10 minutes/level [D]                 | Close (50 ft.)   | V,S,DF   | SC: p.204  |
| <p>■■■■■ Spiritjaws</p> <p><i>School:</i> Evocation [Force]</p> <p><i>Effect:</i> Jaws attempt to grapple the target; see text</p>  | DC: 16, Reflex negates                  | 1 standard action | 10 minutes/level [D]                 | Close (50 ft.)   | V,S,DF   | SC: p.204  |
| <p>■■■■■ Standing Wave</p> <p><i>School:</i> Transmutation</p> <p><i>Effect:</i> Transports across water; see text.</p>   | DC: 16, Reflex negates                  | 1 standard action | 10 minutes/level [D]                 | Close (50 ft.)   | V,S,DF   | SC: p.204  |

Druid Spells

|  |                                     |  |                                    |                       |                  |                 |
|--|-------------------------------------|--|------------------------------------|-----------------------|------------------|-----------------|
| <div>Stone Shape</div> <div>School: Transmutation [Earth]</div> <div>Effect: Sculpts stone into any shape.</div>   | SR: No                              | Standard Action  | Instantaneous                      | Touch                 | V,S,M/DF         | PHB: p.284      |
|  |                                     | Target: Stone or stone object touched, up to 10 cu. ft. +1 cu. ft./level     |                                    |                       | Caster Level: 10 |                 |
| <div>Summon Nature's Ally III</div> <div>School: Conjururation (Summoning)</div> <div>Effect: Calls creature to fight.</div>   | SR: No                              | 1 round  | 1 round/level [D]                  | Close (50 ft.)        | V,S, DF          | PHB: p.288      |
|  |                                     | Target: One or more creatures, no two of which can be more than 30 ft. apart |                                    |                       | Caster Level: 10 |                 |
| <div>Thornskin</div> <div>School: Transmutation</div> <div>Effect: Sprout thorns from your skin that makes your unarmed deal lethal plus an extra 1d6 piercing damage on unarmed attacks.</div>  | DC: 16, N/A                         | 1 standard action  | 1 round/level [D]                  | Personal              | V,S,M            | SC: p.219       |
|  | SR: N/A                             | Target: You  |                                    |                       | Caster Level: 10 |                 |
| <div>Thunderous Roar</div> <div>School: Evocation [Sonic]</div> <div>Effect: All creatures in the area take 1d6 sonic damage per two caster levels; see text.</div>  | DC: 16, Fortitude partial; see text | 1 standard action  | Instantaneous                      | Long (800 ft.)        | V,S,DF           | SC: p.220       |
|  | SR: Yes                             | Target: 20-ft.-radius burst  |                                    |                       | Caster Level: 10 |                 |
| <div>Treasure Scent</div> <div>School: Divination</div> <div>Effect: Detect copper, silver, gold, platinum, and gems within 30 feet. See text.</div>   | DC: 16, N/A                         | 1 standard action  | 1 hour/level                       | Personal              | V,S              | SC: p.223       |
|  | SR: N/A                             | Target: You  |                                    |                       | Caster Level: 10 |                 |
| <div>Tremor</div> <div>School: Evocation [Earth]</div> <div>Effect: Disrupts concentration; see text.</div>  | DC: 16, See text                    | 1 standard action  | 1 round/3 levels                   | Medium (200 ft.)      | V,S,DF           | SC: p.223       |
|  | SR: No                              | Target: 40-ft.-radius spread   |                                    |                       | Caster Level: 10 |                 |
| <div>Vigor, Mass Lesser</div> <div>School: Conjururation (Healing)</div> <div>Effect: 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.</div>     | DC: 16, Will negates [harmless]     | 1 standard action  | 10 rounds + 1 round/level [max 25] | 20 ft.                | V,S              | SC: p.229       |
|  | SR: Yes [harmless]                  | Target: One creature/2 levels, no two of which can be more than 30 ft. apart |                                    |                       | Caster Level: 10 |                 |
| <div>Vine Mine</div> <div>School: Conjururation (Creation)</div> <div>Effect: Creates a rapid growth of vines, see text.</div>   | DC: 16, See text                    | 1 standard action  | 10 minutes/level                   | Medium (200 ft.)      | V,S,M            | SC: p.230       |
|  | SR: Yes                             | Target: 10-ft.-radius/level spread   |                                    |                       | Caster Level: 10 |                 |
| <div>Walk the Mountain's Path</div> <div>School: Transmutation</div> <div>Effect: Target is not slowed by slopes, gains a climb speed equal to his normal movement and gains a +10 enhancement bonus to Jump and Balance checks.</div>       | DC: 16, Will negates (harmless)     | Standard Action  | 100 minutes                        | Touch                 | V,S,M            | Race Sto: p.163 |
|  | SR: Yes (harmless)                  | Target: Creature touched   |                                    |                       | Caster Level: 10 |                 |
| <div>Water Breathing</div> <div>School: Transmutation</div> <div>Effect: Subjects can breathe underwater.</div>  | DC: 16, Will negates (harmless)     | Standard Action  | 2 hours/level; see text            | Touch                 | V,S,M/DF         | PHB: p.300      |
|  | SR: Yes (harmless)                  | Target: Living creatures touched   |                                    |                       | Caster Level: 10 |                 |
| <div>Weather Eye</div> <div>School: Divination</div> <div>Effect: 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.</div> | SR: No                              | 1 hour   | Instantaneous                      | 1 mile + 1 mile/level | V,S,M,F          | SC: p.238       |
|  |                                     | Target: 1-mile radius +1-mile/level centered on you                          |                                    |                       | Caster Level: 10 |                 |
| <div>Wind Wall</div> <div>School: Evocation [Air]</div> <div>Effect: Deflects arrows, smaller creatures, and gases.</div>  | DC: 16, None; see text              | Standard Action  | 1 round/level                      | Medium (200 ft.)      | V,S,M/DF         | PHB: p.302      |
|  | SR: Yes                             | Target: Wall up to 10 ft./level long and 5 ft./level high [S]                |                                    |                       | Caster Level: 10 |                 |

LEVEL 4

| Name   | Save Information                       | Time   | Duration             | Range            | Comp.            | Source        |
|--|--|--|----------------------|------------------|------------------|---------------|
| <div>Air Walk</div> <div>School: Transmutation [Air]</div> <div>Effect: Subject treads on air as if solid [climb at 45-degree angle].</div>  | SR: Yes (harmless)                     | Standard Action  | 10 minutes/level     | Touch            | V,S, DF          | PHB: p.196    |
|  |  | Target: Creature [Gargantuan or smaller] touched   |                      |                  | Caster Level: 10 |               |
| <div>Antiplant Shell</div> <div>School: Abjuration</div> <div>Effect: Keeps animated plants at bay.</div>  | SR: Yes                                | Standard Action  | 10 minutes/level [D] | 10 ft.           | V,S, DF          | PHB: p.200    |
|  |  | Target: 10-ft.-radius emanation, centered on you   |                      |                  | Caster Level: 10 |               |
| <div>Arc of Lightning</div> <div>School: Conjururation (Creation) [Electricity]</div> <div>Effect: Create a bolt of electricity between two creatures causing 1d6/level [max 15d6] to both creatures and anything in between them.</div> | DC: 17, Reflex half                    | 1 standard action  | Instantaneous        | Close (50 ft.)   | V,S,M/DF         | SC: p.15      |
|  | SR: No                                 | Target: A line between two creatures   |                      |                  | Caster Level: 10 |               |
| <div>Bite of the Wereboar</div> <div>School: Transmutation</div> <div>Effect: Gain +4 bonus to Str, +6 Con, +8 natural armor. Gain Bite attack; see text</div>   | DC: 17, N/A                            | 1 standard action  | 1 round/level        | Personal         | V,S,M            | SC: p.28      |
|  | SR: N/A                                | Target: You  |                      |                  | Caster Level: 10 |               |
| <div>Blight</div> <div>School: Necromancy</div> <div>Effect: Withers one plant or deals 1d6/level damage to plant creature.</div>  | DC: 17, Fortitude half; see text       | Standard Action  | Instantaneous        | Touch            | V,S, DF          | PHB: p.206    |
|  | SR: Yes                                | Target: one plant/plant-creature   |                      |                  | Caster Level: 10 |               |
| <div>Blindsight, Greater</div> <div>School: Transmutation</div> <div>Effect: Grant blindsight to 30 ft.</div>  | DC: 17, Will negates [harmless]        | 1 standard action  | 1 minute/level       | Touch            | V,S              | SC: p.32      |
|  | SR: Yes [harmless]                     | Target: Creature touched   |                      |                  | Caster Level: 10 |               |
| <div>Bottle of Smoke</div> <div>School: Conjururation (Creation)</div> <div>Effect: Creates a steed made of smoke.</div>   | SR: No                                 | 10 minutes   | 1 hour/level         | Touch            | V,S,F            | SC: p.37      |
|  |  | Target: One smoky, horselike creature  |                      |                  | Caster Level: 10 |               |
| <div>Briartangle</div> <div>School: Transmutation</div> <div>Effect: Each entangled creature takes 1d8+5 in each subsequent round it attempts to break free or move it takes a like amount of damage.</div>                              | DC: 17, Reflex half                    | Standard Action  | 10 minutes [D]       | Long (800 ft.)   | V,S, DF          | PGtF: p.100   |
|  | SR: Yes                                | Target: Plants in a 40-ft.-radius spread   |                      |                  | Caster Level: 10 |               |
| <div>Burrow, Mass</div> <div>School: Transmutation</div> <div>Effect: Same as Burrow, except effects multiple creatures.</div>   | DC: 17, Will negates [harmless]        | 1 standard action  | 1 minute/level [D]   | Touch            | V,S,F/DF         | SC: p.41      |
|  | SR: Yes [harmless]                     | Target: One creature/level, no two of which can be more than 30 ft. apart                  |                      |                  | Caster Level: 10 |               |
| <div>Call of Stone</div> <div>School: Transmutation</div> <div>Effect: Target must make successive saves each round or slowly turn into stone statue.</div>  | DC: 17, Fortitude partial              | 1 standard action  | 1 round/2 levels     | Medium (200 ft.) | V,S              | PHB II: p.105 |
|  | SR: Yes                                | Target: One creature   |                      |                  | Caster Level: 10 |               |
| <div>Chain of Eyes</div> <div>School: Divination</div> <div>Effect: Scrying sensor passed along by touch.</div>  | DC: 17, Will negates                   | 1 standard action  | 1 hour/level         | Touch            | V,S              | SC: p.45      |
|  | SR: Yes                                | Target: Living creature touched  |                      |                  | Caster Level: 10 |               |
| <div>Command Plants</div> <div>School: Transmutation</div> <div>Effect: Sway the actions of one or more plant creatures.</div>   | DC: 17, Will negates                   | Standard Action  | 1 day/level          | Close (50 ft.)   | V                | PHB: p.211    |
|  | SR: Yes                                | Target: Up to 2 HD/level of plant creatures, no two of which can be more than 30 ft. apart |                      |                  | Caster Level: 10 |               |
| <div>Contagious Touch</div> <div>School: Necromancy</div> <div>Effect: Any creature you hit with melee touch is afflicted with contagion and the selected disease; see text.</div>   | DC: 17, Fortitude negates              | 1 standard action  | 1 round/level        | Touch            | V,S              | SC: p.52      |
|  | SR: Yes                                | Target: You  |                      |                  | Caster Level: 10 |               |
| <div>Contingent Energy Resistance</div> <div>School: Abjuration</div> <div>Effect: Same as Contingency, except it is more limited.</div>   | DC: 17, N/A                            | 1 minute   | 1 hour/level [D]     | Personal         | V,S,M            | SC: p.52      |
|  | SR: N/A                                | Target: You  |                      |                  | Caster Level: 10 |               |
| <div>Control Water</div> <div>School: Transmutation [Water]</div> <div>Effect: Raises or lowers bodies of water.</div>   | DC: 17, None; see text                 | Standard Action  | 10 minutes/level [D] | Long (800 ft.)   | V,S,M/DF         | PHB: p.214    |
|  | SR: No                                 | Target: Water in a volume of 10-ft. by 10-ft. by 2-ft. per level [S]                       |                      |                  | Caster Level: 10 |               |
| <div>Creeping Cold, Greater</div> <div>School: Transmutation [Cold]</div> <div>Effect: As creeping cold, but has a higher damage cap with additional rounds.</div>   | DC: 17, Fortitude half                 | 1 standard action  | See text             | Close (50 ft.)   | V,S,F            | SC: p.56      |
|  | SR: Yes                                | Target: One creature   |                      |                  | Caster Level: 10 |               |
| <div>Cure Serious Wounds</div> <div>School: Conjururation (Healing)</div> <div>Effect: Cures 3d8 +1/level [max +15] damage.</div>  | DC: 17, Will half (harmless); see text | Standard Action  | Instantaneous        | Touch            | V,S              | PHB: p.216    |
|  | SR: Yes (harmless); see text           | Target: Creature touched   |                      |                  | Caster Level: 10 |               |
| <div>Dispel Magic</div> <div>School: Abjuration</div> <div>Effect: Cancels magical spells and effects.</div>   |  | Standard Action  | Instantaneous        | Medium (200 ft.) | V,S              | PHB: p.223    |
|  | SR: No                                 | Target: One spellcaster, creature, or object; or 20-ft.-radius burst                       |                      |                  | Caster Level: 10 |               |
| <div>Enhance Wild Shape</div> <div>School: Transmutation</div> <div>Effect: Gain enhancement to your next wild shape; See text.</div>  | DC: 17, N/A                            | 1 minute   | 1 hour/level         | Personal         | V,S              | SC: p.81      |
|  | SR: N/A                                | Target: You  |                      |                  | Caster Level: 10 |               |

\* =Domain/Speciality Spell

# Druid Spells

|   |   |  |  |                      |
|---|---|--|--|----------------------|
| <p>■■■■■ Essence of the Raptor</p> <p><i>School:</i> Transmutation</p> <p><i>Effect:</i> Speed increases to 60 ft. Gain +8 bonus to Hide, Jump, Listen, Spot and Survival checks. Gain Scent ability.</p>   | <p>DC: 17, <b>N/A</b></p> <p>SR: N/A</p>  | <p>1 standard action</p> <p>10 minutes/level [D]</p> <p>Personal</p> <p>Target: You</p>  | <p>V,S</p> <p>Caster Level: 10</p>         | <p>SC: p.84</p>      |
| <p>■■■■■ Eye of the Hurricane</p> <p><i>School:</i> Abjuration [Air]</p> <p><i>Effect:</i> Creates a hurricane with you unaffected at the center; see text</p>  | <p>DC: 17, <b>Fortitude negates</b></p> <p>SR: Yes</p>                                | <p>1 standard action</p> <p>Instantaneous</p> <p>40 ft.</p> <p>Target: 40-ft.-radius emanation centered on you, with 10-ft.-radius quiet area centered on you</p>                        | <p>V,S</p> <p>Caster Level: 10</p>         | <p>SC: p.86</p>      |
| <p>■■■■■ Flame Strike</p> <p><i>School:</i> Evocation [Fire]</p> <p><i>Effect:</i> Smite foes with divine fire for 1d6/level [max 15d6] damage.</p>   | <p>DC: 17, <b>Reflex half</b></p> <p>SR: Yes</p>                                      | <p>Standard Action</p> <p>Instantaneous</p> <p>Medium (200 ft.)</p> <p>Target: Cylinder 10</p>   | <p>V,S, DF</p> <p>Caster Level: 10</p>     | <p>PHB: p.231</p>    |
| <p>■■■■■ Freedom of Movement</p> <p><i>School:</i> Abjuration</p> <p><i>Effect:</i> Subject moves normally despite impediments.</p>   | <p>DC: 17, <b>Will negates (harmless)</b></p> <p>SR: Yes (harmless)</p>               | <p>Standard Action</p> <p>10 minutes/level</p> <p>Personal or touch</p> <p>Target: You or creature touched</p>   | <p>V,S,M, DF</p> <p>Caster Level: 10</p>   | <p>PHB: p.233</p>    |
| <p>■■■■■ Giant Vermin</p> <p><i>School:</i> Transmutation</p> <p><i>Effect:</i> Turns centipedes, scorpions, or spiders into giant vermin.</p>  | <p>SR: Yes</p>  | <p>Standard Action</p> <p>1 minute/level</p> <p>Close (50 ft.)</p> <p>Target: Up to three vermin, no two of which can be more than 30 ft. apart</p>                                      | <p>V,S, DF</p> <p>Caster Level: 10</p>     | <p>PHB: p.235</p>    |
| <p>■■■■■ Healing Spirit</p> <p><i>School:</i> Conjuratation (Healing)</p> <p><i>Effect:</i> Create a spirit that heals with positive energy 1d8 [undead are dealt damage] Flies at 30 ft.; see text.</p>  | <p>DC: 17, <b>Will half (harmless)</b></p> <p>SR: Yes (harmless)</p>                  | <p>1 standard action</p> <p>1 round/2 levels</p> <p>Close (50 ft.)</p> <p>Target: One conjured healing spirit</p>  | <p>V,S</p> <p>Caster Level: 10</p>         | <p>PHB II: p.114</p> |
| <p>■■■■■ Ice Storm</p> <p><i>School:</i> Evocation [Cold]</p> <p><i>Effect:</i> Hail deals 5d6 damage in cylinder 40 ft. across.</p>  | <p>SR: Yes</p>  | <p>Standard Action</p> <p>1 full round</p> <p>Long (800 ft.)</p> <p>Target: Cylinder 20</p>  | <p>V,S,M/DF</p> <p>Caster Level: 10</p>    | <p>PHB: p.243</p>    |
| <p>■■■■■ Jaws of the Wolf</p> <p><i>School:</i> Transmutation</p> <p><i>Effect:</i> Transform small wooden carvings into real worgs equal to one for every two caster levels.</p>   | <p>SR: No</p>   | <p>1 standard action</p> <p>1 round/level [D]</p> <p>Close (50 ft.)</p> <p>Target: One or more created worgs</p>   | <p>V,S,F</p> <p>Caster Level: 10</p>       | <p>SC: p.127</p>     |
| <p>■■■■■ Land Womb</p> <p><i>School:</i> Abjuration</p> <p><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.</p>  | <p>DC: 17, <b>Will negates</b></p> <p>SR: Yes</p>                                     | <p>1 standard action</p> <p>10 minutes/level [D]</p> <p>Touch</p> <p>Target: You and one other creature/level</p>  | <p>V,S</p> <p>Caster Level: 10</p>         | <p>SC: p.130</p>     |
| <p>■■■■■ Langour</p> <p><i>School:</i> Transmutation</p> <p><i>Effect:</i> Ranged touch attack. Causes short term Strength loss and slowing; See text.</p>  | <p>DC: 17, <b>Will partial</b></p> <p>SR: Yes</p>                                     | <p>1 standard action</p> <p>1 round/level</p> <p>Close (50 ft.)</p> <p>Target: Ray</p>   | <p>V,S</p> <p>Caster Level: 10</p>         | <p>SC: p.130</p>     |
| <p>■■■■■ Last Breath</p> <p><i>School:</i> Transmutation</p> <p><i>Effect:</i> Creature killed within 1 round returns to 0 hp.</p>  | <p>SR: Yes [harmless]</p>   | <p>1 standard action</p> <p>Instantaneous</p> <p>Touch</p> <p>Target: Dead creature touched</p>  | <p>V,S</p> <p>Caster Level: 10</p>         | <p>SC: p.130</p>     |
| <p>■■■■■ Lay of the Land</p> <p><i>School:</i> Divination</p> <p><i>Effect:</i> Learn area of 50 miles radius; see text</p>   | <p>DC: 17, <b>N/A</b></p> <p>SR: N/A</p>  | <p>3 rounds</p> <p>Instantaneous</p> <p>Personal</p> <p>Target: You</p>  | <p>V,S,F/DF</p> <p>Caster Level: 10</p>    | <p>SC: p.131</p>     |
| <p>■■■■■ Magic Fang, Superior</p> <p><i>School:</i> Abjuration</p> <p><i>Effect:</i> Every natural weapon you possess becomes enchanted to +1 per four caster levels [max +5 level 20].</p>   | <p>DC: 17, <b>N/A</b></p> <p>SR: N/A</p>  | <p>1 standard action</p> <p>1 round/level</p> <p>Personal</p> <p>Target: You</p>   | <p>V,S</p> <p>Caster Level: 10</p>         | <p>SC: p.136</p>     |
| <p>■■■■■ Meteoric Strike</p> <p><i>School:</i> Transmutation [Fire]</p> <p><i>Effect:</i> Your next successful melee attack deal 1d6 + 1d6/4 caster levels fire damage; all adjacent creatures take half the damage [SR applies and Reflex for half of that].</p> | <p>DC: 17, <b>None or Reflex half; see text</b></p> <p>SR: See text</p>               | <p>1 swift action</p> <p>1 round or until discharged</p> <p>0 ft.</p> <p>Target: Your melee weapon</p>   | <p>V,S</p> <p>Caster Level: 10</p>         | <p>PHB II: p.120</p> |
| <p>■■■■■ Miasma of Entropy</p> <p><i>School:</i> Necromancy</p> <p><i>Effect:</i> Accelerates decay in natural substances; see text</p>   | <p>DC: 17, <b>Fortitude half or Will negates [object]</b></p> <p>SR: Yes [object]</p> | <p>1 standard action</p> <p>Instantaneous</p> <p>30 ft.</p> <p>Target: Cone-shaped burst or one solid object; see text</p>   | <p>V,S</p> <p>Caster Level: 10</p>         | <p>SC: p.141</p>     |
| <p>■■■■■ Moon Bolt</p> <p><i>School:</i> Evocation</p> <p><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.</p>   | <p>DC: 17, <b>Fortitude half[living] Will negates[undead]</b></p> <p>SR: Yes</p>      | <p>1 standard action</p> <p>Instantaneous</p> <p>Long (800 ft.)</p> <p>Target: One living or undead creature, or two living or undead creatures, that are &lt;15 ft. apart</p>           | <p>V,S</p> <p>Caster Level: 10</p>         | <p>SC: p.143</p>     |
| <p>■■■■■ Murderous Mist</p> <p><i>School:</i> Conjuratation (Creation)</p> <p><i>Effect:</i> Create cloud of scalding hot steam; see text.</p>  | <p>DC: 17, <b>Reflex partial; see text</b></p> <p>SR: No</p>                          | <p>1 standard action</p> <p>1 round/level</p> <p>Close (50 ft.)</p> <p>Target: Cloud spreads in 30-ft. radius, 20 ft. high</p>   | <p>V,S</p> <p>Caster Level: 10</p>         | <p>SC: p.145</p>     |
| <p>■■■■■ Perinarch</p> <p><i>School:</i> Transmutation</p> <p><i>Effect:</i> Grants temporary over the terrain of limbo.</p>  | <p>DC: 17, <b>None [object] and Reflex negates; see text</b></p> <p>SR: No</p>        | <p>1 standard action</p> <p>1 round/level; see text</p> <p>Close (50 ft.)</p> <p>Target: N/A</p>   | <p>V,S,DF</p> <p>Caster Level: 10</p>      | <p>SC: p.153</p>     |
| <p>■■■■■ Planar Tolerance</p> <p><i>School:</i> Abjuration</p> <p><i>Effect:</i> Gain temporary respite from the natural effects of a specific plane.</p>   | <p>SR: Yes [harmless]</p>   | <p>1 immediate action</p> <p>1 hour/level</p> <p>20 ft.</p> <p>Target: One creature/level in a 20-ft. radius burst centered on you</p>   | <p>V</p> <p>Caster Level: 10</p>           | <p>SC: p.159</p>     |
| <p>■■■■■ Poison Vines</p> <p><i>School:</i> Conjuratation (Creation)</p> <p><i>Effect:</i> Creates vines like vine mine except vines have contact poison; see text.</p>   | <p>DC: 17, <b>Fortitude negates</b></p> <p>SR: Yes</p>                                | <p>1 standard action</p> <p>10 minutes/level</p> <p>Medium (200 ft.)</p> <p>Target: 10-ft.-radius/level spread</p>   | <p>V,S,M</p> <p>Caster Level: 10</p>       | <p>SC: p.160</p>     |
| <p>■■■■■ Reincarnate</p> <p><i>School:</i> Transmutation</p> <p><i>Effect:</i> Brings dead subject back in a random body.</p>   | <p>DC: 17, <b>None; see text</b></p> <p>SR: Yes (harmless)</p>                        | <p>10 minutes</p> <p>Instantaneous</p> <p>Touch</p> <p>Target: Dead creature touched</p>   | <p>V,S,M, DF</p> <p>Caster Level: 10</p>   | <p>PHB: p.270</p>    |
| <p>■■■■■ Renewed Vigor</p> <p><i>School:</i> Transmutation</p> <p><i>Effect:</i> Remove the fatigued condition from all creatures in area, and exhausted creatures become fatigued. +2 bonus to Constitution for 1 round per caster level.</p>                    | <p>DC: 17, <b>Fortitude negates (harmless)</b></p> <p>SR: Yes (harmless)</p>          | <p>1 standard action</p> <p>Instantaneous; see text</p> <p>30 ft.</p> <p>Target: 30-ft.-radius- burst centered on you</p>  | <p>V,S</p> <p>Caster Level: 10</p>         | <p>PHB II: p.123</p> |
| <p>■■■■■ Repel Vermin</p> <p><i>School:</i> Abjuration</p> <p><i>Effect:</i> Insects, spiders, and other vermin stay 10 ft. away.</p>   | <p>DC: 17, <b>None or Will negates; see text</b></p> <p>SR: Yes</p>                   | <p>Standard Action</p> <p>10 minutes/level [D]</p> <p>10 ft.</p> <p>Target: 10 ft. radius emanation centered on you</p>  | <p>V,S, DF</p> <p>Caster Level: 10</p>     | <p>PHB: p.271</p>    |
| <p>■■■■■ Resistance, Greater</p> <p><i>School:</i> Abjuration</p> <p><i>Effect:</i> As resistance, except you grant the subject +3 resistance bonus.</p>  | <p>DC: 17, <b>Will negates [harmless]</b></p> <p>SR: Yes [harmless]</p>               | <p>1 standard action</p> <p>24 hours</p> <p>Touch</p> <p>Target: Creature touched</p>  | <p>V,S,M/DF</p> <p>Caster Level: 10</p>    | <p>SC: p.174</p>     |
| <p>■■■■■ Rushing Waters</p> <p><i>School:</i> Conjuratation (Creation) [Water]</p> <p><i>Effect:</i> Wave of water bull rushes from you with a +15 bonus on the opposed Str check; see text.</p>  | <p>DC: 17, <b>None; see text</b></p> <p>SR: No</p>                                    | <p>1 standard action</p> <p>Instantaneous</p> <p>Medium (200 ft.)</p> <p>Target: 15-ft.-radius spread</p>  | <p>V,S,DF</p> <p>Caster Level: 10</p>      | <p>SC: p.178</p>     |
| <p>■■■■■ Rusting Grasp</p> <p><i>School:</i> Transmutation</p> <p><i>Effect:</i> Your touch corrodes iron and alloys.</p>   | <p>SR: No</p>   | <p>Standard Action</p> <p>See text</p> <p>Touch</p> <p>Target: One nonmagical ferrous object [or the volume of the object within 3 ft. of the touched point] or one ferrous creature</p> | <p>V,S, DF</p> <p>Caster Level: 10</p>     | <p>PHB: p.273</p>    |
| <p>■■■■■ Scrying</p> <p><i>School:</i> Divination (Scrying)</p> <p><i>Effect:</i> Spies on subject from a distance.</p>   | <p>DC: 17, <b>Will negates</b></p> <p>SR: Yes</p>                                     | <p>1 hour</p> <p>1 minute/level</p> <p>See text</p> <p>Target: Magical sensor</p>  | <p>V,S,M/DF, F</p> <p>Caster Level: 10</p> | <p>PHB: p.274</p>    |
| <p>■■■■■ Shadowblast</p> <p><i>School:</i> Evocation [Light]</p> <p><i>Effect:</i> Creatures stunned for 1d6 rounds; natives of shadow vulnerable take damage; see text.</p>  | <p>DC: 17, <b>Fort negates</b></p> <p>SR: Yes</p>                                     | <p>1 standard action</p> <p>Insta</p> <p>Long (800 ft.)</p> <p>Target: 20-ft.-radius spread</p>  | <p>V,S,M</p> <p>Caster Level: 10</p>       | <p>SC: p.186</p>     |
| <p>■■■■■ Sheltered Vitality</p> <p><i>School:</i> Abjuration</p> <p><i>Effect:</i> Subject gains immunity to fatigue, exhaustion, and ability damage or drain.</p>  | <p>DC: 17, <b>Fortitude negates [harmless]</b></p> <p>SR: Yes [harmless]</p>          | <p>1 standard action</p> <p>1 minute/level</p> <p>Touch</p> <p>Target: Living creature touched</p>   | <p>V,S,DF</p> <p>Caster Level: 10</p>      | <p>SC: p.188</p>     |
| <p>■■■■■ Spark of Life</p> <p><i>School:</i> Necromancy</p> <p><i>Effect:</i> Undead touched temporarily acts as if it were alive and vulnerable as if it weren't undead.</p>   | <p>DC: 17, <b>Will negates</b></p> <p>SR: Yes</p>                                     | <p>1 standard action</p> <p>1 round/level</p> <p>Touch</p> <p>Target: Undead creature touched</p>  | <p>V,S</p> <p>Caster Level: 10</p>         | <p>SC: p.196</p>     |
| <p>■■■■■ Spike Stones</p> <p><i>School:</i> Transmutation [Earth]</p> <p><i>Effect:</i> Creatures in area take 1d8 damage, may be slowed.</p>   | <p>DC: 17, <b>Reflex partial</b></p> <p>SR: Yes</p>                                   | <p>Standard Action</p> <p>1 hour/level [D]</p> <p>Medium (200 ft.)</p> <p>Target: 20-ft. squares/level</p>   | <p>V,S, DF</p> <p>Caster Level: 10</p>     | <p>PHB: p.283</p>    |

\* =Domain/Specialty Spell

Druid Spells

|   |                                      |   |  |                  |                  |            |
|---|--------------------------------------|---|--|------------------|------------------|------------|
| ☐☐☐☐☐ Starvation  | DC: 17, Fortitude partial            | 1 standard action   | Instantaneous                                | Close (50 ft.)   | V,S,M            | SC: p.206  |
| School: Transmutation   | SR: Yes                              | Target: One living creature   |  |                  | Caster Level: 10 |            |
| Effect: Target takes 1d6 per caster level [max 10d6] nonlethal damage; see text.              |                                      |   |  |                  |                  |            |
| ☐☐☐☐☐ Sudden Stalagmite   | DC: 17, Reflex half                  | 1 standard action   | Instantaneous                                | Medium (200 ft.) | V,S              | SC: p.213  |
| School: Conjunction (Creation) [Earth]  | SR: No                               | Target: One creature  |  |                  | Caster Level: 10 |            |
| Effect: Stalagmite springs up under creature causing 1d6 per caster level [max 10d6].         |                                      |   |  |                  |                  |            |
| ☐☐☐☐☐ Summon Elementite Swarm   |                                      | 1 round   | Concentration, up to 1 round/level + 1 round | Close (50 ft.)   | V,S              | SC: p.214  |
| School: Conjunction (Summoning) [see text]  | SR: No                               | Target: One summoned elementite   |  |                  | Caster Level: 10 |            |
| Effect: Summons a elementite swarm [Planar Handbook 114]; see text                            |                                      |   |  |                  |                  |            |
| ☐☐☐☐☐ Summon Nature's Ally IV   |                                      | 1 round   | 1 round/level [D]                            | Close (50 ft.)   | V,S, DF          | PHB: p.288 |
| School: Conjunction (Summoning)   | SR: No                               | Target: One or more creatures, no two of which can be more than 30 ft. apart                  |  |                  | Caster Level: 10 |            |
| Effect: Calls creature to fight.  |                                      |   |  |                  |                  |            |
| ☐☐☐☐☐ Swim, Mass  |                                      | 1 round   | 10 minutes/level [D]                         | Medium (200 ft.) | V,S,M            | SC: p.217  |
| School: Transmutation [Water]   | SR: Yes [harmless]                   | Target: One creature/level, no two of which can be more than 30 ft. apart                     |  |                  | Caster Level: 10 |            |
| Effect: Gain swim speed and +8 to Swim checks.  |                                      |   |  |                  |                  |            |
| ☐☐☐☐☐ Vortex of Teeth   |                                      | 1 standard action   | 1 round/level [D]                            | Medium (200 ft.) | V,S,M            | SC: p.232  |
| School: Evocation [Force]   | SR: Yes                              | Target: Hollow cylinder [40-ft. radius, 20-ft. high, with a 5-ft.-radius safe zone in center] |  |                  | Caster Level: 10 |            |
| Effect: Creatures in the area take 3d8 damage per round, it also harms incorporeal creatures. |                                      |   |  |                  |                  |            |
| ☐☐☐☐☐ Wall of Sand  |                                      | 1 standard action   | Concentration +1 round/level                 | Medium (200 ft.) | V,S,M/DF         | SC: p.235  |
| School: Conjunction (Creation) [Earth]  | SR: No                               | Target: A straight wall whose area is up to one 10-ft. square/level [S]                       |  |                  | Caster Level: 10 |            |
| Effect: Creates a churning wall of sand.  |                                      |   |  |                  |                  |            |
| ☐☐☐☐☐ Wall of Water   | DC: 17, Reflex negates; see text     | 1 standard action   | 10 minutes/level                             | Medium (200 ft.) | V,S,M            | SC: p.235  |
| School: Conjunction (Creation) [Water]  | SR: No                               | Target: A straight wall whose area is up to one 10-ft. square/level [S]                       |  |                  | Caster Level: 10 |            |
| Effect: Creates a vertical wall of swirling water.  |                                      |   |  |                  |                  |            |
| ☐☐☐☐☐ Wild Runner   | DC: 17, N/A                          | 1 standard action   | 10 minutes/level                             | Personal         | V,S,DF           | SC: p.239  |
| School: Transmutation   | SR: N/A                              | Target: You   |  |                  | Caster Level: 10 |            |
| Effect: Assume the physical appearance and many abilities of a centaur [MM 32]; see text.     |                                      |   |  |                  |                  |            |
| ☐☐☐☐☐ Wind at Back  | DC: 17, Fortitude negates [harmless] | 1 standard action   | 12 hours                                     | Medium (200 ft.) | V,S              | SC: p.239  |
| School: Evocation   | SR: Yes [harmless]                   | Target: One creature/level, no two of which can be more than 30 ft. apart                     |  |                  | Caster Level: 10 |            |
| Effect: Doubles overland speed of all targets.  |                                      |   |  |                  |                  |            |
| ☐☐☐☐☐ Wings of Air, Greater   |                                      | 1 standard action   | 1 minute/level                               | Touch            | V                | SC: p.240  |
| School: Transmutation   | SR: No                               | Target: Winged creature touched   |  |                  | Caster Level: 10 |            |
| Effect: Maneuverability improves by two steps.  |                                      |   |  |                  |                  |            |
| ☐☐☐☐☐ Wood Rot  |                                      | 1 standard action   | Instantaneous or 1 round/level; see text     | Touch            | V,S,M            | SC: p.241  |
| School: Transmutation   | SR: No                               | Target: One nonmagical wooden object or a volume of wood; or one plant creature               |  |                  | Caster Level: 10 |            |
| Effect: Deal damage to plants or destroy wooden objects.                                      |                                      |   |  |                  |                  |            |

LEVEL 5

| Name  | Save Information                                  | Time   | Duration           | Range            | Comp.              | Source        |
|---|---|--|--------------------|------------------|--------------------|---------------|
| ☐☐☐☐☐ Animal Growth   | DC: 18, Fortitude negates                         | Standard Action  | 1 minute/level     | Medium (200 ft.) | V,S                | PHB: p.198    |
| School: Transmutation   | SR: Yes   | Target: Up to one animal/per two levels [Gargantuan or smaller], no two of which can be more than 30 ft. apart |                    |                  | Caster Level: 10   |               |
| Effect: One animal/two levels doubles in size.  |   |  |                    |                  |                    |               |
| ☐☐☐☐☐ Anticold Sphere   |   | 1 standard action  | 10 minutes/level   | 10 ft.           | V,S                | SC: p.13      |
| School: Abjuration [Cold]   | SR: Yes   | Target: 10-ft.-radius emanation, centered on you   |                    |                  | Caster Level: 10   |               |
| Effect: Immune to cold and Hedge creatures of the cold subtype.   |   |  |                    |                  |                    |               |
| ☐☐☐☐☐ Atonement   |   | 1 hour   | Instantaneous      | Touch            | V,S,M,F, DF, XP    | PHB: p.201    |
| School: Abjuration  | SR: Yes   | Target: Living creature touched  |                    |                  | Caster Level: 10   |               |
| Effect: Removes burden of misdeeds from subject.  |   |  |                    |                  |                    |               |
| ☐☐☐☐☐ Awaken  | DC: 18, Will negates                              | 24 hours   | Instantaneous      | Touch            | V,S, DF, XP        | PHB: p.202    |
| School: Transmutation   | SR: Yes   | Target: Animal or tree touched   |                    |                  | Caster Level: 10   |               |
| Effect: Animal or tree gains human intellect.   |   |  |                    |                  |                    |               |
| ☐☐☐☐☐ Baleful Polymorph   | DC: 18, Fortitude negates, Will partial; see text | Standard Action  | Permanent          | Close (50 ft.)   | V,S                | PHB: p.202    |
| School: Transmutation   | SR: Yes   | Target: One creature   |                    |                  | Caster Level: 10   |               |
| Effect: Transforms subject into harmless animal.  |   |  |                    |                  |                    |               |
| ☐☐☐☐☐ Bite of the Weretiger   | DC: 18, N/A                                       | 1 standard action  | 1 round/level      | Personal         | V,S,M              | SC: p.28      |
| School: Transmutation   | SR: N/A   | Target: You  |                    |                  | Caster Level: 10   |               |
| Effect: Gain +12 bonus to Str, +4 Dex, +6 Con, +5 natural armor. Gain Bite and Claw attacks.  |   |  |                    |                  |                    |               |
| ☐☐☐☐☐ Blood Creeper   | DC: 18, Fortitude negates                         | 1 standard action  | 1 round/level      | Medium (200 ft.) | V,S,DF             | PHB II: p.104 |
| School: Conjunction (Creation)  | SR: Yes   | Target: One creature   |                    |                  | Caster Level: 10   |               |
| Effect: Subject takes 1 point of piercing damage per caster level [max 15] each round. The target is held securely in place. Subject can make a strength check DC 20, or Escape Artist DC 25.   |   |  |                    |                  |                    |               |
| ☐☐☐☐☐ Call Lightning Storm  | DC: 18, Reflex half                               | 1 round  | 1 minute/level     | Long (800 ft.)   | V,S                | PHB: p.207    |
| School: Evocation [Electricity]   | SR: Yes   | Target: One or more 30-ft.-long vertical lines of lightning  |                    |                  | Caster Level: 10   |               |
| Effect: Calls down one lightning bolt/level [max 15] over duration [5d6 per bolt] from sky; 5d10 in outdoors stormy area.   |   |  |                    |                  |                    |               |
| ☐☐☐☐☐ Catsfoot  | DC: 18, Will Negates                              | 1 Standard Action  | One Full Day       | Personal         | V, S, MF (Cat Fur) | EWB: null     |
| School: Transmutation   | SR: Yes   | Target: You  |                    |                  | Caster Level: 10   |               |
| Effect: Catsfoot replaces the user's current racial ability modifiers, if any, with those appropriate to a powerful feline - Str +2, Dex +6, Con +2, Wis +2, and Cha +2. He or she also gains low-light vision, +30' ground movement, a +4 bonus to Balance, Hide, and Move Silently checks, d6 natural weapons, and the ability to subtract up to [Dexterity]d6 from any falling damage he or she takes with a successful DC 15 Reflex save. |   |  |                    |                  |                    |               |
| ☐☐☐☐☐ Cloak of the Sea  | DC: 18, Will negates [harmless]                   | 1 standard action  | 1 hour/level [D]   | Touch            | V,S,DF             | SC: p.48      |
| School: Transmutation   | SR: Yes [harmless]                                | Target: Creature touched   |                    |                  | Caster Level: 10   |               |
| Effect: Bestows water breathing, blur & doesn't take nonlethal damage.  |   |  |                    |                  |                    |               |
| ☐☐☐☐☐ Cold Snap   |   | 1 minute   | 2d4 hours          | 1 mile           | V,S                | SC: p.50      |
| School: Transmutation [Cold]  | SR: No  | Target: 1-mile-radius circle centered on you   |                    |                  | Caster Level: 10   |               |
| Effect: Lowers temperature by 5 degrees per level [Max 50 degrees]  |   |  |                    |                  |                    |               |
| ☐☐☐☐☐ Commune with Nature   |   | 10 minutes   | Instantaneous      | Personal         | V,S                | PHB: p.211    |
| School: Divination  | SR: No  | Target: You  |                    |                  | Caster Level: 10   |               |
| Effect: Learn about terrain for one mile/level.   |   |  |                    |                  |                    |               |
| ☐☐☐☐☐ Control Winds   | DC: 18, Fortitude negates                         | Standard Action  | 10 minutes/level   | 40 ft./level     | V,S                | PHB: p.214    |
| School: Transmutation [Air]   | SR: No  | Target: 40 ft./level radius cylinder 40 ft. high   |                    |                  | Caster Level: 10   |               |
| Effect: Change wind direction and speed.  |   |  |                    |                  |                    |               |
| ☐☐☐☐☐ Cure Critical Wounds  | DC: 18, Will half (harmless); see text            | Standard Action  | Instantaneous      | Touch            | V,S                | PHB: p.215    |
| School: Conjunction (Healing)   | SR: Yes (harmless); see text                      | Target: Creature touched   |                    |                  | Caster Level: 10   |               |
| Effect: Cures 4d8 +1/level [max +20] damage.  |   |  |                    |                  |                    |               |
| ☐☐☐☐☐ Dance of the Unicorn  |   | 1 standard action  | 1 minute/level [D] | 5 ft./level      | V,S                | SC: p.58      |
| School: Abjuration  | SR: No  | Target: 5 ft./level-radius emanation centered on you   |                    |                  | Caster Level: 10   |               |
| Effect: Purifies surrounding area; see text.  |   |  |                    |                  |                    |               |
| ☐☐☐☐☐ Death Ward  | DC: 18, Will negates (harmless)                   | Standard Action  | 1 minute/level     | Touch            | V,S, DF            | PHB: p.217    |
| School: Necromancy  | SR: Yes (harmless)                                | Target: Living creature touched  |                    |                  | Caster Level: 10   |               |
| Effect: Grants immunity to death spells and negative energy effects.  |   |  |                    |                  |                    |               |
| ☐☐☐☐☐ Dire Hunger   | DC: 18, Fortitude negates                         | 1 standard action  | Instantaneous      | Close (50 ft.)   | V,S                | SC: p.65      |
| School: Transmutation   | SR: Yes   | Target: One living creature  |                    |                  | Caster Level: 10   |               |
| Effect: Creature becomes hungry and grows fangs [See text for damage]. Target only attacks with bite  |   |  |                    |                  |                    |               |
| ☐☐☐☐☐ Echo Skull  |   | 1 standard action  | 1 hour/level [D]   | Touch            | V,S,F              | SC: p.77      |
| School: Divination  | SR: Yes [object]                                  | Target: Animal skull touched   |                    |                  | Caster Level: 10   |               |
| Effect: See, hear and speak through a specific animal skull at any distance.  |   |  |                    |                  |                    |               |
| * =Domain/Specialty Spell   |   |  |                    |                  |                    |               |

## Druid Spells

|   |   |   |   |                             |                   |                     |
|---|---|---|---|-----------------------------|-------------------|---------------------|
| <div>Fireward</div> <div>School: Transmutation</div> <div>Effect: As quench; suppresses all magical fire spells</div>   | <div>SR: No</div>   | <div>1 standard action</div>  | <div>1 hour/level</div>   | <div>Medium (200 ft.)</div> | <div>V,S,DF</div> | <div>SC: p.94</div> |
| <div>24 hours</div> <div>Instantaneous</div> <div>Touch</div> <div>V,S,M, DF</div> <div>PHB: p.238</div>  | <div>DC: 18, See text</div> <div>SR: See text</div>                             | <div>Target: One 20-ft. cubes/level [S]</div>   |   | <div>Caster Level: 10</div> |                   |                     |
| <div>Hallow</div> <div>School: Evocation [Good]</div> <div>Effect: Designates location as holy.</div>   | <div>SR: See text</div>   | <div>Target: 40-ft. radius emanating from the touched point</div>   |   | <div>Caster Level: 10</div> |                   |                     |
| <div>Heal Animal Companion</div> <div>School: Conjuraton (Healing)</div> <div>Effect: Functions as heal, except it only affects your animal companion.</div>  | <div>DC: 18, Will negates [harmless]</div> <div>SR: Yes [harmless]</div>        | <div>1 standard action</div> <div>Instantaneous</div> <div>Touch</div> <div>V,S</div> <div>SC: p.110</div>                                  | <div>Target: One item of a volume no greater than 10 cu. ft./level; see text</div>  | <div>Caster Level: 10</div> |                   |                     |
| <div>Inferno</div> <div>School: Transmutation [Fire]</div> <div>Effect: Cause single creature to burst in flames causing 6d6 and decreases 1d6 each round [min 1d6] for duration of spell</div>   | <div>DC: 18, Fortitude partial; see text</div> <div>SR: Yes</div>               | <div>1 standard action</div> <div>6 rounds; see text</div> <div>Close (50 ft.)</div> <div>V,S,M</div> <div>SC: p.123</div>                  | <div>Target: One creature</div>   | <div>Caster Level: 10</div> |                   |                     |
| <div>Insect Plague</div> <div>School: Conjuraton (Summoning)</div> <div>Effect: Locust swarms attack creatures.</div>   | <div>SR: No</div>   | <div>1 round</div> <div>1 minute/level</div> <div>Long (800 ft.)</div> <div>V,S, DF</div> <div>PHB: p.244</div>                             | <div>Target: One swarm of locust/per 3 levels, each of which must be adjacent to at least one other swarm</div>                                   | <div>Caster Level: 10</div> |                   |                     |
| <div>Jungle's Rapture</div> <div>School: Transmutation</div> <div>Effect: Target takes 1d6 Dex damage, each day victim takes additional 1d6 Dex.</div>  | <div>DC: 18, Will negates</div> <div>SR: Yes</div>                              | <div>1 standard action</div> <div>Permanent [D]</div> <div>Close (50 ft.)</div> <div>V,S</div> <div>SC: p.128</div>                         | <div>Target: One living nonplant creatures</div>  | <div>Caster Level: 10</div> |                   |                     |
| <div>Longstrider Mass</div> <div>School: Transmutation</div> <div>Effect: All allies in the area gain a +10-foot enhancement bonus to their speed.</div>  | <div>DC: 18, Fortitude negates (harmless)</div> <div>SR: Yes (harmless)</div>   | <div>1 swift action</div> <div>1 hour/level [D]</div> <div>60 ft.</div> <div>V</div> <div>PHB II: p.117</div>                               | <div>Target: 60-ft.-radius emanation centered on you</div>  | <div>Caster Level: 10</div> |                   |                     |
| <div>Magic Convalescence</div> <div>School: Conjuraton (Healing)</div> <div>Effect: Whenever a creature, including you casts a spell cast within the area of this spell, you heal 1 hit point per level of the spell cast.</div>  | <div>SR: No</div>   | <div>1 standard action</div> <div>1 round/level</div> <div>20 ft.</div> <div>V,S,M</div> <div>PHB II: p.118</div>                           | <div>Target: 20-ft.-radius emanation centered on you</div>  | <div>Caster Level: 10</div> |                   |                     |
| <div>Mantle of the Icy Soul</div> <div>School: Transmutation [Cold]</div> <div>Effect: Grants Cold Subtype to target.</div>   | <div>DC: 18, Will negates</div> <div>SR: Yes</div>                              | <div>1 standard action</div> <div>1 hour/level</div> <div>Touch</div> <div>V,S,M</div> <div>SC: p.138</div>                                 | <div>Target: Creature touched</div>   | <div>Caster Level: 10</div> |                   |                     |
| <div>Memory Rot</div> <div>School: Evocation</div> <div>Effect: Permanently drain 1d6 Intelligence, with 1 pt loss each round thereafter; save stops Int loss.</div>  | <div>DC: 18, Fortitude negates</div> <div>SR: Yes</div>                         | <div>1 standard action</div> <div>Instantaneous</div> <div>Close (50 ft.)</div> <div>V,S</div> <div>SC: p.140</div>                         | <div>Target: One living creature</div>  | <div>Caster Level: 10</div> |                   |                     |
| <div>Owl's Insight</div> <div>School: Transmutation</div> <div>Effect: Gain half your caster level as an enhancement bonus to Wisdom.</div>   | <div>DC: 18, Fortitude negates [harmless]</div> <div>SR: Yes [harmless]</div>   | <div>1 standard action</div> <div>1 hour</div> <div>Touch</div> <div>V,S</div> <div>SC: p.152</div>   | <div>Target: Creature touched</div>   | <div>Caster Level: 10</div> |                   |                     |
| <div>Panacea</div> <div>School: Conjuraton (Healing)</div> <div>Effect: Removes most conditions; see text.</div>  | <div>DC: 18, Will half [harmless]; see text</div> <div>SR: Yes [harmless]</div> | <div>1 standard action</div> <div>Instantaneous</div> <div>Touch</div> <div>V,S</div> <div>SC: p.152</div>                                  | <div>Target: Creature touched</div>   | <div>Caster Level: 10</div> |                   |                     |
| <div>Phantom Stag</div> <div>School: Conjuraton (Creation)</div> <div>Effect: You conjure a quasi-real, staglike creature; see text</div>   | <div>DC: 18, None; See text</div> <div>SR: No</div>                             | <div>1 standard action</div> <div>1 hour/level [D]</div> <div>0 ft.</div> <div>V,S</div> <div>SC: p.157</div>                               | <div>Target: One quasi-real staglike creature</div>   | <div>Caster Level: 10</div> |                   |                     |
| <div>Plant Body</div> <div>School: Transmutation</div> <div>Effect: Gain some plant-like qualities; immune to extra damage from criticals, mind-affecting spells, poison, sleep, paralysis, stunning and polymorphing; see text</div>   | <div>DC: 18, N/A</div> <div>SR: N/A</div>                                       | <div>1 standard action</div> <div>10 minutes/level</div> <div>Personal</div> <div>V,S,DF</div> <div>SC: p.159</div>                         | <div>Target: You</div>  | <div>Caster Level: 10</div> |                   |                     |
| <div>Poison Thorns</div> <div>School: Transmutation</div> <div>Effect: As thornskin, except creatures grappling you get a dose of poison; see text</div>  | <div>DC: 18, See text</div> <div>SR: No</div>                                   | <div>1 standard action</div> <div>1 round/level</div> <div>Personal</div> <div>V</div> <div>SC: p.159</div>                                 | <div>Target: You</div>  | <div>Caster Level: 10</div> |                   |                     |
| <div>Quill Blast</div> <div>School: Conjuraton (Creation)</div> <div>Effect: Targets struck by quills [each quill does 1d6], size of targets determines amount of quills; see text</div>  | <div>DC: 18, Reflex half; see text</div> <div>SR: Yes</div>                     | <div>1 standard action</div> <div>Instantaneous</div> <div>20 ft.</div> <div>V,S,M</div> <div>SC: p.164</div>                               | <div>Target: 20-ft.-radius spread, centered on you</div>  | <div>Caster Level: 10</div> |                   |                     |
| <div>Radiance</div> <div>School: Evocation [Good, Light]</div> <div>Effect: Undead are dazzled by illumination for the duration they are in the area and 1d6 rounds after they leave. Illuminate as daylight spell.</div>   | <div>SR: No</div>   | <div>1 standard action</div> <div>1 round/level [D]; see text</div> <div>60 ft.</div> <div>V,S,DF</div> <div>PHB II: p.122</div>            | <div>Target: 60-ft.-radius emanation centered on you</div>  | <div>Caster Level: 10</div> |                   |                     |
| <div>Rejuvenation Cocoon</div> <div>School: Conjuraton (Healing)</div> <div>Effect: Heals and protects target; see text.</div>  | <div>DC: 18, Will negates [harmless]</div> <div>SR: Yes [harmless]</div>        | <div>1 standard action</div> <div>2 rounds</div> <div>Touch</div> <div>V,S,M</div> <div>SC: p.172</div>                                     | <div>Target: Willing creature touched</div>   | <div>Caster Level: 10</div> |                   |                     |
| <div>Sirine's Grace</div> <div>School: Evocation</div> <div>Effect: Gain +4 to Cha &amp; Dex, deflection bonus to AC equal to your CHA bonus, a +8 bonus to Perform checks, gain swim speed 60 ft; see text.</div>  | <div>DC: 18, N/A</div> <div>SR: N/A</div>                                       | <div>1 standard action</div> <div>1 round/level</div> <div>Personal</div> <div>V,S,M</div> <div>SC: p.191</div>                             | <div>Target: You</div>  | <div>Caster Level: 10</div> |                   |                     |
| <div>Stone Shape, Greater</div> <div>School: Transmutation [Earth]</div> <div>Effect: Sculpts stone into any shape.</div>   | <div>SR: No</div>   | <div>1 standard action</div> <div>Instantaneous</div> <div>Touch</div> <div>V,S,M/DF</div> <div>SC: p.208</div>                             | <div>Target: Stone or stone object touched, up to 10 cu. ft. + 10 cu. ft./level</div>   | <div>Caster Level: 10</div> |                   |                     |
| <div>Stoneskin</div> <div>School: Abjuration</div> <div>Effect: Ignore 10 points of damage per attack.</div>  | <div>DC: 18, Will negates (harmless)</div> <div>SR: Yes (harmless)</div>        | <div>Standard Action</div> <div>10 minutes/level or until discharged</div> <div>Touch</div> <div>V,S,M</div> <div>PHB: p.285</div>          | <div>Target: Creature touched</div>   | <div>Caster Level: 10</div> |                   |                     |
| <div>Summon Nature's Ally V</div> <div>School: Conjuraton (Summoning)</div> <div>Effect: Calls creature to fight.</div>   | <div>SR: No</div>   | <div>1 round</div> <div>1 round/level [D]</div> <div>Close (50 ft.)</div> <div>V,S, DF</div> <div>PHB: p.289</div>                          | <div>Target: One or more creatures, no two of which can be more than 30 ft. apart</div>   | <div>Caster Level: 10</div> |                   |                     |
| <div>Swamp Stride</div> <div>School: Conjuraton (Teleportation)</div> <div>Effect: As tree stride, instead you use pools of water.</div>  | <div>DC: 18, N/A</div> <div>SR: N/A</div>                                       | <div>1 standard action</div> <div>1 round/level</div> <div>Personal</div> <div>V,S,DF</div> <div>SC: p.217</div>                            | <div>Target: You</div>  | <div>Caster Level: 10</div> |                   |                     |
| <div>The Lesser Seal Of Solomon</div> <div>School: Transmutation</div> <div>Effect: The Lesser Seal Of Solomon stabilizes personal spells and talents. Any spells or talents which are active when the Seal is invoked, or which are cast on the target simultaneously, cannot be dispelled for the duration of the Seal.</div> | <div>DC: 18, Will Negates</div> <div>SR: No</div>                               | <div>One Standard Action</div> <div>One Full Day</div> <div>Touch</div> <div>S</div> <div>EWB: null</div>                                   | <div>Target: Creature Touched</div>   | <div>Caster Level: 10</div> |                   |                     |
| <div>Transmute Mud to Rock</div> <div>School: Transmutation [Earth]</div> <div>Effect: Transforms 2 10-ft. cubes/level.</div>   | <div>DC: 18, See text</div> <div>SR: No</div>                                   | <div>Standard Action</div> <div>Permanent</div> <div>Medium (200 ft.)</div> <div>V,S,M/DF</div> <div>PHB: p.295</div>                       | <div>Target: Up to two 10 ft. cubes/level [S]</div>   | <div>Caster Level: 10</div> |                   |                     |
| <div>Transmute Rock to Mud</div> <div>School: Transmutation [Earth]</div> <div>Effect: Transforms 2 10-ft. cubes/level.</div>   | <div>DC: 18, See text</div> <div>SR: No</div>                                   | <div>Standard Action</div> <div>Permanent; see text</div> <div>Medium (200 ft.)</div> <div>V,S,M/DF</div> <div>PHB: p.295</div>             | <div>Target: Up to two 10 ft. cubes/level [S]</div>   | <div>Caster Level: 10</div> |                   |                     |
| <div>Tree Stride</div> <div>School: Conjuraton (Teleportation)</div> <div>Effect: Step from one tree to another far away.</div>   | <div>SR: No</div>   | <div>Standard Action</div> <div>1 hour/level or until expended; see text</div> <div>Personal</div> <div>V,S, DF</div> <div>PHB: p.296</div> | <div>Target: You</div>  | <div>Caster Level: 10</div> |                   |                     |
| <div>Vigor, Greater</div> <div>School: Conjuraton (Healing)</div> <div>Effect: Same as lesser vigor except it grants target fast healing ability for the duration of the spell at 4 hp automatically healed per round.</div>  | <div>DC: 18, Will negates [harmless]</div> <div>SR: Yes [harmless]</div>        | <div>1 standard action</div> <div>10 rounds + 1 round/level [max 35]</div> <div>Touch</div> <div>V,S</div> <div>SC: p.229</div>             | <div>Target: Living creature touched</div>  | <div>Caster Level: 10</div> |                   |                     |
| <div>Wall of Fire</div> <div>School: Evocation [Fire]</div> <div>Effect: Deals 2d4 fire damage out 10 ft. and 1d4 out 20 ft. Passing through wall deals 2d6 +1/level damage</div>   | <div>SR: Yes</div>  | <div>Standard Action</div> <div>Concentration + 1 round/level</div> <div>Medium (200 ft.)</div> <div>V,S,M/DF</div> <div>PHB: p.298</div>   | <div>Target: Opaque sheet of flame up to 20 ft./level long or a ring of fire with a radius of up to 5 ft./2 levels; either form 20 ft. high</div> | <div>Caster Level: 10</div> |                   |                     |
| <div>Wall of Thorns</div> <div>School: Conjuraton (Creation)</div> <div>Effect: Thorns damage anyone who tries to pass.</div>   | <div>SR: No</div>   | <div>Standard Action</div> <div>10 minutes/level [D]</div> <div>Medium (200 ft.)</div> <div>V,S</div> <div>PHB: p.300</div>                 | <div>Target: Wall of thorny brush, up to one 10-ft. cube/level [S]</div>  | <div>Caster Level: 10</div> |                   |                     |
| <div>Wind Tunnel</div> <div>School: Evocation</div> <div>Effect: Doubles range and grants +5 competence bonus to ranged attacks.</div>  | <div>DC: 18, Fortitude negates [harmless]</div> <div>SR: Yes [harmless]</div>   | <div>1 standard action</div> <div>1 round/level</div> <div>Close (50 ft.)</div> <div>V,S</div> <div>SC: p.239</div>                         | <div>Target: One creature/level</div>   | <div>Caster Level: 10</div> |                   |                     |

\* =Domain/Speciality Spell