

Destinie

NAME
Drd10
CLASS
10
Character Level

45000
EXPERIENCE
55000
NEXT LEVEL

Donnamarie

PLAYERNAME
Human
RACE
25
AGE

Medium
SIZE
Female
GENDER

DEITY
5' 6"
HEIGHT
120 lbs.
WEIGHT
,
HAIR

Neutral Good

ALIGNMENT
Darkvision (90')
VISION
0
POINTS



Spell Points: 122

ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD	WOUNDS/CURRENT HP		SUBDUAL DAMAGE		DAMAGE REDUCTION				SPEED																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																			
STR Strength	11	+0	11	+0	11	+0	VP Vitality	86			WP Wound Points	15		Walk 30 ft.																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																				
DEX Dexterity	15	+2	19	+4	19	+4	AC armor class	33	: 29 :	18 =	10 +	10 +	0 +	4 +	0 +	5 +	4	0	+0	0																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																														
								TOTAL	FLAT	TOUCH	BASE	ARMOR BONUS	SHIELD BONUS	STAT	SIZE	NATURAL	MISC	MISS CHANCE	ARCANE SPELL FAILURE	ARMOR CHECK PENALTY	SPELL RESIST																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																													
CON Constitution	15	+2	15	+2	15	+2	INITIATIVE modifier	+8	=	+4	+	+4	SKILLS KEY ABILITY								MAX RANKS		13/6.5																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																											
INT Intelligence	15	+2	15	+2	15	+2															TOTAL	DEX MODIFIER	MISC MODIFIER	Skill Name	Skill Modifier	Ability Modifier	Ranks	Misc Modifier																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																						
WIS Wisdom	19	+4	19	+4	19	+4	BASE ATTACK bonus		+7/+2												✓	Appraise	INT	2	=	2	+	+																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																						
CHA Charisma	13	+1	13	+1	13	+1															✓	Balance	DEX	4	=	4	+	+																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																						
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SAVING THROWS	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP	conditional modifiers
FORTITUDE (constitution)	+12	+7	+2	+3	+0	+0		
REFLEX (dexterity)	+10	+3	+4	+3	+0	+0		
WILL (wisdom)	+14	+7	+4	+3	+0	+0		

	TOTAL	BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP
MELEE attack bonus	+7/+2	+7/+2	+0	+0	+0	+0	
RANGED attack bonus	+11/+6	+7/+2	+4	+0	+0	+0	
GRAPPLE attack bonus	+7/+2	+7/+2	+0	+0	+0	+0	

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	REACH
	+7/+2	1d3	20/x2	5 ft.

Dagger	HAND	TYPE	SIZE	CRITICAL	REACH
	Carried	PS	M	19-20/x2	5 ft.
TOTAL ATTACK BONUS	DAMAGE				
+7/+2	1d4				
10 ft.	20 ft.	30 ft.	40 ft.	50 ft.	
+11/+6	+9/+4	+7/+2	+5/+0	+3/-2	
1d4	1d4	1d4	1d4	1d4	
Special Properties					

Longbow +3	HAND	TYPE	SIZE	CRITICAL	REACH
	Carried	P	M	20/x3	5 ft.
30 ft.	100 ft.	200 ft.	300 ft.	400 ft.	
+10/+5	+10/+5	+8/+3	+6/+1	+4/-1	
1d8+3	1d8+3	1d8+3	1d8+3	1d8+3	
Special Properties					

Quarterstaff +3		HAND	TYPE	SIZE	CRITICAL	REACH
		Both	B/B	M	20/x2	5 ft.
TOTAL ATTACK BONUS		DAMAGE				
+10/+5		1d8+3				
Special Properties	(Quarterstaff +3@+3 (Ironwood@Detect Evil/Cleric/10th@Spell Storing)). Wooden but functions as steel, does not burn, Head2: can store a single targeted spell of up to 3rd level with a casting time of 1 action.					

*: weapon is equipped

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

ARMOR	TYPE	AC	MAXDEX	CHECK	SPELL FAILURE
*Amulet of Natural Armor +2		+2		+0	0
Bracers of Armor +4		+4		+0	0
*Mage Armor, Greater		+6		+0	0
*Vestment of Protection		+8		+0	0

DRUID WILDSHAPE

Uses per day ☐☐☐☐

Duration = 10 Hours

SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	MAX RANKS	13/6.5	MISC MODIFIER
✓ Appraise	INT	2	= 2	+	+	
✓ Balance	DEX	4	= 4	+	+	
✓ Bluff	CHA	2	= 1	+	1.0	+
✓ Climb	STR	4	= 0	+	4.0	+
✓ Concentration	CON	12	= 2	+	10.0	+
✓ Craft (Untrained)	INT	2	= 2	+	+	
✓ Diplomacy	CHA	4	= 1	+	3.0	+
✓ X Diplomacy (Wild Empathy)	CHA	15	= 1	+	3.0	11
✓ Disguise	CHA	1	= 1	+	+	
✓ Escape Artist	DEX	4	= 4	+	+	
✓ Forgery	INT	2	= 2	+	+	
✓ Gather Information	CHA	1	= 1	+	+	
Handle Animal	CHA	5	= 1	+	4.0	+
✓ Heal	WIS	6	= 4	+	2.0	+
✓ Hide	DEX	7	= 4	+	3.0	+
✓ Intimidate	CHA	1	= 1	+	+	
✓ Jump	STR	3	= 0	+	3.0	+
Knowledge (Dangerous Beasts)	INT	4	= 2	+	2.0	+
Knowledge (Dungeoneering)	INT	6	= 2	+	4.0	+
Knowledge (Fey)	INT	3	= 2	+	1.0	+
Knowledge (Geography)	INT	4	= 2	+	2.0	+
Knowledge (History)	INT	4	= 2	+	2.0	+
Knowledge (Nature)	INT	17	= 2	+	11.0	4
Knowledge (Nobility and Royalty)	INT	3	= 2	+	1.0	+
Knowledge (Religion)	INT	6	= 2	+	4.0	+
Knowledge (The Planes)	INT	3	= 2	+	1.0	+
Knowledge (Undead)	INT	4	= 2	+	2.0	+
✓ Listen	WIS	11	= 4	+	7.0	+
✓ Move Silently	DEX	17	= 4	+	3.0	10
✓ Ride	DEX	5	= 4	+	1.0	+
✓ Search	INT	2	= 2	+	+	
✓ Sense Motive	WIS	4	= 4	+	+	
Spellcraft	INT	7	= 2	+	5.0	+
✓ Spot	WIS	24	= 4	+	10.0	10
✓ Survival	WIS	16	= 4	+	10.0	2
✓ Survival (Natural environments)	WIS	18	= 4	+	10.0	4
✓ Swim	STR	4	= 0	+	4.0	+
✓ Use Rope	DEX	4	= 4	+	+	+
✓: can be used untrained. X: exclusive skills						

Scimitar	HAND	TYPE	SIZE	CRITICAL	REACH
	Carried	S	M	18-20/x2	5 ft.
TOTAL ATTACK BONUS		DAMAGE			
+7/+2		1d6			
Special Properties					

Winter's Sling			HAND	TYPE	SIZE	CRITICAL	REACH
			Carried	B	M	20/x2	5 ft.
	30 ft.	50 ft.	100 ft.	150 ft.		200 ft.	
TH	+12/+7	+12/+7	+10/+5	+8/+3		+6/+1	
Dam	1d4+1	1d4+1	1d4+1	1d4+1		1d4+1	
Special Properties (Sling +1 (DRAGONHIDE/Frost)), +1d6 cold damage bestowed on ammunition							

EQUIPMENT					
ITEM	LOCATION	QTY	WT	COST	
Amulet of Natural Armor +2	Equipped	1	0.0	8000.0	
Backpack		1	2.0	2.0	
9.1 lbs., 2 Candle, 2 Fishhook, 1 Waterskin (Filled), 1 Vial, 1 Bullets, Sling (10), 1 Holly and Mistletoe					
Bracers of Armor +4	Carried	1	1.0	16000.0	
Bullets, Sling (10)	Backpack	1	5.0	0.1	
☐					
Candle	Backpack	2	0.0 (0.0)	0.01 (0.02)	
☐☐					
Chalk (1 piece)	Pouch (Belt)	2	0.0 (0.0)	0.01 (0.02)	
Dagger	Carried	1	1.0	2.0	
Fishhook	Backpack	2	0.0 (0.0)	0.1 (0.2)	
Flint and Steel	Pouch (Belt)	1	0.0	1.0	
Girdle of the Lion	Equipped	1	1.0	0.0	
Gloves of Dexterity +4	Equipped	1	0.0	16000.0	
Holly and Mistletoe	Backpack	1	0.0	0.0	
Longbow +3	Carried	1	3.0	18375.0	
0 lbs.					
Mage Armor, Greater	Equipped	1	1.0	36000.0	
Pouch (Belt)	Equipped	1	0.5	1.0	
1 lbs., 2 Chalk (1 piece), 1 Flint and Steel, 1 Whetstone					
Quarterstaff +3*	Equipped	1	4.0	130600.0	
(Quarterstaff +3@+3 (Ironwood@Detect Evil/Cleric/10th@Spell Storing)), Wooden but functions as steel, does not burn, Head2: can store a single targeted spell of up to 3rd level with a casting time of 1 action					
Ring of Evasion	Equipped	1	0.0	25000.0	
Ring of Invisibility	Equipped	1	0.0	20000.0	
Scimitar	Carried	1	4.0	15.0	
Spell Component Pouch	Equipped	1	2.0	5.0	
Vestment of Protection	Equipped	1	0.0	0.0	
Vial	Backpack	1	0.1	1.0	
0 lbs.					
Waterskin (Filled)	Backpack	1	4.0	1.0	
Whetstone	Pouch (Belt)	1	1.0	0.02	
Winter's Sling	Carried	1	0.0	8300.0	
0 lbs. (Sling +1 (DRAGONHIDE/Frost)), +1d6 cold damage bestowed on ammunition					
TOTAL WEIGHT CARRIED/VALUE			18.5 lbs.	278303.36 gp	

WEIGHT ALLOWANCE					
Light	38	Medium	76	Heavy	115
Lift over head	115	Lift off ground	230	Push / Drag	575

MAGIC	
Winter's Sling	

SPECIAL ABILITIES	
+2 Deflection bonus to AC when fighting within a forest.	
Animal Companion (Ex)	
Blessing of the Woods (Ex): Grants a Natural Armor Bonus of +3	
Evasion (Ex): Take no damage on a successful Reflex save that deals half	
Girdle of the Lion - Grants Speak with Cats [free action]; Move silent bonus (+10), fall bonus 40' without taking damage and Damage Reduction:10 from Falling, Grants Cats vision (+ 10 to Spot and darkvision), Grants pluses to reaction dealing with cats.	
Nature Sense (Ex): +2 bonus on Knowledge (Nature) and Survival checks.	
Resist Nature's Lure (Ex):+4 bonus on saving throws against the spell-like abilities of fey.	
Roots & Twigs (Sp): 1/day - Cast Entangle as an Innate Ability	
Shapeshift (Su): Eagle - Talon 1d6, +2 STR, +2 Reflex Save, +2 Natural Armor, Fly 40 (good maneuverability)	
Shapeshift (Su): Panther - Bite deals 1d6, +4 STR, +4 Natural Armor, Base Speed +20, Gain Mobility Feat	
Spontaneous casting - Can spontaneously cast Summon Nature's Ally spells	
Stunning Glance (Su): 1/day - As a standard action, you can stun a creature within 30 feet with a look. The target creature must succeed on a DC 20 Fortitude save or be stunned for 2d4 rounds.	
Trackless Step (Ex): Leaves no trail in natural surroundings and cannot be tracked.	
Venom Immunity (Ex): Immune to all poisons.	
Wild Empathy (Ex): +11 to Diplomacy check against animals - takes 1 minute	
Wild Shape (Su): 4/day for 10 hours (Large)	
Wind in the grass (Sp): 1/day - Cast Freedom of Movement as an Innate Ability	
Woodland Stride (Ex): Can move through any sort of undergrowth at her normal speed and without taking damage or suffering any impairment. (Magically manipulated can still impede her).	

FEATS	
Brandish Magical Might	Add ability score bonus to spell resistance checks
Improved Initiative	+4 bonus on initiative checks.
Natural Spell	You can complete the verbal and somatic components of spells while in a wild shape. You can also use any material components or focuses you possess, even if such items are melded within your current form.
Sculpt Spell	[Lv+1] Modify an area spell by making it either a cylinder (10-ft.-radius, 30-ft.-high), a 40-ft.-cone, four 10-ft. cubes, a ball (20-ft.-radius spread) or 120-ft.-line.
Spellcasting Prodigy	Treat primary spellcasting ability score as 2 higher for bonus spells and save DCs. [Increases Spell Points by 2 @ 1st level and an additional 1 per each level beyond]
Track	To find tracks or to follow them for 1 mile requires a successful Survival check. You must make another Survival check every time the tracks become difficult to follow.
Warden Initiate	
Armor Proficiency (Light)	Armor Check Penalty applies normally.
Armor Proficiency (Medium)	Armor Check Penalty applies normally.
Shield Proficiency	You can use a shield.
Flyby Attack	When flying, the creature can take a move action (including a dive) and another standard action at any point during the move.
Modify Spell ~ Double Area or Targets	[Lv+3] Touch spells cannot be affected.
Modify Spell ~ Double Duration	[Lv+1] Durations of Concentration, Instantaneous, or Permanent are not affected.
Modify Spell ~ Double Range	[Lv+1] If the range determines its area or effect, the dimensions of its area or effect increase proportionally.
Modify Spell ~ Increase Power	[Lv+2] All the variables, numeric effects increase by one-half. Saving throws and opposed rolls (such as caster power checks) are not affected.
Modify Spell ~ No Somatic Components	[Lv+1] Spell can be cast without gestures or movements.
Modify Spell ~ No Verbal Component	[Lv+1] Spell can be cast with no verbal components.

PROFICIENCIES

LANGUAGES
Common, Druidic, Elven, Sylvan

TEMPLATES
Truename

Innate Racial Spells

	Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
☐	Entangle	15	Reflex partial; see text	1 standard action	1 minute/level [D]	Long (800 ft.)	V,S, DF	No	Transmutation	PHB: pg.227
<i>Effect:</i> Plants entangle everyone in 40-ft.-radius circle.						<i>Target:</i> Plants in a 40-ft.-radius spread			<i>Caster Level:</i> 10	
☐	Freedom of Movement	18	Will negates (harmless)	1 standard action	10 minutes/level	Personal or touch	V,S,M, DF	Yes (harmless)	Abjuration	PHB: pg.233
<i>Effect:</i> Subject moves normally despite impediments.						<i>Target:</i> You or creature touched			<i>Caster Level:</i> 10	
☐	Tree Stride	20	None	1 standard action	1 hour/level or until expended; see text	Personal	V,S, DF	No	Conjuration (Teleportation)	PHB: pg.296
<i>Effect:</i> Step from one tree to another far away.						<i>Target:</i> You			<i>Caster Level:</i> 10	
☐	Otto's Irresistible Dance	23	None	1 standard action	1d4+1 rounds	Touch	V	Yes	Enchantment (Compulsion) [Mind-Affecting]	PHB: pg.259
<i>Effect:</i> Forces subject to dance.						<i>Target:</i> Living creature touched			<i>Caster Level:</i> 10	
* =Domain/Speciality Spell										

Druid Spells

LEVEL	0	1	2	3	4	5	6	7	8	9
KNOWN	0	0	0	0	0	0	0	0	0	0
PER DAY	6	6	5	4	4	3	0	0	0	0

LEVEL 0

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

LEVEL 1

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

* =Domain/Specialty Spell

Druid Spells

□□□□□ Buoyant Lifting	16	None	1 immediate action	1 minute/level [D]; see text	Close (50 ft.)	S,DF	No	Evocation	SC: Pg.40
<i>Effect:</i> Travel to the surface at 60 ft./round.					<i>Target:</i> One willing creature/level, no two of which are more than 20 ft. apart		<i>Caster Level:</i> 10		
□□□□□ Calm Animals	16	Will negates; see text	1 standard action	1 minute/level	Close (50 ft.)	V,S	Yes	Enchantment (Compulsion) [Mind-Affecting]	PHB: pg.207
<i>Effect:</i> Calms 2d4 + 1/level HD of animals.					<i>Target:</i> Animals within 30 ft. of each other		<i>Caster Level:</i> 10		
□□□□□ Camouflage	16	N/A	1 standard action	10 minutes/level	Personal	V,S	N/A	Transmutation	SC: Pg.43
<i>Effect:</i> Gain +10 circumstance bonus on Hide checks.					<i>Target:</i> You		<i>Caster Level:</i> 10		
□□□□□ Charm Animal	16	Will negates	1 standard action	1 hour/level	Close (50 ft.)	V,S	Yes	Enchantment (Charm) [Mind-Affecting]	PHB: pg.208
<i>Effect:</i> Makes one animal your friend.					<i>Target:</i> One animal		<i>Caster Level:</i> 10		
□□□□□ Claws of the Bear	16	N/A	1 standard action	1 round/level	Personal	V,S	N/A	Transmutation	SC: Pg.47
<i>Effect:</i> Your hands become natural weapons that deal 1d8 with each attack.					<i>Target:</i> You		<i>Caster Level:</i> 10		
□□□□□ Climb Walls	16	Will negates [harmless]	1 standard action	1 minute/level [D]	Touch	V,S,M	Yes [harmless]	Transmutation	SC: Pg.47
<i>Effect:</i> Gain +10 enhancement bonus on climb check. Bonus increases to +20 @5th level and +30 @9th level.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 10		
□□□□□ Cloudburst	16	None	1 round	10 minutes/level [D]	Long (800 ft.)	V,S	No	Evocation (Water)	SC: Pg.49
<i>Effect:</i> Heavy rain reduces visibility. -4 Spot & Search.					<i>Target:</i> 100-ft.-radius emanation		<i>Caster Level:</i> 10		
□□□□□ Cold Fire	16	No [fire] or Fortitude half	1 standard action	1 minute/level [fire source] or instantaneous [creature]	Close (50 ft.)	V,S,DF	Yes [creature]	Transmutation [Cold]	SC: Pg.50
<i>Effect:</i> Flames deal cold damage; see text					<i>Target:</i> One fire source [up to a 20-ft. cube] or one creature; see text		<i>Caster Level:</i> 10		
□□□□□ Crabwalk	16	None	1 standard action	1 minute/level	Touch	V,S,M	No	Transmutation [Cold]	SC: Pg.53
<i>Effect:</i> When the subject charges, it gains +4 to attack roll and no penalty to AC. Only affects first attack.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 10		
□□□□□ Cure Light Wounds	16	Will half (harmless); see text	1 standard action	Instantaneous	Touch	V,S	Yes (harmless); see text	Conjuration (Healing)	PHB: pg.215
<i>Effect:</i> Cures 1d8 +1/level [max +5] damage.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 10		
□□□□□ Deep Breath	16	N/A	1 immediate action	1 round/level	Personal	V	N/A	Conjuration (Creation) [Air]	SC: Pg.61
<i>Effect:</i> Your lungs are constantly filled with air for the duration of the spell.					<i>Target:</i> You		<i>Caster Level:</i> 10		
□□□□□ Delay Disease	16	Will negates [harmless]	1 standard action	24 hours	Touch	V,S,DF	Yes [harmless]	Conjuration (Healing)	SC: Pg.63
<i>Effect:</i> Halts any nonmagical disease for the duration of the spell.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 10		
□□□□□ Detect Animals or Plants	16	None	1 standard action	Concentration, up to 10 minutes/level [D]	Long (800 ft.)	V,S	No	Divination	PHB: pg.218
<i>Effect:</i> Detects kinds of animals or plants.					<i>Target:</i> Cone-shaped emanation		<i>Caster Level:</i> 10		
□□□□□ Detect Snares and Pits	16	None	1 standard action	Concentration, up to 10 minutes/level [D]	60 ft.	V,S	No	Divination	PHB: pg.220
<i>Effect:</i> Reveals natural or primitive traps.					<i>Target:</i> Cone-shaped emanation		<i>Caster Level:</i> 10		
□□□□□ Endure Elements	16	Will negates (harmless)	1 standard action	24 hours	Touch	V,S	Yes (harmless)	Abjuration	PHB: pg.226
<i>Effect:</i> Exist comfortably in hot or cold environments.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 10		
□□□□□ Enrage Animal	16	None	1 standard action	Concentration +1 round/level	Medium (200 ft.)	V,S	Yes	Enchantment (Compulsion) [Mind-Affecting]	SC: Pg.81
<i>Effect:</i> Grants +4 morale bonus to Str, Con, Will Saves & -2 penalty to AC to affected animal.					<i>Target:</i> One animal		<i>Caster Level:</i> 10		
□□□□□ Entangle	16	Reflex partial; see text	1 standard action	1 minute/level [D]	Long (800 ft.)	V,S, DF	No	Transmutation	PHB: pg.227
<i>Effect:</i> Plants entangle everyone in 40-ft.-radius circle.					<i>Target:</i> Plants in a 40-ft.-radius spread		<i>Caster Level:</i> 10		
□□□□□ Faerie Fire	16	None	1 standard action	1 minute/level [D]	Long (800 ft.)	V,S, DF	Yes	Evocation [Light]	PHB: pg.229
<i>Effect:</i> Outlines subjects with light, canceling blur, concealment, and the like.					<i>Target:</i> Creatures and objects within a 5-ft.-radius burst		<i>Caster Level:</i> 10		
□□□□□ Foundation of Stone	16	None	1 standard action	1 round/level	Close (50 ft.)	V,M	Yes [harmless]	Transmutation [Earth]	SC: Pg.99
<i>Effect:</i> As long as subjects don't move they gain +2 AC and +4 to Str against bull rush.					<i>Target:</i> One creature/level, no two of which are more than 30 ft. apart		<i>Caster Level:</i> 10		
□□□□□ Goodberry	16	None	1 standard action	1 day/level	Touch	V,S, DF	Yes	Transmutation	PHB: pg.237
<i>Effect:</i> 2d4 berries each cure 1 hp [max 8 hp/24 hours].					<i>Target:</i> 2d4 fresh berries touched		<i>Caster Level:</i> 10		
□□□□□ Hawkeye	16	N/A	1 standard action	10 minutes/level [D]	Personal	V	N/A	Transmutation	SC: Pg.110
<i>Effect:</i> Increases range increment by 50% and +5 competence bonus on Spot checks.					<i>Target:</i> You		<i>Caster Level:</i> 10		
□□□□□ Healthful Rest	16	Will negates [harmless]	10 minutes	24 hours	Close (50 ft.)	V,S	Yes [harmless]	Conjuration (Healing)	SC: Pg.111
<i>Effect:</i> Doubles the natural healing rate.					<i>Target:</i> One creature/level, no two of which can be more than 30 feet apart		<i>Caster Level:</i> 10		
□□□□□ Hide from Animals	16	Will negates (harmless)	1 standard action	10 minutes/level [D]	Touch	S, DF	Yes	Abjuration	PHB: pg.241
<i>Effect:</i> Animals can't perceive 1 subject/level.					<i>Target:</i> 1 creature/level touched		<i>Caster Level:</i> 10		
□□□□□ Horrible Taste	16	Fortitude negates; see text	1 standard action	10 minutes/level	Touch	V,S,M	No	Transmutation	SC: Pg.116
<i>Effect:</i> Animals must save after biting or refuse to bite the subject.					<i>Target:</i> Creature or object touched		<i>Caster Level:</i> 10		
□□□□□ Juglerazer	16	Reflex half	1 standard action	Instantaneous	120 ft.	V,S,M	Yes	Necromancy	SC: Pg.127
<i>Effect:</i> Fey, vermin, plants and plant creatures and animals caught in the area take 1d10/caster level [max 10d10] negative energy.					<i>Target:</i> 120-ft. line		<i>Caster Level:</i> 10		
□□□□□ Jump	16	Will negates (harmless)	1 standard action	1 minute/level [D]	Touch	V,S,M	Yes	Transmutation	PHB: pg.246
<i>Effect:</i> Subject gets bonus on Jump checks.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 10		
□□□□□ Longstrider	16	None	1 standard action	1 hour/level [D]	Personal	V,S,M	No	Transmutation	PHB: pg.249
<i>Effect:</i> Increases your speed.					<i>Target:</i> You		<i>Caster Level:</i> 10		
□□□□□ Low-Light Vision	16	Will negates [harmless]	1 standard action	1 hour/level	Touch	V,M	Yes [harmless]	Transmutation	SC: Pg.134
<i>Effect:</i> Target gains low-light vision.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 10		
* =Domain/Specialty Spell									

Druid Spells

<p> ☐☐☐☐☐ Magic Fang </p> <p> <i>Effect:</i> One natural weapon of subject creature gets +1 on attack and damage rolls. </p>	16	Will negates (harmless)	1 standard 1 minute/level action	Touch	V,S, DF	Yes (harmless)	Transmutation	PHB: pg.250
<p> ☐☐☐☐☐ Magic Stone </p> <p> <i>Effect:</i> Three stones gain +1 on attack rolls, deal 1d6+1 damage. </p>	16	Will negates (harmless, object)	1 standard 30 minutes or until discharged action	Touch	V,S, DF	Yes (harmless, object)	Transmutation	PHB: pg.251
<p> ☐☐☐☐☐ Obscuring Mist </p> <p> <i>Effect:</i> Fog surrounds you. </p>	16	None	1 standard 1 minute/level action	20 ft.	V,S	No	Conjuration (Creation)	PHB: pg.258
<p> ☐☐☐☐☐ Omen of Peril </p> <p> <i>Effect:</i> Grants a brief vision; see text. </p>	16	None	1 round Instantaneous	Personal	V,F	No	Divination	Race Sto: Pg.166
<p> ☐☐☐☐☐ Pass without Trace </p> <p> <i>Effect:</i> 1 subject/level leaves no tracks. </p>	16	Will negates (harmless)	1 standard 1 hour/level [D] action	Touch	V,S, DF	Yes (harmless)	Transmutation	PHB: pg.259
<p> ☐☐☐☐☐ Produce Flame </p> <p> <i>Effect:</i> 1d6 +1/level [max +5] damage, touch or thrown. </p>	16	None	1 standard 1 minute/level [D] action	0 ft.	V,S	Yes	Evocation [Fire]	PHB: pg.265
<p> ☐☐☐☐☐ Raging Flame </p> <p> <i>Effect:</i> Causes existing fire to double their heat and radiance; see text. </p>	16	None	1 standard 1 minute action	Medium (200 ft.)	V,S	No	Transmutation [Fire]	SC: Pg.164
<p> ☐☐☐☐☐ Ram's Might </p> <p> <i>Effect:</i> Your hands harden +2 bonus to Str, inflict lethal damage, and you are considered armed. </p>	16	N/A	1 standard 1 minute/level action	Personal	V,S	N/A	Transmutation	SC: Pg.166
<p> ☐☐☐☐☐ Rapid Burrowing </p> <p> <i>Effect:</i> Improves existing burrow speed by 20 ft. </p>	16	Fortitude negates [harmless]	1 standard 10 minutes/level action	Touch	V,S,DF	Yes [harmless]	Transmutation	SC: Pg.166
<p> ☐☐☐☐☐ Remove Scent </p> <p> <i>Effect:</i> Hides the scent of the affected creature or removes potent affects from creatures such as ghaists or troglodytes. </p>	16	Will negates [harmless]	1 standard 10 minutes/level action	Touch	V,S,M	Yes	Transmutation	SC: Pg.173
<p> ☐☐☐☐☐ Resist Planar Alignment </p> <p> <i>Effect:</i> Grants limited protection from a plane's alignment traits; see text. </p>	16	Will negates [harmless]	1 standard 1 round/level action	Touch	V,S,DF	Yes [harmless]	Abjuration	SC: Pg.174
<p> ☐☐☐☐☐ Sandblast </p> <p> <i>Effect:</i> Creatures in area take 1d6 nonlethal damage, any creature that fails the save is also stunned for 1 round. </p>	16	Reflex half	1 standard Instantaneous action	10 ft.	V,S,DF	Yes	Evocation	SC: Pg.180
<p> ☐☐☐☐☐ Shillelagh </p> <p> <i>Effect:</i> Cudgel or quarterstaff becomes +1 weapon dealing damage as if two size categories larger for 1 minutes/level. </p>	16	Will negates (object)	1 standard 1 minute/level action	Touch	V,S, DF	Yes (object)	Transmutation	PHB: pg.278
<p> ☐☐☐☐☐ Slow Burn </p> <p> <i>Effect:</i> Doubles the amount of time to put out a fire; see text. </p>	16	None	1 standard 1 minute action	Medium (200 ft.)	V,S,M/DF	No	Transmutation [Fire]	SC: Pg.192
<p> ☐☐☐☐☐ Snake's Swiftness </p> <p> <i>Effect:</i> Subject may make another single attack melee or ranged; see text. </p>	16	Will negates [harmless]	1 standard Instantaneous action	Close (50 ft.)	V,S,M/DF	Yes [harmless]	Transmutation	SC: Pg.193
<p> ☐☐☐☐☐ Snowshoes </p> <p> <i>Effect:</i> Speed increases by 10 ft. and no Balance checks or Reflex required to walk on snow. </p>	16	Will negates [harmless]	1 standard 1 hour/level [D] action	Touch	V,S	Yes [harmless]	Transmutation	SC: Pg.194
<p> ☐☐☐☐☐ Speak with Animals </p> <p> <i>Effect:</i> You can communicate with animals. </p>	16	None	1 standard 1 minute/level action	Personal	V,S	No	Divination	PHB: pg.281
<p> ☐☐☐☐☐ Summon Nature's Ally I </p> <p> <i>Effect:</i> Calls creature to fight. </p>	16	None	1 round 1 round/level [D]	Close (50 ft.)	V,S, DF	No	Conjuration (Summoning)	PHB: pg.288
<p> ☐☐☐☐☐ Surefooted Stride </p> <p> <i>Effect:</i> Move through difficult terrain at full speed. Gain +2 Climb checks. </p>	16	None	1 standard 1 minute/level action	Personal	V,S	No	Transmutation	SC: Pg.216
<p> ☐☐☐☐☐ Thunderhead </p> <p> <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. </p>	16	Reflex negates; see text	1 standard 1 round/level action	Close (50 ft.)	V,S,M	Yes	Evocation [Electricity]	SC: Pg.219
<p> ☐☐☐☐☐ Traveler's Mount </p> <p> <i>Effect:</i> +10 feet enhancement bonus to speed but cannot attack during the duration of the spell. </p>	16	Will negates	1 standard 1 hour/level action	Touch	V,S	Yes	Transmutation	SC: Pg.223
<p> ☐☐☐☐☐ Updraft </p> <p> <i>Effect:</i> Gain 10 ft. per level of altitude, and then gently float back to the ground. </p>	16	N/A	1 swift action Instantaneous	Personal	V,S,M	N/A	Conjuration (Creation) [Air]	SC: Pg.228
<p> ☐☐☐☐☐ Vigor, Lesser </p> <p> <i>Effect:</i> Grants target fast healing ability for the duration of the spell. Heals 1 hp automatically per round. </p>	16	Will negates [harmless]	1 standard 10 rounds + 1 round/level [max 15] action	Touch	V,S	Yes [harmless]	Conjuration (Healing)	SC: Pg.229
<p> ☐☐☐☐☐ Vine Strike </p> <p> <i>Effect:</i> Allows sneak attacks against plants if you already have the ability. </p>	16	N/A	1 swift action 1 round	Personal	V,DF	N/A	Divination	SC: Pg.230
<p> ☐☐☐☐☐ Wall of Smoke </p> <p> <i>Effect:</i> Makes a wall of black smoke, causes nausea; see text. </p>	16	Fortitude partial; see text	1 standard 1 round/level action	Close (50 ft.)	V,S	No	Conjuration (Creation)	SC: Pg.235
<p> ☐☐☐☐☐ Wings of the Sea </p> <p> <i>Effect:</i> Increases creatures swim speed by 30 ft. </p>	16	Fortitude negates [harmless]	1 standard 1 minute/level action	Touch	S,M	Yes [harmless]	Transmutation	SC: Pg.240
<p> ☐☐☐☐☐ Winter Chill </p> <p> <i>Effect:</i> Creature must succeed on save or take 1d6 points of cold damage and become fatigued. </p>	16	Fortitude negates	1 standard Instantaneous action	Close (50 ft.)	V,S	Yes	Transmutation [Cold]	SC: Pg.241
<p> ☐☐☐☐☐ Wood Wose </p> <p> <i>Effect:</i> Summon minor nature spirit to perform simple natural tasks. </p>	16	None	1 standard 1 hour/level action	Close (50 ft.)	V,S,DF	No	Conjuration (Creation)	SC: Pg.242

* =Domain/Speciality Spell

Druid Spells

LEVEL 2

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
Align Fang	17	Will negates [harmless]	1 standard action	1 minute/level	Touch	V,S,DF	Yes [harmless]	Transmutation	SC: Pg.9
<i>Effect:</i> Aligns a creature's natural weapon to good-,evil-,lawful-,or chaotic.					<i>Target:</i> Living creature touched			<i>Caster Level:</i> 10	
Animalistic Power	17	Will negates [harmless]	1 standard action	1 minute/level	Touch	V,S,M	Yes [harmless]	Transmutation	PHB II: pg.101
<i>Effect:</i> Subject is imbued with +2 to Strength, Dexterity and Constitution.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 10	
Animal Messenger	17	None; see text	1 standard action	1 day/level	Close (50 ft.)	V,S,M	Yes	Enchantment (Compulsion) [Mind-Affecting]	PHB: pg.198
<i>Effect:</i> Sends a Tiny animal to a specific place.					<i>Target:</i> One Tiny animal			<i>Caster Level:</i> 10	
Animal Trance	17	Will negates; see text	1 standard action	Concentration	Close (50 ft.)	V,S	Yes	Enchantment (Compulsion) [Mind-Affecting, Sonic]	PHB: pg.198
<i>Effect:</i> Fascinates 2d6 HD of animals.					<i>Target:</i> Animals or magical beasts with Intelligence 1 or 2			<i>Caster Level:</i> 10	
Avoid Planar Effects	17	None	1 immediate action	1 minute/level	20 ft.	V	Yes [harmless]	Abjuration	SC: Pg.19
<i>Effect:</i> Gain temporary respite from the natural effects of a specific plane.					<i>Target:</i> One creature/level in a 20-ft. radius burst centered on you			<i>Caster Level:</i> 10	
Balancing Lorecall	17	N/A	1 standard action	1 minute/level [D]	Personal	V,S,M/DF	N/A	Divination	SC: Pg.23
<i>Effect:</i> Gain +4 insight bonus to balance bonus; see text.					<i>Target:</i> You			<i>Caster Level:</i> 10	
Barkskin	17	None	1 standard action	10 minutes/level	Touch	V,S, DF	Yes (harmless)	Transmutation	PHB: pg.203
<i>Effect:</i> Grants +2 enhancement to natural armor. Additional +1 per three levels above 3rd [max +5 at 12th level]					<i>Target:</i> Living creature touched			<i>Caster Level:</i> 10	
Bear's Endurance	17	Will negates (harmless)	1 standard action	1 minute/level	Touch	V,S, DF	Yes	Transmutation	PHB: pg.203
<i>Effect:</i> Subject gains +4 to Con for 1 minutes/level.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 10	
Binding Winds	17	Reflex negates	1 standard action	Concentration	Medium (200 ft.)	V,S	Yes	Evocation [Air]	SC: Pg.27
<i>Effect:</i> Subject can act normally, but it cannot move from it's current location.					<i>Target:</i> One creature			<i>Caster Level:</i> 10	
Bite of the Wererat	17	N/A	1 standard action	1 round/level	Personal	V,S,M	N/A	Transmutation	SC: Pg.28
<i>Effect:</i> Gain +6 bonus to Dex, +2 Con, +3 natural armor.					<i>Target:</i> You			<i>Caster Level:</i> 10	
Blinding Spittle	17	None	1 standard action	Instantaneous	Close (50 ft.)	V,S	Yes	Transmutation	SC: Pg.32
<i>Effect:</i> Spit caustic saliva into foes eyes on successful ranged touch attack. Causes -4 penalty to attack roll.					<i>Target:</i> One missile of spit			<i>Caster Level:</i> 10	
Blood Frenzy	17	Will negates	1 standard action	Special; see text	Touch	V,S	Yes	Transmutation	SC: Pg.33
<i>Effect:</i> Target enters a rage, as its rage special ability, but this rage doesn't count against it's total.					<i>Target:</i> Any creature with the rage ability			<i>Caster Level:</i> 10	
Body of the Sun	17	Reflex half	1 standard action	1 round/level	5 ft.	V,S,DF	Yes	Trasmutation [Fire]	SC: Pg.35
<i>Effect:</i> Fire and light extend 5ft. from caster's body inflicting 1d4/2 levels [max 5d4] points of fire damage [Reflex save for half].					<i>Target:</i> 5 ft.-radius emanation centered on you			<i>Caster Level:</i> 10	
Brambles	17	None	1 standard action	1 round/level	Touch	V,S,M	No	Trasmutation	SC: Pg.38
<i>Effect:</i> Small magical thorns/spikes protrude from wooden weapon; gains a +1 to hit enhancement and deals +1/level [max +10] damage.					<i>Target:</i> Wooden weapon touched			<i>Caster Level:</i> 10	
Briar Web	17	None	1 standard action	1 minute/level	Medium (200 ft.)	V,S,DF	No	Transmutation	SC: Pg.39
<i>Effect:</i> As entangle, but thorns deal damage each round.					<i>Target:</i> 40-ft-radius spread.			<i>Caster Level:</i> 10	
Bull's Strength	17	Will negates (harmless)	1 standard action	1 minute/level	Touch	V,S,M/DF	Yes (harmless)	Transmutation	PHB: pg.207
<i>Effect:</i> Subject gains +4 to Str for 1 minutes/level.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 10	
Burrow	17	Will negates [harmless]	1 standard action	1 minute/level [D]	Touch	V,S,F/DF	Yes [harmless]	Transmutation	SC: Pg.41
<i>Effect:</i> Burrow through earth at 30 ft unless wearing Medium or heavier armor or a Medium load than it is 20 ft.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 10	
Camouflage, Mass	17	Will negates [harmless]	1 standard action	10 minutes/level	Medium (200 ft.)	V,S	Yes [harmless]	Transmutation	SC: Pg.43
<i>Effect:</i> As camouflage, except the effect is mobile within the group. [Broken for creatures who more than 60 ft apart].					<i>Target:</i> Any number of creatures, no two of which can be more than 60 ft. apart			<i>Caster Level:</i> 10	
Cat's Grace	17	Will negates (harmless)	1 standard action	1 minute/level	Touch	V,S,M	Yes	Transmutation	PHB: pg.208
<i>Effect:</i> Subject gains +4 to Dex for 1 minutes/level.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 10	
Chill Metal	17	Will negates (object)	1 standard action	7 rounds	Close (50 ft.)	V,S, DF	Yes (object)	Transmutation [Cold]	PHB: pg.209
<i>Effect:</i> Cold metal damages those who touch it.					<i>Target:</i> Metal equipment of 1 creature/2 levels, no two of which can be more than 30 ft. apart; or 250 lbs of metal			<i>Caster Level:</i> 10	
Cloud Wings	17	Fortitude negates [harmless]	1 standard action	1 hour/level	Touch	V,S	Yes [harmless]	Transmutation	SC: Pg.49
<i>Effect:</i> Increases fly speed by 30 ft.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 10	
Countermoon	17	Will negates [D]	1 standard action	12 hours	Close (50 ft.)	V,S,M	Yes	Abjuration	SC: Pg.53
<i>Effect:</i> Stops lycanthropic shapechanging for 12 hours.					<i>Target:</i> One lycanthrope			<i>Caster Level:</i> 10	
Creeping Cold	17	Fortitude half	1 standard action	3 rounds	Close (50 ft.)	V,S,F	Yes	Transmutation [Cold]	SC: Pg.55
<i>Effect:</i> Deals progressive damage from cold [+1d6/round].					<i>Target:</i> One creature			<i>Caster Level:</i> 10	
Daggerspell Stance	17	N/A	1 swift action	1 round/level [D]	Personal	V,F	N/A	Abjuration	SC: Pg.57
<i>Effect:</i> Gain +2 insight bonus to hit and damage when you make a full attack wielding two daggers. Can deflect spells [SR 5+level] and gain DR 5/magic when full defense.					<i>Target:</i> You			<i>Caster Level:</i> 10	
Decomposition	17	None	1 standard action	1 round/level	50 ft.	V,S,DF	Yes	Necromancy	SC: Pg.61
<i>Effect:</i> Wounded creatures suffer 3 extra hp/round.					<i>Target:</i> Living enemies within a 50-ft.-radius emanation centered on you			<i>Caster Level:</i> 10	
Delay Poison	17	Fortitude negates (harmless)	1 standard action	1 hour/level	Touch	V,S, DF	Yes (harmless)	Conjuration (Healing)	PHB: pg.217
<i>Effect:</i> Stops poison from harming subject for 1 hour/level.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 10	
Drifts of the Shalm	17	None	1 standard action	1 round/level	Medium (200 ft.)	V,S	No	Evocation	PHB II: pg.111
<i>Effect:</i> Delay enemies with a drift [double movement penalty] of snow, leaves or ash [your choice]; snow casues 3 cold damage; leaf can be ignited and cause 2d6 damage; ash causes 3 fire damage.					<i>Target:</i> One 5-ft. square/level [S]			<i>Caster Level:</i> 10	
* =Domain/Speciality Spell									

Druid Spells

<div>Earthbind</div> <div><div>Effect:</div><div>Reduce a creatures fly speed to 0, airborne creatures fall to the ground as if by featherfall.</div></div>	17	Fortitude negates	1 standard 1 minute/level [D] action	Medium (200 ft.)	V,S	Yes	Transmutation	SC: Pg.76
<div>Earthfast</div> <div><div>Effect:</div><div>Doubles Structures HP and increases Hardness to 10.</div></div>	17	None	1 standard 10 minutes/level [D] action	Close (50 ft.)	V,S	Yes [object]	Transmutation	SC: Pg.76
<div>Easy Trail</div> <div><div>Effect:</div><div>Removes movement penalties through dense brush and increases track DC by 5 for any pursurers.</div></div>	17	None	1 standard 1 hour/level [D] action	40 ft.	V,S	Yes	Abjuration	SC: Pg.76
<div>Embrace the Wild</div> <div><div>Effect:</div><div>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>	17	N/A	1 standard 10 minutes/level [D] action	Personal	V	N/A	Transmutation	SC: Pg.79
<div>Fins to Feet</div> <div><div>Effect:</div><div>Creatures lose swim speed but gain walk speed of 30 ft.</div></div>	17	Fortitude negates [harmless]	1 standard 1 hour/level action	Touch	V,S	Yes [harmless]	Transmutation	SC: Pg.92
<div>Fire Trap</div> <div><div>Effect:</div><div>Opened object deals 1d4+10 fire damage.</div></div>	17	Reflex half; see text	10 minutes Permanent until discharged [D]	Touch	V,S,M	Yes	Abjuration [Fire]	PHB: pg.231
<div>Flame Blade</div> <div><div>Effect:</div><div>Touch attack deals 1d8 +5 fire damage.</div></div>	17	None	1 standard 1 minute/level [D] action	0 ft.	V,S, DF	Yes	Evocation [Fire]	PHB: pg.231
<div>Flaming Sphere</div> <div><div>Effect:</div><div>Creates rolling ball of fire, 2d6 damage, lasts 1 round/level.</div></div>	17	Reflex negates	1 standard 1 round/level action	Medium (200 ft.)	V,S,M/DF	Yes	Evocation [Fire]	PHB: pg.232
<div>Fog Cloud</div> <div><div>Effect:</div><div>Fog obscures vision.</div></div>	17	None	1 standard 10 minutes/level action	Medium (200 ft.)	V,S	No	Conjuration (Creation)	PHB: pg.232
<div>Frost Breath</div> <div><div>Effect:</div><div>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>	17	Reflex half	1 standard Instantaneous action	30 ft.	V,S,M	Yes	Evocation [Cold]	SC: Pg.100
<div>Gust of Wind</div> <div><div>Effect:</div><div>Blows away or knocks down smaller creatures.</div></div>	17	Fortitude negates	1 standard 1 round action	60 ft.	V,S	Yes	Evocation [Air]	PHB: pg.238
<div>Healing Lorecall</div> <div><div>Effect:</div><div>Allows caster with Heal ranks to remove other ailments when using Conjuration [Healing] spells. Can also heal more; see text.</div></div>	17	N/A	1 standard 10 minutes/level action	Personal	V,S,M	N/A	Divination	SC: Pg.110
<div>Healing Sting</div> <div><div>Effect:</div><div>Inflict 1d12 +1/caster level [max +10] to a living creature and gain an equal amount of HP.</div></div>	17	None	1 standard Instantaneous action	Touch	V,S,M	Yes	Necromancy	SC: Pg.110
<div>Heartfire</div> <div><div>Effect:</div><div>Subjects do benefit from concealment, on failed save they also take 1d4 fire damage each round [half damage on save].</div></div>	17	Fortitude partial	1 standard 1 round/level action	Close (50 ft.)	V,S,DF	Yes	Evocation [Light, Fire]	SC: Pg.112
<div>Heat Metal</div> <div><div>Effect:</div><div>Make metal so hot it damages those who touch it.</div></div>	17	Will negates (object)	1 standard 7 rounds action	Close (50 ft.)	V,S, DF	Yes (object)	Transmutation [Fire]	PHB: pg.239
<div>Hold Animal</div> <div><div>Effect:</div><div>Paralyzes one animal for 1 round/level.</div></div>	17	Will negates; see text	1 standard 1 round/level [D]; see text action	Medium (200 ft.)	V,S	Yes	Enchantment (Compulsion) [Mind-Affecting]	PHB: pg.241
<div>Kelpstrand</div> <div><div>Effect:</div><div>Make ranged attacks against each target; see text</div></div>	17	None	1 standard 1 round/level action	Close (50 ft.)	V,S,M	No	Conjuration (Creation)	SC: Pg.128
<div>Linked Perception</div> <div><div>Effect:</div><div>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].</div></div>	17	Will negates (harmless)	1 standard 1 minute/level [D] action	20 ft.	V,DF	Yes (harmless)	Divination	PHB II: pg.117
<div>Listening Lorecall</div> <div><div>Effect:</div><div>Gain +4 insight bonus on Listen checks; see text.</div></div>	17	N/A	1 standard 10 minutes/level action	Personal	V,S,DF	N/A	Divination	SC: Pg.133
<div>Mark of the Outcast</div> <div><div>Effect:</div><div>Creates an indelible mark on the subjects face; see text.</div></div>	17	Will negates	1 standard Permanent action	Close (50 ft.)	V,S,DF	Yes	Necromancy	SC: Pg.138
<div>Master Air</div> <div><div>Effect:</div><div>Fly at 90 ft. [or 60 if med or hvy armor].</div></div>	17	N/A	1 standard 1 round/level action	Personal	V,S,F	N/A	Transmutation	SC: Pg.139
<div>Mountain Stance</div> <div><div>Effect:</div><div>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.</div></div>	17	Will negates [harmless]	1 standard 1 minute/level action	Touch	V,S	No	Transmutation	SC: Pg.144
<div>Nature's Favor</div> <div><div>Effect:</div><div>Target animal gains attack and damage bonus of +1 for every 3 caster levels max of +5 at 15th level.</div></div>	17	Will negates [harmless]	1 swift action 1 minute	Touch	V,S,DF	Yes [harmless]	Evocation	SC: Pg.146
<div>One With the Land</div> <div><div>Effect:</div><div>Gain +2 insight bonus to Move Silently, Search, Hide, Survival and Handle Animal checks.</div></div>	17	N/A	1 standard 1 hour/level action	Personal	V,S	N/A	Transmutation	SC: Pg.149
<div>Owl's Wisdom</div> <div><div>Effect:</div><div>Subject gains +4 to Wis for 1 minutes/level.</div></div>	17	Will negates (harmless)	1 standard 1 minute/level action	Touch	V,S,M/DF	Yes	Transmutation	PHB: pg.259
<div>Reduce Animal</div> <div><div>Effect:</div><div>Shrinks one willing animal.</div></div>	17	None	1 standard 1 hour/level [D] action	Touch	V,S	No	Transmutation	PHB: pg.269
<div>Resist Energy</div> <div><div>Effect:</div><div>Ignores first 20 points of damage/attack from specified energy type.</div></div>	17	Fortitude negates (harmless)	1 standard 10 minutes/level action	Touch	V,S, DF	Yes (harmless)	Abjuration	PHB: pg.272
<div>Restoration, Lesser</div> <div><div>Effect:</div><div>Dispels magical ability penalty or repairs 1d4 ability damage.</div></div>	17	Will negates (harmless)	3 rounds Instantaneous	Touch	V,S	Yes (harmless)	Conjuration (Healing)	PHB: pg.272
<div>Saltray</div> <div><div>Effect:</div><div>Ranged touch attack deals 1d6 per two caster levels [max 5d6] and make a save or be stunned for 1 round.</div></div>	17	Fortitude partial	1 standard Instantaneous action	Close (50 ft.)	V,S	Yes	Evocation	SC: Pg.179
* =Domain/Speciality Spell								

Druid Spells

□□□□□ Scent	17	None	1 standard	10 minutes/level action	Touch	V,S,M	Yes [harmless]	Transmutation	SC: Pg.180
<i>Effect:</i> Bestows Scent ability with all the same powers.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 10		
□□□□□ Share Husk	17	Will negates [harmless]	1 standard	1 minute/level action	Touch	V,S,M	Yes	Divination	SC: Pg.187
<i>Effect:</i> You can sense all the stimuli the target animal senses.					<i>Target:</i> Animal touched		<i>Caster Level:</i> 10		
□□□□□ Snake's Swiftness, Mass	17	Will negates [harmless]	1 standard	Instantaneous action	Medium (200 ft.)	V,S,M/DF	Yes [harmless]	Transmutation	SC: Pg.193
<i>Effect:</i> Subjects may make another single attack melee or ranged; see text.					<i>Target:</i> Allied creatures in a 20-ft.-radius burst		<i>Caster Level:</i> 10		
□□□□□ Soften Earth and Stone	17	None	1 standard	Instantaneous action	Close (50 ft.)	V,S, DF	No	Transmutation [Earth]	PHB: pg.280
<i>Effect:</i> Turns stone to clay or dirt to sand or mud.					<i>Target:</i> 10 ft./level square; see text		<i>Caster Level:</i> 10		
□□□□□ Spider Climb	17	Will negates (harmless)	1 standard	10 minutes/level action	Touch	V,S,M	Yes (harmless)	Transmutation	PHB: pg.283
<i>Effect:</i> Grants ability to walk on walls and ceilings.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 10		
□□□□□ Splinterbolt	17	None	1 standard	Instantaneous action	Close (50 ft.)	V,S,M	No	Conjuration (Creation)	SC: Pg.203
<i>Effect:</i> Make ranged attack to hit, on hit deal 4d6 piercing damage and threatens on 18-20. See text.					<i>Target:</i> One or more streams of splinters		<i>Caster Level:</i> 10		
□□□□□ Summon Nature's Ally II	17	None	1 round	1 round/level [D]	Close (50 ft.)	V,S, DF	No	Conjuration (Summoning)	PHB: pg.288
<i>Effect:</i> Calls creature to fight.					<i>Target:</i> One or more creatures, no two of which can be more than 30 ft. apart		<i>Caster Level:</i> 10		
□□□□□ Summon Swarm	17	None	1 round	Concentration + 2 rounds	Close (50 ft.)	V,S,M/DF	No	Conjuration (Summoning)	PHB: pg.289
<i>Effect:</i> Summons swarm of bats, rats, or spiders.					<i>Target:</i> One swarm of bats, rats, or spiders		<i>Caster Level:</i> 10		
□□□□□ Swim	17	None	1 round	10 minutes/level [D]	Medium (200 ft.)	V,S,M	Yes [harmless]	Transmutation [Water]	SC: Pg.217
<i>Effect:</i> Gain swim speed and +8 to Swim checks.					<i>Target:</i> One creature		<i>Caster Level:</i> 10		
□□□□□ Train Animal	17	Will negates [harmless]	10 minutes	1 hour/level	Touch	V,S,DF	Yes [harmless]	Enchantment (Charm) [Mind-Affecting]	SC: Pg.221
<i>Effect:</i> You temporarily boost the number of tricks that an animal knows.					<i>Target:</i> Animal touched		<i>Caster Level:</i> 10		
□□□□□ Tree Shape	17	None	1 standard	1 hour/level [D] action	Personal	V,S, DF	No	Transmutation	PHB: pg.296
<i>Effect:</i> You look exactly like a tree for 1 hour/level.					<i>Target:</i> You		<i>Caster Level:</i> 10		
□□□□□ Warp Wood	17	Will negates (object)	1 standard	Instantaneous action	Close (50 ft.)	V,S	Yes (object)	Transmutation	PHB: pg.300
<i>Effect:</i> Bends wood [shaft, handle, door, plank].					<i>Target:</i> One Small wooden object/level, all within a 20-ft. radius		<i>Caster Level:</i> 10		
□□□□□ Wings of Air	17	None	1 standard	1 minute/level action	Touch	V	No	Transmutation	SC: Pg.240
<i>Effect:</i> Manuverability improves by one step.					<i>Target:</i> Winged creature touched		<i>Caster Level:</i> 10		
□□□□□ Winter's Embrace	17	Fortitude negates	1 standard	1 round/level action	Close (50 ft.)	V,S	Yes	Evocation [Cold]	SC: Pg.241
<i>Effect:</i> Creature fails it's save takes 1d8 cold damage each round; see text.					<i>Target:</i> One creature		<i>Caster Level:</i> 10		
□□□□□ Wood Shape	17	Will negates (object)	1 standard	Instantaneous action	Touch	V,S, DF	Yes (object)	Transmutation	PHB: pg.303
<i>Effect:</i> Rearranges wooden objects to suit you.					<i>Target:</i> One touched piece of wood no larger than 10 cu. ft. + 1 ft./level		<i>Caster Level:</i> 10		
□□□□□ Wracking Touch	17	Fortitude half	1 standard	Instantaneous action	Touch	V,S	Yes	Necromancy	SC: Pg.243
<i>Effect:</i> Deal 1d6 +1 per caster level [max +10] plus you get sneak attack damage if you possess the ability.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 10		
□□□□□ Zone of Glacial Cold	17	Fort half	1 standard	10 rounds action	Medium (200 ft.)	V,S,M	No	Conjuration [Cold]	DoomDrea: Frostburn Pg.106
<i>Effect:</i> Zone deals 1d6 cold damage each round.					<i>Target:</i> 20-ft.-radius		<i>Caster Level:</i> 10		

LEVEL 3

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□□Air Breathing	18	Will negates [harmless]	1 standard	2 hours/level; see text action	Touch	S,M/DF	Yes [harmless]	Transmutation	SC: Pg.8
<i>Effect:</i> Grants creatures the ability to breath air.					<i>Target:</i> Living creatures touched			<i>Caster Level:</i> 10	
□□□□□Align Fang, Mass	18	Will negates [harmless]	1 standard	1 minute/level action	Close (50 ft.)	V,S,DF	Yes [harmless]	Transmutation	SC: Pg.9
<i>Effect:</i> Same as algin fang, but on multiple creatures.					<i>Target:</i> One or more creatures, no two of which are more than 30 ft. apart			<i>Caster Level:</i> 10	
□□□□□Alter Fortune	18	None	1 immediate	Instantaneous action	Close (50 ft.)	V,X	No	Divination	PHB II: pg.101
<i>Effect:</i> Target must reroll any die roll it just made taking the second roll.					<i>Target:</i> One creature			<i>Caster Level:</i> 10	
□□□□□Attune Form	18	N/A	1 standard	24 hours action	Touch	V,S,M/DF	N/A	Transmutation	SC: Pg.17
<i>Effect:</i> Attunes the affected creatures to the plane you are currently on, negating harmful effects.					<i>Target:</i> One creature/3 levels			<i>Caster Level:</i> 10	
□□□□□Bite of the Werewolf	18	N/A	1 standard	1 round/level action	Personal	V,S,M	N/A	Transmutation	SC: Pg.29
<i>Effect:</i> Gain +2 bonus to Str, +4 Dex, +4 Con, +4 natural armor. Gain Bite attack.					<i>Target:</i> You			<i>Caster Level:</i> 10	
□□□□□Call Lightning	18	Reflex half	1 round	1 minute/level	Medium (200 ft.)	V,S	Yes	Evocation [Electricity]	PHB: pg.207
<i>Effect:</i> Calls down one lightning bolt/level [max 10] over duration [3d6 per bolt] from sky; 3d10 in outdoors stormy area.					<i>Target:</i> One or more 30-ft.-long vertical lines of lightning			<i>Caster Level:</i> 10	
□□□□□Capricious Zephyr	18	None and Reflex partial; see text	1 standard	1 round/level action	Medium (200 ft.)	V,S	Yes	Evocation [Air]	SC: Pg.43
<i>Effect:</i> Ball of swirling dust and air that bull rush attacks with a +6 any creature it encounters as directed by caster. Movement 30 ft; see text					<i>Target:</i> 5-ft.-diameter			<i>Caster Level:</i> 10	
□□□□□Charge of the Triceratops	18	Will negates [harmless]	1 standard	1 round/level [D] action	Touch	V,S,DF	Yes	Transmutation	SC: Pg.45
<i>Effect:</i> Gain natural gore attack [S=1d6, M=1d8, L=2d6]. If gore is used as part of a charge it does double damage. Also gain +4 Natural Armor.					<i>Target:</i> Living creature touched			<i>Caster Level:</i> 10	
□□□□□Circle Dance	18	N/A	1 minute	Instantaneous	Personal	V,S	N/A	Divination	SC: Pg.46
<i>Effect:</i> Get direction and general status of a known target.					<i>Target:</i> You			<i>Caster Level:</i> 10	
□□□□□Corona of Cold	18	Fortitude negates	1 standard	1 round/level [D] action	10 ft.	V,S,DF	Yes	Evocation [Cold]	SC: Pg.52
<i>Effect:</i> Gain fire resistance 10, and deal 1d12 damage to all in your area of effect. Creatures so affected have -2 to Str & Dex, move at half speed for as ong as they remain in the area.					<i>Target:</i> 20-ft.-radius spread			<i>Caster Level:</i> 10	
□□□□□Creaking Cacophony	18	None	1 standard	1 round/level action	Medium (200 ft.)	V,S	Yes	Illusion (Figment) [Sonic]	SC: Pg.55
<i>Effect:</i> All who are in the effect have -4 to listen. Spellcasters are distracted.					<i>Target:</i> 40-ft.-radius spread			<i>Caster Level:</i> 10	
* =Domain/Specialty Spell									

Druid Spells

<div><div>☐☐☐☐☐Crown of Clarity</div><div><div>Effect:</div><div>+2 competence bonus to Listen and Spot checks or if subject discharges spell gain +8 on a single Spot or Listen check.</div></div></div>	18	Will negates (harmless)	1 standard 1 hour/level [D] or until discharged action		Touch	V,S,F	Yes (harmless)	Divination	PHB II: pg.107
<div><div>☐☐☐☐☐Crumble</div><div><div>Effect:</div><div>Deal 1d8/level [max 10d8] damage to structure, ignoring hardness; see text.</div></div></div>	18	Fortitude half [object]	1 standard Instantaneous action		Medium (200 ft.)	V,S	Yes [object]	Transmutation	SC: Pg.56
<div><div>☐☐☐☐☐Cure Moderate Wounds</div><div><div>Effect:</div><div>Cures 2d8 +1/level [max +10] damage.</div></div></div>	18	Will half (harmless); see text	1 standard Instantaneous action		Touch	V,S	Yes (harmless); see text	Conjuration (Healing) Caster Level: 10	PHB: pg.216
<div><div>☐☐☐☐☐Daylight</div><div><div>Effect:</div><div>60-ft. radius of bright light.</div></div></div>	18	None	1 standard 10 minutes/level [D] action		Touch	V,S	No	Evocation [Light] Caster Level: 10	PHB: pg.216
<div><div>☐☐☐☐☐Dehydrate</div><div><div>Effect:</div><div>Deal 1d8 plus 1/3 caster levels [max +5].</div></div></div>	18	Fortitude negates	1 standard Instantaneous action		Medium (200 ft.)	V,S,DF	Yes	Necromancy Caster Level: 10	SC: Pg.62
<div><div>☐☐☐☐☐Diminish Plants</div><div><div>Effect:</div><div>Reduces size or blights growth of normal plants.</div></div></div>	18	None	1 standard Instantaneous action		See text	V,S, DF	No	Transmutation Caster Level: 10	PHB: pg.221
<div><div>☐☐☐☐☐Dominate Animal</div><div><div>Effect:</div><div>Subject animal obeys silent mental commands.</div></div></div>	18	Will negates	1 round	1 round/level	Close (50 ft.)	V,S	Yes	Enchantment (Compulsion) [Mind-Affecting] Caster Level: 10	PHB: pg.224
<div><div>☐☐☐☐☐Downdraft</div><div><div>Effect:</div><div>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.].</div></div></div>	18	Reflex partial; see text	1 standard Instantaneous action		Long (800 ft.)	V,S,M	Yes	Evocation [Air] Caster Level: 10	SC: Pg.72
<div><div>☐☐☐☐☐Earthen Grace</div><div><div>Effect:</div><div>Earth and stone damage is treated as nonlethal [includes creatures with the subtype of earth/stone, falling onto stone]; see text.</div></div></div>	18	Will negates [harmless]	1 standard 1 minute/level action		Touch	V,S,M	Yes [harmless]	Abjuration [Earth] Caster Level: 10	SC: Pg.76
<div><div>☐☐☐☐☐Energy Vortex</div><div><div>Effect:</div><div>Choose an energy type and it causes 1d8 +1/caster level [max +20]. You may double the damage if you forgoe a save and take the damagecentered on you as well.</div></div></div>	18	Reflex half	1 standard Instantaneous action		20 ft.	V,S	Yes	Evocation [Choose:Acid, Cold, Fire, Electricity, Sonic] Caster Level: 10	SC: Pg.81
<div><div>☐☐☐☐☐Entangling Staff</div><div><div>Effect:</div><div>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</div></div></div>	18	Yes? [harmless,object]	1 swift action	1 round/level [D]	Touch	V,S,F	Yes [harmless]	Transmutation Caster Level: 10	SC: Pg.83
<div><div>☐☐☐☐☐Evard's Manacing Tentacles</div><div><div>Effect:</div><div>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</div></div></div>	18		1 standard 1 round/level action		Personal	V,S,M		Transmutation Caster Level: 10	PHB II: pg.113
<div><div>☐☐☐☐☐Fire Wings</div><div><div>Effect:</div><div>Attack or Fly; see text.</div></div></div>	18	N/A	1 round 1 minute/level		Personal	V,S,M,F	N/A	Transmutation [Fire] Caster Level: 10	SC: Pg.93
<div><div>☐☐☐☐☐Fly, Swift</div><div><div>Effect:</div><div>This spell functions like fly, except as noted.</div></div></div>	18	N/A	1 swift action 1 round		Personal	V	N/A	Transmutation Caster Level: 10	SC: Pg.96
<div><div>☐☐☐☐☐Forestfold</div><div><div>Effect:</div><div>Grants +10 competence bonus on Hide and Move Silently checks.</div></div></div>	18	N/A	1 standard 1 hour/level [D] action		Personal	V,S	N/A	Transmutation Caster Level: 10	SC: Pg.98
<div><div>☐☐☐☐☐Giant's Wrath</div><div><div>Effect:</div><div>Pebbles become boulders; see text</div></div></div>	18	None	1 swift action 1 round/level		Personal	V,S,M	No	Transmutation [Earth] Caster Level: 10	SC: Pg.105
<div><div>☐☐☐☐☐Girallon's Blessing</div><div><div>Effect:</div><div>Gain an additional pair of arms; see text</div></div></div>	18	Fortitude negates [harmless]	1 standard 10 minutes/level action		Touch	V,S,M	Yes [harmless]	Transmutation Caster Level: 10	SC: Pg.106
<div><div>☐☐☐☐☐Heatstroke</div><div><div>Effect:</div><div>Target becomes fatigued [if fatigued it becomes exhausted], takes 2d6 nonlethal heat [with or without save].</div></div></div>	18	Fortitude partial	1 standard Instantaneous action		Medium (200 ft.)	V,S	Yes [harmless]	Transmutation Caster Level: 10	SC: Pg.113
<div><div>☐☐☐☐☐Hypothermia</div><div><div>Effect:</div><div>Deals 1d6 per caster level [max 10d6] and becomes fatigued. Save halves damage and negates fatigue.</div></div></div>	18	Fortitude partial	1 standard Instantaneous action		Close (50 ft.)	V,S	Yes	Evocation [Cold] Caster Level: 10	SC: Pg.118
<div><div>☐☐☐☐☐Infestation of Maggots</div><div><div>Effect:</div><div>Deal 1d4 constitution per round. Save ends the spell and the effect.</div></div></div>	18	Fortitude negates	1 standard 1 round/2 levels action		Touch	V,S,M	Yes	Necromancy Caster Level: 10	SC: Pg.123
<div><div>☐☐☐☐☐Jagged Tooth</div><div><div>Effect:</div><div>Doubles the critical threat range of one natural weapon.</div></div></div>	18	Will negates [harmless]	1 standard 10 minutes/level action		Close (50 ft.)	V,S	Yes [harmless]	Transmutation Caster Level: 10	SC: Pg.127
<div><div>☐☐☐☐☐Lion's Charge</div><div><div>Effect:</div><div>Gain pounce ability [make full attack after a charge].</div></div></div>	18	N/A	1 swift action 1 round		Personal	V	N/A	Transmutation Caster Level: 10	SC: Pg.133
<div><div>☐☐☐☐☐Magic Fang, Greater</div><div><div>Effect:</div><div>One natural weapon of subject creature gets +2 on attack and damage rolls.</div></div></div>	18	Will negates (harmless)	1 standard 1 hour/level action		Close (50 ft.)	V,S, DF	Yes (harmless)	Transmutation Caster Level: 10	PHB: pg.250
<div><div>☐☐☐☐☐Meld into Stone</div><div><div>Effect:</div><div>You and your gear merge with stone.</div></div></div>	18	None	1 standard 10 minutes/level action		Personal	V,S, DF	No	Transmutation [Earth] Caster Level: 10	PHB: pg.252
<div><div>☐☐☐☐☐Nature's Rampart</div><div><div>Effect:</div><div>Shapes natural setting into a formidable defense.</div></div></div>	18	None	10 minutes Instantaneous		Medium (200 ft.)	V,S,F	No	Transmutation Caster Level: 10	SC: Pg.146
<div><div>☐☐☐☐☐Neutralize Poison</div><div><div>Effect:</div><div>Immunizes subject against poison, detoxifies venom in or on subject.</div></div></div>	18	Will negates (harmless, object)	1 standard 10 minutes/level action		Touch	V,S,M/DF	Yes (harmless, object)	Conjuration (Healing) Caster Level: 10	PHB: pg.257
<div><div>☐☐☐☐☐Plant Growth</div><div><div>Effect:</div><div>Grows vegetation, improves crops.</div></div></div>	18	None	1 standard Instantaneous action		See text	V,S, DF	No	Transmutation Caster Level: 10	PHB: pg.262
<div><div>☐☐☐☐☐Poison</div><div><div>Effect:</div><div>Touch deals 1d10 Con damage, repeats in 1 minute.</div></div></div>	18	Fortitude negates; see text	1 standard Instantaneous; see text action		Touch	V,S, DF	Yes	Necromancy Caster Level: 10	PHB: pg.262
* =Domain/Speciality Spell									

Druid Spells

■■■■■ Primal Form	18	N/A	1 standard 1 minute/level action	Personal	V,S,DF	N/A	Transmutation	SC: Pg.161
<i>Effect:</i> You assume the physical appearance and many of the qualities and abilities of a chosen elemental [fire, water, earth, air]; see text.				<i>Target:</i> You		<i>Caster Level:</i> 10		
■■■■■ Protection from Energy	18	Fortitude negates (harmless)	1 standard 10 minutes/level or until discharged action	Touch	V,S, DF	Yes (harmless)	Abjuration	PHB: pg.266
<i>Effect:</i> Absorb 12 points of damage/level [max 120] from one kind of energy.				<i>Target:</i> Creature touched		<i>Caster Level:</i> 10		
■■■■■ Quench	18	None or Will negates (object)	1 standard Instantaneous action	Medium (200 ft.)	V,S, DF	No or Yes (object)	Transmutation	PHB: pg.267
<i>Effect:</i> Extinguishes nonmagical fires or one magic item.				<i>Target:</i> 20-ft. cube/level [S] or one fire-based magic item		<i>Caster Level:</i> 10		
■■■■■ Quillfire	18	N/A	1 standard 1 round/level action	Personal	V,S	N/A	Transmutation	SC: Pg.164
<i>Effect:</i> Quills inflict 1d8 or thrown range 10 ft; see text.				<i>Target:</i> You		<i>Caster Level:</i> 10		
■■■■■ Remove Disease	18	Fortitude negates (harmless)	1 standard Instantaneous action	Touch	V,S	Yes (harmless)	Conjuration (Healing)	PHB: pg.271
<i>Effect:</i> Cures all diseases affecting subject.				<i>Target:</i> Creature touched		<i>Caster Level:</i> 10		
■■■■■ Resist Energy, Mass	18	Fortitude negates [harmless]	1 standard 10 minutes/level action	Close (50 ft.)	V,S,DF	Yes [harmless]	Abjuration	SC: Pg.174
<i>Effect:</i> As resist energy, except that it affects all targeted creatures.				<i>Target:</i> One creature/level, no two of which can be more than 30 ft. apart		<i>Caster Level:</i> 10		
■■■■■ Sink	18	Will negates	1 standard 1 round action	Close (50 ft.)	V,S,DF	Yes	Transmutation	SC: Pg.190
<i>Effect:</i> Affect creatures sink 100 ft./round; see text.				<i>Target:</i> One creature/level, no two of which are more than 30 ft. apart		<i>Caster Level:</i> 10		
■■■■■ Sleet Storm	18	None	1 standard 1 round/level action	Long (800 ft.)	V,S,M/DF	No	Conjuration (Creation) [Cold]	PHB: pg.280
<i>Effect:</i> Hampers vision and movement.				<i>Target:</i> Cylinder 40		<i>Caster Level:</i> 10		
■■■■■ Snakebite	18	N/A	1 standard 1 round/level [D] action	Personal	V,S	N/A	Transmutation	SC: Pg.193
<i>Effect:</i> Turns one of your arms into a venomous snake; see text.				<i>Target:</i> You		<i>Caster Level:</i> 10		
■■■■■ Snare	18	None	3 rounds Until triggered or broken	Touch	V,S, DF	No	Transmutation	PHB: pg.280
<i>Effect:</i> Creates a magic booby trap.				<i>Target:</i> Touched nonmagical circle of vine, rope, or thong with a 2 ft. diameter + 2 ft./level		<i>Caster Level:</i> 10		
■■■■■ Snowshoes, Mass	18	Will negates [harmless]	1 standard 1 hour/level [D] action	Close (50 ft.)	V,S	Yes [harmless]	Transmutation	SC: Pg.194
<i>Effect:</i> Same as Snowshoes, except as noted.				<i>Target:</i> One creature/level, no two of which are more than 30 ft. apart		<i>Caster Level:</i> 10		
■■■■■ Speak with Plants	18	None	1 standard 1 minute/level action	Personal	V,S	No	Divination	PHB: pg.282
<i>Effect:</i> You can talk to normal plants and plant creatures.				<i>Target:</i> You		<i>Caster Level:</i> 10		
■■■■■ Spiderskin	18	Will negates [harmless]	1 standard 10 minutes/level action	Touch	V,S,M/DF	Yes [harmless]	Transmutation	SC: Pg.202
<i>Effect:</i> Grants recipient +1 to natural AC, +1 save against poison and +1 bonus to Hide checks for every three caster levels [max +5].				<i>Target:</i> Creature touched		<i>Caster Level:</i> 10		
■■■■■ Spike Growth	18	Reflex partial	1 standard 1 hour/level [D] action	Medium (200 ft.)	V,S, DF	Yes	Transmutation	PHB: pg.283
<i>Effect:</i> Creatures in area take 1d4 damage, may be slowed.				<i>Target:</i> 20-ft. squares/level		<i>Caster Level:</i> 10		
■■■■■ Spikes	18	None	1 standard 1 hour/level action	Touch	V,S,M	No	Transmutation	SC: Pg.202
<i>Effect:</i> As brambles, except affected weapon gains +2 enhancement bonus and threat range doubled.				<i>Target:</i> Wooden weapon touched		<i>Caster Level:</i> 10		
■■■■■ Spiritjaws	18	None	1 standard 1 round/level [D] action	Medium (200 ft.)	V,S,M	Yes	Evocation [Force]	SC: Pg.202
<i>Effect:</i> Jaws attempt to grapple the target; see text				<i>Target:</i> Jaws of force		<i>Caster Level:</i> 10		
■■■■■ Standing Wave	18	Reflex negates	1 standard 10 minutes/level [D] action	Close (50 ft.)	V,S,DF	Yes	Transmutation	SC: Pg.204
<i>Effect:</i> Transports across water; see text.				<i>Target:</i> Waves under a creature or object within range		<i>Caster Level:</i> 10		
■■■■■ Stone Shape	18	None	1 standard Instantaneous action	Touch	V,S,M/DF	No	Transmutation [Earth]	PHB: pg.284
<i>Effect:</i> Sculpts stone into any shape.				<i>Target:</i> Stone or stone object touched, up to 10 cu. ft. +1 cu. ft./level		<i>Caster Level:</i> 10		
■■■■■ Summon Nature's Ally III	18	None	1 round 1 round/level [D]	Close (50 ft.)	V,S, DF	No	Conjuration (Summoning)	PHB: pg.288
<i>Effect:</i> Calls creature to fight.				<i>Target:</i> One or more creatures, no two of which can be more than 30 ft. apart		<i>Caster Level:</i> 10		
■■■■■ Thornskin	18	N/A	1 standard 1 round/level [D] action	Personal	V,S,M	N/A	Transmutation	SC: Pg.219
<i>Effect:</i> Sprout thorns from your skin that makes your unarmed deal lethal plus an extra 1d6 piercing damage on unarmed attacks.				<i>Target:</i> You		<i>Caster Level:</i> 10		
■■■■■ Thunderous Roar	18	Fortitude partial; see text	1 standard Instantaneous action	Long (800 ft.)	V,S,DF	Yes	Evocation [Sonic]	SC: Pg.220
<i>Effect:</i> All creatures in the area take 1d6 sonic damage per two caster levels; see text.				<i>Target:</i> 20-ft.-radius burst		<i>Caster Level:</i> 10		
■■■■■ Treasure Scent	18	N/A	1 standard 1 hour/level action	Personal	V,S	N/A	Divination	SC: Pg.223
<i>Effect:</i> Detect copper, silver, gold, platinum, and gems within 30 feet. See text.				<i>Target:</i> You		<i>Caster Level:</i> 10		
■■■■■ Tremor	18	See text	1 standard 1 round/3 levels action	Medium (200 ft.)	V,S,DF	No	Evocation [Earth]	SC: Pg.223
<i>Effect:</i> Disrupts concentration; see text.				<i>Target:</i> 40-ft.-radius spread		<i>Caster Level:</i> 10		
■■■■■ Vigor	18	Will negates [harmless]	1 standard 10 rounds + 1 round/level [max 25] action	Touch	V,S	Yes [harmless]	Conjuration (Healing)	SC: Pg.229
<i>Effect:</i> Same as lesser vigor except it grants target fast healing ability for the duration of the spell at 2 hp automatically healed per round.				<i>Target:</i> Living creature touched		<i>Caster Level:</i> 10		
■■■■■ Vigor, Mass Lesser	18	Will negates [harmless]	1 standard 10 rounds + 1 round/level [max 25] action	20 ft.	V,S	Yes [harmless]	Conjuration (Healing)	SC: Pg.229
<i>Effect:</i> Same as lesser vigor except it grants all targets fast healing ability for the duration of the spell at 1 hp automatically healed per round.				<i>Target:</i> One creature/2 levels, no two of which can be more than 30 ft. apart		<i>Caster Level:</i> 10		
■■■■■ Vine Mine	18	See text	1 standard 10 minutes/level action	Medium (200 ft.)	V,S,M	Yes	Conjuration (Creation)	SC: Pg.230
<i>Effect:</i> Creates a rapid growth of vines, see text.				<i>Target:</i> 10-ft.-radius/level spread		<i>Caster Level:</i> 10		
■■■■■ Water Breathing	18	Will negates (harmless)	1 standard 2 hours/level; see text action	Touch	V,S,M/DF	Yes (harmless)	Transmutation	PHB: pg.300
<i>Effect:</i> Subjects can breathe underwater.				<i>Target:</i> Living creatures touched		<i>Caster Level:</i> 10		
■■■■■ Weather Eye	18	None	1 hour Instantaneous	1 mile + 1 mile/level	V,S,M,F	No	Divination	SC: Pg.238
<i>Effect:</i> You may accurately predict the natural weather up to one week into the future. If unnatural forces currently affect the weather then the spell acts as detect magic.				<i>Target:</i> 1-mile radius +1-mile/level centered on you		<i>Caster Level:</i> 10		
■■■■■ Wind Wall	18	None; see text	1 standard 1 round/level action	Medium (200 ft.)	V,S,M/DF	Yes	Evocation [Air]	PHB: pg.302
<i>Effect:</i> Deflects arrows, smaller creatures, and gases.				<i>Target:</i> Wall up to 10 ft./level long and 5 ft./level high [S]		<i>Caster Level:</i> 10		
* =Domain/Specialty Spell								

Druid Spells

LEVEL 4

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□□ Air Walk	19	None	1 standard	10 minutes/level action	Touch	V,S, DF	Yes (harmless)	Transmutation [Air]	PHB: pg.196
<i>Effect:</i> Subject treads on air as if solid [climb at 45-degree angle].					<i>Target:</i> Creature [Gargantuan or smaller] touched			<i>Caster Level:</i> 10	
□□□□□ Antiplant Shell	19	None	1 standard	10 minutes/level [D] action	10 ft.	V,S, DF	Yes	Abjuration	PHB: pg.200
<i>Effect:</i> Keeps animated plants at bay.					<i>Target:</i> 10-ft.-radius emanation, centered on you			<i>Caster Level:</i> 10	
□□□□□ Arc of Lightning	19	Reflex half	1 standard	Instantaneous action	Close (50 ft.)	V,S,M/DF	No	Conjuration (Creation) [Electricity]	SC: Pg.15
<i>Effect:</i> Create a bolt of electricity between two creatures causing 1d6/level [max 15d6] to both creatures and anything in between them.					<i>Target:</i> A line between two creatures			<i>Caster Level:</i> 10	
□□□□□ Bite of the Wereboar	19	N/A	1 standard	1 round/level action	Personal	V,S,M	N/A	Transmutation	SC: Pg.28
<i>Effect:</i> Gain +4 bonus to Str, +6 Con, +8 natural armor. Gain Bite attack; see text					<i>Target:</i> You			<i>Caster Level:</i> 10	
□□□□□ Blight	19	Fortitude half; see text	1 standard	Instantaneous action	Touch	V,S, DF	Yes	Necromancy	PHB: pg.206
<i>Effect:</i> Withers one plant or deals 1d6/level damage to plant creature.					<i>Target:</i> one plant/plant-creature			<i>Caster Level:</i> 10	
□□□□□ Blindsight, Greater	19	Will negates [harmless]	1 standard	1 minute/level action	Touch	V,S	Yes [harmless]	Transmutation	SC: Pg.32
<i>Effect:</i> Grant blindsight to 30 ft.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 10	
□□□□□ Bottle of Smoke	19	None	10 minutes	1 hour/level	Touch	V,S,F	No	Conjuration (Creation)	SC: Pg.37
<i>Effect:</i> Creates a steed made of smoke.					<i>Target:</i> One smoky, horselike creature			<i>Caster Level:</i> 10	
□□□□□ Burrow, Mass	19	Will negates [harmless]	1 standard	1 minute/level [D] action	Touch	V,S,F/DF	Yes [harmless]	Transmutation	SC: Pg.41
<i>Effect:</i> Same as Burrow, except effects multiple creatures.					<i>Target:</i> One creature/level, no two of which can be more than 30 ft. apart			<i>Caster Level:</i> 10	
□□□□□ Call of Stone	19	Fortitude partial	1 standard	1 round/2 levels action	Medium (200 ft.)	V,S	Yes	Transmutation	PHB II: pg.105
<i>Effect:</i> Target must make successive saves each round or slowly turn into stone statue.					<i>Target:</i> One creature			<i>Caster Level:</i> 10	
□□□□□ Chain of Eyes	19	Will negates	1 standard	1 hour/level action	Touch	V,S	Yes	Divination	SC: Pg.45
<i>Effect:</i> Scrying sensor passed along by touch.					<i>Target:</i> Living creature touched			<i>Caster Level:</i> 10	
□□□□□ Command Plants	19	Will negates	1 standard	1 day/level action	Close (50 ft.)	V	Yes	Transmutation	PHB: pg.211
<i>Effect:</i> Sway the actions of one or more plant creatures.					<i>Target:</i> Up to 2 HD/level of plant creatures, no two of which can be more than 30 ft. apart			<i>Caster Level:</i> 10	
□□□□□ Contagious Touch	19	Fortitude negates	1 standard	1 round/level action	Touch	V,S	Yes	Necromancy	SC: Pg.52
<i>Effect:</i> Any creature you hit with melee touch is afflicted with contagion and the selected disease; see text.					<i>Target:</i> You			<i>Caster Level:</i> 10	
□□□□□ Contingent Energy Resistance	19	N/A	1 minute	1 hour/level [D]	Personal	V,S,M	N/A	Abjuration	SC: Pg.52
<i>Effect:</i> Same as Contingency, except it is more limited.					<i>Target:</i> You			<i>Caster Level:</i> 10	
□□□□□ Control Water	19	None; see text	1 standard	10 minutes/level [D] action	Long (800 ft.)	V,S,M/DF	No	Transmutation [Water]	PHB: pg.214
<i>Effect:</i> Raises or lowers bodies of water.					<i>Target:</i> Water in a volume of 10-ft. by 10-ft. by 2-ft. per level [S]			<i>Caster Level:</i> 10	
□□□□□ Creeping Cold, Greater	19	Fortitude half	1 standard	See text action	Close (50 ft.)	V,S,F	Yes	Transmutation [Cold]	SC: Pg.56
<i>Effect:</i> As creeping cold, but has a higher damage cap with additional rounds.					<i>Target:</i> One creature			<i>Caster Level:</i> 10	
□□□□□ Cure Serious Wounds	19	Will half (harmless); see text	1 standard	Instantaneous action	Touch	V,S	Yes (harmless); see text	Conjuration (Healing)	PHB: pg.216
<i>Effect:</i> Cures 3d8 +1/level [max +15] damage.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 10	
□□□□□ Dispel Magic	19	None	1 standard	Instantaneous action	Medium (200 ft.)	V,S	No	Abjuration	PHB: pg.223
<i>Effect:</i> Cancels magical spells and effects.					<i>Target:</i> One spellcaster, creature, or object; or 20-ft.-radius burst			<i>Caster Level:</i> 10	
□□□□□ Enhance Wild Shape	19	N/A	1 minute	1 hour/level	Personal	V,S	N/A	Transmutation	SC: Pg.81
<i>Effect:</i> Gain enhancement to your next wild shape; See text.					<i>Target:</i> You			<i>Caster Level:</i> 10	
□□□□□ Essence of the Raptor	19	N/A	1 standard	10 minutes/level [D] action	Personal	V,S	N/A	Transmutation	SC: Pg.84
<i>Effect:</i> Speed increases to 60 ft. Gain +8 bonus to Hide, Jump, Listen, Spot and Survival checks. Gain Scent ability.					<i>Target:</i> You			<i>Caster Level:</i> 10	
□□□□□ Eye of the Hurricane	19	Fortitude negates	1 standard	Instantaneous action	40 ft.	V,S	Yes	Abjuration [Air]	SC: Pg.86
<i>Effect:</i> Creates a hurricane with you unaffected at the center; see text					<i>Target:</i> 40-ft.-radius emanation centered on you, with 10-ft.-radius quiet area centered on you			<i>Caster Level:</i> 10	
□□□□□ Flame Strike	19	Reflex half	1 standard	Instantaneous action	Medium (200 ft.)	V,S, DF	Yes	Evocation [Fire]	PHB: pg.231
<i>Effect:</i> Smite foes with divine fire for 1d6/level [max 15d6] damage.					<i>Target:</i> Cylinder 10			<i>Caster Level:</i> 10	
□□□□□ Freedom of Movement	19	Will negates (harmless)	1 standard	10 minutes/level action	Personal or touch	V,S,M, DF	Yes (harmless)	Abjuration	PHB: pg.233
<i>Effect:</i> Subject moves normally despite impediments.					<i>Target:</i> You or creature touched			<i>Caster Level:</i> 10	
□□□□□ Giant Vermin	19	None	1 standard	1 minute/level action	Close (50 ft.)	V,S, DF	Yes	Transmutation	PHB: pg.235
<i>Effect:</i> Turns centipedes, scorpions, or spiders into giant vermin.					<i>Target:</i> Up to three vermin, no two of which can be more than 30 ft. apart			<i>Caster Level:</i> 10	
□□□□□ Healing Spirit	19	Will half (harmless)	1 standard	1 round/2 levels action	Close (50 ft.)	V,S	Yes (harmless)	Conjuration (Healing)	PHB II: pg.114
<i>Effect:</i> Create a spirit that heals with positive energy 1d8 [undead are dealt damage] Flies at 30 ft.; see text.					<i>Target:</i> One conjured healing spirit			<i>Caster Level:</i> 10	
□□□□□ Ice Storm	19	None	1 standard	1 full round action	Long (800 ft.)	V,S,M/DF	Yes	Evocation [Cold]	PHB: pg.243
<i>Effect:</i> Hail deals 5d6 damage in cylinder 40 ft. across.					<i>Target:</i> Cylinder 20			<i>Caster Level:</i> 10	
□□□□□ Jaws of the Wolf	19	None	1 standard	1 round/level [D] action	Close (50 ft.)	V,S,F	No	Transmutation	SC: Pg.127
<i>Effect:</i> Transform small wooden carvings into real worgs equal to one for every two caster levels.					<i>Target:</i> One or more created worgs			<i>Caster Level:</i> 10	
□□□□□ Land Womb	19	Will negates	1 standard	10 minutes/level [D] action	Touch	V,S	Yes	Abjuration	SC: Pg.130
<i>Effect:</i> Descend into a protective bubble in the earth below, others see you descend as if the earth opened up and swallowed you.					<i>Target:</i> You and one other creature/level			<i>Caster Level:</i> 10	
□□□□□ Languor	19	Will partial	1 standard	1 round/level action	Close (50 ft.)	V,S	Yes	Transmutation	SC: Pg.130
<i>Effect:</i> Ranged touch attack. Causes short term Strength loss and slowing; See text.					<i>Target:</i> Ray			<i>Caster Level:</i> 10	
* =Domain/Specialty Spell									

Druid Spells

☐☐☐☐☐ Last Breath	19	None	1 standard	Instantaneous	Touch	V,S	Yes [harmless]	Transmutation	SC: Pg.130
<i>Effect:</i> Creature killed within 1 round returns to 0 hp.					<i>Target:</i> Dead creature touched		<i>Caster Level:</i> 10		
☐☐☐☐☐ Lay of the Land	19	N/A	3 rounds	Instantaneous	Personal	V,S,F/DF	N/A	Divination	SC: Pg.131
<i>Effect:</i> Learn area of 50 miles radius; see text					<i>Target:</i> You		<i>Caster Level:</i> 10		
☐☐☐☐☐ Magic Fang, Superior	19	N/A	1 standard	1 round/level	Personal	V,S	N/A	Abjuration	SC: Pg.136
<i>Effect:</i> Every natural weapon you possess becomes enchanted to +1 per four caster levels [max +5 level 20].					<i>Target:</i> You		<i>Caster Level:</i> 10		
☐☐☐☐☐ Meteoric Strike	19	None or Reflex half; see text	1 swift	1 round or until discharged	0 ft.	V,S	See text	Transmutation [Fire]	PHB II: pg.120
<i>Effect:</i> Your next successful melee attack deal 1d6 + 1d6/4 caster levels fire damage; all adjacent creatures take half the damage [SR applies and Reflex for half of that].					<i>Target:</i> Your melee weapon		<i>Caster Level:</i> 10		
☐☐☐☐☐ Miasma of Entropy	19	Fortitude half or Will negates [object]	1 standard	Instantaneous	30 ft.	V,S	Yes [object]	Necromancy	SC: Pg.141
<i>Effect:</i> Accelerates decay in natural substances; see text					<i>Target:</i> Cone-shaped burst or one solid object; see text		<i>Caster Level:</i> 10		
☐☐☐☐☐ Moon Bolt	19	Fortitude half[living] Will negates[undead]	1 standard	Instantaneous	Long (800 ft.)	V,S	Yes	Evocation	SC: Pg.143
<i>Effect:</i> Bolt unerringly strikes dealing 1d4 Str damage per three caster levels [max 5d4]. Undead instead fall helpless for 1d4 rounds; see text.					<i>Target:</i> One living or undead creature, or two living or undead creatures, that are <15 ft. apart		<i>Caster Level:</i> 10		
☐☐☐☐☐ Murderous Mist	19	Reflex partial; see text	1 standard	1 round/level	Close (50 ft.)	V,S	No	Conjuration (Creation)	SC: Pg.145
<i>Effect:</i> Create cloud of scalding hot steam; see text.					<i>Target:</i> Cloud spreads in 30-ft. radius, 20 ft. high		<i>Caster Level:</i> 10		
☐☐☐☐☐ Perinarch	19	None [object] and Reflex negates; see text	1 standard	1 round/level; see text	Close (50 ft.)	V,S,DF	No	Transmutation	SC: Pg.153
<i>Effect:</i> Grants temporary over the terrain of limbo.					<i>Target:</i> N/A		<i>Caster Level:</i> 10		
☐☐☐☐☐ Planar Tolerance	19	None	1 immediate	1 hour/level	20 ft.	V	Yes [harmless]	Abjuration	SC: Pg.159
<i>Effect:</i> Gain temporary respite from the natural effects of a specific plane.					<i>Target:</i> One creature/level in a 20-ft. radius burst centered on you		<i>Caster Level:</i> 10		
☐☐☐☐☐ Poison Vines	19	Fortitude negates	1 standard	10 minutes/level	Medium (200 ft.)	V,S,M	Yes	Conjuration (Creation)	SC: Pg.160
<i>Effect:</i> Creates vines like vine mine except vines have contact poison; see text.					<i>Target:</i> 10-ft.-radius/level spread		<i>Caster Level:</i> 10		
☐☐☐☐☐ Reincarnate	19	None; see text	10 minutes	Instantaneous	Touch	V,S,M, DF	Yes (harmless)	Transmutation	PHB: pg.270
<i>Effect:</i> Brings dead subject back in a random body.					<i>Target:</i> Dead creature touched		<i>Caster Level:</i> 10		
☐☐☐☐☐ Renewed Vigor	19	Fortitude negates (harmless)	1 standard	Instantaneous; see text	30 ft.	V,S	Yes (harmless)	Transmutation	PHB II: pg.123
<i>Effect:</i> Remove the fatigued condition from all creatures in area, and exhausted creatures become fatigued. +2 bonus to Constitution for 1 round per caster level.					<i>Target:</i> 30-ft.-radius- burst centered on you		<i>Caster Level:</i> 10		
☐☐☐☐☐ Repel Vermin	19	None or Will negates; see text	1 standard	10 minutes/level [D]	10 ft.	V,S, DF	Yes	Abjuration	PHB: pg.271
<i>Effect:</i> Insects, spiders, and other vermin stay 10 ft. away.					<i>Target:</i> 10 ft. radius emanation centered on you		<i>Caster Level:</i> 10		
☐☐☐☐☐ Resistance, Greater	19	Will negates [harmless]	1 standard	24 hours	Touch	V,S,M/DF	Yes [harmless]	Abjuration	SC: Pg.174
<i>Effect:</i> As resistance, except you grant the subject +3 resistance bonus.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 10		
☐☐☐☐☐ Rushing Waters	19	None; see text	1 standard	Instantaneous	Medium (200 ft.)	V,S,DF	No	Conjuration (Creation) [Water]	SC: Pg.178
<i>Effect:</i> Wave of water bull rushes from you with a +15 bonus on the opposed Str check; see text.					<i>Target:</i> 15-ft.-radius spread		<i>Caster Level:</i> 10		
☐☐☐☐☐ Rusting Grasp	19	None	1 standard	See text	Touch	V,S, DF	No	Transmutation	PHB: pg.273
<i>Effect:</i> Your touch corrodes iron and alloys.					<i>Target:</i> One nonmagical ferrous object [or the volume of the object within 3 ft. of the touched point] or one ferrous creature		<i>Caster Level:</i> 10		
☐☐☐☐☐ Scrying	19	Will negates	1 hour	1 minute/level	See text	V,S,M/DF, F	Yes	Divination (Scrying)	PHB: pg.274
<i>Effect:</i> Spies on subject from a distance.					<i>Target:</i> Magical sensor		<i>Caster Level:</i> 10		
☐☐☐☐☐ Shadowblast	19	Fort negates	1 standard	Insta	Long (800 ft.)	V,S,M	Yes	Evocation [Light]	SC: Pg.186
<i>Effect:</i> Creatures stunned for 1d6 rounds; natives of shadow vulnerable take damage; see text.					<i>Target:</i> 20-ft.-radius spread		<i>Caster Level:</i> 10		
☐☐☐☐☐ Sheltered Vitality	19	Fortitude negates [harmless]	1 standard	1 minute/level	Touch	V,S,DF	Yes [harmless]	Abjuration	SC: Pg.188
<i>Effect:</i> Subject gains immunity to fatigue, exhaustion, and ability damage or drain.					<i>Target:</i> Living creature touched		<i>Caster Level:</i> 10		
☐☐☐☐☐ Spark of Life	19	Will negates	1 standard	1 round/level	Touch	V,S	Yes	Necromancy	SC: Pg.196
<i>Effect:</i> Undead touched temporarily acts as if it were alive and vulnerable as if it weren't undead.					<i>Target:</i> Undead creature touched		<i>Caster Level:</i> 10		
☐☐☐☐☐ Spike Stones	19	Reflex partial	1 standard	1 hour/level [D]	Medium (200 ft.)	V,S, DF	Yes	Transmutation [Earth]	PHB: pg.283
<i>Effect:</i> Creatures in area take 1d8 damage, may be slowed.					<i>Target:</i> 20-ft. squares/level		<i>Caster Level:</i> 10		
☐☐☐☐☐ Starvation	19	Fortitude partial	1 standard	Instantaneous	Close (50 ft.)	V,S,M	Yes	Transmutation	SC: Pg.206
<i>Effect:</i> Target takes 1d6 per caster level [max 10d6] nonlethal damage; see text.					<i>Target:</i> One living creature		<i>Caster Level:</i> 10		
☐☐☐☐☐ Sudden Stalagmite	19	Reflex half	1 standard	Instantaneous	Medium (200 ft.)	V,S	No	Conjuration (Creation) [Earth]	SC: Pg.213
<i>Effect:</i> Stalagmite springs up under creature causing 1d6 per caster level [max 10d6].					<i>Target:</i> One creature		<i>Caster Level:</i> 10		
☐☐☐☐☐ Summon Elementite Swarm	19	None	1 round	Concentration, up to 1 round/level + 1 round	Close (50 ft.)	V,S	No	Conjuration (Summoning) [see text]	SC: Pg.214
<i>Effect:</i> Summons a elementite swarm [Planar Handbook 114]; see text					<i>Target:</i> One summoned elementite		<i>Caster Level:</i> 10		
☐☐☐☐☐ Summon Nature's Ally IV	19	None	1 round	1 round/level [D]	Close (50 ft.)	V,S, DF	No	Conjuration (Summoning)	PHB: pg.288
<i>Effect:</i> Calls creature to fight.					<i>Target:</i> One or more creatures, no two of which can be more than 30 ft. apart		<i>Caster Level:</i> 10		
☐☐☐☐☐ Swim, Mass	19	None	1 round	10 minutes/level [D]	Medium (200 ft.)	V,S,M	Yes [harmless]	Transmutation [Water]	SC: Pg.217
<i>Effect:</i> Gain swim speed and +8 to Swim checks.					<i>Target:</i> One creature/level, no two of which can be more than 30 ft. apart		<i>Caster Level:</i> 10		
☐☐☐☐☐ Vortex of Teeth	19	None	1 standard	1 round/level [D]	Medium (200 ft.)	V,S,M	Yes	Evocation [Force]	SC: Pg.232
<i>Effect:</i> Creatures in the area take 3d8 damage per round, it also harms incorporeal creatures.					<i>Target:</i> Hollow cylinder [40-ft. radius, 20-ft. high, with a 5-ft.-radius safe zone in center]		<i>Caster Level:</i> 10		
☐☐☐☐☐ Wall of Sand	19	None	1 standard	Concentration +1 round/level	Medium (200 ft.)	V,S,M/DF	No	Conjuration (Creation) [Earth]	SC: Pg.235
<i>Effect:</i> Creates a churning wall of sand.					<i>Target:</i> A straight wall whose area is up to one 10-ft. square/level [S]		<i>Caster Level:</i> 10		
* =Domain/Speciality Spell									

Druid Spells

□□□□□ Wall of Water	19	Reflex negates; see text	1 standard action	10 minutes/level	Medium (200 ft.)	V,S,M	No	Conjuration (Creation) [Water]	SC: Pg.235
<i>Effect:</i> Creates a vertical wall of swirling water.									
□□□□□ Wild Runner	19	N/A	1 standard action	10 minutes/level	Personal	V,S,DF	N/A	Transmutation	SC: Pg.239
<i>Effect:</i> Assume the physical appearance and many abilities of a centaur [MM 32]; see text.									
□□□□□ Wind at Back	19	Fortitude negates [harmless]	1 standard action	12 hours	Medium (200 ft.)	V,S	Yes [harmless]	Evocation	SC: Pg.239
<i>Effect:</i> Doubles overland speed of all targets.									
□□□□□ Wings of Air, Greater	19	None	1 standard action	1 minute/level	Touch	V	No	Transmutation	SC: Pg.240
<i>Effect:</i> Manuverability improves by two steps.									
□□□□□ Wood Rot	19	None	1 standard action	Instantaneous or 1 round/level; see text	Touch	V,S,M	No	Transmutation	SC: Pg.241
<i>Effect:</i> Deal damage to plants or destroy wooden objects.									
<i>Target:</i> One nonmagical wooden object or a volume of wood; or one plant creature									

LEVEL 5

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□□ Animal Growth	20	Fortitude negates	1 standard action	1 minute/level	Medium (200 ft.)	V,S	Yes	Transmutation	PHB: pg.198
<i>Effect:</i> One animal/two levels doubles in size.									
□□□□□ Anticold Sphere	20	None	1 standard action	10 minutes/level	10 ft.	V,S	Yes	Abjuration [Cold]	SC: Pg.13
<i>Effect:</i> Immune to cold and Hedge creatures of the cold subtype.									
□□□□□ Atonement	20	None	1 hour	Instantaneous	Touch	V,S,M,F, DF, XP	Yes	Abjuration	PHB: pg.201
<i>Effect:</i> Removes burden of misdeeds from subject.									
□□□□□ Awaken	20	Will negates	24 hours	Instantaneous	Touch	V,S, DF, XP	Yes	Transmutation	PHB: pg.202
<i>Effect:</i> Animal or tree gains human intellect.									
□□□□□ Baleful Polymorph	20	Fortitude negates, Will partial; see text	1 standard action	Permanent	Close (50 ft.)	V,S	Yes	Transmutation	PHB: pg.202
<i>Effect:</i> Transforms subject into harmless animal.									
□□□□□ Bite of the Weretiger	20	N/A	1 standard action	1 round/level	Personal	V,S,M	N/A	Transmutation	SC: Pg.28
<i>Effect:</i> Gain +12 bonus to Str, +4 Dex, +6 Con, +5 natural armor. Gain Bite and Claw attacks.									
□□□□□ Blood Creeper	20	Fortitude negates	1 standard action	1 round/level	Medium (200 ft.)	V,S,DF	Yes	Conjuration (Creation)	PHB II: pg.104
<i>Effect:</i> Subject takes 1 point of piercing damage per caster level [max 15] each round. The target is held securely in place. Subject can make a strength check DC 20, or Escape Artist DC 25.									
□□□□□ Call Lightning Storm	20	Reflex half	1 round	1 minute/level	Long (800 ft.)	V,S	Yes	Evocation [Electricity]	PHB: pg.207
<i>Effect:</i> Calls down one lightning bolt/level [max 15] over duration [5d6 per bolt] from sky; 5d10 in outdoors stormy area.									
□□□□□ Cloak of the Sea	20	Will negates [harmless]	1 standard action	1 hour/level [D]	Touch	V,S,DF	Yes [harmless]	Transmutation	SC: Pg.48
<i>Effect:</i> Bestows water breathing, blur & doesn't take nonlethal damage.									
□□□□□ Cold Snap	20	None	1 minute	2d4 hours	1 mile	V,S	No	Transmutation [Cold]	SC: Pg.50
<i>Effect:</i> Lowers temperature by 5 degrees per level [Max 50 degrees]									
□□□□□ Commune with Nature	20	None	10 minutes	Instantaneous	Personal	V,S	No	Divination	PHB: pg.211
<i>Effect:</i> Learn about terrain for one mile/level.									
□□□□□ Control Winds	20	Fortitude negates	1 standard action	10 minutes/level	40 ft./level	V,S	No	Transmutation [Air]	PHB: pg.214
<i>Effect:</i> Change wind direction and speed.									
□□□□□ Cure Critical Wounds	20	Will half (harmless); see text	1 standard action	Instantaneous	Touch	V,S	Yes (harmless); see text	Conjuration (Healing)	PHB: pg.215
<i>Effect:</i> Cures 4d8 +1/level [max +20] damage.									
□□□□□ Dance of the Unicorn	20	None	1 standard action	1 minute/level [D]	5 ft./level	V,S	No	Abjuration	SC: Pg.58
<i>Effect:</i> Purifies surrounding area; see text.									
□□□□□ Death Ward	20	Will negates (harmless)	1 standard action	1 minute/level	Touch	V,S, DF	Yes (harmless)	Necromancy	PHB: pg.217
<i>Effect:</i> Grants immunity to death spells and negative energy effects.									
□□□□□ Dire Hunger	20	Fortitude negates	1 standard action	Instantaneous	Close (50 ft.)	V,S	Yes	Transmutation	SC: Pg.65
<i>Effect:</i> Creature becomes hungry and grows fangs [See text for damage]. Target only attacks with bite									
□□□□□ Echo Skull	20	None	1 standard action	1 hour/level [D]	Touch	V,S,F	Yes [object]	Divination	SC: Pg.77
<i>Effect:</i> See, hear and speak through a specific animal skull at any distance.									
□□□□□ Fireward	20	None	1 standard action	1 hour/level	Medium (200 ft.)	V,S,DF	No	Transmutation	SC: Pg.94
<i>Effect:</i> As quench; suppresses all magical fire spells									
□□□□□ Hallow	20	See text	24 hours	Instantaneous	Touch	V,S,M, DF	See text	Evocation [Good]	PHB: pg.238
<i>Effect:</i> Designates location as holy.									
□□□□□ Heal Animal Companion	20	Will negates [harmless]	1 standard action	Instantaneous	Touch	V,S	Yes [harmless]	Conjuration (Healing)	SC: Pg.110
<i>Effect:</i> Functions as heal, except it only affects your animal companion.									
□□□□□ Inferno	20	Fortitude partial; see text	1 standard action	6 rounds; see text	Close (50 ft.)	V,S,M	Yes	Transmutation [Fire]	SC: Pg.123
<i>Effect:</i> Cause single creature to burst in flames causing 6d6 and decreases 1d6 each round [min 1d6] for duration of spell									
□□□□□ Insect Plague	20	None	1 round	1 minute/level	Long (800 ft.)	V,S, DF	No	Conjuration (Summoning)	PHB: pg.244
<i>Effect:</i> Locust swarms attack creatures.									
□□□□□ Jungle's Rapture	20	Will negates	1 standard action	Permanent [D]	Close (50 ft.)	V,S	Yes	Transmutation	SC: Pg.128
<i>Effect:</i> Target takes 1d6 Dex damage, each day victim takes additional 1d6 Dex.									
<i>Target:</i> One living nonplant creatures									

* =Domain/Speciality Spell

Druid Spells

□□□□□ Longstrider Mass	20	Fortitude negates (harmless)	1 swift action	1 hour/level [D]	60 ft.	V	Yes (harmless)	Transmutation	PHB II: pg.117
<i>Effect:</i> All allies in the area gain a +10-foot enhancement bonus to their speed.					<i>Target:</i> 60-ft.-radius emanation centered on you		<i>Caster Level:</i> 10		
□□□□□ Magic Convalescence	20	None	1 standard action	1 round/level	20 ft.	V,S,M	No	Conjuration (Healing)	PHB II: pg.118
<i>Effect:</i> Whenever a creature, including you casts a spell cast within the area of this spell, you heal 1 hit point per level of the spell cast.					<i>Target:</i> 20-ft.-radius emanation centered on you		<i>Caster Level:</i> 10		
□□□□□ Mantle of the Icy Soul	20	Will negates	1 standard action	1 hour/level	Touch	V,S,M	Yes	Transmutation [Cold]	SC: Pg.138
<i>Effect:</i> Grants Cold Subtype to target.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 10		
□□□□□ Memory Rot	20	Fortitude negates	1 standard action	Instantaneous	Close (50 ft.)	V,S	Yes	Evocation	SC: Pg.140
<i>Effect:</i> Permanently drain 1d6 Intelligence, with 1 pt loss each round thereafter; save stops Int loss.					<i>Target:</i> One living creature		<i>Caster Level:</i> 10		
□□□□□ Owl's Insight	20	Fortitude negates [harmless]	1 standard action	1 hour	Touch	V,S	Yes [harmless]	Transmutation	SC: Pg.152
<i>Effect:</i> Gain half your caster level as an enhancement bonus to Wisdom.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 10		
□□□□□ Panacea	20	Will half [harmless]; see text	1 standard action	Instantaneous	Touch	V,S	Yes [harmless]	Conjuration (Healing)	SC: Pg.152
<i>Effect:</i> Removes most conditions; see text.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 10		
□□□□□ Phantom Stag	20	None; See text	1 standard action	1 hour/level [D]	0 ft.	V,S	No	Conjuration (Creation)	SC: Pg.157
<i>Effect:</i> You conjure a quasi-real, staglike creature; see text					<i>Target:</i> One quasi-real staglike creature		<i>Caster Level:</i> 10		
□□□□□ Plant Body	20	N/A	1 standard action	10 minutes/level	Personal	V,S,DF	N/A	Transmutation	SC: Pg.159
<i>Effect:</i> Gain some plant-like qualities; immune to extra damage from criticals, mind-affecting spells, poison, sleep, paralysis, stunning and polymorphing; see text					<i>Target:</i> You		<i>Caster Level:</i> 10		
□□□□□ Poison Thorns	20	See text	1 standard action	1 round/level	Personal	V	No	Transmutation	SC: Pg.159
<i>Effect:</i> As thornskin, except creatures grappling you get a dose of poison; see text					<i>Target:</i> You		<i>Caster Level:</i> 10		
□□□□□ Quill Blast	20	Reflex half; see text	1 standard action	Instantaneous	20 ft.	V,S,M	Yes	Conjuration (Creation)	SC: Pg.164
<i>Effect:</i> Targets struck by quills [each quill does 1d6], size of targets determines amount of quills; see text					<i>Target:</i> 20-ft.-radius spread, centered on you		<i>Caster Level:</i> 10		
□□□□□ Radiance	20	None	1 standard action	1 round/level [D]; see text	60 ft.	V,S,DF	No	Evocation [Good, Light]	PHB II: pg.122
<i>Effect:</i> Undead are dazzled by illumination for the duration they are in the area and 1d6 rounds after they leave. Illuminate as daylight spell.					<i>Target:</i> 60-ft.-radius emanation centered on you		<i>Caster Level:</i> 10		
□□□□□ Rejuvenation Cocoon	20	Will negates [harmless]	1 standard action	2 rounds	Touch	V,S,M	Yes [harmless]	Conjuration (Healing)	SC: Pg.172
<i>Effect:</i> Heals and protects target; see text.					<i>Target:</i> Willing creature touched		<i>Caster Level:</i> 10		
□□□□□ Sirine's Grace	20	N/A	1 standard action	1 round/level	Personal	V,S,M	N/A	Evocation	SC: Pg.191
<i>Effect:</i> Gain +4 to Cha & Dex, deflection bonus to AC equal to your CHA bonus, a +8 bonus to Perform checks, gain swim speed 60 ft; see text.					<i>Target:</i> You		<i>Caster Level:</i> 10		
□□□□□ Stone Shape, Greater	20	None	1 standard action	Instantaneous	Touch	V,S,M/DF	No	Transmutation [Earth]	SC: Pg.208
<i>Effect:</i> Sculpts stone into any shape.					<i>Target:</i> Stone or stone object touched, up to 10 cu. ft. + 10 cu. ft./level		<i>Caster Level:</i> 10		
□□□□□ Stoneskin	20	Will negates (harmless)	1 standard action	10 minutes/level or until discharged	Touch	V,S,M	Yes (harmless)	Abjuration	PHB: pg.285
<i>Effect:</i> Ignore 10 points of damage per attack.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 10		
□□□□□ Summon Nature's Ally V	20	None	1 round	1 round/level [D]	Close (50 ft.)	V,S, DF	No	Conjuration (Summoning)	PHB: pg.289
<i>Effect:</i> Calls creature to fight.					<i>Target:</i> One or more creatures, no two of which can be more than 30 ft. apart		<i>Caster Level:</i> 10		
□□□□□ Swamp Stride	20	N/A	1 standard action	1 round/level	Personal	V,S,DF	N/A	Conjuration (Teleportation)	SC: Pg.217
<i>Effect:</i> As tree stride, instead you use pools of water.					<i>Target:</i> You		<i>Caster Level:</i> 10		
□□□□□ Transmute Mud to Rock	20	See text	1 standard action	Permanent	Medium (200 ft.)	V,S,M/DF	No	Transmutation [Earth]	PHB: pg.295
<i>Effect:</i> Transforms 2 10-ft. cubes/level.					<i>Target:</i> Up to two 10 ft. cubes/level [S]		<i>Caster Level:</i> 10		
□□□□□ Transmute Rock to Mud	20	See text	1 standard action	Permanent; see text	Medium (200 ft.)	V,S,M/DF	No	Transmutation [Earth]	PHB: pg.295
<i>Effect:</i> Transforms 2 10-ft. cubes/level.					<i>Target:</i> Up to two 10 ft. cubes/level [S]		<i>Caster Level:</i> 10		
□□□□□ Tree Stride	20	None	1 standard action	1 hour/level or until expended; see text	Personal	V,S, DF	No	Conjuration (Teleportation)	PHB: pg.296
<i>Effect:</i> Step from one tree to another far away.					<i>Target:</i> You		<i>Caster Level:</i> 10		
□□□□□ Vigor, Greater	20	Will negates [harmless]	1 standard action	10 rounds + 1 round/level [max 35]	Touch	V,S	Yes [harmless]	Conjuration (Healing)	SC: Pg.229
<i>Effect:</i> Same as lesser vigor except it grants target fast healing ability for the duration of the spell at 4 hp automatically healed per round.					<i>Target:</i> Living creature touched		<i>Caster Level:</i> 10		
□□□□□ Wall of Fire	20	None	1 standard action	Concentration + 1 round/level	Medium (200 ft.)	V,S,M/DF	Yes	Evocation [Fire]	PHB: pg.298
<i>Effect:</i> Deals 2d4 fire damage out 10 ft. and 1d4 out 20 ft. Passing through wall deals 2d6 +1/level damage					<i>Target:</i> 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		<i>Caster Level:</i> 10		
□□□□□ Wall of Thorns	20	None	1 standard action	10 minutes/level [D]	Medium (200 ft.)	V,S	No	Conjuration (Creation)	PHB: pg.300
<i>Effect:</i> Thorns damage anyone who tries to pass.					<i>Target:</i> Wall of thorny brush, up to one 10-ft. cube/level [S]		<i>Caster Level:</i> 10		
□□□□□ Wind Tunnel	20	Fortitude negates [harmless]	1 standard action	1 round/level	Close (50 ft.)	V,S	Yes [harmless]	Evocation	SC: Pg.239
<i>Effect:</i> Doubles range and grants +5 competence bonus to ranged attacks.					<i>Target:</i> One creature/level		<i>Caster Level:</i> 10		

LEVEL 6

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□□ Anger of the Noonday Sun	21	Reflex negates; see text	1 standard action	Instantaneous	20 feet	V,S	Yes	Evocation [Light]	SC: Pg.11
<i>Effect:</i> Causes blindness to all within range, undead take 1d6/per 2 level [max 10d6]; see text					<i>Target:</i> All sighted creatures within a 20-ft.-radius burst centered on you		<i>Caster Level:</i> 10		
□□□□□ Animate Snow	21	None	1 standard action	1 round/level	Medium (200 ft.)	V,S	No	Transmutation [Cold]	SC: Pg.12
<i>Effect:</i> Create animated objects of snow; see text.					<i>Target:</i> Cube of snow up to 20 ft on a side		<i>Caster Level:</i> 10		
□□□□□ Antilife Shell	21	None	1 round	10 minutes/level [D]	10 ft.	V,S, DF	Yes	Abjuration	PHB: pg.199
<i>Effect:</i> 10-ft. field hedges out living creatures.					<i>Target:</i> 10-ft.-radius emanation, centered on you		<i>Caster Level:</i> 10		
□□□□□ Aspect of the Earth Hunter	21	N/A	1 standard action	10 minutes/level	Personal	V,S,M,DF	N/A	Transmutation	SC: Pg.16
<i>Effect:</i> You assume the physical appearance and many of the qualities of a bulutte.					<i>Target:</i> You		<i>Caster Level:</i> 10		

* =Domain/Speciality Spell

Druid Spells

■■■■■ Bear's Endurance, Mass	21	Will negates (harmless)	1 standard 1 minute/level action	Close (50 ft.)	V,S, DF	Yes	Transmutation	PHB: pg.203
<i>Effect:</i> As bear's endurance, affects 1 subject/level.				<i>Target:</i> 1 creature/level, no two of which can be more than 30 ft. apart			<i>Caster Level:</i> 10	
■■■■■ Bite of the Werebear	21	N/A	1 standard 1 round/level action	Personal	V,S,M	N/A	Transmutation	SC: Pg.28
<i>Effect:</i> Gain +16 bonus to Str, +2 Dex, +8 Con, +7 natural armor. Gain claws and bite attack; see text.				<i>Target:</i> You			<i>Caster Level:</i> 10	
■■■■■ Blood Sirocco	21	Fortitude negates; see 1 standard 1 round/level text	1 standard 1 round/level action	60 ft.	V,S	Yes	Evocation	SC: Pg.33
<i>Effect:</i> Blood sirocco blows out from your location with the force of a windstorm [DMG 95]; see text.				<i>Target:</i> Cone-shaped emanation centered on you or on a point in space			<i>Caster Level:</i> 10	
■■■■■ Bones of the Earth	21	Reflex negates	1 standard 1 round/2 level [D] action	60 ft.	V,S,DF	No	Conjuration (Creation) [Earth]	PHB II: pg.104
<i>Effect:</i> Creates pillar each round. See text.				<i>Target:</i> One 5-ft.-diameter pillar of stone per round			<i>Caster Level:</i> 10	
■■■■■ Bull's Strength, Mass	21	Will negates (harmless)	1 standard 1 minute/level action	Close (50 ft.)	V,S,M/DF	Yes (harmless)	Transmutation	PHB: pg.207
<i>Effect:</i> As bull's strength, affects one subject/ level.				<i>Target:</i> 1 creature/level, no two of which can be more than 30 ft. apart			<i>Caster Level:</i> 10	
■■■■■ Cat's Grace, Mass	21	Will negates (harmless)	1 standard 1 minute/level action	Close (50 ft.)	V,S,M	Yes	Transmutation	PHB: pg.208
<i>Effect:</i> As cat's grace, affects 1 subject/level.				<i>Target:</i> 1 creature/level, no two of which can be more than 30 ft. apart			<i>Caster Level:</i> 10	
■■■■■ Chasing Perfection	21	Will negates (harmless)	1 standard 1 minute/level action	Touch	V,S,M	Yes (harmless)	Transmutation	PHB II: pg.106
<i>Effect:</i> Subject improves in all ways, +4 enhancement bonus to all ability scores.				<i>Target:</i> Creature touched			<i>Caster Level:</i> 10	
■■■■■ Cometfall	21	Reflex half	1 standard Instantaneous action	Medium (200 ft.)	V,S,DF	No	Conjuration (Creation)	SC: Pg.50
<i>Effect:</i> Comet falls to the ground dealing 1d6/level [max 15d6] to everything in the area. Creatures that fail their Reflex are prone; see text				<i>Target:</i> 400-pound ball of rock and ice			<i>Caster Level:</i> 10	
■■■■■ Cure Light Wounds, Mass	21	Will half (harmless) or Will half; see text	1 standard Instantaneous action	Close (50 ft.)	V,S	Yes (harmless) or Yes; see text	Conjuration (Healing)	PHB: pg.216
<i>Effect:</i> Cures 1d8 +1/level [max +25] damage for many creatures.				<i>Target:</i> 1 creature/level, no two of which can be more than 30 ft. apart			<i>Caster Level:</i> 10	
■■■■■ Dinosaur Stampede	21	Reflex half	1 standard 1 round/level [D] action	Medium (200 ft.)	V,S,M	Yes	Evocation [Force]	SC: Pg.64
<i>Effect:</i> Creatures in the area take 1d12 +1 per caster level [max +20].				<i>Target:</i> 20-ft.-radius spread			<i>Caster Level:</i> 10	
■■■■■ Dispel Magic, Greater	21	None	1 standard Instantaneous action	Medium (200 ft.)	V,S	No	Abjuration	PHB: pg.223
<i>Effect:</i> As dispel magic, but +20 on check.				<i>Target:</i> One spellcaster, creature, or object; or 20-ft.-radius burst			<i>Caster Level:</i> 10	
■■■■■ Drown	21	Fortitude negates	1 standard Instantaneous action	Close (50 ft.)	V,S	Yes	Conjuration (Creation) [Water]	SC: Pg.74
<i>Effect:</i> Subject immediately falls unconscious, drops to 0 HP, next round -1 HP and is dying.				<i>Target:</i> One living creature			<i>Caster Level:</i> 10	
■■■■■ Energy Immunity	21	None	1 standard 24 hours action	Touch	V,S	Yes [harmless]	Abjuration	SC: Pg.80
<i>Effect:</i> Become immune to one energy type.				<i>Target:</i> Creature touched			<i>Caster Level:</i> 10	
■■■■■ Enveloping Cocoon	21	Reflex negates	1 standard 1 round/level [D] action	Medium (200 ft.)	V,S,M	Yes	Evocation [Force]	SC: Pg.83
<i>Effect:</i> Cocoon holds creature unless it breaks free; see text.				<i>Target:</i> Cocoon of force around one Large or smaller creature			<i>Caster Level:</i> 10	
■■■■■ Extract Water Elemental	21	Fortitude half	1 standard Instantaneous action	Close (50 ft.)	V,S	Yes	Transmutation [Water]	SC: Pg.86
<i>Effect:</i> Creature takes 1d6/caster level [max 20d6], if slain you get a water elemental you can control for 1 minute.				<i>Target:</i> One living creature			<i>Caster Level:</i> 10	
■■■■■ Find the Path	21	None or Will negates (harmless)	3 rounds 10 minutes/level	Personal or touch	V,S,F	No or Yes (harmless)	Divination	PHB: pg.230
<i>Effect:</i> Shows most direct way to a location.				<i>Target:</i> You or creature touched			<i>Caster Level:</i> 10	
■■■■■ Fire Seeds	21	None or Reflex half; see text	1 standard 10 minutes/level or until used action	Touch	V,S,M	No	Conjuration (Creation) [Fire]	PHB: pg.230
<i>Effect:</i> Acorns and berries become grenades and bombs.				<i>Target:</i> Up to four touched acorns or up to eight touched holly berries			<i>Caster Level:</i> 10	
■■■■■ Fires of Purity	21	See text	1 standard 1 round/level action	Touch	V,S,DF	Yes [harmless]; see text	Evocation [Fire]	SC: Pg.94
<i>Effect:</i> Deal an extra 1 pt/caster level [max 15 pts] of fire damage to any you attack or attack you.				<i>Target:</i> Creature touched			<i>Caster Level:</i> 10	
■■■■■ Freeze	21	Reflex partial; see text	1 standard 1 round/2 levels action	Medium (200 ft.)	V,S,DF	Yes	Conjuration (Creation) [Cold]	SC: Pg.99
<i>Effect:</i> Ranged touch attack deals 2d6 cold damage; see text				<i>Target:</i> Ray			<i>Caster Level:</i> 10	
■■■■■ Hide the Path	21	None	10 minutes 24 hours [D]	Anywhere in the area to be warded	V,S,F	No	Abjuration	SC: Pg.114
<i>Effect:</i> Protects area against divinations; see text				<i>Target:</i> Up to 200 sq.ft./level [S]			<i>Caster Level:</i> 10	
■■■■■ Hungry Gizzard	21	Reflex negates	1 standard 1 round/level [D] action	Medium (200 ft.)	V,S,M	Yes	Conjuration (Creation)	SC: Pg.117
<i>Effect:</i> Creature gets trapped inside a gizzard that does 2d8+8 crushing, 1d8 acid				<i>Target:</i> One medium or smaller creature			<i>Caster Level:</i> 10	
■■■■■ Ice Flowers	21	Reflex half	1 standard Instantaneous action	Long (800 ft.)	V,S	No	Transmutation [Cold]	SC: Pg.119
<i>Effect:</i> Creates dense rumble and causes 1d6/caster level [max 15d6]. No affect in desert or solid stone.				<i>Target:</i> 20-ft.-radius burst			<i>Caster Level:</i> 10	
■■■■■ Ironwood	21	None	1 minute/lb. created 1 day/level [D]	0 ft.	V,S,M	No	Transmutation	PHB: pg.246
<i>Effect:</i> Magic wood is strong as steel.				<i>Target:</i> An ironwood object weighing up to 5 lbs/level			<i>Caster Level:</i> 10	
■■■■■ Liveoak	21	None	10 minutes 1 day/level [D]	Touch	V,S	No	Transmutation	PHB: pg.248
<i>Effect:</i> Oak becomes treant guardian.				<i>Target:</i> Tree touched			<i>Caster Level:</i> 10	
■■■■■ Miasma	21	Fortitude negates; see text	1 standard 3 rounds/level action	Close (50 ft.)	V,S,DF	Yes	Evocation	SC: Pg.141
<i>Effect:</i> Gas cloud suffocates target.				<i>Target:</i> One living creature			<i>Caster Level:</i> 10	
■■■■■ Move Earth	21	None	See text Instantaneous	Long (800 ft.)	V,S,M	No	Transmutation [Earth]	PHB: pg.257
<i>Effect:</i> Digs trenches and build hills.				<i>Target:</i> Dirt in an area up to 750 ft. square and up to 10 ft. deep [S]			<i>Caster Level:</i> 10	
■■■■■ Owl's Wisdom, Mass	21	Will negates (harmless)	1 standard 1 minute/level action	Close (50 ft.)	V,S,M/DF	Yes	Transmutation	PHB: pg.259
<i>Effect:</i> As owl's wisdom, affects one subject/ level.				<i>Target:</i> 1 creature/level, no two of which can be more than 30 ft. apart			<i>Caster Level:</i> 10	
■■■■■ Phantasmal Disorientation	21	Will negates; see text	1 standard 1 minute/level [D] action	Medium (200 ft.)	V,S	Yes	Illusion (Phantasm) [Mind-Affecting]	SC: Pg.155
<i>Effect:</i> Need to make a Will save to discern true landmarks; see text				<i>Target:</i> One living creature			<i>Caster Level:</i> 10	
■■■■■ Repel Wood	21	None	1 standard 1 minute/level [D] action	60 ft.	V,S	No	Transmutation	PHB: pg.271
<i>Effect:</i> Pushes away wooden objects.				<i>Target:</i> 60 ft. line-shaped emanation from you			<i>Caster Level:</i> 10	
■■■■■ Resistance, Superior	21	Will negates	1 standard 24 hours	Touch	V,S,M/DF	Yes [harmless]	Abjuration	SC: Pg.174
* =Domain/Speciality Spell								

Druid Spells

<i>Effect:</i> As resistance, except you grant the subject +6 resistance bonus.		[harmless]	action		<i>Target:</i> Creature touched			<i>Caster Level:</i> 10	
■■■■■ Spellstaff	21	Will negates (object)	10 minutes Permanent until discharged [D]		Touch	V,S,F	Yes (object)	Transmutation	PHB: pg.283
<i>Effect:</i> Stores one spell in wooden quarterstaff.					<i>Target:</i> Wooden quarterstaff touched			<i>Caster Level:</i> 10	
■■■■■ Stonehold	21	See text	1 standard 24 hours/level action		Medium (200 ft.)	V,S	Yes [object]	Conjuration (Creation) [Earth]	SC: Pg.209
<i>Effect:</i> Conjures stony arms that grapple anything that comes within range.					<i>Target:</i> One 10-ft. square/level			<i>Caster Level:</i> 10	
■■■■■ Stone Tell	21	None	10 minutes 1 minute/level		Personal	V,S, DF	No	Divination	PHB: pg.284
<i>Effect:</i> Talk to natural or worked stone.					<i>Target:</i> You			<i>Caster Level:</i> 10	
■■■■■ Summon Greater Elemental	21	None	1 round	Concentration, up to 1 round/level + 1 round	Close (50 ft.)	V,S,DF	No	Conjuration (Summoning) [see text]	SC: Pg.214
<i>Effect:</i> Grants a greater elemental [MM 96-100]; see text					<i>Target:</i> One summoned elemental			<i>Caster Level:</i> 10	
■■■■■ Summon Nature's Ally VI	21	None	1 round	1 round/level [D]	Close (50 ft.)	V,S, DF	No	Conjuration (Summoning)	PHB: pg.289
<i>Effect:</i> Calls creature to fight.					<i>Target:</i> One or more creatures, no two of which can be more than 30 ft. apart			<i>Caster Level:</i> 10	
■■■■■ Thunder Field	21	See text	1 standard	1 round/level action	Medium (200 ft.)	V,S	Yes	Evocation	PHB II: pg.126
<i>Effect:</i> Any creature that starts its turn in the area must save [Fortitude] or take 1d8 sonic damage. Affected creatures must save [Reflex] or be knocked prone.					<i>Target:</i> 20-ft.-radius spread			<i>Caster Level:</i> 10	
■■■■■ Tidal Surge	21	Reflex half	1 standard	Instantaneous action	Medium (200 ft.)	V,S	Yes	Evocation [Water]	SC: Pg.220
<i>Effect:</i> Creates a huge wave of water; see text.					<i>Target:</i> One creature or all creatures in a 20-ft.-radius burst			<i>Caster Level:</i> 10	
■■■■■ Tortoise Shell	21	None	1 standard	10 minutes/level action	Touch	V,S,DF	Yes [harmless]	Transmutation	SC: Pg.221
<i>Effect:</i> Grants +6 enhancement bonus to subject's existing natural armor bonus, plus 1 per three caster levels beyond 11th [max +9].					<i>Target:</i> Living creature touched			<i>Caster Level:</i> 10	
■■■■■ Transport via Plants	21	None	1 standard	1 round action	Unlimited	V,S	No	Conjuration (Teleportation)	PHB: pg.295
<i>Effect:</i> Move instantly from one plant to another of the same kind.					<i>Target:</i> You and touched objects or other touched willing creatures			<i>Caster Level:</i> 10	
■■■■■ Vigorous Circle	21	Will negates [harmless]	1 standard	10 rounds + 1 round/level [max 40] action	20 ft.	V,S	Yes [harmless]	Conjuration (Healing)	SC: Pg.229
<i>Effect:</i> Same as mass lesser vigor except it grants all targets fast healing ability for the duration of the spell at 3 hp automatically healed per round.					<i>Target:</i> One creature/2 levels, no two of which can be more than 30 ft. apart			<i>Caster Level:</i> 10	
■■■■■ Wall of Stone	21	See text	1 standard	Instantaneous action	Medium (200 ft.)	V,S,M/DF	No	Conjuration (Creation) [Earth]	PHB: pg.299
<i>Effect:</i> Creates a stone wall that can be shaped.					<i>Target:</i> Stone wall whose area is up to one 5-ft. square/level [S]			<i>Caster Level:</i> 10	

LEVEL 7

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
■■■■■ Animalistic Power, Mass	22	Will negates [harmless]	1 standard	1 minute/level action	Touch	V,S,M	Yes [harmless]	Transmutation	PHB II: pg.101
<i>Effect:</i> Subject is imbued with +2 to Strength, Dexterity and Constitution.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 10	
■■■■■ Animate Plants	22	None	1 standard	1 round/level or hours; see text action	Close (50 ft.)	V	No	Transmutation	PHB: pg.199
<i>Effect:</i> One or more plants animate and fight for you.					<i>Target:</i> One/per 3 levels Large plants or all plants within range; see text			<i>Caster Level:</i> 10	
■■■■■ As the Frost	22		1 standard	1 round/level action	Personal	V,S,M		Transmutation [Cold]	PHB II: pg.101
<i>Effect:</i> Immunity to Cold; DR:10/magic and piercing; inflict 2d6 cold damage to all within 15 ft. each round [failed fort save and creature is slowed]; Gain Outsider Type.					<i>Target:</i> You			<i>Caster Level:</i> 10	
■■■■■ Aura of Vitality	22	Will negates [harmless]	1 standard	1 round/level action	Close (50 ft.)	V,S	Yes [harmless]	Transmutation	SC: Pg.18
<i>Effect:</i> +4 morale bonus to Str, Dex and Con.					<i>Target:</i> One creature/3 levels, no two of which can be more than 30 ft. apart			<i>Caster Level:</i> 10	
■■■■■ Brilliant Blade	22	Will negates [harmless,object]	1 standard	1 minute/level action	Close (50 ft.)	V,S	Yes [harmless,object]	Transmutation	SC: Pg.40
<i>Effect:</i> Transform weapons into brilliant energy.					<i>Target:</i> One melee or thrown weapon, or fifty projectiles			<i>Caster Level:</i> 10	
■■■■■ Changestaff	22	None	1 round	1 hour/level [D]	Touch	V,S,F	No	Transmutation	PHB: pg.208
<i>Effect:</i> Your staff becomes a treant on command.					<i>Target:</i> Your touched staff			<i>Caster Level:</i> 10	
■■■■■ Cloud-Walkers	22	Reflex negates [harmless]	1 standard	10 minutes/level [D] action	Touch	V,S,DF	Yes [harmless]	Transmutation	SC: Pg.49
<i>Effect:</i> Imbues each subject with fly speed of 60 [perfect] but only outdoors.					<i>Target:</i> One creature/level			<i>Caster Level:</i> 10	
■■■■■ Control Weather	22	None	10 minutes; see text	4d12 hours; see text	2 miles	V,S	No	Transmutation	PHB: pg.214
<i>Effect:</i> Changes weather in local area.					<i>Target:</i> 2-mile-radius circle, centered on you; see text			<i>Caster Level:</i> 10	
■■■■■ Creeping Doom	22	None	1 round	1 minute/level	Close (50 ft.)	V,S	No	Conjuration (Summoning)	PHB: pg.215
<i>Effect:</i> Swarms of centipedes attack at your command.					<i>Target:</i> one swarm of centipedes/2 levels			<i>Caster Level:</i> 10	
■■■■■ Cure Moderate Wounds, Mass	22	Will half (harmless) or Will half; see text	1 standard	Instantaneous action	Close (50 ft.)	V,S	Yes (harmless) or see text	Yes;Conjuration (Healing)	PHB: pg.216
<i>Effect:</i> Cures 2d8 +1/level [max +30] damage for many creatures.					<i>Target:</i> 1 creature/level, no two of which can be more than 30 ft. apart			<i>Caster Level:</i> 10	
■■■■■ Fire Storm	22	Reflex half	1 round	Instantaneous	Medium (200 ft.)	V,S	Yes	Evocation [Fire]	PHB: pg.231
<i>Effect:</i> Deals 1d6/level [max 20d6] fire damage.					<i>Target:</i> 2 10-ft. cubes/level [S]			<i>Caster Level:</i> 10	
■■■■■ Heal	22	Will negates (harmless)	1 standard	Instantaneous action	Touch	V,S	Yes (harmless)	Conjuration (Healing)	PHB: pg.239
<i>Effect:</i> Cures 10 points of damage/level [max 150], all diseases and mental conditions.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 10	
■■■■■ Master Earth	22	N/A	1 standard	Instantaneous action	Personal	V,S,F	N/A	Transmutation	SC: Pg.139
<i>Effect:</i> Travel instantly through the earth to the exact location you choose.					<i>Target:</i> You			<i>Caster Level:</i> 10	
■■■■■ Scrying, Greater	22	Will negates	1 standard	1 hour/level action	See text	V,S	Yes	Divination (Scrying)	PHB: pg.275
<i>Effect:</i> As scrying, but faster and longer.					<i>Target:</i> Magical sensor			<i>Caster Level:</i> 10	
■■■■■ Shifting Paths	22	Will disbelief [if interacter with]	10 minutes	1 hour/level	Medium (200 ft.)	V,S	Yes	Illusion (Glamer)	SC: Pg.188
<i>Effect:</i> Creates an illusionary path and hides a path chosen by you; see text.					<i>Target:</i> 1-mile radius + 1 mile/level			<i>Caster Level:</i> 10	
■■■■■ Slime Wave	22	Reflex negates	1 standard	1 round/level action	Close (50 ft.)	V,S,M	No	Conjuration (Summoning)	SC: Pg.192
<i>Effect:</i> Green slime covers everything in area, dealing damage to everything; see text.					<i>Target:</i> 15 ft.-radius spread			<i>Caster Level:</i> 10	

* =Domain/Speciality Spell

Druid Spells

Storm of Elemental Fury	22	See text	1 round	4 rounds	Long (800 ft.)	V,S	Yes	Conjuration (Summoning)	SC: Pg.209
<i>Effect:</i> See text.					<i>Target:</i> 40-ft.-radius storm cloud, 200 feet above the ground				<i>Caster Level:</i> 10
Storm Tower	22	Fortitude negates; see text	1 round/level [D]		Long (800 ft.)	V,S	Yes	Abjuration [Air]	SC: Pg.210
<i>Effect:</i> Absorbs any electricity damage and magic missiles; see text.					<i>Target:</i> Cylinder 100-ft. tall, 20-ft.-radius				<i>Caster Level:</i> 10
Summon Nature's Ally VII	22	None	1 round	1 round/level [D]	Close (50 ft.)	V,S, DF	No	Conjuration (Summoning)	PHB: pg.289
<i>Effect:</i> Calls creature to fight.					<i>Target:</i> One or more creatures, no two of which can be more than 30 ft. apart				<i>Caster Level:</i> 10
Sunbeam	22	Reflex negates and Reflex half; see text	1 standard action	1 round/level or until all beams are exhausted	60 ft.	V,S, DF	Yes	Evocation [Light]	PHB: pg.289
<i>Effect:</i> Up to 3 beams blind and deal 4d6 damage; undead take 1d6/level [max 20d6] damage.					<i>Target:</i> Line from your hand				<i>Caster Level:</i> 10
Swamp Lung	22	Fortitude negates	1 standard action	Instantaneous	Medium (200 ft.)	V,S,DF	No	Conjuration (Creation)	SC: Pg.216
<i>Effect:</i> Causes stagnant swamp water to fill the subject's lungs; see text.					<i>Target:</i> One living creature with a respiratory system				<i>Caster Level:</i> 10
Transmute Metal to Wood	22	None	1 standard action	Instantaneous	Long (800 ft.)	V,S, DF	Yes (object; see text)	Transmutation	PHB: pg.294
<i>Effect:</i> Metal within 40 ft. becomes wood.					<i>Target:</i> All metal objects within a 40-ft.-radius burst				<i>Caster Level:</i> 10
True Seeing	22	Will negates (harmless)	1 standard action	1 minute/level	Touch	V,S,M	Yes (harmless)	Divination	PHB: pg.296
<i>Effect:</i> Lets you see all things as they really are.					<i>Target:</i> Creature touched				<i>Caster Level:</i> 10
Waterspout	22	Reflex negates	1 round	1 round/level	Long (800 ft.)	V,S,DF	No	Conjuration (Creation)	SC: Pg.236
<i>Effect:</i> Create waterspout; see text					<i>Target:</i> Cylinder [5-ft. radius, 80 ft. high]				<i>Caster Level:</i> 10
Wind Walk	22	No and Will negates (harmless)	1 standard action	1 hour/level [D]; see text	Touch	V,S, DF	No and Yes (harmless)	Transmutation [Air]	PHB: pg.302
<i>Effect:</i> You and your allies turn vaporous and travel fast.					<i>Target:</i> You and One touched creature/3 levels				<i>Caster Level:</i> 10
Word of Balance	22	None or Will negates; see text	1 standard action	Instantaneous	30 ft.	V	Yes	Evocation [Sonic]	SC: Pg.242
<i>Effect:</i> Speaks a word that affects creatures; see text.					<i>Target:</i> Creatures in a 30-ft.-radius spread centered on you				<i>Caster Level:</i> 10
Wrack Earth	22	Reflex half; see text	1 standard action	Instantaneous	30 ft.	V,S,DF	No	Evocation [Earth]	PHB II: pg.128
<i>Effect:</i> Deals 1d6 bludgeoning/caster level [max 15d6] to every creature in line. Rubble made and creatures must make Reflex or be moved to a random side. Rubble counts as difficult terrain [double movement].					<i>Target:</i> 30-ft.-line				<i>Caster Level:</i> 10

LEVEL 8

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
Animal Shapes	23	None; see text	1 standard action	1 hour/level [D]	Close (50 ft.)	V,S, DF	Yes (harmless)	Transmutation	PHB: pg.198
<i>Effect:</i> One ally/level polymorphs into chosen animal.					<i>Target:</i> Up to one willing creature/level, all within 30 ft. of each other		<i>Caster Level:</i> 10		
Awaken, Mass	23	See text	24 hours	Instantaneous	Medium (200 ft.)	V,S,DF,XP	Yes	Transmutation	SC: Pg.21
<i>Effect:</i> You awaken one or more trees or animals to humanlike sentience. All awakened creatures must be of the same type.					<i>Target:</i> One animals or tree/3 levels, no two of which may be more than 30 ft. apart		<i>Caster Level:</i> 10		
Bombardment	23	Reflex half; see text	1 standard action	Instantaneous	Long (800 ft.)	V,S,F	No	Conjuration (Creation)	SC: Pg.37
<i>Effect:</i> Creatures take 1d8/caster level [max 20d8] and is buried under 5 ft of rubble; see text.					<i>Target:</i> Cylinder [15-ft. radius, 40 ft. high]		<i>Caster Level:</i> 10		
Brilliant Aura	23	Will negates [harmless]	1 standard action	1 round/level	Close (50 ft.)	V,S	Yes [harmless]	Transmutation	SC: Pg.39
<i>Effect:</i> Functions as brilliant blade, except all subject creatures weapons gain brilliant energy special ability.					<i>Target:</i> Weapons carried by one creature/2 levels, no two of which are more than 30 ft. apart		<i>Caster Level:</i> 10		
Cocoon	23	Fortitude negates	1 round	Instantaneous	Close (50 ft.)	V,S,M,XP	Yes	Conjuration (Creation)	SC: Pg.49
<i>Effect:</i> Corpse begins rebirth process if cast on it within 1 round/level.					<i>Target:</i> One corpse		<i>Caster Level:</i> 10		
Control Plants	23	Will negates	1 standard action	1 minute/level	Close (50 ft.)	V,S, DF	No	Transmutation	PHB: pg.213
<i>Effect:</i> Control actions of one or more plant creatures.					<i>Target:</i> 2 HD/level of plant creatures, no two of which can be more than 30 ft. apart		<i>Caster Level:</i> 10		
Cure Serious Wounds, Mass	23	Will half (harmless) or Will half; see text	1 standard action	Instantaneous	Close (50 ft.)	V,S	Yes (harmless) or Yes; see text	Conjuration (Healing)	PHB: pg.216
<i>Effect:</i> Cures 3d8 +1/level [max +35] damage for many creatures.					<i>Target:</i> 1 creature/level, no two of which can be more than 30 ft. apart		<i>Caster Level:</i> 10		
Deadfall	23	Reflex partial; see text	1 standard action	Instantaneous; see text	Long (800 ft.)	V,S	No	Conjuration (Creation)	SC: Pg.59
<i>Effect:</i> Deal 1d6/level [max 20d6] to all in the area and on failed save they are knocked prone.					<i>Target:</i> Mass of dead wood forming in a cylinder [20-ft. radius, 40 ft. high]; see text		<i>Caster Level:</i> 10		
Earthquake	23	See text	1 standard action	1 round	Long (800 ft.)	V,S, DF	No	Evocation [Earth]	PHB: pg.225
<i>Effect:</i> Intense tremor shakes 80-ft.-radius.					<i>Target:</i> 80-ft.-radius spread [S]		<i>Caster Level:</i> 10		
Finger of Death	23	Fortitude partial	1 standard action	Instantaneous	Close (50 ft.)	V,S	Yes	Necromancy [Death]	PHB: pg.230
<i>Effect:</i> Kills one subject.					<i>Target:</i> One living creature		<i>Caster Level:</i> 10		
Maelstrom	23	Reflex negates; see text	1 round	1 round/level	Long (800 ft.)	V,S,DF	No	Conjuration (Creation) [Water]	SC: Pg.135
<i>Effect:</i> Creates a maelstrom which affects waterborne creatures; see text.					<i>Target:</i> A whirlpool 120 ft. wide and 60 ft. deep		<i>Caster Level:</i> 10		
Phantom Wolf	23	None	1 round	Concentration up to 1 round/level	Medium (200 ft.)	V,S,DF	No	Conjuration (Summoning)	SC: Pg.157
<i>Effect:</i> Conjure phantom wolf to do your bidding.					<i>Target:</i> One summoned phantom wolf		<i>Caster Level:</i> 10		
Red Tide	23	Fortitude partial; see text	1 standard action	Instantaneous	Medium (200 ft.)	V,S,DF	Yes	Evocation [Water]	SC: Pg.170
<i>Effect:</i> Creatures knocked prone unless they save; see text for failed save results.					<i>Target:</i> 30-ft.-radius burst		<i>Caster Level:</i> 10		
Repel Metal or Stone	23	None	1 standard action	1 round/level [D]	60 ft.	V,S	No	Abjuration [Earth]	PHB: pg.271
<i>Effect:</i> Pushes away metal and stone.					<i>Target:</i> 60 ft. line from you		<i>Caster Level:</i> 10		
Reverse Gravity	23	None; see text	1 standard action	1 round/level [D]	Medium (200 ft.)	V,S,M/DF	No	Transmutation	PHB: pg.273
<i>Effect:</i> Objects and creatures fall upward.					<i>Target:</i> Up to 1 10-ft. cube/2 levels [S]		<i>Caster Level:</i> 10		
Stormrage	23	N/A	1 standard action	1 minute/level [D]	Personal	V,S,DF	N/A	Transmutation [Electricity]	SC: Pg.210
<i>Effect:</i> Launch lightning bolts 1d6 per level; see text.					<i>Target:</i> You		<i>Caster Level:</i> 10		
Summon Nature's Ally VIII	23	None	1 round	1 round/level [D]	Close (50 ft.)	V,S, DF	No	Conjuration (Summoning)	PHB: pg.289
<i>Effect:</i> Calls creature to fight.					<i>Target:</i> One or more creatures, no two of which can be more than 30 ft. apart		<i>Caster Level:</i> 10		
* =Domain/Speciality Spell									

Druid Spells

☐☐☐☐☐ Sunburst	23	Reflex partial; see text	1 standard action	Instantaneous	Long (800 ft.)	V,S,M/DF	Yes	Evocation [Light]	PHB: pg.289
<i>Effect:</i> Blinds all within 10 ft., deals 6d6 damage.					<i>Target:</i> 80-ft.-radius burst		<i>Caster Level:</i> 10		
☐☐☐☐☐ Unyielding Roots	23	Fortitude negates [harmless]	1 standard action	1 round/level [D]	Touch	V,S,DF	Yes [harmless]	Transmutation	SC: Pg.228
<i>Effect:</i> Creature cannot move from the current space.					<i>Target:</i> Willing creature touched		<i>Caster Level:</i> 10		
☐☐☐☐☐ Whirlwind	23	Reflex negates; see text	1 standard action	1 round/level [D]	Long (800 ft.)	V,S, DF	Yes	Evocation [Air]	PHB: pg.301
<i>Effect:</i> Cyclone deals damage and can pick up creatures.					<i>Target:</i> Cyclone 10 ft. wide at base, 30 ft. wide at top, and 30 ft. tall		<i>Caster Level:</i> 10		
☐☐☐☐☐ Word of Recall	23	None or Will negates (harmless, object)	1 standard action	Instantaneous	Unlimited	V	No or Yes (harmless, object)	Conjuration (Teleportation)	PHB: pg.303
<i>Effect:</i> Teleports you back to designated place.					<i>Target:</i> You and touched objects or other willing creatures		<i>Caster Level:</i> 10		

LEVEL 9

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
☐☐☐☐☐ Antipathy	24	Will partial	1 hour	2 hours/level [D]	Close (50 ft.)	V,S,M/DF	Yes	Enchantment (Compulsion) [Mind-Affecting]	PHB: pg.200
<i>Effect:</i> Object or location affected by spell repels certain creatures.					<i>Target:</i> One location of up to a 10 ft. cube/level or one object		<i>Caster Level:</i> 10		
☐☐☐☐☐ Cast in Stone	24	None and Fort negates; see text	1 standard action	1 round/level [D]	Personal	V,S	No	Transmutation	SC: Pg.43
<i>Effect:</i> Any creature within 30 ft that meets your gaze is turned into a mindless, inert stone statue unless it succeeds on Fort Save.					<i>Target:</i> You		<i>Caster Level:</i> 10		
☐☐☐☐☐ Cure Critical Wounds, Mass	24	Will half (harmless) or Will half; see text	1 standard action	Instantaneous	Close (50 ft.)	V,S	Yes (harmless) or see text	Conjuration (Healing)	PHB: pg.215
<i>Effect:</i> Cures 4d8 +1/level [max +40] damage for many creatures.					<i>Target:</i> 1 creature/level, no two of which can be more than 30 ft. apart		<i>Caster Level:</i> 10		
☐☐☐☐☐ Death Ward, Mass	24	Will negates [harmless]	1 standard action	1 minute/level	Close (50 ft.)	V,S,DF	Yes [harmless]	Necromancy	SC: Pg.61
<i>Effect:</i> Grants immunity to death spells and negative energy effects to targeted creatures.					<i>Target:</i> One creature/level, no two of which can be more than 30 ft. apart		<i>Caster Level:</i> 10		
☐☐☐☐☐ Drown, Mass	24	Fortitude negates	1 standard action	Instantaneous	Close (50 ft.)	V,S	Yes	Conjuration (Creation) [Water]	SC: Pg.74
<i>Effect:</i> As drown, but affects multiple creatures.					<i>Target:</i> One or more creatures, no two of which can be more than 30 ft. apart		<i>Caster Level:</i> 10		
☐☐☐☐☐ Elemental Swarm	24	None	10 minutes	10 minutes/level [D]	Medium (200 ft.)	V,S	No	Conjuration (Summoning)	PHB: pg.226
<i>Effect:</i> Summons multiple elementals.					<i>Target:</i> Two or more summoned creatures, no two of which can be more than 30 ft. apart		<i>Caster Level:</i> 10		
☐☐☐☐☐ Foresight	24	None or Will negates (harmless)	1 standard action	10 minutes/level	Personal or touch	V,S,M/DF	No or Yes (harmless)	Divination	PHB: pg.233
<i>Effect:</i> 'Sixth sense' warns of impending danger.					<i>Target:</i> See text		<i>Caster Level:</i> 10		
☐☐☐☐☐ Nature's Avatar	24	Will negates [harmless]	1 swift action	1 minute/level	Touch	V,S,DF	Yes [harmless]	Transmutation	SC: Pg.145
<i>Effect:</i> Target animal gains +10 attack and damage bonus, haste, and 1d8 temporary hit points/caster level.					<i>Target:</i> Animal touched		<i>Caster Level:</i> 10		
☐☐☐☐☐ Perinarch, Planar	24	None [object] and Reflex negates; see text	1 standard action	1 round/level; see text	Close (50 ft.)	V,S,DF	No	Transmutation	SC: Pg.154
<i>Effect:</i> Grants temporary over any morphic or highly morphic terrain.					<i>Target:</i> N/A		<i>Caster Level:</i> 10		
☐☐☐☐☐ Phantom Bear	24	None	1 round	Concentration up to 1 round/level	Medium (200 ft.)	V,S,DF	No	Conjuration (Summoning)	SC: Pg.155
<i>Effect:</i> As phantom wolf; see text					<i>Target:</i> One summoned phantom bear		<i>Caster Level:</i> 10		
☐☐☐☐☐ Regenerate	24	Fortitude negates (harmless)	3 full rounds	Instantaneous	Touch	V,S, DF	Yes (harmless)	Conjuration (Healing)	PHB: pg.270
<i>Effect:</i> Subject's severed limbs grow back, cures 4d8+ +1/level [max +35].					<i>Target:</i> Living creature touched		<i>Caster Level:</i> 10		
☐☐☐☐☐ Shadow Landscape	24	Reflex partial; see text	1 hour	24 hours/level [D]	Long (800 ft.)	V,S,DF	Yes	Illusion (Shadow)	SC: Pg.184
<i>Effect:</i> Make an area more dangerous; see text.					<i>Target:</i> One-mile radius spread, centered on a point in space		<i>Caster Level:</i> 10		
☐☐☐☐☐ Shambler	24	None	1 standard action	Seven days or seven months [D]; see text	Medium (200 ft.)	V,S	No	Conjuration (Creation)	PHB: pg.277
<i>Effect:</i> Summons 1d4+2 shambling mounds to fight for you.					<i>Target:</i> Three or more shambling mounds, no two of which can be more than 30 ft. apart; see text		<i>Caster Level:</i> 10		
☐☐☐☐☐ Shapechange	24	None	1 standard action	10 minutes/level [D]	Personal	V,S,F	No	Transmutation	PHB: pg.277
<i>Effect:</i> Transforms you into any creature, and change forms once per round.					<i>Target:</i> You		<i>Caster Level:</i> 10		
☐☐☐☐☐ Storm of Vengeance	24	See text	1 round	Concentration [maximum 10 rounds] [D]	Long (800 ft.)	V,S	Yes	Conjuration (Summoning)	PHB: pg.285
<i>Effect:</i> Storm rains acid, lightning, and hail.					<i>Target:</i> 360-ft.-radius storm cloud		<i>Caster Level:</i> 10		
☐☐☐☐☐ Summon Elemental Monolith	24	None	1 round	Concentration, up to 1 round/level	Medium (200 ft.)	V,S,M	No	Conjuration (Summoning) [see text]	SC: Pg.214
<i>Effect:</i> Summon monolith to do your bidding.					<i>Target:</i> One summoned elemental monolith		<i>Caster Level:</i> 10		
☐☐☐☐☐ Summon Nature's Ally IX	24	None	1 round	1 round/level [D]	Close (50 ft.)	V,S, DF	No	Conjuration (Summoning)	PHB: pg.289
<i>Effect:</i> Calls creature to fight.					<i>Target:</i> One or more creatures, no two of which can be more than 30 ft. apart		<i>Caster Level:</i> 10		
☐☐☐☐☐ Sympathy	24	Will negates; see text	1 hour	2 hours/level [D]	Close (50 ft.)	V,S,M	Yes	Enchantment (Compulsion) [Mind-Affecting]	PHB: pg.292
<i>Effect:</i> Object or location attracts certain creatures.					<i>Target:</i> One location 10-ft. cubes/level or one object		<i>Caster Level:</i> 10		
☐☐☐☐☐ Transmute Rock to Lava	24	Reflex half; see text	1 standard action	Instantaneous	Medium (200 ft.)	V,S	No	Transmutation [Earth, Fire]	SC: Pg.222
<i>Effect:</i> Create lava; those that fail take 20d6 each round; see text.					<i>Target:</i> One 10-ft. cube		<i>Caster Level:</i> 10		
☐☐☐☐☐ Tsunami	24	Fortitude partial [object]	1 round	Concentration, up to 1 round/level [D]	Long (800 ft.)	V,S,M	No	Conjuration (Creation) [Water]	SC: Pg.224
<i>Effect:</i> Create a towering tsunami; see text.					<i>Target:</i> 20-ft./level-wide, 10-ft.-long, 40-ft.-high wave of water, see text		<i>Caster Level:</i> 10		
☐☐☐☐☐ Undermaster	24	N/A	1 standard action	5 rounds	Personal	V,M	N/A	Transmutation [Earth]	SC: Pg.227
<i>Effect:</i> Gain mastery over earth able to cast earth spells; see text					<i>Target:</i> You		<i>Caster Level:</i> 10		
☐☐☐☐☐ Whirlwind, Greater	24	Fortitude partial	1 standard action	1 round/level	Medium (200 ft.)	V,S	Yes	Evocation [Air]	SC: Pg.239
<i>Effect:</i> More potent version of whirlwind.					<i>Target:</i> 20-ft.-radius tornado, up to 5 ft./level tall, centered on a point of space		<i>Caster Level:</i> 10		

* =Domain/Specialty Spell

Innate

- ☐ Entangle (DC:15)
- ☐ Freedom of Movement
(DC:18)
- ☐ Tree Stride (DC:20)
- ☐ Otto's Irresistible Dance
(DC:23)

Notes:

Character Sheet Notes:

Spell Points:122 @10th level

Spells ADDED:

- 1 - Protection from Evil
- 2 - Detect Thoughts
- 3 - Displacement
- 4 - Locate Creature
- 5 - Hold Monster
- 6 - Repulsion
- 7 - Banishment
- 8 - Screen
- 9 - Hold Monster, Mass