

Desire'

NAME

Drd11

CLASS

11

Character Level

55000

EXPERIENCE

66000

NEXT LEVEL

Donna Fuller

PLAYERNAME

Human

RACE

22

AGE

Medium

SIZE

Female

GENDER

DEITY

5' 4"

HEIGHT

140 lbs.

WEIGHT

EYES

HAIR

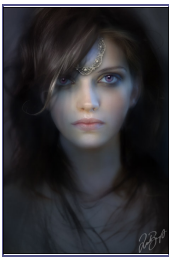
Neutral Good

ALIGNMENT

VISION

-1

POINTS



ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD
STR Strength	10	+0	10	+0	10	+0
DEX Dexterity	14	+2	14	+2	14	+2
CON Constitution	12	+1	12	+1	12	+1
INT Intelligence	18	+4	18	+4	18	+4
WIS Wisdom	20	+5	20	+5	20	+5
CHA Charisma	12	+1	12	+1	12	+1

SAVING THROWS

FORTITUDE

(constitution)

+9

=

+7

+

+1

+

+1

+

+0

+

+0

+

REFLEX

(dexterity)

+6

=

+3

+

+2

+

+1

+

+0

+

+0

+

WILL

(wisdom)

+13

=

+7

+

+5

+

+1

+

+0

+

+0

+

TOTAL

BASE ATTACK BONUS

STAT

SIZE

MISC

EPIC

TEMP

MELEE

attack bonus

+8/+3

=

+8/+3

+

+0

+

+0

+

+0

+

RANGED

attack bonus

+10/+5

=

+8/+3

+

+2

+

+0

+

+0

+

+0

+

GRAPPLE

attack bonus

+8/+3

=

+8/+3

+

+0

+

+0

+

+0

+

+0

+

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
	+8/+3	1d3	20/x2

*Quarterstaff +2/-	CURRENT HAND	TYPE	SIZE	CRITICAL
	Both	B/B	M	20/x2
TOTAL ATTACK BONUS		DAMAGE		
+10/+5		1d6+2		
Special Properties	Ironwood			

Sling				CURRENT HAND	TYPE	SIZE	CRITICAL
				Carried	B	M	20/x2
	30 ft.	50 ft.	100 ft.	150 ft.	200 ft.		
To Hit	+10/+5	+10/+5	+8/+3	+6/+1	+4/-1		
Dam	1d4	1d4	1d4	1d4	1d4		
Special Properties							

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

ARMOR	TYPE	AC	MAXDEX	CHECK	SPELL FAILURE
*Wildwood Chain Shirt	Light	+3	+4	+0	15

DRUID WILDSHAPE

Uses per day

Duration = 11 Hours

WOUNDS/CURRENT HP

128

FLAT

17

TOUCH

14

SUBDUAL DAMAGE

10

ARMOR BONUS

7

SHIELD BONUS

0

STAT

2

SIZE

0

NATURAL

0

MISC

0

MISS CHANCE

0

WP

12

Wound Points

15

ARCANE SPELL FAILURE

+0

ARMOR CHECK PENALTY

+0

SPELL RESIST

0

INITIATIVE

+6

modifier

TOTAL

+2

DEX MODIFIER

+4

MISC MODIFIER

BASE ATTACK

+8/+3

bonus

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

✓: can be used untrained. ×: exclusive skills

EQUIPMENT				
ITEM	LOCATION	QTY	WT	COST
Cloak of Resistance +1	Equipped	1	1.0	1000.0
Bedroll	Handy Haversack	1	5.0	0.1
Blanket (Winter)	Handy Haversack	1	3.0	0.5
Handy Haversack 19.5 lbs., 1 Bedroll, 1 Rope (Silk/50 Ft.), 1 Spell Component Pouch, 1 Blanket (Winter), 1 Healer's Kit, 1 Ink (1 Oz. Vial), 1 Inkpen, 1 Lantern (Hooded), 1 Mirror (Small/Steel), 1 Oil (1 Pt. Flask), 4 Parchment (Sheet)	Carried	1	5.0	2000.0
Healer's Kit	Handy Haversack	1	1.0	50.0
<input type="checkbox"/> Ink (1 Oz. Vial)	Handy Haversack	1	0.0	8.0
Inkpen	Handy Haversack	1	0.0	0.1
Lantern (Hooded)	Handy Haversack	1	2.0	7.0
Mirror (Small/Steel)	Handy Haversack	1	0.5	10.0
Oil (1 Pt. Flask)	Handy Haversack	1	1.0	0.1
<input type="checkbox"/> Outfit (Explorer's/Tiny)	Equipped	1	2.0	10.0
Parchment (Sheet)	Handy Haversack	4	0.0 (0.0)	0.2 (0.8)
Pouch (Belt) 4 lbs., 4 Rations (Trail/Per Day)		1	0.5	1.0
Quarterstaff +2/- Ironwood	Equipped	1	4.0	8600.0
Rations (Trail/Per Day)	Pouch (Belt)	4	1.0 (4.0)	0.5 (2.0)
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Rope (Silk/50 Ft.)	Handy Haversack	1	5.0	10.0
Sling 0 lbs.	Carried	1	0.0	0.0
Spell Component Pouch	Handy Haversack	1	2.0	5.0
Wildwood Chain Shirt	Equipped	1	19.0	650.0
TOTAL WEIGHT CARRIED/VALUE			29 lbs.	12354.6 gp

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

SPECIAL ABILITIES
Animal Companion (Ex)
Class Defense=7 (Armor)
Nature Sense (Ex)
Resist Nature's Lure (Ex)
Touch AC+2
Trackless Step (Ex)
Venom Immunity (Ex)
Wild Empathy (Ex) +14
Wild Shape (Su) 4/day for 11 hours (Large, Tiny)
Woodland Stride (Ex)

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

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

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

TEMPLATES
Truename

Animal Companion: Brutis (Riding Dog)					
HP:	70	AC:	25	INIT:	+8
FORT:	+8	REF:	+12	WILL:	+3
*Bite:	+11/+6	DAM:	1d6+6	CRIT:	20/x2
Special:	Animal Traits, Animals eat/sleep/breathe, Devotion (Ex), Evasion (Ex), Link (Ex), Multiattack (Ex), Scent (Ex), Share Spells (Ex)				

Druid Spells

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

LEVEL 0

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□ Create Water	16	None	1 standard action	Instantaneous	Close (50 ft.)	V, S	No	Conjuration (Creation) [Water]	RSRD: SpellsC.rtf
Effect: Creates 22 gallons of pure water.					Target: Up to 22 gallons of water			Caster Level: 11	
□□□□ Cure Minor Wounds	16	Will half (harmless); see text	1 standard action	Instantaneous	Touch	V, S	Yes (harmless); see text	Conjuration (Healing)	RSRD: SpellsC.rtf
Effect: Cures 1 point of damage.					Target: Creature touched			Caster Level: 11	
□□□□ Dawn	16	Fortitude negates [harmless]	1 swift action	Instantaneous	15 ft.	V	Yes [harmless]	Abjuration	SPELL CO: Pg.59
Effect: Awakens sleeping creatures and those knocked out from nonlethal damage [but staggered].					Target: All creatures within a 15-ft.-radius burst centered on you			Caster Level: 11	
□□□□ Detect Magic	16	None	1 standard action	Concentration, up to 11 minutes [D]	60 ft.	V, S	No	Divination	RSRD: SpellsD-E.rtf
Effect: Detects spells and magic items within 60 ft.					Target: Cone-shaped emanation			Caster Level: 11	
□□□□ Detect Poison	16	None	1 standard action	Instantaneous	Close (50 ft.)	V, S	No	Divination	RSRD: SpellsD-E.rtf
Effect: Detects poison in one creature or small object.					Target: One creature, one object, or a 5-ft. cube			Caster Level: 11	
□□□□ Flare	16	Fortitude negates	1 standard action	Instantaneous	Close (50 ft.)	V	Yes	Evocation [Light]	RSRD: SpellsF-G.rtf
Effect: Dazzles one creature [-1 on attack rolls].					Target: Burst of light			Caster Level: 11	
□□□□ Guidance	16	Will negates (harmless)	1 standard action	1 minute or until discharged	Touch	V, S	Yes	Divination	RSRD: SpellsF-G.rtf
Effect: +1 on one attack roll, saving throw, or skill check.					Target: Creature touched			Caster Level: 11	
□□□□ Know Direction	16	None	1 standard action	Instantaneous	Personal	V, S	No	Divination	RSRD: SpellsH-L.rtf
Effect: You discern north.					Target: You			Caster Level: 11	
□□□□ Light	16	None	1 standard action	110 minutes [D]	Touch	V, M/DF	No	Evocation [Light]	RSRD: SpellsH-L.rtf
Effect: Object shines like a torch.					Target: Object touched			Caster Level: 11	
□□□□ Mending	16	Will negates (harmless, object)	1 standard action	Instantaneous	10 ft.	V, S	Yes (harmless, object)	Transmutation	RSRD: SpellsM-O.rtf
Effect: Makes minor repairs on an object.					Target: One object of up to 1 lb.			Caster Level: 11	
□□□□ Naturewatch	16	None	1 standard action	10 minutes/level	30 ft.	S	No	Necromancy	SPELL CO: Pg.146
Effect: Same as deathwatch but only functions on plants and animals; see text.					Target: Cone-shaped emanation			Caster Level: 11	
□□□□ Purify Food and Drink	16	Will negates (object)	1 standard action	Instantaneous	10 ft.	V, S	Yes (object)	Transmutation	RSRD: SpellsP-R.rtf
Effect: Purifies 11 cu. ft. of food or water.					Target: 11 cu. ft. of contaminated food and water			Caster Level: 11	
□□□□ Read Magic	16	None	1 standard action	110 minutes	Personal	V, S, F	No	Divination	RSRD: SpellsP-R.rtf
Effect: Read scrolls and spellbooks.					Target: You			Caster Level: 11	
□□□□ Resistance	16	Will negates (harmless)	1 standard action	1 minute	Touch	V, S, M/DF	Yes (harmless)	Abjuration	RSRD: SpellsP-R.rtf
Effect: Subject gains +1 on saving throws.					Target: Creature touched			Caster Level: 11	
□□□□ Virtue	16	Fortitude negates (harmless)	1 standard action	1 min.	Touch	V, S, DF	Yes (harmless)	Transmutation	RSRD: SpellsT-Z.rtf
Effect: Subject gains 1 temporary hp.					Target: Creature touched			Caster Level: 11	

LEVEL 1

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□ Animate Fire	17	None	1 round	Concentration, up to 1 round/level [D]	Close (50 ft.)	V,S,M	No	Transmutation [Fire]	SPELL CO: Pg.12
Effect: Create a small fire elemental.					Target: One Small fire			Caster Level: 11	
□□□□ Animate Water	17	None	1 round	Concentration, up to 1 round/level [D]	Close (50 ft.)	V,S,M	No	Transmutation [Water]	SPELL CO: Pg.13
Effect: Create a small water elemental.					Target: Cube of water up to 5 ft on a side			Caster Level: 11	
□□□□ Animate Wood	17	None	1 round	Concentration, up to 1 round/level [D]	Touch	V,S,M	No	Transmutation	SPELL CO: Pg.13
Effect: Animates a wooden object to attack who you designate.					Target: One Small or smaller wooden object			Caster Level: 11	
□□□□ Aspect of the Wolf	17	N/A	1 standard action	10 minutes/level	Personal	V,S,M/DF	N/A	Transmutation	SPELL CO: Pg.16
Effect: You assume the physical appearance and many of the qualities of a wolf.					Target: You			Caster Level: 11	
□□□□ Aura Against Flame	17	N/A	1 standard action	1 round/level	Personal	V,S	N/A	Abjuration	SPELL CO: Pg.18
Effect: Protects against first 10 points of fire damage, it also extinguishes flames; see text.					Target: You			Caster Level: 11	
□□□□ Babau Slime	17	Fortitude negates [harmless]	1 standard action	1 minute/level	Touch	V,S,M/DF	Yes [harmless]	Transmutation	SPELL CO: Pg.22
Effect: Layer of slime coats you, inflicting 1d8 damage to any creature hitting you with unarmed strikes, a touch attack or natural weapon.					Target: Creature touched			Caster Level: 11	
□□□□ Beast Claws	17	N/A	1 Standard Action	1 hour/level	Personal	V,S,M	N/A	Transmutation	SPELL CO: Pg.25
Effect: Change your hands into claws. Damage 1d4; Threat range 19-20. See text.					Target: You			Caster Level: 11	
□□□□ Beastland Ferocity	17	Fortitude negates [harmless]	1 standard action	1 minute/level	Touch	V,S,DF	Yes [harmless]	Evocation [Electricity]	SPELL CO: Pg.25
Effect: Subject continues to fight even at -1 to -9 and gains +4 enhancement to Str.					Target: Creature touched			Caster Level: 11	
□□□□ Beget Bogun	17	None	1 standard action	Instantaneous	Touch	V,S,M,XP	No	Conjuration (Creation)	SPELL CO: Pg.26
Effect: Creates a natural homunculus.					Target: Tiny Construct			Caster Level: 11	
□□□□ Branch to Branch	17	N/A	1 standard action	1 hour/level [D]	Personal	V,S	N/A	Transmutation	SPELL CO: Pg.38
Effect: Gain +10 competence bonus on Climb checks made in trees, also allows for brachiation.					Target: You			Caster Level: 11	
□□□□ Breath of the Jungle	17	None	1 standard action	1 minute/level	Medium (210 ft.)	V,S,DF	No	Transmutation	SPELL CO: Pg.39
Effect: DC of saves vs. poison or disease increases by 2					Target: Mist spreads in a 40-ft. radius, 20 ft. high			Caster Level: 11	

* =Domain/Specialty Spell

Druid Spells

□□□□□ Buoyant Lifting	17	None	1 immediate action	1 minute/level [D]; see text	Close (50 ft.)	S,DF	No	Evocation	SPELL CO: Pg.40
Effect: Travel to the surface at 60 ft/round.					Target: One willing creature/level, no two of which are more than 20 ft. apart		Caster Level: 11		
□□□□□ Calm Animals	17	Will negates; see text	1 standard action	11 minutes	Close (50 ft.)	V, S	Yes	Enchantment (Compulsion) [Mind-Affecting]	RSRD: SpellsC.rtf
Effect: Calms 2d4 + 11 HD of animals.					Target: Animals within 30 ft. of each other		Caster Level: 11		
□□□□□ Camouflage	17	N/A	1 standard action	10 minutes/level	Personal	V,S	N/A	Transmutation	SPELL CO: Pg.43
Effect: Gain +10 circumstance bonus on Hide checks.					Target: You		Caster Level: 11		
□□□□□ Charm Animal	17	Will negates	1 standard action	11 hours	Close (50 ft.)	V, S	Yes	Enchantment (Charm) [Mind-Affecting]	RSRD: SpellsC.rtf
Effect: Makes one animal your friend.					Target: One animal		Caster Level: 11		
□□□□□ Claws of the Bear	17	N/A	1 standard action	1 round/level	Personal	V,S	N/A	Transmutation	SPELL CO: Pg.47
Effect: Your hands become natural weapons that deal 1d8 with each attack.					Target: You		Caster Level: 11		
□□□□□ Climb Walls	17	Will negates [harmless]	1 standard action	1 minute/level [D]	Touch	V,S,M	Yes [harmless]	Transmutation	SPELL CO: Pg.47
Effect: Gain +10 enhancement bonus on climb check. Bonus increases to +20 @5th level and +30 @9th level.					Target: Creature touched		Caster Level: 11		
□□□□□ Cloak of Shade	17	None	1 standard action	11 hour [D]	Touch	V,S,DF	Yes [harmless]	Abjuration	Sandstor: Sand Storm Pg.112
Effect: Protects target from normal heat exposure.					Target: Creature Touched		Caster Level: 11		
□□□□□ Cloudburst	17	None	1 round	10 minutes/level [D]	Long (840 ft.)	V,S	No	Evocation (Water)	SPELL CO: Pg.49
Effect: Heavy rain reduces visibility. -4 Spot & Search.					Target: 100-ft.-radius emanation		Caster Level: 11		
□□□□□ Cold Fire	17	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]	SPELL CO: Pg.50
Effect: Flames deal cold damage; see text					Target: One fire source [up to a 20-ft. cube] or one creature; see text		Caster Level: 11		
□□□□□ Conjure Ice Beast I	17	None	1 round	11 rounds [D]	Close (50 ft.)	V,S,DF	No	Conjuration (Creation) [Cold]	Frostbur: Frostburn Pg.91
Effect: Creates a creature to fight for you.					Target: One conjured ice creature		Caster Level: 11		
□□□□□ Crabwalk	17	None	1 standard action	1 minute/level	Touch	V,S,M	No	Transmutation [Cold]	SPELL CO: Pg.53
Effect: When the subject charges, it gains +4 to attack roll and no penalty to AC. Only affects first attack.					Target: Creature touched		Caster Level: 11		
□□□□□ Crunchy Snow	17	None	1 standard action	11 hours	Medium (210 ft.)	V,S,FrostfeNo		Transmutatn [Cold]	Frostbur: Frostburn Pg.92
Effect: Cast on snow imposes -20 penalty to Move Silently checks.					Target: 11 20-ft.-by-20-ft. square of snow		Caster Level: 11		
□□□□□ Cure Light Wounds	17	Will half (harmless); see text	1 standard action	Instantaneous	Touch	V, S	Yes (harmless); see text	Conjuration (Healing)	RSRD: SpellsC.rtf
Effect: Cures 1d8+5 damage.					Target: Creature touched		Caster Level: 11		
□□□□□ Deep Breath	17	N/A	1 immediate action	1 round/level	Personal	V	N/A	Conjuration (Creation) [Air]	SPELL CO: Pg.61
Effect: Your lungs are constantly filled with air for the duration of the spell.					Target: You		Caster Level: 11		
□□□□□ Delay Disease	17	Will negates [harmless]	1 standard action	24 hours	Touch	V,S,DF	Yes [harmless]	Conjuration (Healing)	SPELL CO: Pg.63
Effect: Halts any nonmagical disease for the duration of the spell.					Target: Creature touched		Caster Level: 11		
□□□□□ Detect Animals or Plants	17	None	1 standard action	Concentration, up to 110 minutes [D]	Long (840 ft.)	V, S	No	Divination	RSRD: SpellsD-E.rtf
Effect: Detects kinds of animals or plants.					Target: Cone-shaped emanation		Caster Level: 11		
□□□□□ Detect Snares and Pits	17	None	1 standard action	Concentration, up to 110 minutes [D]	60 ft.	V, S	No	Divination	RSRD: SpellsD-E.rtf
Effect: Reveals natural or primitive traps.					Target: Cone-shaped emanation		Caster Level: 11		
□□□□□ Ease of Breath	17	None	1 standard action	11 hours	Touch	V,S,DF	No	Necromancy [Cold]Frostbur: Frostburn Pg.93	
Effect: Grants +20 bonus on Fortitude saves to resist altitude sickness & fatigue.					Target: Creature touched		Caster Level: 11		
□□□□□ Endure Elements	17	Will negates (harmless)	1 standard action	24 hours	Touch	V, S	Yes (harmless)	Abjuration	RSRD: SpellsD-E.rtf
Effect: Exist comfortably in hot or cold environments.					Target: Creature touched		Caster Level: 11		
□□□□□ Enrage Animal	17	None	1 standard action	Concentration +1 round/level	Medium (210 ft.)	V,S	Yes	Enchantment (Compulsion) [Mind-Affecting]	SPELL CO: Pg.81
Effect: Grants +4 morale bonus to Str, Con, Will Saves & -2 penalty to AC to affected animal.					Target: One animal		Caster Level: 11		
□□□□□ Entangle	17	Reflex partial; see text	1 standard action	11 minutes [D]	Long (840 ft.)	V, S, DF	No	Transmutation	RSRD: SpellsD-E.rtf
Effect: Plants entangle everyone in 40-ft.-radius circle.					Target: Plants in a 40-ft.-radius spread		Caster Level: 11		
□□□□□ Faerie Fire	17	None	1 standard action	11 minutes [D]	Long (840 ft.)	V, S, DF	Yes	Evocation [Light]	RSRD: SpellsF-G.rtf
Effect: Outlines subjects with light, canceling blur, concealment, and the like.					Target: Creatures and objects within a 5-ft.-radius burst		Caster Level: 11		
□□□□□ Foundation of Stone	17	None	1 standard action	1 round/level	Close (50 ft.)	V,M	Yes [harmless]	Transmutation [Earth]	SPELL CO: Pg.99
Effect: As long as subjects don't move they gain +2 AC and +4 to Str against bull rush.					Target: One creature/level, no two of which are more than 30 ft. apart		Caster Level: 11		
□□□□□ Goodberry	17	None	1 standard action	11 days	Touch	V, S, DF	Yes	Transmutation	RSRD: SpellsF-G.rtf
Effect: 2d4 berries each cure 1 hp [max 8 hp/24 hours].					Target: 2d4 fresh berries touched		Caster Level: 11		
□□□□□ Hawkeye	17	N/A	1 standard action	10 minutes/level [D]	Personal	V	N/A	Transmutation	SPELL CO: Pg.110
Effect: Increases range increment by 50% and +5 competence bonus on Spot checks.					Target: You		Caster Level: 11		
□□□□□ Healthful Rest	17	Will negates [harmless]	10 minutes	24 hours	Close (50 ft.)	V,S	Yes [harmless]	Conjuration (Healing)	SPELL CO: Pg.111
Effect: Doubles the natural healing rate.					Target: One creature/level, no two of which can be more than 30 feet apart		Caster Level: 11		
□□□□□ Hide from Animals	17	Will negates (harmless)	1 standard action	110 minutes [D]	Touch	S, DF	Yes	Abjuration	RSRD: SpellsH-L.rtf
Effect: Animals can't perceive 11 subjects.					Target: 11 creatures touched		Caster Level: 11		
□□□□□ Horrible Taste	17	Fortitude negates; see text	1 standard action	10 minutes/level	Touch	V,S,M	No	Transmutation	SPELL CO: Pg.116
Effect: Animals must save after biting or refuse to bite the subject.					Target: Creature or object touched		Caster Level: 11		
□□□□□ Ice Skate	17	Fort negates (harmless)	1 standard action	110 minutes [D]	Touch	V,S,DF	Yes (harmless)	Transmutation	Frostbur: Frostburn Pg.100
Effect: Increase base land speed by 60 feet across any icy surface, either level or inclined.					Target: Creature touched		Caster Level: 11		
□□□□□ Impede Sun's Brilliance	17	None	1	110 minutes	Close (50 ft.)	S	No	Abjuration	Sandstor: Sand Storm
* =Domain/Speciality Spell									

Druid Spells

										standard action	Pg.117
Effect: Drops temperature by 20 degrees in a stationary area.											
□□□□□ Ivory Flesh	17	Will negates (harmless)	1 standard action	11 hours	Target: Cylinder (10 ft. radius, 20 ft. high)	Touch	V,S	Yes (harmless)	Caster Level: 11	Transmutation	Frostbur: Frostburn Pg.101
Effect: +5 Hide check in heavy snow or ice areas.											
□□□□□ Juglerazer	17	Reflex half	1 standard action	Instantaneous	Target: Creature touched	120 ft.	V,S,M	Yes	Caster Level: 11	Necromancy	SPELL CO: Pg.127
Effect: Fey, vermin, plants and plant creatures and animals caught in the area take 1d10/caster level [max 10d10] negative energy.										Target: 120-ft. line	Caster Level: 11
□□□□□ Jump	17	Will negates (harmless)	1 standard action	11 minutes [D]	Touch		V, S, M	Yes	Transmutation	RSRD: SpellsH-L.rtf	
Effect: Subject gets bonus on Jump checks.										Target: Creature touched	Caster Level: 11
□□□□□ Locate Water	17	None	1 standard action	Concentration, up to 110 minutes	Long (840 ft.)		V,S,F/DF	No	Divination	Sandstor: Sand Storm Pg.117-118	
Effect: See text.										Target: Cone-shaped emanation	Caster Level: 11
□□□□□ Longstrider	17	None	1 standard action	11 hours [D]	Personal		V, S, M	No	Transmutation	RSRD: SpellsH-L.rtf	
Effect: Increases your speed.										Target: You	Caster Level: 11
□□□□□ Low-light Vision	17	Will negates [harmless]	1 standard action	1 hour/level	Touch		V,M	Yes [harmless]	Transmutation	SPELL CO: Pg.134	
Effect: Target gains low-light vision.										Target: Creature touched	Caster Level: 11
□□□□□ Magic Fang	17	Will negates (harmless)	1 standard action	11 minutes	Touch		V, S, DF	Yes (harmless)	Transmutation	RSRD: SpellsM-O.rtf	
Effect: One natural weapon of subject creature gets +1 on attack and damage rolls.										Target: Living creature touched	Caster Level: 11
□□□□□ Magic Stone	17	Will negates (harmless, object)	1 standard action	30 minutes or until discharged	Touch		V, S, DF	Yes (harmless, object)	Transmutation	RSRD: SpellsM-O.rtf	
Effect: Three stones gain +1 on attack rolls, deal 1d6+1 damage.										Target: Up to three pebbles touched	Caster Level: 11
□□□□□ Obscuring Mist	17	None	1 standard action	11 minutes	20 ft.		V, S	No	Conjuration (Creation)	RSRD: SpellsM-O.rtf	
Effect: Fog surrounds you.										Target: Cloud spreads in 20-ft. radius from you, 20 ft. high	Caster Level: 11
□□□□□ Omen of Peril	17	N/A	1 round	Instantaneous	Personal		V,F	N/A	Divination	SPELL CO: Pg.149	
Effect: Brief supplication gives you a vision that hints at how dangerous the immediate future is likely to be.; see text.										Target: You	Caster Level: 11
□□□□□ Pass without Trace	17	Will negates (harmless)	1 standard action	11 hours [D]	Touch		V, S, DF	Yes (harmless)	Transmutation	RSRD: SpellsP-R.rtf	
Effect: 11 subjects leaves no tracks.										Target: 11 creatures touched	Caster Level: 11
□□□□□ Produce Flame	17	None	1 standard action	11 minutes [D]	0 ft.		V, S	Yes	Evocation [Fire]	RSRD: SpellsP-R.rtf	
Effect: 1d6+5 damage, touch or thrown.										Target: Flame in your palm	Caster Level: 11
□□□□□ Raging Flame	17	None	1 standard action	1 minute	Medium (210 ft.)		V,S	No	Transmutation [Fire]	SPELL CO: Pg.164	
Effect: Causes existing fire to double their heat and radiance; see text.										Target: 30-ft.-radius spread	Caster Level: 11
□□□□□ Ram's Might	17	N/A	1 standard action	1 minute/level	Personal		V,S	N/A	Transmutation	SPELL CO: Pg.166	
Effect: Your hands harden +2 bonus to Str, inflict lethal damage, and you are considered armed.										Target: You	Caster Level: 11
□□□□□ Rapid Burrowing	17	Fortitude negates [harmless]	1 standard action	10 minutes/level	Touch		V,S,DF	Yes [harmless]	Transmutation	SPELL CO: Pg.166	
Effect: Improves existing burrow speed by 20 ft.										Target: Creature touched	Caster Level: 11
□□□□□ Raptor's Sight	17	None	1 standard action	11 hours [D]	Personal		V,S, DF	No	Transmutation	Races of: Races,Wild	
Effect: Gain +5 on Spot checks; range increment penalty halved										Target: You	Caster Level: 11
□□□□□ Remove Scent	17	Will negates	1 standard action	10 minutes/level	Touch		V,S,M	Yes	Transmutation	SPELL CO: Pg.173	
Effect: Hides the scent of the affected creature or removes potent affects from creatures such as ghaists or troglodytes.										Target: Creature touched	Caster Level: 11
□□□□□ Resist Planar Alignment	17	Will negates [harmless]	1 standard action	1 round/level	Touch		V,S,DF	Yes [harmless]	Abjuration	SPELL CO: Pg.174	
Effect: Grants limited protection from a plane's alignment traits; see text.										Target: Creature touched	Caster Level: 11
□□□□□ Sandblast	17	Reflex half	1 standard action	Instantaneous	10 ft.		V,S,DF	Yes	Evocation	SPELL CO: Pg.180	
Effect: Creatures in area take 1d6 nonlethal damage, any creature that fails the save is also stunned for 1 round.										Target: 10-ft.-radius burst centered on your hands	Caster Level: 11
□□□□□ Shillelagh	17	Will negates (object)	1 standard action	11 minutes	Touch		V, S, DF	Yes (object)	Transmutation	RSRD: SpellsS.rtf	
Effect: Cudgel or quarterstaff becomes +1 weapon dealing damage as if two size categories larger for 11 minutes.										Target: One touched nonmagical oak club or quarterstaff	Caster Level: 11
□□□□□ Slow Burn	17	None	1 standard action	1 minute	Medium (210 ft.)		V,S,M/DF	No	Transmutation [Fire]	SPELL CO: Pg.192	
Effect: Doubles the amount of time to put out a fire; see text.										Target: 30-ft.-radius spread	Caster Level: 11
□□□□□ Snake's Swiftiness	17	Will negates [harmless]	1 standard action	Instantaneous	Close (50 ft.)		V,S,M/DF	Yes [harmless]	Transmutation	SPELL CO: Pg.193	
Effect: Subject may make another single attack melee or ranged; see text.										Target: One allied creature	Caster Level: 11
□□□□□ Snowdrift	17	None	1 standard action	Instantaneous	Touch		V,S,M/DF	No	Transmutation	Frostbur: Frostburn Pg.104	
Effect: Form existing snow into any shape that suits your purpose.										Target: Snow touched, up to 21 cu. ft.	Caster Level: 11
□□□□□ Snowshoes	17	Will negates [harmless]	1 standard action	1 hour/level [D]	Touch		V,S	Yes [harmless]	Transmutation	SPELL CO: Pg.194	
Effect: Speed increases by 10 ft. and no Balance checks or Reflex required to walk on snow.										Target: Creature touched	Caster Level: 11
□□□□□ Snowsight	17	None	1 standard action	11 hours	Touch		V,S,DF	Yes (harmless)	Transmutation	Frostbur: Frostburn Pg.104	
Effect: See normal even in whiteout conditions.										Target: Creature touched	Caster Level: 11
□□□□□ Speak with Animals	17	None	1 standard action	11 minutes	Personal		V, S	No	Divination	RSRD: SpellsS.rtf	
Effect: You can communicate with animals.										Target: You	Caster Level: 11
□□□□□ Summon Desert Ally I	17	None	1 round	11 rounds [D]	Close (50 ft.)		V,S,DF	No	Conjuration (Summoning)	Sandstor: Sand Storm Pg.122	
Effect: Create a dustform creature [pg.161]; see text.										Target: One or more creatures, no two of which can be more than 30ft apart	Caster Level: 11
□□□□□ Summon Nature's Ally I	17	None	1 round	11 rounds [D]	Close (50 ft.)		V, S, DF	No	Conjuration (Summoning)	RSRD: SpellsS.rtf	
Effect: Calls creature to fight.										Target: One summoned creature	Caster Level: 11
* =Domain/Speciality Spell											

Druid Spells

☐☐☐☐☐	Sunstroke	17	Fort partial; See text	1 standard action	Instantaneous	Close (50 ft.)	V,S	Yes	Necromancy	Sandstor: Sand Storm Pg.123
<i>Effect:</i> Cause heatstroke by inflicting 2d6 points nonlethal; see text.						<i>Target:</i> One living creature		<i>Caster Level:</i> 11		
☐☐☐☐☐	Surefooted Stride	17	None	1 standard action	1 minute/level	Personal	V,S	No	Transmutation	SPELL CO: Pg.216
<i>Effect:</i> Move through difficult terrain at full speed. Gain +2 Climb checks.						<i>Target:</i> You		<i>Caster Level:</i> 11		
☐☐☐☐☐	Thunderhead	17	Reflex negates; see text	1 standard action	1 round/level	Close (50 ft.)	V,S,M	Yes	Evocation [Electricity]	SPELL CO: Pg.219
<i>Effect:</i> Minature thundercloud follows creature unerringly each round [even if it goes invisible or leaves the region] striking it with lightning that deals 1 pt of damage.						<i>Target:</i> One creature		<i>Caster Level:</i> 11		
☐☐☐☐☐	Traveler's Mount	17	Will negates	1 standard action	1 hour/level	Touch	V,S	Yes	Transmutation	SPELL CO: Pg.223
<i>Effect:</i> +10 feet enhancement bonus to speed but cannot attack during the duration of the spell.						<i>Target:</i> Animal or magical beast touched		<i>Caster Level:</i> 11		
☐☐☐☐☐	Updraft	17	N/A	1 swift action	Instantaneous	Personal	V,S,M	N/A	Conjuration (Creation) [Air]	SPELL CO: Pg.228
<i>Effect:</i> Gain 10 ft. per level of altitude, and then gently float back to the ground.						<i>Target:</i> You		<i>Caster Level:</i> 11		
☐☐☐☐☐	Vigor, Lesser	17	Will negates [harmless]	1 standard action	10 rounds + 1 round/level [max 15]	Touch	V,S	Yes [harmless]	Conjuration (Healing)	SPELL CO: Pg.229
<i>Effect:</i> Grants target fast healing ability for the duration of the spell. Heals 1 hp automatically per round.						<i>Target:</i> Living creature touched		<i>Caster Level:</i> 11		
☐☐☐☐☐	Vine Strike	17	N/A	1 swift action	1 round	Personal	V,DF	N/A	Divination	SPELL CO: Pg.230
<i>Effect:</i> Allows sneak attacks against plants if you already have the ability.						<i>Target:</i> You		<i>Caster Level:</i> 11		
☐☐☐☐☐	Wall of Smoke	17	Fortitude partial; see text	1 standard action	1 round/level	Close (50 ft.)	V,S	No	Conjuration (Creation)	SPELL CO: Pg.235
<i>Effect:</i> Makes a wall of black smoke, causes nausea; see text.						<i>Target:</i> A straight wall whose area is up to one 10-ft. square/level [S]		<i>Caster Level:</i> 11		
☐☐☐☐☐	Waste Strider	17	Will negates (harmless)	1 standard action	11 hours [D]	Touch	V,S,DF	Yes (harmless)	Transmutation	Sandstor: Sand Storm Pg.128
<i>Effect:</i> Unrestricted desert movement.						<i>Target:</i> One touched creature		<i>Caster Level:</i> 11		
☐☐☐☐☐	Wings of the Sea	17	Fortitude negates [harmless]	1 standard action	1 minute/level	Touch	S,M	Yes [harmless]	Transmutation	SPELL CO: Pg.240
<i>Effect:</i> Increases creatures swim speed by 30 ft.						<i>Target:</i> Creature touched		<i>Caster Level:</i> 11		
☐☐☐☐☐	Winter Chill	17	Fortitude negates	1 standard action	Instantaneous	Close (50 ft.)	V,S	Yes	Transmutation [Cold]	SPELL CO: Pg.241
<i>Effect:</i> Creature must succeed on save or take 1d6 points of cold damage and become fatigued.						<i>Target:</i> One creature		<i>Caster Level:</i> 11		
☐☐☐☐☐	Wood Wose	17	None	1 standard action	1 hour/level	Close (50 ft.)	V,S,DF	No	Conjuration (Creation)	SPELL CO: Pg.242
<i>Effect:</i> Summon minor nature spirit to perform simple natural tasks.						<i>Target:</i> One nature servant		<i>Caster Level:</i> 11		

LEVEL 2

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
☐☐☐☐☐Align Fang	18	Will negates [harmless]	1 standard action	1 minute/level	Touch	V,S,DF	Yes [harmless]	Transmutation	SPELL CO: Pg.9
Effect: Aligns a creature's natural weapon to good-,evil-,lawful-,or chaotic.					Target: Living creature touched			Caster Level: 11	
☐☐☐☐☐Animal Messenger	18	None; see text	1 standard action	11 days	Close (50 ft.)	V, S, M	Yes	Enchantment (Compulsion) [Mind-Affecting]	RSRD: SpellsA-B.rtf
Effect: Sends a Tiny animal to a specific place.					Target: One Tiny animal			Caster Level: 11	
☐☐☐☐☐Animal Trance	18	Will negates; see text	1 standard action	Concentration	Close (50 ft.)	V, S	Yes	Enchantment (Compulsion) [Mind-Affecting, Sonic]	RSRD: SpellsA-B.rtf
Effect: Fascinates 2d6 HD of animals.					Target: Animals or magical beasts with Intelligence 1 or 2			Caster Level: 11	
☐☐☐☐☐Avoid Planar Effects	18	None	1 immediate action	1 minute/level	20 ft.	V	Yes [harmless]	Abjuration	SPELL CO: Pg.19
Effect: Gain temporary respite from the natural effects of a specific plane.					Target: One creature/level in a 20-ft. radius burst centered on you			Caster Level: 11	
☐☐☐☐☐Balancing Lorecall	18	N/A	1 standard action	1 minute/level [D]	Personal	V,S,M/DF	N/A	Divination	SPELL CO: Pg.23
Effect: Gain +4 insight bonus to balance bonus; see text.					Target: You			Caster Level: 11	
☐☐☐☐☐Barkskin	18	None	1 standard action	110 minutes	Touch	V, S, DF	Yes (harmless)	Transmutation	RSRD: SpellsA-B.rtf
Effect: Grants +4 enhancement to natural armor.					Target: Living creature touched			Caster Level: 11	
☐☐☐☐☐Bear's Endurance	18	Will negates (harmless)	1 standard action	11 minutes	Touch	V, S, DF	Yes	Transmutation	RSRD: SpellsA-B.rtf
Effect: Subject gains +4 to Con for 11 minutes.					Target: Creature touched			Caster Level: 11	
☐☐☐☐☐Binding Winds	18	Reflex negates	1 standard action	Concentration	Medium (210 ft.)	V,S	Yes	Evocation [Air]	SPELL CO: Pg.27
Effect: Subject can act normally, but it cannot move from it's current location.					Target: One creature			Caster Level: 11	
☐☐☐☐☐Bite of the Wererat	18	N/A	1 standard action	1 round/level	Personal	V,S,M	N/A	Transmutation	SPELL CO: Pg.28
Effect: Gain +6 bonus to Dex, +2 Con, +3 natural armor.					Target: You			Caster Level: 11	
☐☐☐☐☐Blinding Spit	18	None	1 standard action	Instantaneous	Close (50 ft.)	V,S	Yes	Transmutation	SPELL CO: Pg.32
Effect: Spit caustic saliva into foes eyes on successful ranged touch attack. Causes -4 penalty to attack roll.					Target: One missile of spit			Caster Level: 11	
☐☐☐☐☐Blood Frenzy	18	Will negates	1 standard action	Special; see text	Touch	V,S	Yes	Transmutation	SPELL CO: Pg.33
Effect: Target enters a rage, as its rage special ability, but this rage doesn't count against it's total.					Target: Any creature with the rage ability			Caster Level: 11	
☐☐☐☐☐Blood Snow	18	Fort negates	1 standard action	11 rounds	Medium (210 ft.)	V,S	Yes	Necromancy [Cold]	Frostbur: Frostburn Pg.89
Effect: Cast on snow it drains 1d2 Con pts.					Target: 220-ft. square of snow			Caster Level: 11	
☐☐☐☐☐Body of the Sun	18	Reflex half	1 standard action	1 round/level	5 ft.	V,S,DF	Yes	Trasmutation [Fire]	SPELL CO: Pg.35
Effect: Fire and light extend 5ft. from caster's body inflicting 1d4/2 levels [max 5d4] points of fire damage [Reflex save for half].					Target: 5 ft.-radius emanation centered on you			Caster Level: 11	
☐☐☐☐☐Brambles	18	None	1 standard action	1 round/level	Touch	V,S,M	No	Trasmutation	SPELL CO: Pg.38
Effect: Small magical thorns/spikes protrude from wooden weapon; gains a +1 to hit enhancement and deals +1/level [max +10] damage.					Target: Wooden weapon touched			Caster Level: 11	
☐☐☐☐☐Briar Web	18	None	1 standard action	1 minute/level	Medium (210 ft.)	V,S,DF	No	Transmutation	SPELL CO: Pg.39
Effect: As entangle, but thorns deal damage each round.					Target: 40-ft-radius spread.			Caster Level: 11	
* =Domain/Speciality Spell									

Druid Spells

■■■■■Bull's Strength	18	Will negates (harmless)	1 standard action	11 minutes	Touch	V, S, M/DF Yes (harmless)	Transmutation	RSRD: SpellsA-B.rtf
<i>Effect:</i> Subject gains +4 to Str for 11 minutes.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 11	
■■■■■Burrow	18	Will negates [harmless]	1 standard action	1 minute/level [D]	Touch	V,S,F/DF Yes [harmless]	Transmutation	SPELL CO: Pg.41
<i>Effect:</i> Burrow through earth at 30 ft unless wearing Medium or heavier armor or a Medium load than it is 20 ft.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 11	
■■■■■Camouflage, Mass	18	Will negates [harmless]	1 standard action	10 minutes/level	Medium (210 ft.)	V,S Yes [harmless]	Transmutation	SPELL CO: Pg.43
<i>Effect:</i> As camouflage, except the effect is mobile within the group. [Broken for creatures who more than 60 ft apart].					<i>Target:</i> Any number of creatures, no two of which can be more than 60 ft. apart		<i>Caster Level:</i> 11	
■■■■■Cat's Grace	18	Will negates (harmless)	1 standard action	11 minutes	Touch	V, S, M Yes	Transmutation	RSRD: SpellsC.rtf
<i>Effect:</i> Subject gains +4 to Dex for 11 minutes.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 11	
■■■■■Chill Metal	18	Will negates (object)	1 standard action	7 rounds	Close (50 ft.)	V, S, DF Yes (object)	Transmutation [Cold]	RSRD: SpellsC.rtf
<i>Effect:</i> Cold metal damages those who touch it.					<i>Target:</i> Metal equipment of 5 creatures, no two of which can be more than 30 ft. apart; or 275 lbs of metal		<i>Caster Level:</i> 11	
■■■■■Cloud Wings	18	Fortitude negates [harmless]	1 standard action	1 hour/level	Touch	V,S Yes [harmless]	Transmutation	SPELL CO: Pg.49
<i>Effect:</i> Increases fly speed by 30 ft.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 11	
■■■■■Conjure Ice Beast II	18	None	1 round	11 rounds [D]	Close (50 ft.)	V,S,DF No	Conjuration (Creation) [Cold]	Frostbur: Frostburn Pg.91
<i>Effect:</i> Creates a creature to fight for you.					<i>Target:</i> One or more conjured ice creatures, no two of which can be more than 30 ft. apart		<i>Caster Level:</i> 11	
■■■■■Conjure Ice Object	18	None	1 standard action	11 minutes	Personal	V,S,DF No	Conjuration (Creation) [Cold]	Frostbur: Frostburn Pg.91-92
<i>Effect:</i> Creates any object from transparent ice.					<i>Target:</i> One object of up to 50lbs		<i>Caster Level:</i> 11	
■■■■■Countermoon	18	Will negates [D]	1 standard action	12 hours	Close (50 ft.)	V,S,M Yes	Abjuration	SPELL CO: Pg.53
<i>Effect:</i> Stops lycanthropic shapechanging for 12 hours.					<i>Target:</i> One lycanthrope		<i>Caster Level:</i> 11	
■■■■■Creeping Cold	18	Fortitude half	1 standard action	3 rounds	Close (50 ft.)	V,S,F Yes	Transmutation [Cold]	SPELL CO: Pg.55
<i>Effect:</i> Deals progressive damage from cold [+1d6/round].					<i>Target:</i> One creature		<i>Caster Level:</i> 11	
■■■■■Daggerspell Stance	18	N/A	1 swift action	1 round/level [D]	Personal	V,F N/A	Abjuration	SPELL CO: Pg.57
<i>Effect:</i> Gain +2 insight bonus to hit and damage when you make a full attack wielding two daggers. Can deflect spells [SR 5+level] and gain DR 5/magic when full defense.					<i>Target:</i> You		<i>Caster Level:</i> 11	
■■■■■Decomposition	18	None	1 standard action	1 round/level	50 ft.	V,S,DF Yes	Necromancy	SPELL CO: Pg.61
<i>Effect:</i> Wounded creatures suffer 3 extra hp/round.					<i>Target:</i> Living enemies within a 50-ft.-radius emanation centered on you		<i>Caster Level:</i> 11	
■■■■■Delay Poison	18	Fortitude negates (harmless)	1 standard action	11 hours	Touch	V, S, DF Yes (harmless)	Conjuration (Healing)	RSRD: SpellsD-E.rtf
<i>Effect:</i> Stops poison from harming subject for 11 hours.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 11	
■■■■■Desiccate	18	Fort partial	1 standard action	Instantaneous	Close (50 ft.)	V,S,M Yes	Necromancy	Sandstor: Sand Storm Pg.114
<i>Effect:</i> Deal 5d6 dessication damage; plants and water elementals take d8 and earth element takes d4.					<i>Target:</i> One living creature		<i>Caster Level:</i> 11	
■■■■■Earthbind	18	Fortitude negates	1 standard action	1 minute/level [D]	Medium (210 ft.)	V,S Yes	Transmutation	SPELL CO: Pg.76
<i>Effect:</i> Reduce a creatures fly speed to 0, airborne creatures fall to the ground as if by featherfall.					<i>Target:</i> One creature		<i>Caster Level:</i> 11	
■■■■■Earthfast	18	None	1 standard action	10 minutes/level [D]	Close (50 ft.)	V,S Yes [object]	Transmutation	SPELL CO: Pg.76
<i>Effect:</i> Doubles Structures HP and increases Hardness to 10.					<i>Target:</i> One stone structure or rock formation, up to 25 cu. ft./level		<i>Caster Level:</i> 11	
■■■■■Easy Trail	18	None	1 standard action	1 hour/level [D]	40 ft.	V,S Yes	Abjuration	SPELL CO: Pg.76
<i>Effect:</i> Removes movement penalties through dense brush and increases track DC by 5 for any pursurers.					<i>Target:</i> 40-ft. radius emanation centered on you		<i>Caster Level:</i> 11	
■■■■■Embrace the Wild	18	N/A	1 standard action	10 minutes/level [D]	Personal	V N/A	Transmutation	SPELL CO: Pg.79
<i>Effect:</i> The caster gains an animal's sensory and skills, low-light vision and Scent or Blindsense 30' your choice. +2 spot and listen checks.					<i>Target:</i> You		<i>Caster Level:</i> 11	
■■■■■Evergreen	18	None	1 standard action	11 hours and Instantaneous; see text	Medium (210 ft.)	V,S,DF No	Transmutation [Fire]	Frostbur: Frostburn Pg.93
<i>Effect:</i> Plants and Plant creatures heal 1d8+10, immunity to cold for the duration.					<i>Target:</i> 10-ft.-radius		<i>Caster Level:</i> 11	
■■■■■Fins to Feet	18	Fortitude negates [harmless]	1 standard action	1 hour/level	Touch	V,S Yes [harmless]	Transmutation	SPELL CO: Pg.92
<i>Effect:</i> Creatures lose swim speed but gain walk speed of 30 ft.					<i>Target:</i> Willing creature touched		<i>Caster Level:</i> 11	
■■■■■Fire Trap	18	Reflex half; see text	10 minutes	Permanent until discharged [D]	Touch	V, S, M Yes	Abjuration [Fire]	RSRD: SpellsF-G.rtf
<i>Effect:</i> Opened object deals 1d4+11 fire damage.					<i>Target:</i> Object touched		<i>Caster Level:</i> 11	
■■■■■Flame Blade	18	None	1 standard action	11 minutes [D]	0 ft.	V, S, DF Yes	Evocation [Fire]	RSRD: SpellsF-G.rtf
<i>Effect:</i> Touch attack deals 1d8 +5 fire damage.					<i>Target:</i> Sword-like beam		<i>Caster Level:</i> 11	
■■■■■Flaming Sphere	18	Reflex negates	1 standard action	11 rounds	Medium (210 ft.)	V, S, M/DF Yes	Evocation [Fire]	RSRD: SpellsF-G.rtf
<i>Effect:</i> Creates rolling ball of fire, 2d6 damage, lasts 11 rounds.					<i>Target:</i> 5-ft.-diameter sphere		<i>Caster Level:</i> 11	
■■■■■Flash-Freeze	18	None	1 standard action	Instantaneous	Close (50 ft.)	V,S,DF No	Transmutation [Earth, Cold]	Frostbur: Frostburn Pg.94
<i>Effect:</i> All earth, stone and water is drained of heat.					<i>Target:</i> 110-ft. square		<i>Caster Level:</i> 11	
■■■■■Fog Cloud	18	None	1 standard action	110 minutes	Medium (210 ft.)	V, S No	Conjuration (Creation)	RSRD: SpellsF-G.rtf
<i>Effect:</i> Fog obscures vision.					<i>Target:</i> Fog spreads in 20-ft. radius, 20 ft. high		<i>Caster Level:</i> 11	
■■■■■Freedom of Breath	18	Will negates (harmless)	1 standard action	110	Touch	V,S,M Yes (harmless)	Abjuration	Sandstor: Sand Storm Pg.116
<i>Effect:</i> Protects against suffocation in adverse conditions.					<i>Target:</i> Creature Touched		<i>Caster Level:</i> 11	
■■■■■Frost Breath	18	Reflex half	1 standard action	Instantaneous	30 ft.	V,S,M Yes	Evocation [Cold]	SPELL CO: Pg.100
<i>Effect:</i> Breath a cone of cold that deal 1d4/2 caster levels [max 5d4] and creatures are also dazed if they failed the Reflex save.					<i>Target:</i> Cone-shaped burst		<i>Caster Level:</i> 11	
■■■■■Frost Weapon	18	Will negates (harmless, object)	1 standard action	11 rounds	Touch	V,S,M No	Transmutation	Frostbur: Frostburn Pg.95
<i>Effect:</i> Deals an additional 1d6 cold damage.					<i>Target:</i> Weapon touched		<i>Caster Level:</i> 11	
■■■■■Gust of Wind	18	Fortitude negates	1 standard	1 round	60 ft.	V, S Yes	Evocation [Air]	RSRD: SpellsF-G.rtf

* =Domain/Speciality Spell

Druid Spells

action									
<i>Effect:</i> Blows away or knocks down smaller creatures.					<i>Target:</i> Line-shaped gust of severe wind emanating out from you to the extreme of the range			<i>Caster Level:</i> 11	
□□□□□	Halo of Sand	18	None	1 standard action	110 minutes	Personal	V,S,DF	No	Abjuration [Earth] Sandstor: Sand Storm Pg.117
<i>Effect:</i> Deflection bonus to AC +{min3,4}.					<i>Target:</i> You			<i>Caster Level:</i> 11	
□□□□□	Healing Lorecall	18	N/A	1 standard action	10 minutes/level	Personal	V,S,M	N/A	Divination SPELL CO: Pg.110
<i>Effect:</i> Allows caster with Heal ranks to remove other ailments when using Conjunction [Healing] spells. Can also heal more; see text.					<i>Target:</i> You			<i>Caster Level:</i> 11	
□□□□□	Healing Sting	18	None	1 standard action	Instantaneous	Touch	V,S,M	Yes	Necromancy SPELL CO: Pg.110
<i>Effect:</i> Inflict 1d12 +1/caster level [max +10] to a living creature and gain an equal amount of HP.					<i>Target:</i> You and one living creature			<i>Caster Level:</i> 11	
□□□□□	Heartfire	18	Fortitude partial	1 standard action	1 round/level	Close (50 ft.)	V,S,DF	Yes	Evocation [Light, Fire] SPELL CO: Pg.112
<i>Effect:</i> Subjects do benefit from concealment, on failed save they also take 1d4 fire damage each round [half damage on save].					<i>Target:</i> living creatures within a 5-ft.-radius burst			<i>Caster Level:</i> 11	
□□□□□	Heat Metal	18	Will negates (object)	1 standard action	7 rounds	Close (50 ft.)	V, S, DF	Yes (object)	Transmutation [Fire] RSRD: SpellsH-L.rtf
<i>Effect:</i> Make metal so hot it damages those who touch it.					<i>Target:</i> Metal equipment of 5 creatures, no two of which can be more than 30 ft. apart; or 275 lb. of metal, all of which must be within a 30-ft. circle			<i>Caster Level:</i> 11	
□□□□□	Hold Animal	18	Will negates; see text	1 standard action	11 rounds [D]; see text	Medium (210 ft.)	V, S	Yes	Enchantment (Compulsion) [Mind-Affecting] RSRD: SpellsH-L.rtf
<i>Effect:</i> Paralyzes one animal for 11 rounds.					<i>Target:</i> One animal			<i>Caster Level:</i> 11	
□□□□□	Hydrate	18	Will half; See text	1 standard action	Instantaneous	Touch	V,S	Yes; see text	Conjunction (Healing) Sandstor: Sand Storm Pg.117
<i>Effect:</i> Heals 2d8+10 of dessication damage; on fire creatures it inflicts the same.					<i>Target:</i> Living creature touched			<i>Caster Level:</i> 11	
□□□□□	Kelpstrand	18	None	1 standard action	1 round/level	Close (50 ft.)	V,S,M	No	Conjunction (Creation) SPELL CO: Pg.128
<i>Effect:</i> Make ranged attacks against each target; see text					<i>Target:</i> One creature/3 levels, no two of which are more than 30 ft. apart			<i>Caster Level:</i> 11	
□□□□□	Listening Lorecall	18	N/A	1 standard action	10 minutes/level	Personal	V,S,DF	N/A	Divination SPELL CO: Pg.133
<i>Effect:</i> Gain +4 insight bonus on Listen checks; see text.					<i>Target:</i> You			<i>Caster Level:</i> 11	
□□□□□	Locate Node	18	None	1 standard action	11 minutes	(CASTERLEVEL) miles; see text	V,S,F/DF	No	Divination [Earth] Underdar: Underdark Pg.58
<i>Effect:</i> .					<i>Target:</i> Circle, centered on you, with a radius of 11 miles; see text			<i>Caster Level:</i> 11	
□□□□□	Mark of the Outcast	18	Will negates	1 standard action	Permanent	Close (50 ft.)	V,S,DF	Yes	Necromancy SPELL CO: Pg.138
<i>Effect:</i> Creates an indelible mark on the subjects face; see text.					<i>Target:</i> One creature			<i>Caster Level:</i> 11	
□□□□□	Master Air	18	N/A	1 standard action	1 round/level	Personal	V,S,F	N/A	Transmutation SPELL CO: Pg.139
<i>Effect:</i> Fly at 90 ft. [or 60 if med or hvy armor].					<i>Target:</i> You			<i>Caster Level:</i> 11	
□□□□□	Mountain Stance	18	Will negates [harmless]	1 standard action	1 minute/level	Touch	V,S	No	Transmutation SPELL CO: Pg.144
<i>Effect:</i> As a free action you can root yourself to the ground. Gain bonus equal to the caster level against grapple, lift, push, bull rush, over-run, throw, trip or otherwise force the creature to move.					<i>Target:</i> One creature			<i>Caster Level:</i> 11	
□□□□□	Nature's Favor	18	Will negates [harmless]	1 swift action	1 minute	Touch	V,S,DF	Yes [harmless]	Evocation SPELL CO: Pg.146
<i>Effect:</i> Target animal gains attack and damage bonus of +1 for every 3 caster levels max of +5 at 15th level.					<i>Target:</i> Animal touched			<i>Caster Level:</i> 11	
□□□□□	Numbing Sphere	18	Reflex negates	1 standard action	11 rounds	Medium (210 ft.)	V,S,M/DF	Yes	Evocation [Cold] Frostbur: Frostburn Pg.102
<i>Effect:</i> Sphere moves 30 feet/round in the direction you indicate dealing 1d6 cold damage and 1d4 Dex damage.					<i>Target:</i> 5-ft.-diameter sphere			<i>Caster Level:</i> 11	
□□□□□	Obscuring Snow	18	None	1 standard action	11 hours	30 ft.	V,S	No	Conjunction (Creation) [Air, Cold] Frostbur: Frostburn Pg.103
<i>Effect:</i> Obscures all vision, except yours, including darkvision to 5 ft, miss chance of 20%.					<i>Target:</i> Cloud spreads in 30-ft.-radius from you, 20 ft. high			<i>Caster Level:</i> 11	
□□□□□	One With the Land	18	N/A	1 standard action	1 hour/level	Personal	V,S	N/A	Transmutation SPELL CO: Pg.149
<i>Effect:</i> Gain +2 insight bonus to Move Silently, Search, Hide, Survival and Handle Animal checks.					<i>Target:</i> You			<i>Caster Level:</i> 11	
□□□□□	Owl's Wisdom	18	Will negates (harmless)	1 standard action	11 minutes	Touch	V, S, M/DF	Yes	Transmutation RSRD: SpellsM-O.rtf
<i>Effect:</i> Subject gains +4 to Wis for 11 minutes.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 11	
□□□□□	Protection from Dessication	18	Fort negates (harmless)	1 standard action	110 minutes or until discharged	Touch	V,S,DF	Yes (harmless)	Abjuration Sandstor: Sand Storm Pg.119
<i>Effect:</i> Warded creature immune to dehydration until the spell has absorbed 100 damage.					<i>Target:</i> Living creature touched			<i>Caster Level:</i> 11	
□□□□□	Reduce Animal	18	None	1 standard action	11 hours [D]	Touch	V, S	No	Transmutation RSRD: SpellsP-R.rtf
<i>Effect:</i> Shrinks one willing animal.					<i>Target:</i> One willing animal of Small, Medium, Large, or Huge size			<i>Caster Level:</i> 11	
□□□□□	Resist Energy	18	Fortitude negates (harmless)	1 standard action	110 minutes	Touch	V, S, DF	Yes (harmless)	Abjuration RSRD: SpellsP-R.rtf
<i>Effect:</i> Ignores first 30 points of damage/attack from specified energy type.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 11	
□□□□□	Restoration, Lesser	18	Will negates (harmless)	3 rounds	Instantaneous	Touch	V, S	Yes (harmless)	Conjunction (Healing) RSRD: SpellsP-R.rtf
<i>Effect:</i> Dispers magical ability penalty or repairs 1d4 ability damage.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 11	
□□□□□	Saltray	18	Fortitude partial	1 standard action	Instantaneous	Close (50 ft.)	V,S	Yes	Evocation SPELL CO: Pg.179
<i>Effect:</i> Ranged touch attack deals 1d6 per two caster levels [max 5d6] and make a save or be stunned for 1 round.					<i>Target:</i> Ray			<i>Caster Level:</i> 11	
□□□□□	Scent	18	None	1 standard action	10 minutes/level	Touch	V,S,M	Yes [harmless]	Transmutation SPELL CO: Pg.180
<i>Effect:</i> Bestows Scent ability with all the same powers.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 11	
□□□□□	Scimitar of Sand	18	Fort partial	1 standard action	11 minutes [D]	0 ft.	V,S,M/DF	Yes	Evocation [Earth] Sandstor: Sand Storm Pg.120
<i>Effect:</i> Deal 1d6+5 plus they must save or become dehydrated.					<i>Target:</i> Creates Scimitar of grinding sand			<i>Caster Level:</i> 11	
□□□□□	Share Husk	18	Will negates [harmless]	1 standard action	1 minute/level	Touch	V,S,M	Yes	Divination SPELL CO: Pg.187
<i>Effect:</i> You can sense all the stimuli the target animal senses.					<i>Target:</i> Animal touched			<i>Caster Level:</i> 11	
□□□□□	Snake's Swiftess, Mass	18	Will negates [harmless]	1 standard action	Instantaneous	Medium (210 ft.)	V,S,M/DF	Yes [harmless]	Transmutation SPELL CO: Pg.193
<i>Effect:</i> Subjects may make another single attack melee or ranged; see text.					<i>Target:</i> Allied creatures in a 20-ft.-radius burst			<i>Caster Level:</i> 11	
□□□□□	Snow Walk	18	Will negates (harmless)	1 standard	110 minutes	Touch	V,S,DF	Yes (harmless)	Transmutation Frostbur: Frostburn Pg.104

* =Domain/Speciality Spell

Druid Spells

action									
<i>Effect:</i> Walk on top of snow avoiding movement penalties.									
□□□□ Soften Earth and Stone	18	None	1 standard action	Instantaneous	Target: 11 creatures touched	Close (50 ft.)	V, S, DF	No	Caster Level: 11 Transmutation [Earth] RSRD: SpellsS.rtf
<i>Effect:</i> Turns stone to clay or dirt to sand or mud.									
□□□□ Spider Climb	18	Will negates (harmless)	1 standard action	110 minutes	Target: 110 ft. square; see text	Touch	V, S, M	Yes (harmless)	Caster Level: 11 Transmutation RSRD: SpellsS.rtf
<i>Effect:</i> Grants ability to walk on walls and ceilings.									
□□□□ Splinterbolt	18	None	1 standard action	Instantaneous	Target: Creature touched	Close (50 ft.)	V,S,M	No	Caster Level: 11 Conjuration (Creation) SPELL CO: Pg.203
<i>Effect:</i> Make ranged attack to hit, on hit deal 4d6 piercing damage and threatens on 18-20. See text.									
□□□□ Summon Desert Ally II	18	None	1 round	11 rounds [D]	Target: One or more streams of splinters	Close (50 ft.)	V,S,DF	No	Caster Level: 11 Conjuration (Summoning) Sandstor: Sand Storm Pg.122
<i>Effect:</i> Create a dustform creature [pg.161]; see text.									
□□□□ Summon Dire Hawk	18	None	1 round	11 minutes [D]	Target: One or more creatures, no two of which can be more than 30ft apart	Close (50 ft.)	V,S, DF	No	Caster Level: 11 Conjuration (Summoning) Races of: Races,Wild
<i>Effect:</i> Summons dire hawk to serve you.									
□□□□ Summon Nature's Ally II	18	None	1 round	11 rounds [D]	Target: One summoned dire hawk	Close (50 ft.)	V, S, DF	No	Caster Level: 11 Conjuration (Summoning) RSRD: SpellsS.rtf
<i>Effect:</i> Calls creature to fight.									
□□□□ Summon Swarm	18	None	1 round	Concentration + 2 rounds	Target: One or more creatures, no two of which can be more than 30 ft. apart	Close (50 ft.)	V, S, M/DF	No	Caster Level: 11 Conjuration (Summoning) RSRD: SpellsS.rtf
<i>Effect:</i> Summons swarm of bats, rats, or spiders.									
□□□□ Swim	18	None	1 round	10 minutes/level [D]	Target: One swarm of bats, rats, or spiders	Medium (210 ft.)	V,S,M	Yes [harmless]	Caster Level: 11 Transmutation [Water] SPELL CO: Pg.217
<i>Effect:</i> Gain swim speed and +8 to Swim checks.									
□□□□ Thaw	18	None	1 standard action	Instantaneous	Target: One creature	Close (50 ft.)	V,S,DF	No	Caster Level: 11 Transmutation [Earth, Fire] Frostbur: Frostburn Pg.105
<i>Effect:</i> Changes category of frozen items [snow, slush, etc.] by one higher; Ice and snow > slush > everfrost > fog.									
□□□□ Thin Air	18	Fort negates	1 standard action	11 minutes	Target: 110-ft. cube	Medium (210 ft.)	V,S	No	Caster Level: 11 Necromancy [Cold] Frostbur: Frostburn Pg.105
<i>Effect:</i> Thins oxygen, save or suffer altitude sickness.									
□□□□ Train Animal	18	Will negates [harmless]	10 minutes	1 hour/level	Target: 30-ft.-radius emanation	Touch	V,S,DF	Yes [harmless]	Caster Level: 11 Enchantment (Charm) [Mind-Affecting] SPELL CO: Pg.221
<i>Effect:</i> You temporarily boost the number of tricks that an animal knows.									
□□□□ Tree Shape	18	None	1 standard action	11 hours [D]	Target: Animal touched	Personal	V, S, DF	No	Caster Level: 11 Transmutation RSRD: SpellsT-Z.rtf
<i>Effect:</i> You look exactly like a tree for 11 hours.									
□□□□ Warp Wood	18	Will negates (object)	1 standard action	Instantaneous	Target: You	Close (50 ft.)	V, S	Yes (object)	Caster Level: 11 Transmutation RSRD: SpellsT-Z.rtf
<i>Effect:</i> Bends wood [shaft, handle, door, plank].									
□□□□ Wings of Air	18	None	1 standard action	1 minute/level	Target: 11 Small wooden objects, all within a 20-ft. radius	Touch	V	No	Caster Level: 11 Transmutation SPELL CO: Pg.240
<i>Effect:</i> Manuverability improves by one step.									
□□□□ Winter's Embrace	18	Fortitude negates	1 standard action	1 round/level	Target: Winged creature touched	Close (50 ft.)	V,S	Yes	Caster Level: 11 Evocation [Cold] SPELL CO: Pg.241
<i>Effect:</i> Creature fails it's save takes 1d8 cold damage each round; see text.									
□□□□ Wood Shape	18	Will negates (object)	1 standard action	Instantaneous	Target: One creature	Touch	V, S, DF	Yes (object)	Caster Level: 11 Transmutation RSRD: SpellsT-Z.rtf
<i>Effect:</i> Rearranges wooden objects to suit you.									
□□□□ Woodland Veil	18	Will negates (harmless)	1 standard action	[min1110] minutes [D]	Target: One touched piece of wood no larger than 21 cu. ft.	Close (50 ft.)	V,S	Yes (harmless)	Caster Level: 11 Illusion (Glammer) Races of: Races,Wild
<i>Effect:</i> Blend unobtrusively into natural surroundings, along with your friends									
□□□□ Wracking Touch	18	Fortitude half	1 standard action	Instantaneous	Target: One or more creatures, no two of which can be more than 30 feet apart	Touch	V,S	Yes	Caster Level: 11 Necromancy SPELL CO: Pg.243
<i>Effect:</i> Deal 1d6 +1 per caster level [max +10] plus you get sneak attack damage if you possess the ability.									
□□□□ Zone of Glacial Cold	18	Fort half	1 standard action	11 rounds	Target: Creature touched	Medium (210 ft.)	V,S,M	No	Caster Level: 11 Conjuration [Cold] Frostbur: Frostburn Pg.106
<i>Effect:</i> Zone deals 1d6 cold damage each round.									
Target: 20-ft.-radius									
Caster Level: 11									

LEVEL 3

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□ Air Breathing	19	Will negates [harmless]	1 standard action	2 hours/level; see text	Touch	S,M/DF	Yes [harmless]	Transmutation	SPELL CO: Pg.8
<i>Effect:</i> Grants creatures the ability to breath air.									
□□□□ Align Fang, Mass	19	Will negates [harmless]	1 standard action	1 minute/level	Target: Living creatures touched	Close (50 ft.)	V,S,DF	Yes [harmless]	Caster Level: 11 Transmutation SPELL CO: Pg.9
<i>Effect:</i> Same as algin fang, but on multiple creatures.									
□□□□ Artic Haze	19	Fort half	1 standard action	110 minutes	Target: One or more creatures, no two of which are more than 30 ft. apart	Medium (210 ft.)	V,S	No	Caster Level: 11 Conjuration (Creation) [Cold] Frostbur: Frostburn Pg.88
<i>Effect:</i> Fog obscures vision and inflicts damage.									
□□□□ Attune Form	19	N/A	1 standard action	24 hours	Target: Fog spread in a 30-ft.-radius, 20-ft.-high	Touch	V,S,M/DF	N/A	Caster Level: 11 Transmutation SPELL CO: Pg.17
<i>Effect:</i> Attunes the affected creatures to the plane you are currently on, negating harmful effects.									
□□□□ Aura of Cold, Lesser	19	None	1 standard action	11 rounds [D]	Target: One creature/3 levels	5 ft.	V,S,DF	Yes	Caster Level: 11 Transmutation [Cold] Frostbur: Frostburn Pg.88-89
<i>Effect:</i> Deals 1d6 cold damage to those within 5 ft..									
□□□□ Binding Snow	19	Reflex negates	1 standard action	11 hours [D]	Target: 5-ft.-radius spherical emanation centered on you	Medium (210 ft.)	V,S,DF,Frostfall		Caster Level: 11 Transmutation [Cold] Frostbur: Frostburn Pg.89
<i>Effect:</i> Cast on snow it impedes movement to half.									
□□□□ Bite of the Werewolf	19	N/A	1 standard action	1 round/level	Target: 11 10-ft. square	Personal	V,S,M	N/A	Caster Level: 11 Transmutation SPELL CO: Pg.29
<i>Effect:</i> Gain +2 bonus to Str, +4 Dex, +4 Con, +4 natural armor. Gain Bite attack.									
□□□□ Blindsight	19	Will negates [harmless]	1 standard action	1 minute/level	Target: You	Touch	V,S	Yes [harmless]	Caster Level: 11 Transmutation SPELL CO: Pg.32
<i>Effect:</i> Grant blindsight to 30 ft.									
Target: Creature touched									
Caster Level: 11									

* =Domain/Speciality Spell

Druid Spells

Call Lightning	19	Reflex half	1 round	11 minutes	Medium (210 ft.)	V, S	Yes	Evocation [Electricity]	RSRD: SpellsC.rtf
Effect: Calls down 10 lightning bolts over duration [3d6 per bolt] from sky; 3d10 in outdoors stormy area.					Target: One or more 30-ft.-long vertical lines of lightning			Caster Level: 11	
Capricious Zephyr	19	None and Reflex partial; see text	1 standard action	1 round/level	Medium (210 ft.)	V,S	Yes	Evocation [Air]	SPELL CO: Pg.43
Effect: 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					Target: 5-ft.-diameter			Caster Level: 11	
Charge of the Triceratops	19	Will negates [harmless]	1 standard action	1 round/level [D]	Touch	V,S,DF	Yes	Transmutation	SPELL CO: Pg.45
Effect: 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.					Target: Living creature touched			Caster Level: 11	
Circle Dance	19	N/A	1 minute	Instantaneous	Personal	V,S	N/A	Divination	SPELL CO: Pg.46
Effect: Get direction and general status of a known target.					Target: You			Caster Level: 11	
Column of Ice	19	Reflex negates	1 standard action	Permanent	Close (50 ft.)	V,S,M	No	Conjuration (Creation) [Cold]	Frostbur: Frostburn Pg.90
Effect: Ice columns lift targets [can include yourself] if there is a ceiling you can smash for 4d6 damage.					Target: One column of ice, 10-ft. radius and 5-ft. high			Caster Level: 11	
Conjure Ice Beast III	19	None	1 round	11 rounds [D]	Close (50 ft.)	V,S,DF	No	Conjuration (Creation) [Cold]	Frostbur: Frostburn Pg.91
Effect: Creates a creature to fight for you.					Target: One or more conjured ice creatures, no two of which can be more than 30 ft. apart			Caster Level: 11	
Control Sand	19	None; see text	1 standard action	110 minutes [D]	Long (840 ft.)	V,S,DF	No	Transmutation	Sandstor: Sand Storm Pg.112-113
Effect: Spell not completed.					Target: Dust or Sand in a volume of 10ft. wide by 110 ft. long by 22 ft. deep [S]			Caster Level: 11	
Control Temperature	19	None	1 round	11 hours	20 ft./level	V,S,M/DF	No	Transmutation [Cold, Fire]	Frostbur: Frostburn Pg.92
Effect: Reduce or raise the temperature by 2 band.					Target: 220 cu. ft. emanation, centered on you			Caster Level: 11	
Corona of Cold	19	Fortitude negates	1 standard action	1 round/level [D]	10 ft.	V,S,DF	Yes	Evocation [Cold]	SPELL CO: Pg.52
Effect: Gain fire resistance 10, and deal 1d12 damage to all in your area of effect. Creatures so affected have -2 to Str & Dex, move at half speed for as long as they remain in the area.					Target: 20-ft.-radius spread			Caster Level: 11	
Creaking Cacophony	19	None	1 standard action	1 round/level	Medium (210 ft.)	V,S	Yes	Illusion (Figment) [Sonic]	SPELL CO: Pg.55
Effect: All who are in the effect have -4 to listen. Spellcasters are distracted.					Target: 40-ft.-radius spread			Caster Level: 11	
Crumble	19	Fortitude half [object]	1 standard action	Instantaneous	Medium (210 ft.)	V,S	Yes [object]	Transmutation	SPELL CO: Pg.56
Effect: Deal 1d8/level [max 10d8] damage to structure, ignoring hardness; see text.					Target: One structure or construct			Caster Level: 11	
Cure Moderate Wounds	19	Will half (harmless); see text	1 standard action	Instantaneous	Touch	V, S	Yes (harmless); see text	Conjuration (Healing)	RSRD: SpellsC.rtf
Effect: Cures 2d8+10 damage.					Target: Creature touched			Caster Level: 11	
Daylight	19	None	1 standard action	110 minutes [D]	Touch	V, S	No	Evocation [Light]	RSRD: SpellsD-E.rtf
Effect: 60-ft. radius of bright light.					Target: Object touched			Caster Level: 11	
Dehydrate	19	Fortitude negates	1 standard action	Instantaneous	Medium (210 ft.)	V,S,DF	Yes	Necromancy	SPELL CO: Pg.62
Effect: Deal 1d6 plus 1/3 caster levels [max +5].					Target: One living creature			Caster Level: 11	
Diminish Plants	19	None	1 standard action	Instantaneous	See text	V, S, DF	No	Transmutation	RSRD: SpellsD-E.rtf
Effect: Reduces size or blights growth of normal plants.					Target: See text			Caster Level: 11	
Dominate Animal	19	Will negates	1 round	11 rounds	Close (50 ft.)	V, S	Yes	Enchantment (Compulsion) [Mind-Affecting]	RSRD: SpellsD-E.rtf
Effect: Subject animal obeys silent mental commands.					Target: One animal			Caster Level: 11	
Downdraft	19	Reflex partial; see text	1 standard action	Instantaneous	Long (840 ft.)	V,S,M	Yes	Evocation [Air]	SPELL CO: Pg.72
Effect: 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.].					Target: Cylinder [20-ft. radius, 100 ft. high]			Caster Level: 11	
Earthen Grace	19	Will negates [harmless]	1 standard action	1 minute/level	Touch	V,S,M	Yes [harmless]	Abjuration [Earth]	SPELL CO: Pg.76
Effect: Earth and stone damage is treated as nonlethal [includes creatures with the subtype of earth/stone, falling onto stone]; see text.					Target: Living creature touched			Caster Level: 11	
Energy Vortex	19	Reflex half	1 standard action	Instantaneous	20 ft.	V,S	Yes	Evocation [Choose:Acid, Cold, Fire, Electricity, Sonic]	SPELL CO: Pg.81
Effect: Choose a energy type and it causes 1d8 +1/caster level [max +20]. You may double the damage if you forgoe a save and take the damage as well.					Target: All creatures within a 20-ft.-radius burst centered on you			Caster Level: 11	
Entangling Staff	19	Yes? [harmless,object]	1 swift action	1 round/level [D]	Touch	V,S,F	Yes [harmless]	Transmutation	SPELL CO: Pg.83
Effect: 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					Target: Quarterstaff touched			Caster Level: 11	
Fire Wings	19	N/A	1 round	1 minute/level	Personal	V,S,M,F	N/A	Transmutation [Fire]	SPELL CO: Pg.93
Effect: Attack or Fly; see text.					Target: You			Caster Level: 11	
Fly, Swift	19	N/A	1 swift action	1 round	Personal	V	N/A	Transmutation	SPELL CO: Pg.96
Effect: This spell functions like fly, except as noted.					Target: You			Caster Level: 11	
Forestfold	19	N/A	1 standard action	1 hour/level [D]	Personal	V,S	N/A	Transmutation	SPELL CO: Pg.98
Effect: Grants +10 competence bonus on Hide and Move Silently checks.					Target: You			Caster Level: 11	
Giant's Wrath	19	None	1 swift action	1 round/level	Personal	V,S,M	No	Transmutation [Earth]	SPELL CO: Pg.105
Effect: Pebbles become boulders; see text					Target: One pebble/3 levels			Caster Level: 11	
Girallon's Blessing	19	Fortitude negates [harmless]	1 standard action	10 minutes/level	Touch	V,S,M	Yes [harmless]	Transmutation	SPELL CO: Pg.106
Effect: Gain an additional pair of arms; see text					Target: Creature touched			Caster Level: 11	
Haboob	19	None or Reflex half; See text	1 standard action	11 minutes	Medium (210 ft.)	V,S,M	No	Conjuration (Creation) [Air, Earth]	Sandstor: Sand Storm Pg.117
Effect: Create a thick haze of swirling dust; see text.					Target: Abrasive dust spreads in 20-ft. radius, 20 ft. high			Caster Level: 11	
Heatstroke	19	Fortitude partial	1 standard action	Instantaneous	Medium (210 ft.)	V,S	Yes [harmless]	Transmutation	SPELL CO: Pg.113
Effect: Target becomes fatigued [if fatigued it becomes exhausted], takes 2d6 nonlethal heat [with or without save].					Target: One Creature			Caster Level: 11	
Hypothermia	19	Fortitude partial	1 standard action	Instantaneous	Close (50 ft.)	V,S	Yes	Evocation [Cold]	SPELL CO: Pg.118
Effect: Deals 1d6 per caster level [max 10d6] and becomes fatigued. Save halves damage and negates fatigue.					Target: One creature			Caster Level: 11	
Ice Shape	19	None	1 standard action	Instantaneous	Touch	V,S,M/DF	No	Transmutation [Cold]	Frostbur: Frostburn Pg.99
Effect: Form an existing piece of ice into any shape that suits your purpose.					Target: Ice touched, up to 21 cu. ft.			Caster Level: 11	

* =Domain/Speciality Spell

Druid Spells

■■■■■Icelance	19	Fortitude partial	1 standard action	Instantaneous	Medium (210 ft.)	V,S,F	Yes	Conjuration (Creation)	SPELL CO: Pg.119
Effect: Creates an ice lance; ranged touched attack at +4, if it hit causes 6d6 points, make save or be stunned for 1d4 rounds.					Target: One lance of ice		Caster Level: 11		
■■■■■Infestation of Maggots	19	Fortitude negates	1 standard action	1 round/2 levels	Touch	V,S,M	Yes	Necromancy	SPELL CO: Pg.123
Effect: Deal 1d4 constitution per round. Save ends the spell and the effect.					Target: Creature touched		Caster Level: 11		
■■■■■Jagged Tooth	19	Will negates [harmless]	1 standard action	10 minutes/level	Close (50 ft.)	V,S	Yes [harmless]	Transmutation	SPELL CO: Pg.127
Effect: Doubles the critical threat range of one natural weapon.					Target: One natural slashing or piercing weapon of target creatures		Caster Level: 11		
■■■■■Lion's Charge	19	N/A	1 swift action	1 round	Personal	V	N/A	Transmutation	SPELL CO: Pg.133
Effect: Gain pounce ability [make full attack after a charge].					Target: You		Caster Level: 11		
■■■■■Magic Fang, Greater	19	Will negates (harmless)	1 standard action	11 hours	Close (50 ft.)	V, S, DF	Yes (harmless)	Transmutation	RSRD: SpellsM-O.rtf
Effect: One natural weapon of subject creature gets +2 on attack and damage rolls.					Target: One living creature		Caster Level: 11		
■■■■■Meld into Ice	19	None	1 standard action	110 minutes	Personal	V,S,DF	No	Transmutation	Frostbur: Frostburn Pg.102
Effect: Meld into a large enough block of ice.					Target: You		Caster Level: 11		
■■■■■Meld into Stone	19	None	1 standard action	110 minutes	Personal	V, S, DF	No	Transmutation [Earth]	RSRD: SpellsM-O.rtf
Effect: You and your gear merge with stone.					Target: You		Caster Level: 11		
■■■■■Nature's Balance	19	Fortitude negates [harmless]	1 standard action	10 minutes/level	Touch	V,S	Yes [harmless]	Transmutation	SPELL CO: Pg.145
Effect: Take -4 to one ability score [Str, Dex, Con] and target gains like amount.					Target: Creature touched		Caster Level: 11		
■■■■■Nature's Rampart	19	None	10 minutes	Instantaneous	Medium (210 ft.)	V,S,F	No	Transmutation	SPELL CO: Pg.146
Effect: Shapes natural setting into a formidable defense.					Target: Structure up to 40 ft. square		Caster Level: 11		
■■■■■Neutralize Poison	19	Will negates (harmless, object)	1 standard action	110 minutes	Touch	V, S, M/DF	Yes (harmless, object)	Conjuration (Healing)	RSRD: SpellsM-O.rtf
Effect: Immunizes subject against poison, detoxifies venom in or on subject.					Target: Creature or object of up to 11 cu. ft. touched		Caster Level: 11		
■■■■■Plant Growth	19	None	1 standard action	Instantaneous	See text	V, S, DF	No	Transmutation	RSRD: SpellsP-R.rtf
Effect: Grows vegetation, improves crops.					Target: See text		Caster Level: 11		
■■■■■Poison	19	Fortitude negates; see text	1 standard action	Instantaneous; see text	Touch	V, S, DF	Yes	Necromancy	RSRD: SpellsP-R.rtf
Effect: Touch deals 1d10 Con damage, repeats in 1 minute.					Target: Living creature touched		Caster Level: 11		
■■■■■Primal Form	19	N/A	1 standard action	1 minute/level	Personal	V,S,DF	N/A	Transmutation	SPELL CO: Pg.161
Effect: You assume the physical appearance and many of the qualities and abilities of a chosen elemental [fire, water, earth, air]; see text					Target: You		Caster Level: 11		
■■■■■Protection from Energy	19	Fortitude negates (harmless)	1 standard action	110 minutes or until discharged	Touch	V, S, DF	Yes (harmless)	Abjuration	RSRD: SpellsP-R.rtf
Effect: Absorb 120 points of damage from one kind of energy.					Target: Creature touched		Caster Level: 11		
■■■■■Quench	19	None or Will negates (object)	1 standard action	Instantaneous	Medium (210 ft.)	V, S, DF	No or Yes (object)	Transmutation	RSRD: SpellsP-R.rtf
Effect: Extinguishes nonmagical fires or one magic item.					Target: 11 20-ft. cubes [S] or one fire-based magic item		Caster Level: 11		
■■■■■Quillfire	19	N/A	1 standard action	1 round/level	Personal	V,S	N/A	Transmutation	SPELL CO: Pg.164
Effect: Quills inflict 1d8 or thrown range 10 ft; see text.					Target: You		Caster Level: 11		
■■■■■Remove Disease	19	Fortitude negates (harmless)	1 standard action	Instantaneous	Touch	V, S	Yes (harmless)	Conjuration (Healing)	RSRD: SpellsP-R.rtf
Effect: Cures all diseases affecting subject.					Target: Creature touched		Caster Level: 11		
■■■■■Resist Energy, Mass	19	Fortitude negates [harmless]	1 standard action	10 minutes/level	Close (50 ft.)	V,S,DF	Yes [harmless]	Abjuration	SPELL CO: Pg.174
Effect: As resist energy, except that it affects all targeted creatures.					Target: One creature/level, no two of which can be more than 30 ft. apart		Caster Level: 11		
■■■■■Sink	19	Will negates	1 standard action	1 round	Close (50 ft.)	V,S,DF	Yes	Transmutation	SPELL CO: Pg.190
Effect: Affect creatures sink 100 ft./round; see text.					Target: One creature/level, no two of which are more than 30 ft. apart		Caster Level: 11		
■■■■■Sleet Storm	19	None	1 standard action	11 rounds	Long (840 ft.)	V, S, M/DF	No	Conjuration (Creation) [Cold]	RSRD: SpellsS.rtf
Effect: Hampers vision and movement.					Target: Cylinder 40		Caster Level: 11		
■■■■■Snakebite	19	N/A	1 standard action	1 round/level [D]	Personal	V,S	N/A	Transmutation	SPELL CO: Pg.193
Effect: Turns one of your arms into a venomous snake; see text.					Target: You		Caster Level: 11		
■■■■■Snare	19	None	3 rounds	Until triggered or broken	Touch	V, S, DF	No	Transmutation	RSRD: SpellsS.rtf
Effect: Creates a magic booby trap.					Target: Touched nonmagical circle of vine, rope, or thong with a 2 ft. diameter + 2 ft./level		Caster Level: 11		
■■■■■Snowshoes, Mass	19	Will negates [harmless]	1 standard action	1 hour/level [D]	Close (50 ft.)	V,S	Yes [harmless]	Transmutation	SPELL CO: Pg.194
Effect: Same as Snowshoes, except as noted.					Target: One creature/level, no two of which are more than 30 ft. apart		Caster Level: 11		
■■■■■Soul of the Waste	19	None	1 standard action	110 minutes [D]	Personal	V,S,DF	No	Transmutation [Earth]	Sandstor: Sand Storm Pg.121
Effect: You meld your body and 100 lbs of possessions into the sand.					Target: You		Caster Level: 11		
■■■■■Speak with Plants	19	None	1 standard action	11 minutes	Personal	V, S	No	Divination	RSRD: SpellsS.rtf
Effect: You can talk to normal plants and plant creatures.					Target: You		Caster Level: 11		
■■■■■Spiderskin	19	Will negates [harmless]	1 standard action	10 minutes/level	Touch	V,S,M/DF	Yes [harmless]	Transmutation	SPELL CO: Pg.202
Effect: Grants recipient +1 to natural AC, +1 save against poison and +1 bonus to Hide checks for every three caster levels [max +5].					Target: Creature touched		Caster Level: 11		
■■■■■Spike Growth	19	Reflex partial	1 standard action	11 hours [D]	Medium (210 ft.)	V, S, DF	Yes	Transmutation	RSRD: SpellsS.rtf
Effect: Creatures in area take 1d4 damage, may be slowed.					Target: 11 20-ft. squares		Caster Level: 11		
■■■■■Spikes	19	None	1 standard action	1 hour/level	Touch	V,S,M	No	Transmutation	SPELL CO: Pg.202
Effect: As brambles, except affected weapon gains +2 enhancement bonus and threat range doubled.					Target: Wooden weapon touched		Caster Level: 11		
* =Domain/Specialty Spell									

Druid Spells

□□□□□ Spiritjaws	19	None	1 standard action	1 round/level [D]	Medium (210 ft.)	V,S,M	Yes	Evocation [Force]	SPELL CO: Pg.202
<i>Effect:</i> Jaws attempt to grapple the target; see text					<i>Target:</i> Jaws of force			<i>Caster Level:</i> 11	
□□□□□ Standing Wave	19	Reflex negates	1 standard action	10 minutes/level [D]	Close (50 ft.)	V,S,DF	Yes	Transmutation	SPELL CO: Pg.204
<i>Effect:</i> Transports across water; see text.					<i>Target:</i> Waves under a creature or object within range			<i>Caster Level:</i> 11	
□□□□□ Stone Shape	19	None	1 standard action	Instantaneous	Touch	V, S, M/DF	No	Transmutation [Earth]	RSRD: SpellsS.rtf
<i>Effect:</i> Sculpts stone into any shape.					<i>Target:</i> Stone or stone object touched, up to 21 cu. ft.			<i>Caster Level:</i> 11	
□□□□□ Storm Mote	19	Fort half	1 standard action	11 rounds	Medium (210 ft.)	V,S,M/DF	Yes	Evocation [Air, Earth]	Sandstor: Sand Storm Pg.121-122
<i>Effect:</i> Deals 2d8 to creatures caught in the vortex you control.					<i>Target:</i> Cylinder [5-ft. radius, 10 ft. high]			<i>Caster Level:</i> 11	
□□□□□ Summon Desert Ally III	19	None	1 round	11 rounds [D]	Close (50 ft.)	V,S,DF	No	Conjuration (Summoning)	Sandstor: Sand Storm Pg.122
<i>Effect:</i> Create a dustform creature [pg.161]; see text.					<i>Target:</i> One or more creatures, no two of which can be more than 30ft apart			<i>Caster Level:</i> 11	
□□□□□ Summon Nature's Ally III	19	None	1 round	11 rounds [D]	Close (50 ft.)	V, S, DF	No	Conjuration (Summoning)	RSRD: SpellsS.rtf
<i>Effect:</i> Calls creature to fight.					<i>Target:</i> One or more creatures, no two of which can be more than 30 ft. apart			<i>Caster Level:</i> 11	
□□□□□ Thornsken	19	N/A	1 standard action	1 round/level [D]	Personal	V,S,M	N/A	Transmutation	SPELL CO: Pg.219
<i>Effect:</i> Sprout thorns from your skin that makes your unarmed deal lethal plus an extra 1d6 piercing damage on unarmed attacks.					<i>Target:</i> You			<i>Caster Level:</i> 11	
□□□□□ Thunderous Roar	19	Fortitude partial; see text	1 standard action	Instantaneous	Long (840 ft.)	V,S,DF	Yes	Evocation [Sonic]	SPELL CO: Pg.220
<i>Effect:</i> All creatures in the area take 1d6 sonic damage per two caster levels; see text.					<i>Target:</i> 20-ft.-radius burst			<i>Caster Level:</i> 11	
□□□□□ Treasure Scent	19	N/A	1 standard action	1 hour/level	Personal	V,S	N/A	Divination	SPELL CO: Pg.223
<i>Effect:</i> Detect copper, silver, gold, platinum, and gems within 30 feet. See text.					<i>Target:</i> You			<i>Caster Level:</i> 11	
□□□□□ Tremor	19	See text	1 standard action	1 round/3 levels	Medium (210 ft.)	V,S,DF	No	Evocation [Earth]	SPELL CO: Pg.223
<i>Effect:</i> Disrupts concentration; see text.					<i>Target:</i> 40-ft.-radius spread			<i>Caster Level:</i> 11	
□□□□□ Vigor	19	Will negates [harmless]	1 standard action	10 rounds + 1 round/level [max 25]	Touch	V,S	Yes [harmless]	Conjuration (Healing)	SPELL CO: Pg.229
<i>Effect:</i> Same as lesser vigor except it grants target fast healing ability for the duration of the spell at 2 hp automatically healed per round.					<i>Target:</i> Living creature touched			<i>Caster Level:</i> 11	
□□□□□ Vigor, Mass Lesser	19	Will negates [harmless]	1 standard action	10 rounds + 1 round/level [max 25]	20 ft.	V,S	Yes [harmless]	Conjuration (Healing)	SPELL CO: Pg.229
<i>Effect:</i> Same as lesser vigor except it grants all targets fast healing ability for the duration of the spell at 1 hp automatically healed per round.					<i>Target:</i> One creature/2 levels, no two of which can be more than 30 ft. apart			<i>Caster Level:</i> 11	
□□□□□ Vine Mine	19	See text	1 standard action	10 minutes/level	Medium (210 ft.)	V,S,M	Yes	Conjuration (Creation)	SPELL CO: Pg.230
<i>Effect:</i> Creates a rapid growth of vines, see text.					<i>Target:</i> 10-ft.-radius/level spread			<i>Caster Level:</i> 11	
□□□□□ Walk the Mountain's Path	19	Will negates [harmless]	1 standard action	110 minutes	Touch	V,S,M	Yes [harmless]	Transmutation	Races of: Races of Stone Pg.163
<i>Effect:</i> Target is not slowed by slopes, gains a climb speed equal to his normal movement and gains a +10 enhancement bonus to Jump and Balance checks.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 11	
□□□□□ Water Breathing	19	Will negates [harmless]	1 standard action	22 hours; see text	Touch	V, S, M/DF	Yes [harmless]	Transmutation	RSRD: SpellsT-Z.rtf
<i>Effect:</i> Subjects can breathe underwater.					<i>Target:</i> Living creatures touched			<i>Caster Level:</i> 11	
□□□□□ Weather Eye	19	None	1 hour	Instantaneous	1 mile + 1 mile/level V,S,M,F	No		Divination	SPELL CO: Pg.238
<i>Effect:</i> You may accurately predict the natural weather up to one week into the future. If unnatural forces currently affect the weather then the spell acts as detect magic.					<i>Target:</i> 1-mile radius +1-mile/level centered on you			<i>Caster Level:</i> 11	
□□□□□ Whispering Sand	19	None	1 standard action	110 [D]	See text	V,S,F	No	Transmutation [Language-Dependent]	Sandstor: Sand Storm Pg.128
<i>Effect:</i> Communicate over long distances in the desert.					<i>Target:</i> 11 creatures			<i>Caster Level:</i> 11	
□□□□□ Wind Wall	19	None; see text	1 standard action	11 rounds	Medium (210 ft.)	V, S, M/DF	Yes	Evocation [Air]	RSRD: SpellsT-Z.rtf
<i>Effect:</i> Deflects arrows, smaller creatures, and gases.					<i>Target:</i> Wall up to 110 ft. long and 55 ft. high [S]			<i>Caster Level:</i> 11	

LEVEL 4

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□□ Air Walk	20	None	1 standard action	110 minutes	Touch	V, S, DF	Yes (harmless)	Transmutation [Air]	RSRD: SpellsA-B.rtf
Effect: Subject treads on air as if solid [climb at 45-degree angle].					Target: Creature [Gargantuan or smaller] touched			Caster Level: 11	
□□□□□ Antiplant Shell	20	None	1 standard action	110 minutes [D]	10 ft.	V, S, DF	Yes	Abjuration	RSRD: SpellsA-B.rtf
Effect: Keeps animated plants at bay.					Target: 10-ft.-radius emanation, centered on you			Caster Level: 11	
□□□□□ Arc of Lightning	20	Reflex half	1 standard action	Instantaneous	Close (50 ft.)	V,S,M/DF	No	Conjuration (Creation) [Electricity]	SPELL CO: Pg.15
Effect: Create a bolt of electricity between two creatures causing 1d6/level [max 15d6] to both creatures and anything in between them.					Target: A line between two creatures			Caster Level: 11	
□□□□□ Bite of the Wereboar	20	N/A	1 standard action	1 round/level	Personal	V,S,M	N/A	Transmutation	SPELL CO: Pg.28
Effect: Gain +4 bonus to Str, +6 Con, +8 natural armor. Gain Bite attack; see text					Target: You			Caster Level: 11	
□□□□□ Blast of Sand	20	Reflex half	1 standard action	Instantaneous	30 ft.	V,S,M	No	Conjuration (Creation) [Earth]	Sandstor: Sand Storm Pg.112
Effect: Deals 10d6 of damage to all in area.					Target: Cone-shaped burst			Caster Level: 11	
□□□□□ Blight	20	Fortitude half; see text	1 standard action	Instantaneous	Touch	V, S, DF	Yes	Necromancy	RSRD: SpellsA-B.rtf
Effect: Withers one plant or deals 11d6 damage to plant creature.					Target: one plant/plant-creature			Caster Level: 11	
□□□□□ Blindsight, Greater	20	Will negates [harmless]	1 standard action	1 minute/level	Touch	V,S	Yes [harmless]	Transmutation	SPELL CO: Pg.32
Effect: Grant blindsight to 30 ft.					Target: Creature touched			Caster Level: 11	
□□□□□ Bottle of Smoke	20	None	10 minutes	1 hour/level	Touch	V,S,F	No	Conjuration (Creation)	SPELL CO: Pg.37
Effect: Creates a steed made of smoke.					Target: One smoky, horselike creature			Caster Level: 11	
□□□□□ Burrow, Mass	20	Will negates [harmless]	1 standard action	1 minute/level [D]	Touch	V,S,F/DF	Yes [harmless]	Transmutation	SPELL CO: Pg.41
Effect: Same as Burrow, except effects multiple creatures.					Target: One creature/level, no two of which can be more than 30 ft. apart			Caster Level: 11	
□□□□□ Chain of Eyes	20	Will negates	1 standard action	1 hour/level	Touch	V,S	Yes	Divination	SPELL CO: Pg.45
Effect: Scrying sensor passed along by touch.					Target: Living creature touched			Caster Level: 11	
* =Domain/Speciality Spell									

Druid Spells

Command Plants					20	Will negates	1 standard action	11 days	Close (50 ft.)	V	Yes	Transmutation	RSRD: SpellsC.rtf
Effect: Sway the actions of one or more plant creatures.									Target: Up to 22 HD of plant creatures, no two of which can be more than 30 ft. apart			Caster Level: 11	
Conjure Ice Beast IV	20	None	1 round	11 rounds [D]	Close (50 ft.)	V,S,DF	No	Conjuration (Creation) [Cold]	Frostbur: Frostburn Pg.91				
Effect: Creates a creature to fight for you.								Target: One or more conjured ice creatures, no two of which can be more than 30 ft. apart			Caster Level: 11		
Contagious Touch	20	Fortitude negates	1 standard action	1 round/level	Touch	V,S	Yes	Necromancy	SPELL CO: Pg.52				
Effect: Any creature you hit with melee touch is afflicted with contagion and the selected disease; see text.								Target: You			Caster Level: 11		
Contingent Energy Resistance	20	N/A	1 minute	1 hour/level [D]	Personal	V,S,M	N/A	Abjuration	SPELL CO: Pg.52				
Effect: Same as Contingency, except it is more limited.								Target: You			Caster Level: 11		
Control Water	20	None; see text	1 standard action	110 minutes [D]	Long (840 ft.)	V, S, M/DF	No	Transmutation [Water]	RSRD: SpellsC.rtf				
Effect: Raises or lowers bodies of water.								Target: Water in a volume of 110 ft by 110 ft by 22 ft [S]			Caster Level: 11		
Creeping Cold, Greater	20	Fortitude half	1 standard action	See text	Close (50 ft.)	V,S,F	Yes	Transmutation [Cold]	SPELL CO: Pg.56				
Effect: As creeping cold, but has a higher damage cap with additional rounds.								Target: One creature			Caster Level: 11		
Cure Serious Wounds	20	Will half (harmless); see text	1 standard action	Instantaneous	Touch	V, S	Yes (harmless); see text	Conjuration (Healing)	RSRD: SpellsC.rtf				
Effect: Cures 3d8+11 damage.								Target: Creature touched			Caster Level: 11		
Dispel Magic	20	None	1 standard action	Instantaneous	Medium (210 ft.)	V, S	No	Abjuration	RSRD: SpellsD-E.rtf				
Effect: Cancels magical spells and effects.								Target: One spellcaster, creature, or object; or 20-ft.-radius burst			Caster Level: 11		
Dispel Water	20	See text	1 standard action	Instantaneous	Medium (210 ft.)	V,S	See text	Abjuration	Sandstor: Sand Storm Pg.114				
Effect: You can counter & dismiss water creatures, spells, and effects; see text.								Target: See text			Caster Level: 11		
Enhance Wild Shape	20	N/A	1 minute	1 hour/level	Personal	V,S	N/A	Transmutation	SPELL CO: Pg.81				
Effect: Gain enhancement to your next wild shape; See text.								Target: You			Caster Level: 11		
Essence of the Raptor	20	N/A	1 standard action	10 minutes/level [D]	Personal	V,S	N/A	Transmutation	SPELL CO: Pg.84				
Effect: Speed increases to 60 ft. Gain +8 bonus to Hide, Jump, Listen, Spot and Survival checks. Gain Scent ability.								Target: You			Caster Level: 11		
Eye of the Hurricane	20	Fortitude negates	1 standard action	Instantaneous	40 ft.	V,S	Yes	Abjuration [Air]	SPELL CO: Pg.86				
Effect: Creates a hurricane with you unaffected at the center; see text								Target: 40-ft.-radius emanation centered on you, with 10-ft.-radius quiet area centered on you			Caster Level: 11		
Flame Strike	20	Reflex half	1 standard action	Instantaneous	Medium (210 ft.)	V, S, DF	Yes	Evocation [Fire]	RSRD: SpellsF-G.rtf				
Effect: Smite foes with divine fire for 11d6 damage.								Target: Cylinder 10			Caster Level: 11		
Freedom of Movement	20	Will negates (harmless)	1 standard action	110 minutes	Personal or touch	V, S, M, DF	Yes (harmless)	Abjuration	RSRD: SpellsF-G.rtf				
Effect: Subject moves normally despite impediments.								Target: You or creature touched			Caster Level: 11		
Freeze Armor	20	Fort partial	1 standard action	11 rounds	Close (50 ft.)	V,S	Yes	Transmutation [Cold]	Frostbur: Frostburn Pg.94-95				
Effect: Freezes metal armor, immobilizing and damaging the wearer. Target suffers -6 to hit, -8 to Dex and can't move; see text.								Target: Metal equipment of 11 creatures			Caster Level: 11		
Frostfell slide	20	None	1 standard action	11 hours or until expended; see text	Personal	V,S,DF,Frostfell		Conjuration (Teleportation) [Cold]	Frostbur: Frostburn Pg.96				
Effect: Can teleport instantly from one area of slush, snow or ice to any similar location; see text.								Target: You			Caster Level: 11		
Giant Vermin	20	None	1 standard action	11 minutes	Close (50 ft.)	V, S, DF	Yes	Transmutation	RSRD: SpellsF-G.rtf				
Effect: Turns centipedes, scorpions, or spiders into giant vermin.								Target: Up to three vermin, no two of which can be more than 30 ft. apart			Caster Level: 11		
Hibernal Healing	20	Fort half (harmless)	1 round	Instantaneous	Personal	V,S,Frostfell/Yes (harmless)		Transmutation [Cold]	Frostbur: Frostburn Pg.97				
Effect: Cure 110 damage by absorbing all snow and slush within 10 ft.								Target: You			Caster Level: 11		
Hibernate	20	Will negates	1 standard action	11 weeks [D]	Touch	V,S,DF	Yes	Necromancy	Frostbur: Frostburn Pg.97				
Effect: Places target in suspended animation.								Target: One living creature			Caster Level: 11		
Ice Storm	20	None	1 standard action	1 full round	Long (840 ft.)	V, S, M/DF	Yes	Evocation [Cold]	RSRD: SpellsH-L.rtf				
Effect: Hail deals 5d6 damage in cylinder 40 ft. across.								Target: Cylinder 20			Caster Level: 11		
Jaws of the Wolf	20	None	1 standard action	1 round/level [D]	Close (50 ft.)	V,S,F	No	Transmutation	SPELL CO: Pg.127				
Effect: Transform small wooden carvings into real worgs equal to one for every two caster levels.								Target: One or more created worgs			Caster Level: 11		
Land Womb	20	Will negates	1 standard action	10 minutes/level [D]	Touch	V,S	Yes	Abjuration	SPELL CO: Pg.130				
Effect: Descend into a protective bubble in the earth below, others see you descend as if the earth opened up and swallowed you.								Target: You and one other creature/level			Caster Level: 11		
Languor	20	Will partial	1 standard action	1 round/level	Close (50 ft.)	V,S	Yes	Transmutation	SPELL CO: Pg.130				
Effect: Ranged touch attack. Causes short term Strength loss and slowing; See text.								Target: Ray			Caster Level: 11		
Last Breath	20	None	1 standard action	Instantaneous	Touch	V,S	Yes [harmless]	Transmutation	SPELL CO: Pg.130				
Effect: Creature killed within 1 round returns to 0 hp.								Target: Dead creature touched			Caster Level: 11		
Lay of the Land	20	N/A	3 rounds	Instantaneous	Personal	V,S,F/DF	N/A	Divination	SPELL CO: Pg.131				
Effect: Learn area of 50 miles radius; see text								Target: You			Caster Level: 11		
Magic Fang, Superior	20	N/A	1 standard action	1 round/level	Personal	V,S	N/A	Abjuration	SPELL CO: Pg.136				
Effect: Every natural weapon you possess becomes enchanted to +1 per four caster levels [max +5 level 20].								Target: You			Caster Level: 11		
Miasma of Entropy	20	Fortitude half or Will negates [object]	1 standard action	Instantaneous	30 ft.	V,S	Yes [object]	Necromancy	SPELL CO: Pg.141				
Effect: Accelerates decay in natural substances; see text								Target: Cone-shaped burst or one solid object; see text			Caster Level: 11		
Moon Bolt	20	Fortitude half[living] Will negates[undead]	1 standard action	Instantaneous	Long (840 ft.)	V,S	Yes	Evocation	SPELL CO: Pg.143				
Effect: Bolt unerringly strikes dealing 1d4 Str damage per three caster levels [max 5d4]. Undead instead fall helpless for 1d4 rounds; see text.								Target: One living or undead creature, or two living or undead creatures, that are <15 ft. apart			Caster Level: 11		
Murderous Mist	20	Reflex partial; see text	1 standard action	1 round/level	Close (50 ft.)	V,S	No	Conjuration (Creation)	SPELL CO: Pg.145				
Effect: Create cloud of scalding hot steam; see text.								Target: Cloud spreads in 30-ft. radius, 20 ft. high			Caster Level: 11		
* =Domain/Speciality Spell													

Druid Spells

Perinarch	20	None [object] and Reflex negates; see text	1 standard action	1 round/level; see text	Close (50 ft.)	V,S,DF	No	Transmutation	SPELL CO: Pg.153
<i>Effect:</i> Grants temporary over the terrain of limbo.					<i>Target:</i> N/A			<i>Caster Level:</i> 11	
Planar Tolerance	20	None	1 immediate action	1 hour/level	20 ft.	V	Yes [harmless]	Abjuration	SPELL CO: Pg.159
<i>Effect:</i> Gain temporary respite from the natural effects of a specific plane.					<i>Target:</i> One creature/level in a 20-ft. radius burst centered on you			<i>Caster Level:</i> 11	
Poison Vines	20	Fortitude negates	1 standard action	10 minutes/level	Medium (210 ft.)	V,S,M	Yes	Conjuration (Creation)	SPELL CO: Pg.160
<i>Effect:</i> Creates vines like vine mine except vines have contact poison; see text.					<i>Target:</i> 10-ft.-radius/level spread			<i>Caster Level:</i> 11	
Reincarnate	20	None; see text	10 minutes	Instantaneous	Touch	V, S, M, DF	Yes (harmless)	Transmutation	RSRD: SpellsP-R.rtf
<i>Effect:</i> Brings dead subject back in a random body.					<i>Target:</i> Dead creature touched			<i>Caster Level:</i> 11	
Repel Vermin	20	None or Will negates; see text	1 standard action	110 minutes [D]	10 ft.	V, S, DF	Yes	Abjuration	RSRD: SpellsP-R.rtf
<i>Effect:</i> Insects, spiders, and other vermin stay 10 ft. away.					<i>Target:</i> 10 ft. radius emanation centered on you			<i>Caster Level:</i> 11	
Resistance, Greater	20	Will negates [harmless]	1 standard action	24 hours	Touch	V,S,M/DF	Yes [harmless]	Abjuration	SPELL CO: Pg.174
<i>Effect:</i> As resistance, except you grant the subject +3 resistance bonus.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 11	
Rushing Waters	20	None; see text	1 standard action	Instantaneous	Medium (210 ft.)	V,S,DF	No	Conjuration (Creation) [Water]	SPELL CO: Pg.178
<i>Effect:</i> Wave of water bull rushes from you with a +15 bonus on the opposed Str check; see text.					<i>Target:</i> 15-ft.-radius spread			<i>Caster Level:</i> 11	
Rusting Grasp	20	None	1 standard action	See text	Touch	V, S, DF	No	Transmutation	RSRD: SpellsP-R.rtf
<i>Effect:</i> Your touch corrodes iron and alloys.					<i>Target:</i> One nonmagical ferrous object [or the volume of the object within 3 ft. of the touched point] or one ferrous creature			<i>Caster Level:</i> 11	
Sandform	20	None	1 standard action	11 minutes [D]	Personal	V,S,M	No	Transmutation	Sandstor: Sand Storm Pg.119
<i>Effect:</i> You become an ooze with most immunities except to mind-affect; see text.					<i>Target:</i> You			<i>Caster Level:</i> 11	
Scrying	20	Will negates	1 hour	11 minutes	See text	V, S, M/DF, F	Yes	Divination (Scrying)	RSRD: SpellsS.rtf
<i>Effect:</i> Spies on subject from a distance.					<i>Target:</i> Magical sensor			<i>Caster Level:</i> 11	
Searing Exposure	20	Fort partial; see text	1 standard action	Instantaneous	Medium (210 ft.)	V,S,M/DF	Yes	Evocation [Fire, Light]	Sandstor: Sand Storm Pg.120
<i>Effect:</i> Save or take 11d4 nonlethal heat exposure damage; see text.					<i>Target:</i> One living creature			<i>Caster Level:</i> 11	
Shadowblast	20	Fort negates	1 standard action	Insta	Long (840 ft.)	V,S,M	Yes	Evocation [Light]	SPELL CO: Pg.186
<i>Effect:</i> Creatures stunned for 1d6 rounds; natives of shadow vulnerable take damage; see text.					<i>Target:</i> 20-ft.-radius spread			<i>Caster Level:</i> 11	
Sheltered Vitality	20	Fortitude negates [harmless]	1 standard action	1 minute/level	Touch	V,S,DF	Yes [harmless]	Abjuration	SPELL CO: Pg.188
<i>Effect:</i> Subject gains immunity to fatigue, exhaustion, and ability damage or drain.					<i>Target:</i> Living creature touched			<i>Caster Level:</i> 11	
Skin of the Cactus	20	None	1 standard action	110 minutes	Touch	V,S,M	Yes (harmless)	Abjuration	Sandstor: Sand Storm Pg.120
<i>Effect:</i> Grants +3 enhancement bonus to natural armor. Increases to +4 @ 10th level & +5 @ 13th level 3.					<i>Target:</i> Living creature touched			<i>Caster Level:</i> 11	
Slipsand	20	See text	1 standard action	Permanent	Close (50 ft.)	V,S,M	No	Transmutation	Sandstor: Sand Storm Pg.121
<i>Effect:</i> Turns natural sand into a deadly pit of slipsand.					<i>Target:</i> 11 10-ft.-cube region of slipsand			<i>Caster Level:</i> 11	
Spark of Life	20	Will negates	1 standard action	1 round/level	Touch	V,S	Yes	Necromancy	SPELL CO: Pg.196
<i>Effect:</i> Undead touched temporarily acts as if it were alive and vulnerable as if it weren't undead.					<i>Target:</i> Undead creature touched			<i>Caster Level:</i> 11	
Spike Stones	20	Reflex partial	1 standard action	11 hours [D]	Medium (210 ft.)	V, S, DF	Yes	Transmutation [Earth]	RSRD: SpellsS.rtf
<i>Effect:</i> Creatures in area take 1d8 damage, may be slowed.					<i>Target:</i> 11 20-ft. squares			<i>Caster Level:</i> 11	
Starvation	20	Fortitude partial	1 standard action	Instantaneous	Close (50 ft.)	V,S,M	Yes	Transmutation	SPELL CO: Pg.206
<i>Effect:</i> Target takes 1d6 per caster level [max 10d6] nonlethal damage; see text.					<i>Target:</i> One living creature			<i>Caster Level:</i> 11	
Stone Metamorphosis	20	None	1 standard action	Instantaneous	Touch	V,S,M/DF	No	Transmutation [Earth]	Underdar: Underdark Pg.61
<i>Effect:</i> .					<i>Target:</i> Stone object touched, up to 21 cu. ft.			<i>Caster Level:</i> 11	
Sudden Stalagmite	20	Reflex half	1 standard action	Instantaneous	Medium (210 ft.)	V,S	No	Conjuration (Creation) [Earth]	SPELL CO: Pg.213
<i>Effect:</i> Stalagmite springs up under creature causing 1d6 per caster level [max 10d6].					<i>Target:</i> One creature			<i>Caster Level:</i> 11	
Summon Desert Ally IV	20	None	1 round	11 rounds [D]	Close (50 ft.)	V,S,DF	No	Conjuration (Summoning)	Sandstor: Sand Storm Pg.123
<i>Effect:</i> Create a dustform creature [pg.161]; see text.					<i>Target:</i> One or more creatures, no two of which can be more than 30ft apart			<i>Caster Level:</i> 11	
Summon Elementite Swarm	20	None	1 round	Concentration, up to 1 round/level + 1 round	Close (50 ft.)	V,S	No	Conjuration (Summoning) [see text]	SPELL CO: Pg.214
<i>Effect:</i> Summons a elementite swarm [Planar Handbook 114]; see text					<i>Target:</i> One summoned elementite			<i>Caster Level:</i> 11	
Summon Nature's Ally IV	20	None	1 round	11 rounds [D]	Close (50 ft.)	V, S, DF	No	Conjuration (Summoning)	RSRD: SpellsS.rtf
<i>Effect:</i> Calls creature to fight.					<i>Target:</i> One or more creatures, no two of which can be more than 30 ft. apart			<i>Caster Level:</i> 11	
Swim, Mass	20	None	1 round	10 minutes/level [D]	Medium (210 ft.)	V,S,M	Yes [harmless]	Transmutation [Water]	SPELL CO: Pg.217
<i>Effect:</i> Gain swim speed and +8 to Swim checks.					<i>Target:</i> One creature/level, no two of which can be more than 30 ft. apart			<i>Caster Level:</i> 11	
Vortex of Teeth	20	None	1 standard action	1 round/level [D]	Medium (210 ft.)	V,S,M	Yes	Evocation [Force]	SPELL CO: Pg.232
<i>Effect:</i> Creatures in the area take 3d8 damage per round, it also harms incorporeal creatures.					<i>Target:</i> Hollow cylinder [40-ft. radius, 20-ft. high, with a 5-ft.-radius safe zone in center]			<i>Caster Level:</i> 11	
Wall of Salt	20	See text	1 standard action	Instantaneous	Medium (210 ft.)	V,S,M/DF	No	Conjuration (Creation) [Earth]	Sandstor: Sand Storm Pg.127
<i>Effect:</i> Creates a solid wall of salt crystal.					<i>Target:</i> Wall of Salt Crystal whose area is up to 11 5-ft. square [S]			<i>Caster Level:</i> 11	
Wall of Sand	20	None	1 standard action	Concentration +1 round/level	Medium (210 ft.)	V,S,M/DF	No	Conjuration (Creation) [Earth]	SPELL CO: Pg.235
<i>Effect:</i> Creates a churning wall of sand.					<i>Target:</i> A straight wall whose area is up to one 10-ft. square/level [S]			<i>Caster Level:</i> 11	
Wall of Water	20	Reflex negates; see text	1 standard action	10 minutes/level	Medium (210 ft.)	V,S,M	No	Conjuration (Creation) [Water]	SPELL CO: Pg.235
<i>Effect:</i> Creates a vertical wall of swirling water.					<i>Target:</i> A straight wall whose area is up to one 10-ft. square/level [S]			<i>Caster Level:</i> 11	
Wild Runner	20	N/A	1 standard	10 minutes/level	Personal	V,S,DF	N/A	Transmutation	SPELL CO: Pg.239

* =Domain/Speciality Spell

Druid Spells

action									
<i>Effect:</i> Assume the physical appearance and many abilities of a centaur [MM 32]; see text.									
Wind at Back	20	Fortitude negates [harmless]	1 standard action	12 hours	Target: You	Medium (210 ft.)	V,S	Yes [harmless]	Caster Level: 11 Evocation
<i>Effect:</i> Doubles overland speed of all targets.					Target: One creature/level, no two of which can be more than 30 ft. apart				Caster Level: 11
Wings of Air, Greater	20	None	1 standard action	1 minute/level	Touch	V	No	Transmutation	SPELL CO: Pg.240
<i>Effect:</i> Manuverability improves by two steps.					Target: Winged creature touched				Caster Level: 11
Wood Rot	20	None	1 standard action	Instantaneous or 1 round/level; see text	Touch	V,S,M	No	Transmutation	SPELL CO: Pg.241
<i>Effect:</i> Deal damage to plants or destroy wooden objects.					Target: One nonmagical wooden object or a volume of wood; or one plant creature				Caster Level: 11

LEVEL 5

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
Animal Growth	21	Fortitude negates	1 standard action	11 minutes	Medium (210 ft.)	V, S	Yes	Transmutation	RSRD: SpellsA-B.rtf
<i>Effect:</i> One animal/two levels doubles in size.					Target: Up to 5 animals [Gargantuan or smaller], no two of which can be more than 30 ft. apart				Caster Level: 11
Anticold Sphere	21	None	1 standard action	10 minutes/level	10 ft.	V,S	Yes	Abjuration [Cold]	SPELL CO: Pg.13
<i>Effect:</i> Immune to cold and Hedge creatures of the cold subtype.					Target: 10-ft.-radius emanation, centered on you				Caster Level: 11
Atonement	21	None	1 hour	Instantaneous	Touch	V, S, M, F, DF, XP	Yes	Abjuration	RSRD: SpellsA-B.rtf
<i>Effect:</i> Removes burden of misdeeds from subject.					Target: Living creature touched				Caster Level: 11
Awaken	21	Will negates	24 hours	Instantaneous	Touch	V, S, DF, XP	Yes	Transmutation	RSRD: SpellsA-B.rtf
<i>Effect:</i> Animal or tree gains human intellect.					Target: Animal or tree touched				Caster Level: 11
Baleful Polymorph	21	Fortitude negates, Will partial; see text	1 standard action	Permanent	Close (50 ft.)	V, S	Yes	Transmutation	RSRD: SpellsA-B.rtf
<i>Effect:</i> Transforms subject into harmless animal.					Target: One creature				Caster Level: 11
Bite of the Weretiger	21	N/A	1 standard action	1 round/level	Personal	V,S,M	N/A	Transmutation	SPELL CO: Pg.28
<i>Effect:</i> Gain +12 bonus to Str, +4 Dex, +6 Con, +5 natural armor. Gain Bite and Claw attacks.					Target: You				Caster Level: 11
Blizzard	21	Fort partial	1 round	11 rounds	Long (840 ft.)	V,S	No	Transmutation [Cold]	Frostbur: Frostburn Pg.89
<i>Effect:</i> Creates a blinding, freezing blizzard. All movement, sight becomes impossible. Takes 1d6 damage each round of nonlethal if unprotected.					Target: 1100-ft.-radius spread				Caster Level: 11
Call Avalanche	21	Reflex half; see text	1 round	Instantaneous	Long (840 ft.)	V,S	No	Evocation [Cold]	Frostbur: Frostburn Pg.90
<i>Effect:</i> Cast outside deals 8d6 crushing damage and can bury Large or smaller creatures.					Target: 110-ft.-radius spread				Caster Level: 11
Call Lightning Storm	21	Reflex half	1 round	11 minutes	Long (840 ft.)	V, S	Yes	Evocation [Electricity]	RSRD: SpellsC.rtf
<i>Effect:</i> Calls down 11 lightning bolts over duration [5d6 per bolt] from sky; 5d10 in outdoors stormy area.					Target: One or more 30-ft.-long vertical lines of lightning				Caster Level: 11
Choking Sands	21	Fort Negates; see text	1 standard action	Instantaneous; see text	Touch	V,S,M	Yes	Necromancy	Sandstor: Sand Storm Pg.112
<i>Effect:</i> Target can take full round action [Fort save] to expel dust, otherwise a Con check to avoid suffocation.					Target: Living creature touched				Caster Level: 11
Cloak of the Sea	21	Will negates [harmless]	1 standard action	1 hour/level [D]	Touch	V,S,DF	Yes [harmless]	Transmutation	SPELL CO: Pg.48
<i>Effect:</i> Bestows water breathing, blur & doesn't take nonlethal damage.					Target: Creature touched				Caster Level: 11
Cold Snap	21	None	1 minute	2d4 hours	1 mile	V,S	No	Transmutation [Cold]	SPELL CO: Pg.50
<i>Effect:</i> Lowers temperature by 5 degrees per level [Max 50 degrees]					Target: 1-mile-radius circle centered on you				Caster Level: 11
Commune with Nature	21	None	10 minutes	Instantaneous	Personal	V, S	No	Divination	RSRD: SpellsC.rtf
<i>Effect:</i> Learn about terrain for 11 miles.					Target: You				Caster Level: 11
Conjure Ice Beast V	21	None	1 round	11 rounds [D]	Close (50 ft.)	V,S,DF	No	Conjuration (Creation) [Cold]	Frostbur: Frostburn Pg.91
<i>Effect:</i> Creates a creature to fight for you.					Target: One or more conjured ice creatures, no two of which can be more than 30 ft. apart				Caster Level: 11
Control Winds	21	Fortitude negates	1 standard action	110 minutes	40 ft./level	V, S	No	Transmutation [Air]	RSRD: SpellsC.rtf
<i>Effect:</i> Change wind direction and speed.					Target: 440 ft radius cylinder 40 ft. high				Caster Level: 11
Cure Critical Wounds	21	Will half (harmless); see text	1 standard action	Instantaneous	Touch	V, S	Yes (harmless); see text	Conjuration (Healing)	RSRD: SpellsC.rtf
<i>Effect:</i> Cures 4d8+11 damage.					Target: Creature touched				Caster Level: 11
Dance of the Unicorn	21	None	1 standard action	1 minute/level [D]	5 ft./level	V,S	No	Abjuration	SPELL CO: Pg.58
<i>Effect:</i> Purifies surrounding area; see text.					Target: 5 ft./level-radius emanation centered on you				Caster Level: 11
Death Ward	21	Will negates (harmless)	1 standard action	11 minutes	Touch	V, S, DF	Yes (harmless)	Necromancy	RSRD: SpellsD-E.rtf
<i>Effect:</i> Grants immunity to death spells and negative energy effects.					Target: Living creature touched				Caster Level: 11
Dire Hunger	21	Fortitude negates	1 standard action	Instantaneous	Close (50 ft.)	V,S	Yes	Transmutation	SPELL CO: Pg.65
<i>Effect:</i> Creature becomes hungry and grows fangs [See text for damage]. Target only attacks with bite					Target: One living creature				Caster Level: 11
Echo Skull	21	None	1 standard action	1 hour/level [D]	Touch	V,S,F	Yes [object]	Divination	SPELL CO: Pg.77
<i>Effect:</i> See, hear and speak through a specific animal skull at any distance.					Target: Animal skull touched				Caster Level: 11
Fireward	21	None	1 standard action	1 hour/level	Medium (210 ft.)	V,S,DF	No	Transmutation	SPELL CO: Pg.94
<i>Effect:</i> As quench; suppresses all magical fire spells					Target: One 20-ft. cubes/level [S]				Caster Level: 11
Flaywind Burst	21	See text	1 round	Instantaneous	60 ft.	V,S,M	No	Evocation [Air, Earth]	Sandstor: Sand Storm Pg.115
<i>Effect:</i> Read text.					Target: Cone-shaped burst				Caster Level: 11
Flesh to Salt	21	Fort partial; see text	1 standard action	Instantaneous	Medium (210 ft.)	V,S,M	Yes	Transmutation	Sandstor: Sand Storm Pg.116
<i>Effect:</i> Target takes 5d6 damage, if it takes more than half it's current HP save or become salt.					Target: One creature				Caster Level: 11
Fuse Sand	21	See text	1 standard action	Instantaneous	Close (50 ft.)	V,S,M	No	Transmutation [Earth]	Sandstor: Sand Storm Pg.116-117
<i>Effect:</i> See text.					Target: Up to 22 10-ft. cubes [S]				Caster Level: 11
Hallow	21	See text	24 hours	Instantaneous	Touch	V, S, M, DF	See text	Evocation [Good]	RSRD: SpellsH-L.rtf
<i>Effect:</i> Designates location as holy.					Target: 40-ft. radius emanating from the touched point				Caster Level: 11

* =Domain/Speciality Spell

Druid Spells

Heal Animal Companion	21	Will negates [harmless]	1 standard action	Instantaneous	Touch	V,S	Yes [harmless]	Conjuration (Healing)	SPELL CO: Pg.110
Effect: Functions as heal, except it only affects your animal companion.					Target: One item of a volume no greater than 10 cu. ft./level; see text			Caster Level: 11	
Ice Shield	21	Will negates (harmless)	1 standard action	11 minutes	Touch	V,S,M,Cold	Fires (harmless)	Abjuration	Frostbur: Frostburn Pg.99
Effect: Target gains Damage Reduction 15/- and prevents a total of 110 damage.					Target: Creature touched			Caster Level: 11	
Inferno	21	Fortitude partial; see text	1 standard action	6 rounds; see text	Close (50 ft.)	V,S,M	Yes	Transmutation [Fire]	SPELL CO: Pg.123
Effect: Cause single creature to burst in flames causing 6d6 and decreases 1d6 each round [min 1d6] for duration of spell					Target: One creature			Caster Level: 11	
Insect Plague	21	None	1 round	11 minutes	Long (840 ft.)	V, S, DF	No	Conjuration (Summoning)	RSRD: SpellsH-L.rtf
Effect: Locust swarms attack creatures.					Target: 3 swarms of locust, each of which must be adjacent to at least one other swarm			Caster Level: 11	
Jungle's Rapture	21	Will negates	1 standard action	Permanent [D]	Close (50 ft.)	V,S	Yes	Transmutation	SPELL CO: Pg.128
Effect: Target takes 1d6 Dex damage, each day victim takes additional 1d6 Dex.					Target: One living nonplant creatures			Caster Level: 11	
Mantle of the Icy Soul	21	Will negates	1 standard action	1 hour/level	Touch	V,S,M	Yes	Transmutation [Cold]	SPELL CO: Pg.138
Effect: Grants Cold Subtype to target.					Target: Creature touched			Caster Level: 11	
Memory Rot	21	Fortitude negates	1 standard action	Instantaneous	Close (50 ft.)	V,S	Yes	Evocation	SPELL CO: Pg.140
Effect: Permanently drain 1d6 Intelligence, with 1 pt loss each round thereafter; save stops Int loss.					Target: One living creature			Caster Level: 11	
Owl's Insight	21	Fortitude negates [harmless]	1 standard action	1 hour	Touch	V,S	Yes [harmless]	Transmutation	SPELL CO: Pg.152
Effect: Gain half your caster level as an enhancement bonus to Wisdom.					Target: Creature touched			Caster Level: 11	
Panacea	21	Will half [harmless]; see text	1 standard action	Instantaneous	Touch	V,S	Yes [harmless]	Conjuration (Healing)	SPELL CO: Pg.152
Effect: Removes most conditions; see text.					Target: Creature touched			Caster Level: 11	
Pass through Ice	21	Yes (harmless)	1 standard action	11 rounds [D]	Touch	V,S,DF	Yes (harmless)	Transmutation	Frostbur: Frostburn Pg.103
Effect: Pass through ice 15 feet/round and can rise/sink 5 ft/round.					Target: Creature touched			Caster Level: 11	
Phantom Stag	21	None; See text	1 standard action	1 hour/level [D]	0 ft.	V,S	No	Conjuration (Creation)	SPELL CO: Pg.157
Effect: You conjure a quasi-real, staglike creature; see text					Target: One quasi-real staglike creature			Caster Level: 11	
Plant Body	21	N/A	1 standard action	10 minutes/level	Personal	V,S,DF	N/A	Transmutation	SPELL CO: Pg.159
Effect: Gain some plant-like qualities; immune to extra damage from criticals, mind-affecting spells, poison, sleep, paralysis, stunning and polymorphing; see text					Target: You			Caster Level: 11	
Poison Thorns	21	See text	1 standard action	1 round/level	Personal	V	No	Transmutation	SPELL CO: Pg.159
Effect: As thornskin, except creatures grappling you get a dose of poison; see text					Target: You			Caster Level: 11	
Quill Blast	21	Reflex half; see text	1 standard action	Instantaneous	20 ft.	V,S,M	Yes	Conjuration (Creation)	SPELL CO: Pg.164
Effect: Targets struck by quills [each quill does 1d6], size of targets determines amount of quills; see text					Target: 20-ft.-radius spread, centered on you			Caster Level: 11	
Rejuvenation Cocoon	21	Will negates [harmless]	1 standard action	2 rounds	Touch	V,S,M	Yes [harmless]	Conjuration (Healing)	SPELL CO: Pg.172
Effect: Heals and protects target; see text.					Target: Willing creature touched			Caster Level: 11	
Sirine's Grace	21	N/A	1 standard action	1 round/level	Personal	V,S,M	N/A	Evocation	SPELL CO: Pg.191
Effect: Gain +4 to Cha & Dex, deflection bonus to AC equal to your CHA bonus, a +8 bonus to Perform checks, gain swim speed 60 ft; see text.					Target: You			Caster Level: 11	
Sleep mote	21	Will partial	1 standard action	11 rounds; see text	Medium (210 ft.)	V,S,M/DF	Yes	Enchantment (Compulsion) [Mind-Affecting]	Sandstor: Sand Storm Pg.121
Effect: Creates dust devil of slumber-inducing particles; see text.					Target: 5-ft.-diameter sphere			Caster Level: 11	
Stone Shape, Greater	21	None	1 standard action	Instantaneous	Touch	V,S,M/DF	No	Transmutation [Earth]	SPELL CO: Pg.208
Effect: Sculpts stone into any shape.					Target: Stone or stone object touched, up to 10 cu. ft. + 10 cu. ft./level			Caster Level: 11	
Stoneskin	21	Will negates (harmless)	1 standard action	110 minutes or until discharged	Touch	V, S, M	Yes (harmless)	Abjuration	RSRD: SpellsS.rtf
Effect: Ignore 10 points of damage per attack.					Target: Creature touched			Caster Level: 11	
Summon Desert Ally V	21	None	1 round	11 rounds [D]	Close (50 ft.)	V,S,DF	No	Conjuration (Summoning)	Sandstor: Sand Storm Pg.123
Effect: Create a dustform creature [pg.161]; see text.					Target: One or more creatures, no two of which can be more than 30ft apart			Caster Level: 11	
Summon Nature's Ally V	21	None	1 round	11 rounds [D]	Close (50 ft.)	V, S, DF	No	Conjuration (Summoning)	RSRD: SpellsS.rtf
Effect: Calls creature to fight.					Target: One or more creatures, no two of which can be more than 30 ft. apart			Caster Level: 11	
Swamp Stride	21	N/A	1 standard action	1 round/level	Personal	V,S,DF	N/A	Conjuration (Teleportation)	SPELL CO: Pg.217
Effect: As tree stride, instead you use pools of water.					Target: You			Caster Level: 11	
Transmute Mud to Rock	21	See text	1 standard action	Permanent	Medium (210 ft.)	V, S, M/DF	No	Transmutation [Earth]	RSRD: SpellsT-Z.rtf
Effect: Transforms 22 10-ft. cubes.					Target: Up to 22 10 ft. cubes [S]			Caster Level: 11	
Transmute Rock to Mud	21	See text	1 standard action	Permanent; see text	Medium (210 ft.)	V, S, M/DF	No	Transmutation [Earth]	RSRD: SpellsT-Z.rtf
Effect: Transforms 22 10-ft. cubes.					Target: Up to 22 10 ft. cubes [S]			Caster Level: 11	
Transmute Sand to Glass	21	See text	1 standard action	Permanent	Medium (210 ft.)	V,S,M/DF	No	Transmutation [Earth]	Sandstor: Sand Storm Pg.124-125
Effect: Turns sand into solid glass.					Target: Up to 22 10-ft. cubes [S]			Caster Level: 11	
Transmute Sand to Stone	21	See text	1 standard action	Permanent	Medium (210 ft.)	V,S,M/DF	No	Transmutation [Earth]	Sandstor: Sand Storm Pg.125
Effect: Turns sand into solid stone.					Target: Up to 22 10-ft. cubes [S]			Caster Level: 11	
Transmute Stone to Sand	21	See text	1 standard action	Permanent	Medium (210 ft.)	V,S,M/DF	No	Transmutation [Earth]	Sandstor: Sand Storm Pg.125
Effect: Turns stone into sand.					Target: Up to 22 10-ft. cubes [S]			Caster Level: 11	
Tree Stride	21	None	1 standard action	11 hours or until expended; see text	Personal	V, S, DF	No	Conjuration (Teleportation)	RSRD: SpellsT-Z.rtf
Effect: Step from one tree to another far away.					Target: You			Caster Level: 11	
* =Domain/Specialty Spell									

Druid Spells

■■■■■ Vigor, Greater	21	Will negates [harmless]	1 standard action	10 rounds + 1 round/level [max 35]	Touch	V,S	Yes [harmless]	Conjuration (Healing)	SPELL CO: Pg.229
<i>Effect:</i> Same as lesser vigor except it grants target fast healing ability for the duration of the spell at 4 hp automatically healed per round.									<i>Caster Level:</i> 11
■■■■■ Wall of Coldfire	21	None	1 standard action	Concentration + 11 rounds	Medium (210 ft.)	V,S,Coldfire	Yes	Evocation [Cold]	Frostbur: Frostburn Pg.106
<i>Effect:</i> One side of wall deals 2d4 cold within 10 ft and 1d4 to those between 10 to 20 ft; See text.					<i>Target:</i> Opaque sheet up to 220 ft. long or a radius of up to 27'; 20 ft. high			<i>Caster Level:</i> 11	
■■■■■ Wall of Fire	21	None	1 standard action	Concentration + 11 rounds	Medium (210 ft.)	V, S, M/DF	Yes	Evocation [Fire]	RSRD: SpellsT-Z.rtf
<i>Effect:</i> Deals 2d4 fire damage out 10 ft. and 1d4 out 20 ft. Passing through wall deals 2d6+11 damage					<i>Target:</i> Opaque sheet of flame up to 220 ft. long or a ring of fire with a radius of up to 27 ft; either form 20 ft. high			<i>Caster Level:</i> 11	
■■■■■ Wall of Magma	21	See text	1 standard action	11 minutes	Medium (210 ft.)	V,S,M/DF	Yes	Conjuration (Creation) [Earth, Fire]	Sandstor: Sand Storm Pg.126
<i>Effect:</i> Create a wall of thick magma.					<i>Target:</i> Wall of molten stone whose area is up to 11 5-ft. square [S]			<i>Caster Level:</i> 11	
■■■■■ Wall of Thorns	21	None	1 standard action	110 minutes [D]	Medium (210 ft.)	V, S	No	Conjuration (Creation)	RSRD: SpellsT-Z.rtf
<i>Effect:</i> Thorns damage anyone who tries to pass.					<i>Target:</i> Wall of thorny brush, up to 11 10-ft. cubes [S]			<i>Caster Level:</i> 11	
■■■■■ Wind Tunnel	21	Fortitude negates [harmless]	1 standard action	1 round/level	Close (50 ft.)	V,S	Yes [harmless]	Evocation	SPELL CO: Pg.239
<i>Effect:</i> Doubles range and grants +5 competence bonus to ranged attacks.					<i>Target:</i> One creature/level			<i>Caster Level:</i> 11	

LEVEL 6

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
■■■■■ Anger of the Noonday Sun	22	Reflex negates; see text	1 standard action	Instantaneous	20 feet	V,S	Yes	Evocation [Light]	SPELL CO: Pg.11
<i>Effect:</i> Causes blindness to all within range, undead take 1d6/per 2 level [max 10d6]; see text					<i>Target:</i> All sighted creatures within a 20-ft.-radius burst centered on you			<i>Caster Level:</i> 11	
■■■■■ Animate Snow	22	None	1 standard action	1 round/level	Medium (210 ft.)	V,S	No	Transmutation [Cold]	SPELL CO: Pg.12
<i>Effect:</i> Create animated objects of snow; see text.					<i>Target:</i> Cube of snow up to 20 ft on a side			<i>Caster Level:</i> 11	
■■■■■ Antilife Shell	22	None	1 round	110 minutes [D]	10 ft.	V, S, DF	Yes	Abjuration	RSRD: SpellsA-B.rtf
<i>Effect:</i> 10-ft. field hedges out living creatures.					<i>Target:</i> 10-ft.-radius emanation, centered on you			<i>Caster Level:</i> 11	
■■■■■ Aspect of the Earth Hunter	22	N/A	1 standard action	10 minutes/level	Personal	V,S,M,DF	N/A	Transmutation	SPELL CO: Pg.16
<i>Effect:</i> You assume the physical appearance and many of the qualities of a bulutte.					<i>Target:</i> You			<i>Caster Level:</i> 11	
■■■■■ Awaken Sand	22	None	24 hours	Instantaneous	Touch	V,S,DF,XP	No	Transmutation	Sandstor: Sand Storm Pg.111
<i>Effect:</i> Create sentient sand friendly to you.					<i>Target:</i> 15-ft. area of sand touched			<i>Caster Level:</i> 11	
■■■■■ Bear's Endurance, Mass	22	Will negates (harmless)	1 standard action	11 minutes	Close (50 ft.)	V, S, DF	Yes	Transmutation	RSRD: SpellsA-B.rtf
<i>Effect:</i> As bear's endurance, affects 11 subjects.					<i>Target:</i> 11 creatures, no two of which can be more than 30 ft. apart			<i>Caster Level:</i> 11	
■■■■■ Bite of the Werebear	22	N/A	1 standard action	1 round/level	Personal	V,S,M	N/A	Transmutation	SPELL CO: Pg.28
<i>Effect:</i> Gain +16 bonus to Str, +2 Dex, +8 Con, +7 natural armor. Gain claws and bite attack; see text.					<i>Target:</i> You			<i>Caster Level:</i> 11	
■■■■■ Blood Sirocco	22	Fortitude negates; see text	1 standard action	1 round/level	60 ft.	V,S	Yes	Evocation	SPELL CO: Pg.33
<i>Effect:</i> Blood sirocco blows out from your location with the force of a windstorm [DMG 95]; see text					<i>Target:</i> Cone-shaped emanation centered on you or on a point in space			<i>Caster Level:</i> 11	
■■■■■ Bull's Strength, Mass	22	Will negates (harmless)	1 standard action	11 minutes	Close (50 ft.)	V, S, M/DF	Yes (harmless)	Transmutation	RSRD: SpellsA-B.rtf
<i>Effect:</i> As bull's strength, affects one subject/ level.					<i>Target:</i> 11 creatures, no two of which can be more than 30 ft. apart			<i>Caster Level:</i> 11	
■■■■■ Cat's Grace, Mass	22	Will negates (harmless)	1 standard action	11 minutes	Close (50 ft.)	V, S, M	Yes	Transmutation	RSRD: SpellsC.rtf
<i>Effect:</i> As cat's grace, affects 11 subjects.					<i>Target:</i> 11 creatures, no two of which can be more than 30 ft. apart			<i>Caster Level:</i> 11	
■■■■■ Cometfall	22	Reflex half	1 standard action	Instantaneous	Medium (210 ft.)	V,S,DF	No	Conjuration (Creation)	SPELL CO: Pg.50
<i>Effect:</i> Comet falls to the ground dealing 1d6/level [max 15d6] to everything in the area. Creatures that fail their Reflex are prone; see text					<i>Target:</i> 400-pound ball of rock and ice			<i>Caster Level:</i> 11	
■■■■■ Conjure Ice Beast VI	22	None	1 round	11 rounds [D]	Close (50 ft.)	V,S,DF	No	Conjuration (Creation) [Cold]	Frostbur: Frostburn Pg.91
<i>Effect:</i> Creates a creature to fight for you.					<i>Target:</i> One or more conjured ice creatures, no two of which can be more than 30 ft. apart			<i>Caster Level:</i> 11	
■■■■■ Cure Light Wounds, Mass	22	Will half (harmless) or Will half; see text	1 standard action	Instantaneous	Close (50 ft.)	V, S	Yes (harmless) or see text	Conjuration (Healing)	RSRD: SpellsC.rtf
<i>Effect:</i> Cures 1d8+11 damage for many creatures.					<i>Target:</i> 11 creatures, no two of which can be more than 30 ft. apart			<i>Caster Level:</i> 11	
■■■■■ Death Hail	22	Fort half	1 round	11 rounds	Medium (210 ft.)	V,S,DF	Yes	Conjuration (Creation) [Cold, Death]	Frostbur: Frostburn Pg.92
<i>Effect:</i> Successful save or take 1d2 Str & Con damage.					<i>Target:</i> Cylinder 40			<i>Caster Level:</i> 11	
■■■■■ Desiccate, Mass	22	Fort Partial	1 standard action	Instantaneous	Close (50 ft.)	V,S,M	Yes	Necromancy	Sandstor: Sand Storm Pg.114
<i>Effect:</i> Deal 5d6 dessication damage; plants and water elementals take d8 and earth element takes d4.					<i>Target:</i> 11 creatures, no two of which can be more than 30 ft. apart			<i>Caster Level:</i> 11	
■■■■■ Dinosaur Stampede	22	Reflex half	1 standard action	1 round/level [D]	Medium (210 ft.)	V,S,M	Yes	Evocation [Force]	SPELL CO: Pg.64
<i>Effect:</i> Creatures in the area take 1d12 +1 per caster level [max +20].					<i>Target:</i> 20-ft.-radius spread			<i>Caster Level:</i> 11	
■■■■■ Dispel Magic, Greater	22	None	1 standard action	Instantaneous	Medium (210 ft.)	V, S	No	Abjuration	RSRD: SpellsD-E.rtf
<i>Effect:</i> As dispel magic, but +20 on check.					<i>Target:</i> One spellcaster, creature, or object; or 20-ft.-radius burst			<i>Caster Level:</i> 11	
■■■■■ Drown	22	Fortitude negates	1 standard action	Instantaneous	Close (50 ft.)	V,S	Yes	Conjuration (Creation) [Water]	SPELL CO: Pg.74
<i>Effect:</i> Subject immediately falls unconscious, drops to 0 HP, next round -1 HP and is dying.					<i>Target:</i> One living creature			<i>Caster Level:</i> 11	
■■■■■ Energy Immunity	22	None	1 standard action	24 hours	Touch	V,S	Yes [harmless]	Abjuration	SPELL CO: Pg.80
<i>Effect:</i> Become immune to one energy type.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 11	

* =Domain/Specialty Spell

Druid Spells

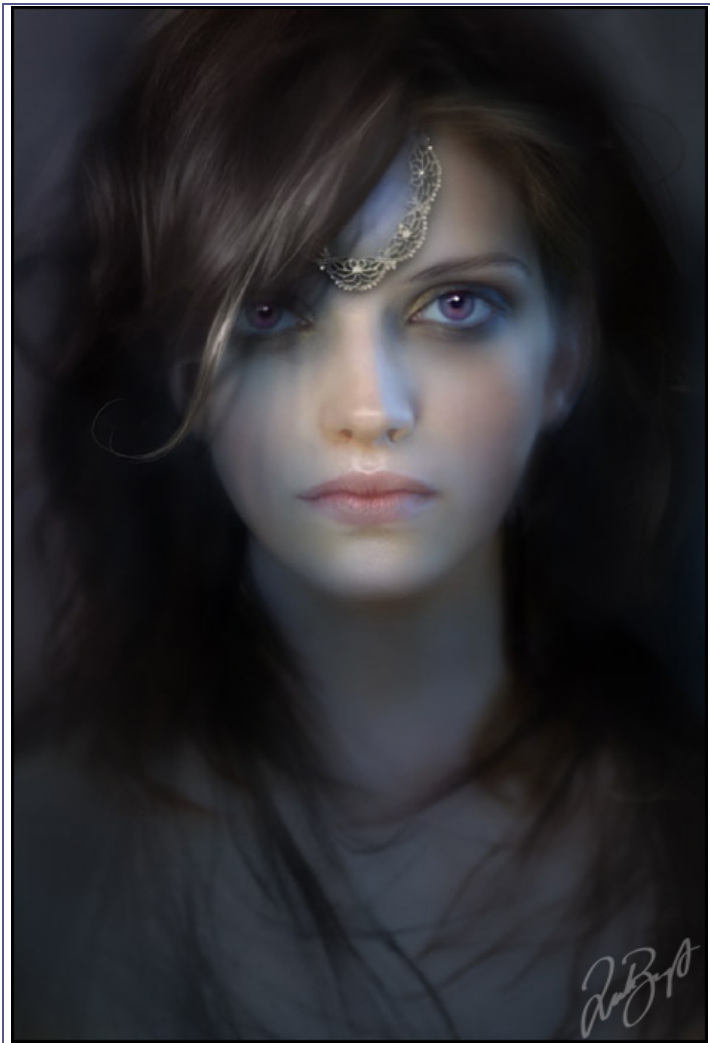
Entomb	22	Fort negates	1 standard action	Instantaneous and 11 rounds; see text	Medium (210 ft.)	V,S,M	Yes	Evocation [Cold]	Frostbur: Frostburn Pg.93
<i>Effect:</i> Encases and suffocates target; Fort save shakes of the ice but all take 6d6 cold damage. Failed save take 2d12 damage and 1 Con damage and suffocate.					<i>Target:</i> 11 creatures, no two of which can be more than 30 ft. apart			<i>Caster Level:</i> 11	
Enveloping Cocoon	22	Reflex negates	1 standard action	1 round/level [D]	Medium (210 ft.)	V,S,M	Yes	Evocation [Force]	SPELL CO: Pg.83
<i>Effect:</i> Cocoon holds creature unless it breaks free; see text.					<i>Target:</i> Cocoon of force around one Large or smaller creature			<i>Caster Level:</i> 11	
Extract Water Elemental	22	Fortitude half	1 standard action	Instantaneous	Close (50 ft.)	V,S	Yes	Transmutation [Water]	SPELL CO: Pg.86
<i>Effect:</i> Creature takes 1d6/caster level [max 20d6], if slain you get a water elemental you can control for 1 minute.					<i>Target:</i> One living creature			<i>Caster Level:</i> 11	
Find the Path	22	None or Will negates (harmless)	3 rounds	110 minutes	Personal or touch	V, S, F	No or Yes (harmless)	Divination	RSRD: SpellsF-G.rtf
<i>Effect:</i> Shows most direct way to a location.					<i>Target:</i> You or creature touched			<i>Caster Level:</i> 11	
Fire Seeds	22	None or Reflex half; see text	1 standard action	110 minutes or until used	Touch	V, S, M	No	Conjuration (Creation) [Fire]	RSRD: SpellsF-G.rtf
<i>Effect:</i> Acorns and berries become grenades and bombs.					<i>Target:</i> Up to four touched acorns or up to eight touched holly berries			<i>Caster Level:</i> 11	
Fires of Purity	22	See text	1 standard action	1 round/level	Touch	V,S,DF	Yes [harmless]; see text	Evocation [Fire]	SPELL CO: Pg.94
<i>Effect:</i> Deal an extra 1 pt/caster level [max 15 pts] of fire damage to any you attack or attack you.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 11	
Freeze	22	Reflex partial; see text	1 standard action	1 round/2 levels	Medium (210 ft.)	V,S,DF	Yes	Conjuration (Creation) [Cold]	SPELL CO: Pg.99
<i>Effect:</i> Ranged touch attack deals 2d6 cold damage; see text					<i>Target:</i> Ray			<i>Caster Level:</i> 11	
Hide the Path	22	None	10 minutes	24 hours [D]	Anywhere in the area to be warded	V,S,F	No	Abjuration	SPELL CO: Pg.114
<i>Effect:</i> Protects area against divinations; see text					<i>Target:</i> Up to 200 sq.ft./level [S]			<i>Caster Level:</i> 11	
Hungry Gizzard	22	Reflex negates	1 standard action	1 round/level [D]	Medium (210 ft.)	V,S,M	Yes	Conjuration (Creation)	SPELL CO: Pg.117
<i>Effect:</i> Creature gets trapped inside a gizzard that does 2d8+8 crushing, 1d8 acid					<i>Target:</i> One medium or smaller creature			<i>Caster Level:</i> 11	
Ice Flowers	22	Reflex half	1 standard action	Instantaneous	Long (840 ft.)	V,S	No	Transmutation [Cold]	SPELL CO: Pg.119
<i>Effect:</i> Creates dense rumble and causes 1d6/caster level [max 15d6]. No affect in desert or solid stone.					<i>Target:</i> 20-ft.-radius burst			<i>Caster Level:</i> 11	
Ice Rift	22	See text	1 standard action	1 round	Long (840 ft.)	V,S,M/DF	No	Evocation [Cold]	Frostbur: Frostburn Pg.99
<i>Effect:</i> Shockwave on the ice; see text.					<i>Target:</i> 40-ft.-radius spread [S]			<i>Caster Level:</i> 11	
Ironwood	22	None	1 minute/lb. created	11 days [D]	0 ft.	V, S, M	No	Transmutation	RSRD: SpellsH-L.rtf
<i>Effect:</i> Magic wood is strong as steel.					<i>Target:</i> An ironwood object weighing up to 55 lbs			<i>Caster Level:</i> 11	
Liveoak	22	None	10 minutes	11 days [D]	Touch	V, S	No	Transmutation	RSRD: SpellsH-L.rtf
<i>Effect:</i> Oak becomes treant guardian.					<i>Target:</i> Tree touched			<i>Caster Level:</i> 11	
Mephit Mob	22	None	1 minute	110	Medium (210 ft.)	V,S	No	Conjuration (Summoning) [See Pg.118 text]	Sandstor: Sand Storm
<i>Effect:</i> Summons 2d6 mephits.					<i>Target:</i> Two or more summoned creatures, no two of which can be more than 30 ft. apart			<i>Caster Level:</i> 11	
Miasma	22	Fortitude negates; see text	1 standard action	3 rounds/level	Close (50 ft.)	V,S,DF	Yes	Evocation	SPELL CO: Pg.141
<i>Effect:</i> Gas cloud suffocates target.					<i>Target:</i> One living creature			<i>Caster Level:</i> 11	
Move Earth	22	None	See text	Instantaneous	Long (840 ft.)	V, S, M	No	Transmutation [Earth]	RSRD: SpellsM-O.rtf
<i>Effect:</i> Digs trenches and build hills.					<i>Target:</i> Dirt in an area up to 750 ft. square and up to 10 ft. deep [S]			<i>Caster Level:</i> 11	
Move Snow and Ice	22	None	See text	Instantaneous	Long (840 ft.)	V,S,M	No	Transmutation [Cold, Ice]	Frostbur: Frostburn Pg.102
<i>Effect:</i> Takes 10 minutes per 150-foot square of snow.					<i>Target:</i> Snow or ice in an area up to 750 ft. square and up to 10 ft. deep [S]			<i>Caster Level:</i> 11	
Mummify	22	Fort partial; see text	1 standard action	Instantaneous	Touch	V,S,M/DF	Yes	Necromancy	Sandstor: Sand Storm Pg.118
<i>Effect:</i> Flash-dry subject, killing and preserving it; on a save it takes 6d6 damage.					<i>Target:</i> One living creature			<i>Caster Level:</i> 11	
Owl's Wisdom, Mass	22	Will negates (harmless)	1 standard action	11 minutes	Close (50 ft.)	V, S, M/DF	Yes	Transmutation	RSRD: SpellsM-O.rtf
<i>Effect:</i> As owl's wisdom, affects one subject/ level.					<i>Target:</i> 11 creatures, no two of which can be more than 30 ft. apart			<i>Caster Level:</i> 11	
Phantasmal Disorientation	22	Will negates; see text	1 standard action	1 minute/level [D]	Medium (210 ft.)	V,S	Yes	Illusion (Phantasm) [Mind-Affecting]	SPELL CO: Pg.155
<i>Effect:</i> Need to make a Will save to discern true landmarks; see text					<i>Target:</i> One living creature			<i>Caster Level:</i> 11	
Repel Wood	22	None	1 standard action	11 minutes [D]	60 ft.	V, S	No	Transmutation	RSRD: SpellsP-R.rtf
<i>Effect:</i> Pushes away wooden objects.					<i>Target:</i> 60 ft. line-shaped emanation from you			<i>Caster Level:</i> 11	
Resistance, Superior	22	Will negates [harmless]	1 standard action	24 hours	Touch	V,S,M/DF	Yes [harmless]	Abjuration	SPELL CO: Pg.174
<i>Effect:</i> As resistance, except you grant the subject +6 resistance bonus.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 11	
Sandstorm	22	Fort negates	1 standard action	110 minutes	(CASTERLEVEL*40)/S feet	V,S	No	Conjuration (Creation) [Air, Earth]	Sandstor: Sand Storm Pg.119
<i>Effect:</i> Create sandstorm; see text.					<i>Target:</i> 440-ft.-radius cylinder, 40 ft. high			<i>Caster Level:</i> 11	
Scalding Mud	22	See text	1 standard action	Permanent; see text	Medium (210 ft.)	V,S,M/DF	No	Transmutation [Earth, Fire]	Sandstor: Sand Storm Pg.120
<i>Effect:</i> Like trasume rock to mud.					<i>Target:</i> N/A			<i>Caster Level:</i> 11	
Snow Wave	22	Fort half and Reflex negates	1 round	Instantaneous	30 ft.	V,S	No	Conjuration [Cold]	Frostbur: Frostburn Pg.104
<i>Effect:</i> Wave of snow knocks creatures in its path prone and deals 4d6 crushing plus 1d6 cold damage.					<i>Target:</i> Cone-shaped burst			<i>Caster Level:</i> 11	
Spellstaff	22	Will negates (object)	10 minutes	Permanent until discharged [D]	Touch	V, S, F	Yes (object)	Transmutation	RSRD: SpellsS.rtf
<i>Effect:</i> Stores one spell in wooden quarterstaff.					<i>Target:</i> Wooden quarterstaff touched			<i>Caster Level:</i> 11	
Stone Metamorphosis, Greater	22	None	1 standard action	Instantaneous	Touch	V,S,M/DF	No	Transmutation [Earth]	Underdar: Underdark Pg.61
<i>Effect:</i> .					<i>Target:</i> Stone object touched, up to 120 cu. ft.			<i>Caster Level:</i> 11	
Stone Tell	22	None	10 minutes	11 minutes	Personal	V, S, DF	No	Divination	RSRD: SpellsS.rtf
<i>Effect:</i> Talk to natural or worked stone.					<i>Target:</i> You			<i>Caster Level:</i> 11	
Stonehold	22	See text	1 standard action	24 hours/level	Medium (210 ft.)	V,S	Yes [object]	Conjuration (Creation) [Earth]	SPELL CO: Pg.209
<i>Effect:</i> Conjures stony arms that grapple anything that comes within range.					<i>Target:</i> One 10-ft. square/level			<i>Caster Level:</i> 11	
Summon Desert Ally VI	22	None	1 round	11 rounds [D]	Close (50 ft.)	V,S,DF	No	Conjuration (Summoning)	Sandstor: Sand Storm Pg.123
<i>Effect:</i> Create a dustform creature [pg.161]; see text.					<i>Target:</i> One or more creatures, no two of which can be more than 30ft apart			<i>Caster Level:</i> 11	

* =Domain/Speciality Spell

Druid Spells

Summon Greater Elemental	22	None	1 round	Concentration, up to 1 round/level + 1 round	Close (50 ft.)	V,S,DF	No	Conjuration (Summoning) [see text]	SPELL CO: Pg.214
Effect: Summons a greater elemental [MM 96-100]; see text.					Target: One summoned elemental			Caster Level: 11	
Summon Nature's Ally VI	22	None	1 round	11 rounds [D]	Close (50 ft.)	V, S, DF	No	Conjuration (Summoning)	RSRD: SpellsS.rtf
Effect: Calls creature to fight.					Target: One or more creatures, no two of which can be more than 30 ft. apart			Caster Level: 11	
Tidal Surge	22	Reflex half	1 standard action	Instantaneous	Medium (210 ft.)	V,S	Yes	Evocation [Water]	SPELL CO: Pg.220
Effect: Creates a huge wave of water; see text.					Target: One creature or all creatures in a 20-ft.-radius burst			Caster Level: 11	
Tortoise Shell	22	None	1 standard action	10 minutes/level	Touch	V,S,DF	Yes [harmless]	Transmutation	SPELL CO: Pg.221
Effect: Grants +6 enhancement bonus to subject's existing natural armor bonus, plus 1 per three caster levels beyond 11th [max +9].					Target: Living creature touched			Caster Level: 11	
Transport via Plants	22	None	1 standard action	1 round	Unlimited	V, S	No	Conjuration (Teleportation)	RSRD: SpellsT-Z.rtf
Effect: Move instantly from one plant to another of the same kind.					Target: You and touched objects or other touched willing creatures			Caster Level: 11	
Vigorous Circle	22	Will negates [harmless]	1 standard action	10 rounds + 1 round/level [max 40]	20 ft.	V,S	Yes [harmless]	Conjuration (Healing)	SPELL CO: Pg.229
Effect: 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.					Target: One creature/2 levels, no two of which can be more than 30 ft. apart			Caster Level: 11	
Wall of Stone	22	See text	1 standard action	Instantaneous	Medium (210 ft.)	V, S, M/DF	No	Conjuration (Creation) [Earth]	RSRD: SpellsT-Z.rtf
Effect: Creates a stone wall that can be shaped.					Target: Stone wall whose area is up to 11 5-ft. squares [S]			Caster Level: 11	
* =Domain/Speciality Spell									

Desire'



Human

RACE

22

AGE

Female

GENDER

VISION

Neutral Good

ALIGNMENT

Right

DOMINANT HAND

5' 4"

HEIGHT

140 lbs.

WEIGHT

EYE COLOUR

SKIN COLOUR

,

HAIR

PHOBIAS

,

PERSONALITY TRAITS

INTERESTS

,

SPOKEN STYLE

RESIDENCE

LOCATION

None

REGION

Description:

Lv 10 Druid

HP:1d8+1

Skills:+9

Spell Points:2d6+6

Feat:+1

Biography:

Notes:

Character Sheet Notes: