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CHARACTER NAME \_\_\_\_\_

CLASS \_\_\_\_\_

Character Level / CR      EXP / NEXT LEVEL

SAVING THROWS	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP	Conditional Modifiers
<b>FORTITUDE</b> (constitution)	+9	= +6	+ +3	+ +0	+ +0	+ +0		
<b>REFLEX</b> (dexterity)	+4	= +2	+ +2	+ +0	+ +0	+ +0		
<b>WILL</b> (wisdom)	+10	= +6	+ +4	+ +0	+ +0	+ +0		

*Masterwork Shortspear (Small)				HAND	TYPE	SIZE	CRITICAL	REACH
				Primary	P	S	20/x3	5 ft.
	To Hit	Dam		To Hit			Dam	
1H-P	+8/+3	1d4	2W-P-(OH)	+2/-3			1d4	
1H-O	+4/-1	1d4	2W-P-(OL)	+4/-1			1d4	
2H	+8/+3	1d4	2W-OH	-2			1d4	
Range: 20 ft.		To Hit: +11/+6			Damage: 1d4			
	30 ft.	40 ft.	60 ft.	80 ft.			100 ft.	
TH	+9/+4	+9/+4	+7/+2	+5/+0			+3/-2	
Dam	1d4	1d4	1d4	1d4			1d4	

Sling (Small)			HAND	TYPE	SIZE	CRITICAL	REACH
			Carried	B	S	20/x2	5 ft.
Range: 30 ft.		To Hit: +10/+5		Damage: 1d3			
	50 ft.	100 ft.	150 ft.	200 ft.		250 ft.	
TH	+10/+5	+8/+3	+6/+1	+4/-1		+2/-3	
Dam	1d3	1d3	1d3	1d3		1d3	
	300 ft.	350 ft.	400 ft.	450 ft.		500 ft.	
TH	+0/-5	-2/-7	-4/-9	-6/-11		-8/-13	
Dam	1d3	1d3	1d3	1d3		1d3	

\*: 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.

## DRUID WILDSHAPE

Uses per day ☐☐☐

Duration = 8 Hours

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PLAYER NAME

Halfling	Small / 5 ft.
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Male

AGE	GENDER
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TOTAL SKILLPOINTS: 66		SKILLS		MAX RANKS: 11/5.	
SKILL NAME		KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS
					MISC MODIFIER
✓	Appraise	INT	2	= 2	
✓	Balance	DEX	-1	= 2	+ -3
✓	Bluff	CHA	1	= 1	
✓	Climb	STR	-1	= 0	+ -1
✓	Concentration	CON	14	= 3 + 11	
✓	Craft (Untrained)	INT	2	= 2	
	Craft (Woodworking)	INT	5	= 2 + 3	
✓	Diplomacy	CHA	3	= 1 + 2	
✓	Disguise	CHA	1	= 1	
✓	Escape Artist	DEX	-1	= 2	+ -3
✓	Forgery	INT	2	= 2	
✓	Gather Information	CHA	1	= 1	
	Handle Animal	CHA	6	= 1 + 5	
✓	Heal	WIS	7	= 4 + 3	
✓	Hide	DEX	3	= 2	+ 1
✓	Intimidate	CHA	1	= 1	
✓	Jump	STR	-7	= 0	+ -7
	Knowledge (Local)	INT	3	= 2 + 1	
	Knowledge (Nature)	INT	16	= 2 + 10 + 4	
	Knowledge (The Planes)	INT	3	= 2 + 1	
✓	Listen	WIS	8	= 4 + 2 + 2	
✓	Move Silently	DEX	1	= 2	+ -1
✓	Ride	DEX	10	= 2 + 6 + 2	
✓	Search	INT	2	= 2	
✓	Sense Motive	WIS	4	= 4	
	Spellcraft	INT	13	= 2 + 11	
✓	Spot	WIS	8	= 4 + 4	
✓	Survival	WIS	11	= 4 + 5 + 2	
	Survival (Natural environments)	WIS	13	= 4 + [5] + 4	
✓	Swim	STR	-6	= 0	+ -6
✓	Use Rope	DEX	2	= 2	
				=	+ +
				=	+ +

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

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Character: **Aiven Green**  
Player: **Skylar**

PCGen Character Template by Frugal, based on work by ROG, Arcady, Barak, Dimrill, Dekker & Andrew Maitland (LegacyKing).  
Created using PCGen 6.00.0 on Jun 14, 2014 at 9:49:46 PM

Level:8 (CR:8)  
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Feats	
<b>Ashbound</b>	<b>[Skylar's Converted LST Homebrew - My Campaign]</b>
The duration of your summoned nature's ally spells is doubled. Creatures summoned by those spells received a +3 luck bonus on their attack rolls.	
<b>Augment Summoning</b>	<b>[Wizards of the Coast - Revised (v.3.5) System Reference Document, Feats.rtf]</b>
Each creature you conjure with any summon spell gains a +4 enhancement bonus to Strength and Constitution for the duration of the spell that summoned it.	
<b>Greenbound Summoning</b>	<b>[Skylar's Converted LST Homebrew - My Campaign]</b>
All animals that you summon using Summon Natures Ally acquire the greenbound template for as long as the summoning spell lasts.	
<b>Spell Focus (Conjuration)</b>	<b>[Wizards of the Coast - Revised (v.3.5) System Reference Document, Feats.rtf]</b>
Add +1 to the Difficulty Class for all saving throws against spells from the school of magic you select.	
<b>Armor Proficiency (Light)</b>	<b>[Wizards of the Coast - Revised (v.3.5) System Reference Document, Feats.rtf]</b>
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.	
<b>Armor Proficiency (Medium)</b>	<b>[Wizards of the Coast - Revised (v.3.5) System Reference Document, Feats.rtf]</b>
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.	
<b>Shield Proficiency</b>	<b>[Wizards of the Coast - Revised (v.3.5) System Reference Document, Feats.rtf]</b>
You can use a shield and take only the standard penalties.	

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

Animal Companion: Willow (Riding Dog)					
HP:	40	AC:	21	INIT:	+3
FORT:	+7	REF:	+8	WILL:	+4
*Bite (Natural/Primary)	+8	DAM:	1d6+4	CRIT:	20/x2
Special:	Share Spells Animal Traits, Bonus Tricks, Devotion, Evasion, Link, Low-light Vision, Scent				
Tricks:	Attack, Come, Defend, Down, Guard, Heel, Track, Trained for Combat Riding, Work				

Druid Spells

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

LEVEL 0

Name	Save Information	Time	Duration	Range	Comp.	Source
☐☐☐☐☐ Create Water <i>School:</i> Conjuration (Creation) [Water] <i>Effect:</i> Creates 16 gallons of pure water.	<i>SR:</i> No	1 standard action	Instantaneous	Close (45 ft.)	V, S	RSRD: SpellsC.rtf
☐☐☐☐☐ Cure Minor Wounds <i>School:</i> Conjuration (Healing) <i>Effect:</i> Cures 1 point of damage.	<b>DC: 15, Will half (harmless); see text</b> <i>SR:</i> Yes (harmless); see text	1 standard action	Instantaneous	Touch	V, S	RSRD: SpellsC.rtf
☐☐☐☐☐ Dawn <i>School:</i> Abjuration <i>Effect:</i> Sleeping/Unconscious creatures in area awoken.	<b>DC: 14, Fortitude negates (harmless)</b> <i>SR:</i> Yes (harmless)	1 swift action	Instantaneous	15 ft.	V	My: null
☐☐☐☐☐ Detect Magic <i>School:</i> Divination <i>Effect:</i> Detects spells and magic items within 60 ft.	<i>SR:</i> No	1 standard action	Concentration, up to 8 minutes [D]	60 ft.	V, S	RSRD: SpellsD-E.rtf
☐☐☐☐☐ Detect Poison <i>School:</i> Divination <i>Effect:</i> Detects poison in one creature or small object.	<i>SR:</i> No	1 standard action	Instantaneous	Close (45 ft.)	V, S	RSRD: SpellsD-E.rtf
☐☐☐☐☐ Flare <i>School:</i> Evocation [Light] <i>Effect:</i> Dazzles one creature [-1 on attack rolls].	<b>DC: 14, Fortitude negates</b> <i>SR:</i> Yes	1 standard action	Instantaneous	Close (45 ft.)	V	RSRD: SpellsF-G.rtf
☐☐☐☐☐ Guidance <i>School:</i> Divination <i>Effect:</i> +1 on one attack roll, saving throw, or skill check.	<b>DC: 14, Will negates (harmless)</b> <i>SR:</i> Yes	1 standard action	1 minute or until discharged	Touch	V, S	RSRD: SpellsF-G.rtf
☐☐☐☐☐ Know Direction <i>School:</i> Divination <i>Effect:</i> You discern north.	<i>SR:</i> No	1 standard action	Instantaneous	Personal	V, S	RSRD: SpellsH-L.rtf
☐☐☐☐☐ Light <i>School:</i> Evocation [Light] <i>Effect:</i> Object shines like a torch.	<i>SR:</i> No	1 standard action	80 minutes [D]	Touch	V, M/DF	RSRD: SpellsH-L.rtf
☐☐☐☐☐ Mending <i>School:</i> Transmutation <i>Effect:</i> Makes minor repairs on an object.	<b>DC: 14, Will negates (harmless, object)</b> <i>SR:</i> Yes (harmless, object)	1 standard action	Instantaneous	10 ft.	V, S	RSRD: SpellsM-O.rtf
☐☐☐☐☐ Naturewatch <i>School:</i> Necromancy <i>Effect:</i> As deathwatch, but on animals and plants.	<i>SR:</i> No	1 standard action	80 minutes	30 ft.	S	My: null
☐☐☐☐☐ Purify Food and Drink <i>School:</i> Transmutation <i>Effect:</i> Purifies 8 cu. ft. of food or water.	<b>DC: 14, Will negates (object)</b> <i>SR:</i> Yes (object)	1 standard action	Instantaneous	10 ft.	V, S	RSRD: SpellsP-R.rtf
☐☐☐☐☐ Read Magic <i>School:</i> Divination <i>Effect:</i> Read scrolls and spellbooks.	<i>SR:</i> No	1 standard action	80 minutes	Personal	V, S, F	RSRD: SpellsP-R.rtf
☐☐☐☐☐ Resistance <i>School:</i> Abjuration <i>Effect:</i> Subject gains +1 on saving throws.	<b>DC: 14, Will negates (harmless)</b> <i>SR:</i> Yes (harmless)	1 standard action	1 minute	Touch	V, S, M/DF	RSRD: SpellsP-R.rtf
☐☐☐☐☐ Virtue <i>School:</i> Transmutation <i>Effect:</i> Subject gains 1 temporary hp.	<b>DC: 14, Fortitude negates (harmless)</b> <i>SR:</i> Yes (harmless)	1 standard action	1 min.	Touch	V, S, DF	RSRD: SpellsT-Z.rtf

LEVEL 1

Name	Save Information	Time	Duration	Range	Comp.	Source
☐☐☐☐☐ Animate Fire <i>School:</i> Transmutation [Fire] <i>Effect:</i> Turn campfire into Small elemental.	<i>SR:</i> No	1 round	Concentration, up to 8 rounds [D]	Close (45 ft.)	V, S, M	My: null
☐☐☐☐☐ Animate Water <i>School:</i> Transmutation [Water] <i>Effect:</i> Turn quantity of water into Small elemental.	<i>SR:</i> No	1 round	Concentration, up to 8 rounds [D]	Close (45 ft.)	V, S, M	My: null
☐☐☐☐☐ Animate Wood <i>School:</i> Transmutation <i>Effect:</i> Turn Small or smaller wooden item into animated object.	<i>SR:</i> No	1 round	Concentration, up to 8 rounds [D]	Touch	V, S, M	My: null
☐☐☐☐☐ Aspect of the Wolf <i>School:</i> Transmutation <i>Effect:</i> You change into a wolf and gain some of its abilities.	<i>SR:</i> No	1 standard action	80 minutes [D]	Personal	V, S, M/DF	My: null
☐☐☐☐☐ Aura Against Flame <i>School:</i> Abjuration <i>Effect:</i> Ignores 10 fire damage/round and extinguishes fires.	<i>SR:</i> No	1 standard action	8 rounds	Personal	V, S	My: null
☐☐☐☐☐ Babau Slime <i>School:</i> Transmutation <i>Effect:</i> Secrete a body-covering acid that damages attacking foes.	<b>DC: 15, Fortitude negates (harmless)</b> <i>SR:</i> Yes (harmless)	1 standard action	8 minutes	Touch	V, S, M/DF	My: null
☐☐☐☐☐ Beast Claws <i>School:</i> Transmutation <i>Effect:</i> Your hands become slashing natural weapons.	<i>SR:</i> No	1 standard action	8 hours	Personal	V, S, DF	My: null
☐☐☐☐☐ Beastland Ferocity <i>School:</i> Enchantment (Compulsion) [Mind-Affecting] <i>Effect:</i> Subject fights without penalty while disabled or dying.	<b>DC: 15, Fortitude negates (harmless)</b> <i>SR:</i> Yes (harmless)	1 standard action	8 minutes	Touch	V, S, DF	My: null
☐☐☐☐☐ Beget Bogun <i>School:</i> Conjuration (Creation) <i>Effect:</i> You create a Tiny nature servant.	<i>SR:</i> No	1 standard action	Instantaneous	Touch	V, S, M, XP	My: null
☐☐☐☐☐ Branch to Branch <i>School:</i> Transmutation <i>Effect:</i> You gain +10 competence bonus on limb checks in trees and can brachiate through forest.	<i>SR:</i> No	1 standard action	8 hours [D]	Personal	V, S	My: null
☐☐☐☐☐ Breath of the Jungle <i>School:</i> Transmutation <i>Effect:</i> Fog makes poison and diseases harder to resist.	<i>SR:</i> No	1 standard action	8 minutes	Medium (180 ft.)	V, S, DF	My: null
☐☐☐☐☐ Buoyant Lifting <i>School:</i> Evocation <i>Effect:</i> Underwater creatures rise to surface.	<i>SR:</i> No	1 immediate action	8 minutes [D]; see text	Close (45 ft.)	S, DF	My: null
☐☐☐☐☐ Calm Animals <i>School:</i> Enchantment (Compulsion) [Mind-Affecting] <i>Effect:</i> Calms 2d4 + 8 HD of animals.	<b>DC: 15, Will negates; see text</b> <i>SR:</i> Yes	1 standard action	8 minutes	Close (45 ft.)	V, S	RSRD: SpellsC.rtf
☐☐☐☐☐ Camouflage <i>School:</i> Transmutation <i>Effect:</i> Grants +10 bonus on Hide checks.	<i>SR:</i> No	1 standard action	80 minutes	Personal	V, S	My: null

\* =Domain/Specialty Spell

Druid Spells

<div>■■■■■Charm Animal</div> <div>School: Enchantment (Charm) [Mind-Affecting]</div> <div>Effect: Makes one animal your friend.</div>	<div>DC: 15, Will negates</div> <div>SR: Yes</div>	<div>1 standard action</div> <div>8 hours</div>	<div>Close (45 ft.)</div>	<div>V, S</div>	<div>RSRD: SpellsC.rtf</div>
<div>■■■■■Claws of the Bear</div> <div>School: Transmutation</div> <div>Effect: Your hands become weapons that deal 1d8 damage.</div>	<div>SR: No</div>	<div>1 standard action</div> <div>8 rounds</div>	<div>Personal</div>	<div>V, S</div> <div>Caster Level:8</div>	<div>My: null</div>
<div>■■■■■Climb Walls</div> <div>School: Transmutation</div> <div>Effect: Touched creature gains increased climbing ability.</div>	<div>DC: 15, Will negates (harmless)</div> <div>SR: No (harmless)</div>	<div>1 standard action</div> <div>8 minutes [D]</div>	<div>Touch</div>	<div>V, S, M</div> <div>Caster Level:8</div>	<div>My: null</div>
<div>■■■■■Cloudburst</div> <div>School: Evocation [Water]</div> <div>Effect: Hampers vision and ranged attacks, puts out normal fires.</div>	<div>SR: No</div>	<div>1 round</div> <div>80 minutes [D]</div>	<div>Long (720 ft.)</div>	<div>V, S</div> <div>Caster Level:8</div>	<div>My: null</div>
<div>■■■■■Cold Fire</div> <div>School: Transmutation [Cold]</div> <div>Effect: Fire bcomes blue and white, emits cold.</div>	<div>DC: 15, No (fire source) or Fortitude half (creature)</div> <div>SR: No (fire source) or Yes (creature)</div>	<div>1 standard action</div> <div>8 minutes [D] [fire source] or</div>	<div>Close (45 ft.)</div>	<div>V, S, DF</div> <div>Caster Level:8</div>	<div>My: null</div>
<div>■■■■■Crabwalk</div> <div>School: Transmutation</div> <div>Effect: Touched creature gains bonus while charging.</div>	<div>SR: No</div>	<div>1 standard action</div> <div>8 minutes</div>	<div>Touch</div>	<div>V, S, M</div> <div>Caster Level:8</div>	<div>My: null</div>
<div>■■■■■Cure Light Wounds</div> <div>School: Conjuration (Healing)</div> <div>Effect: Cures 1d8+5 damage.</div>	<div>DC: 16, Will half (harmless); see text</div> <div>SR: Yes (harmless); see text</div>	<div>1 standard action</div> <div>Instantaneous</div>	<div>Touch</div>	<div>V, S</div> <div>Caster Level:8</div>	<div>RSRD: SpellsC.rtf</div>
<div>■■■■■Deep Breath</div> <div>School: Conjuration (Creation) [Air]</div> <div>Effect: Your lungs are filled with air.</div>	<div>SR: No</div>	<div>1 immediate action</div> <div>8 rounds</div>	<div>Personal</div>	<div>V</div> <div>Caster Level:8</div>	<div>My: null</div>
<div>■■■■■Delay Disease</div> <div>School: Conjuration (Healing)</div> <div>Effect: Ravages of disease staved off for a day.</div>	<div>DC: 16, Will negates (harmless)</div> <div>SR: Yes (harmless)</div>	<div>1 standard action</div> <div>24 hours</div>	<div>Touch</div>	<div>V, S, DF</div> <div>Caster Level:8</div>	<div>My: null</div>
<div>■■■■■Detect Animals or Plants</div> <div>School: Divination</div> <div>Effect: Detects kinds of animals or plants.</div>	<div>SR: No</div>	<div>1 standard action</div> <div>Concentration, up to 80 minutes [D]</div>	<div>Long (720 ft.)</div>	<div>V, S</div> <div>Caster Level:8</div>	<div>RSRD: SpellsD-E.rtf</div>
<div>■■■■■Detect Snares and Pits</div> <div>School: Divination</div> <div>Effect: Reveals natural or primitive traps.</div>	<div>SR: No</div>	<div>1 standard action</div> <div>Concentration, up to 80 minutes [D]</div>	<div>60 ft.</div>	<div>V, S</div> <div>Caster Level:8</div>	<div>RSRD: SpellsD-E.rtf</div>
<div>■■■■■Endure Elements</div> <div>School: Abjuration</div> <div>Effect: Exist comfortably in hot or cold environments.</div>	<div>DC: 15, Will negates (harmless)</div> <div>SR: Yes (harmless)</div>	<div>1 standard action</div> <div>24 hours</div>	<div>Touch</div>	<div>V, S</div> <div>Caster Level:8</div>	<div>RSRD: SpellsD-E.rtf</div>
<div>■■■■■Enrage Animal</div> <div>School: Enchantment (Compulsion) [Mind-Affecting]</div> <div>Effect: Animal rages like barbarian, not fatigued.</div>	<div>SR: Yes</div>	<div>1 standard action</div> <div>Concentration + 8 rounds</div>	<div>Medium (180 ft.)</div>	<div>V, S</div> <div>Caster Level:8</div>	<div>My: null</div>
<div>■■■■■Entangle</div> <div>School: Transmutation</div> <div>Effect: Plants entangle everyone in 40-ft.-radius circle.</div>	<div>DC: 15, Reflex partial; see text</div> <div>SR: No</div>	<div>1 standard action</div> <div>8 minutes [D]</div>	<div>Long (720 ft.)</div>	<div>V, S, DF</div> <div>Caster Level:8</div>	<div>RSRD: SpellsD-E.rtf</div>
<div>■■■■■Faerie Fire</div> <div>School: Evocation [Light]</div> <div>Effect: Outlines subjects with light, canceling blur, concealment, and the like.</div>	<div>SR: Yes</div>	<div>1 standard action</div> <div>8 minutes [D]</div>	<div>Long (720 ft.)</div>	<div>V, S, DF</div> <div>Caster Level:8</div>	<div>RSRD: SpellsF-G.rtf</div>
<div>■■■■■Foundation of Stone</div> <div>School: Transmutation [Earth]</div> <div>Effect: +2 AC, +4 bonus to resist bull rush and trip attacks.</div>	<div>SR: No</div>	<div>1 standard action</div> <div>8 rounds</div>	<div>Close (45 ft.)</div>	<div>V, S, DF</div> <div>Caster Level:8</div>	<div>My: null</div>
<div>■■■■■Goodberry</div> <div>School: Transmutation</div> <div>Effect: 2d4 berries each cure 1 hp [max 8 hp/24 hours].</div>	<div>SR: Yes</div>	<div>1 standard action</div> <div>8 days</div>	<div>Touch</div>	<div>V, S, DF</div> <div>Caster Level:8</div>	<div>RSRD: SpellsF-G.rtf</div>
<div>■■■■■Hawkeye</div> <div>School: Transmutation</div> <div>Effect: Increase range increments by 50%, +5 on Spot checks.</div>	<div>SR: No</div>	<div>1 standard action</div> <div>80 minutes [D]</div>	<div>Personal</div>	<div>V</div> <div>Caster Level:8</div>	<div>My: null</div>
<div>■■■■■Healthful Rest</div> <div>School: Conjuration (Healing)</div> <div>Effect: Subjects heal at twice the normal rate.</div>	<div>DC: 16, Will negates (harmless)</div> <div>SR: Yes (harmless)</div>	<div>10 minutes</div> <div>24 hours</div>	<div>Close (45 ft.)</div>	<div>V, S</div> <div>Caster Level:8</div>	<div>My: null</div>
<div>■■■■■Hide from Animals</div> <div>School: Abjuration</div> <div>Effect: Animals can't perceive 8 subjects.</div>	<div>DC: 15, Will negates (harmless)</div> <div>SR: Yes</div>	<div>1 standard action</div> <div>80 minutes [D]</div>	<div>Touch</div>	<div>S, DF</div> <div>Caster Level:8</div>	<div>RSRD: SpellsH-L.rtf</div>
<div>■■■■■Horrible Taste</div> <div>School: Transmutation</div> <div>Effect: Touched creature or object nauseates biting or swallowing foes.</div>	<div>DC: 15, Fortitude negates; see text</div> <div>SR: No</div>	<div>1 standard action</div> <div>80 minutes</div>	<div>Touch</div>	<div>V, S, M</div> <div>Caster Level:8</div>	<div>My: null</div>
<div>■■■■■Jump</div> <div>School: Transmutation</div> <div>Effect: Subject gets +20 enhancement bonus on Jump checks.</div>	<div>DC: 15, Will negates (harmless)</div> <div>SR: Yes</div>	<div>1 standard action</div> <div>8 minutes [D]</div>	<div>Touch</div>	<div>V, S, M</div> <div>Caster Level:8</div>	<div>RSRD: SpellsH-L.rtf</div>
<div>■■■■■Longstrider</div> <div>School: Transmutation</div> <div>Effect: Increases your speed.</div>	<div>SR: No</div>	<div>1 standard action</div> <div>8 hours [D]</div>	<div>Personal</div>	<div>V, S, M</div> <div>Caster Level:8</div>	<div>RSRD: SpellsH-L.rtf</div>
<div>■■■■■Low-Light Vision</div> <div>School: Transmutation</div> <div>Effect: See twice as far as a human in poor illumination.</div>	<div>DC: 15, Will negates (harmless)</div> <div>SR: Yes (harmless)</div>	<div>1 standard action</div> <div>8 hours</div>	<div>Touch</div>	<div>V, M</div> <div>Caster Level:8</div>	<div>My: null</div>
<div>■■■■■Magic Fang</div> <div>School: Transmutation</div> <div>Effect: One natural weapon of subject creature gets +1 on attack and damage rolls.</div>	<div>DC: 15, Will negates (harmless)</div> <div>SR: Yes (harmless)</div>	<div>1 standard action</div> <div>8 minutes</div>	<div>Touch</div>	<div>V, S, DF</div> <div>Caster Level:8</div>	<div>RSRD: SpellsM-O.rtf</div>
<div>■■■■■Magic Stone</div> <div>School: Transmutation</div> <div>Effect: Three stones gain +1 on attack rolls, deal 1d6+1 damage.</div>	<div>DC: 15, Will negates (harmless, object)</div> <div>SR: Yes (harmless, object)</div>	<div>1 standard action</div> <div>30 minutes or until discharged</div>	<div>Touch</div>	<div>V, S, DF</div> <div>Caster Level:8</div>	<div>RSRD: SpellsM-O.rtf</div>
<div>■■■■■Obscuring Mist</div> <div>School: Conjuration (Creation)</div> <div>Effect: Fog surrounds you.</div>	<div>SR: No</div>	<div>1 standard action</div> <div>8 minutes</div>	<div>20 ft.</div>	<div>V, S</div> <div>Caster Level:8</div>	<div>RSRD: SpellsM-O.rtf</div>
<div>■■■■■Omen of Peril</div> <div>School: Divination</div> <div>Effect: You know how dangerous the future will be.</div>	<div>SR: No</div>	<div>1 round</div> <div>Instantaneous</div>	<div>Personal</div>	<div>V, F</div> <div>Caster Level:8</div>	<div>My: null</div>
<div>■■■■■Pass without Trace</div> <div>School: Transmutation</div> <div>Effect: 8 subjects leaves no tracks.</div>	<div>DC: 15, Will negates (harmless)</div> <div>SR: Yes (harmless)</div>	<div>1 standard action</div> <div>8 hours [D]</div>	<div>Touch</div>	<div>V, S, DF</div> <div>Caster Level:8</div>	<div>RSRD: SpellsP-R.rtf</div>
<div>■■■■■Produce Flame</div> <div>School: Evocation [Fire]</div> <div>Effect: 1d6+5 damage, touch or thrown.</div>	<div>SR: Yes</div>	<div>1 standard action</div> <div>8 minutes [D]</div>	<div>0 ft.</div>	<div>V, S</div> <div>Caster Level:8</div>	<div>RSRD: SpellsP-R.rtf</div>
<div>■■■■■Raging Flame</div> <div>School: Transmutation [Fire]</div> <div>Effect: Fires burn twice as hot, half as long.</div>	<div>SR: No</div>	<div>1 standard action</div> <div>1 minute</div>		<div>V, S</div> <div>Caster Level:8</div>	<div>My: null</div>
<div>■■■■■Ram's Might</div> <div>School: Transmutation</div> <div>Effect: +2 to Strength and your unarmed attacks deal normal damage.</div>	<div>SR: No</div>	<div>1 standard action</div> <div>8 minutes</div>	<div>Personal</div>	<div>V, S</div> <div>Caster Level:8</div>	<div>My: null</div>
<div>■■■■■Rapid Burrowing</div> <div>School: Transmutation</div>	<div>DC: 15, Fortitude negates (harmless)</div> <div>SR: Yes (harmless)</div>	<div>1 standard action</div> <div>80 minutes</div>	<div>Touch</div>	<div>V, S, DF</div> <div>Caster Level:8</div>	<div>My: null</div>
			<div>Target: Creature touched</div> <div>* =Domain/Specialty Spell</div>		

Druid Spells

<div><div>Effect: +20 ft. to subject's burrow speed.</div><div>Remove Scent</div><div>School: Transmutation</div><div>Effect: Hides touched creatures scent.</div></div>	<div>DC: 15, Will negates</div> <div>SR: Yes</div>	<div>1 standard action</div> <div>Target: Creature touched</div>	<div>80 minutes</div>	<div>Touch</div>	<div>V, S, M</div> <div>Caster Level:8</div>	<div>My: null</div>
<div><div>Resist Planar Alignment</div><div>School: Abjuration</div><div>Effect: Subject can resist penalties for being an opposed alignment on an aligned Outer Plane.</div></div>	<div>DC: 15, Fortitude negates (harmless)</div> <div>SR: Yes (harmless)</div>	<div>1 standard action</div> <div>Target: Creature touched</div>	<div>80 minutes</div>	<div>Touch</div>	<div>V, S, DF</div> <div>Caster Level:8</div>	<div>My: null</div>
<div><div>Sandblast</div><div>School: Evocation</div><div>Effect: You fire hot sand that deals 1d6 nonlethal damage, stuns enemies.</div></div>	<div>DC: 15, Reflex half</div> <div>SR: Yes</div>	<div>1 standard action</div> <div>Target: 10 ft. radius burst centered on you</div>	<div>Instantaneous</div>	<div>10 ft.</div>	<div>V, S, DF</div> <div>Caster Level:8</div>	<div>My: null</div>
<div><div>Shillelagh</div><div>School: Transmutation</div><div>Effect: Cudgel or quarterstaff becomes +1 weapon dealing damage as if two size categories larger for 8 minutes.</div></div>	<div>DC: 15, Will negates (object)</div> <div>SR: Yes (object)</div>	<div>1 standard action</div> <div>Target: One touched nonmagical oak club or quarterstaff</div>	<div>8 minutes</div>	<div>Touch</div>	<div>V, S, DF</div> <div>Caster Level:8</div>	<div>RSRD: SpellsS.rtf</div>
<div><div>Slow Burn</div><div>School: Transmutation [Fire]</div><div>Effect: Fires burn twice as long.</div></div>	<div>SR: No</div>	<div>1 standard action</div> <div>Target: 30-ft-radius spread</div>	<div>1 minute</div>	<div>Medium (180 ft.)</div>	<div>V, S, M/DF</div> <div>Caster Level:8</div>	<div>My: null</div>
<div><div>Snake's Swiftess</div><div>School: Transmutation</div><div>Effect: Subject immediately makes one attack.</div></div>	<div>DC: 15, Will negates (harmless)</div> <div>SR: Yes (harmless)</div>	<div>1 standard action</div> <div>Target: One allied creature</div>	<div>Instantaneous</div>	<div>Close (45 ft.)</div>	<div>V, S, M/DF</div> <div>Caster Level:8</div>	<div>My: null</div>
<div><div>Snowshoes</div><div>School: Transmutation</div><div>Effect: Subject walks easily on ice and snow.</div></div>	<div>DC: 15, Will negates (harmless)</div> <div>SR: Yes (harmless)</div>	<div>1 standard action</div> <div>Target: Creature touched</div>	<div>8 hours [D]</div>	<div>Touch</div>	<div>V, S</div> <div>Caster Level:8</div>	<div>My: null</div>
<div><div>Speak with Animals</div><div>School: Divination</div><div>Effect: You can communicate with animals.</div></div>	<div>SR: No</div>	<div>1 standard action</div> <div>Target: You</div>	<div>8 minutes</div>	<div>Personal</div>	<div>V, S</div> <div>Caster Level:8</div>	<div>RSRD: SpellsS.rtf</div>
<div><div>Summon Nature's Ally I</div><div>School: Conjuration (Summoning)</div><div>Effect: Calls creature to fight.</div></div>	<div>SR: No</div>	<div>1 round</div> <div>Target: One summoned creature</div>	<div>8 rounds [D]</div>	<div>Close (45 ft.)</div>	<div>V, S, DF</div> <div>Caster Level:8</div>	<div>RSRD: SpellsS.rtf</div>
<div><div>Surefooted Stride</div><div>School: Transmutation</div><div>Effect: You can move over rubble as easily as you can over open ground.</div></div>	<div>SR: No</div>	<div>1 standard action</div> <div>Target: You</div>	<div>8 minutes</div>	<div>Personal</div>	<div>V, S</div> <div>Caster Level:8</div>	<div>My: null</div>
<div><div>Thunderhead</div><div>School: Evocation [Electricity]</div><div>Effect: Small lightning bolts deal 1 damage per round.</div></div>	<div>DC: 15, Reflex negates; see text</div> <div>SR: Yes</div>	<div>1 standard action</div> <div>Target: One creature</div>	<div>8 rounds</div>	<div>Close (45 ft.)</div>	<div>V, S, M</div> <div>Caster Level:8</div>	<div>My: null</div>
<div><div>Traveler's Mount</div><div>School: Transmutation</div><div>Effect: Creature moves faster but can't attack.</div></div>	<div>DC: 15, Will negates</div> <div>SR: Yes</div>	<div>1 standard action</div> <div>Target: Animal or magical beast touched</div>	<div>8 hours</div>	<div>Touch</div>	<div>V, S</div> <div>Caster Level:8</div>	<div>My: null</div>
<div><div>Updraft</div><div>School: Conjuration (Creation) [Air]</div><div>Effect: Column of wind lifts you aloft.</div></div>	<div>SR: No</div>	<div>1 swift action</div> <div>Target: You</div>	<div>Instantaneous</div>	<div>Personal</div>	<div>V, S, M</div> <div>Caster Level:8</div>	<div>My: null</div>
<div><div>Vigor, Lesser</div><div>School: Conjuration (Healing)</div><div>Effect: Creature heals 1 hp per round [max 15 rounds].</div></div>	<div>DC: 16, Will negates (harmless)</div> <div>SR: Yes (harmless)</div>	<div>1 standard action</div> <div>Target: Living creature touched</div>	<div>18 rounds [max 15]</div>	<div>Touch</div>	<div>V, S</div> <div>Caster Level:8</div>	<div>My: null</div>
<div><div>Vine Strike</div><div>School: Divination</div><div>Effect: You can sneak attack plant creatures for 1 round.</div></div>	<div>SR: No</div>	<div>1 swift action</div> <div>Target: You</div>	<div>1 round</div>	<div>Personal</div>	<div>V, DF</div> <div>Caster Level:8</div>	<div>My: null</div>
<div><div>Wall of Smoke</div><div>School: Conjuration (Creation)</div><div>Effect: Wall of black smoke obscures vision and nauseates those who pass through.</div></div>	<div>DC: 16, Fortitude partial; see text</div> <div>SR: No</div>	<div>1 standard action</div> <div>Target: A straight wall whose area is up to one 80-ft. square [S]</div>	<div>8 rounds</div>	<div>Close (45 ft.)</div>	<div>V, S</div> <div>Caster Level:8</div>	<div>My: null</div>
<div><div>Wings of the Sea</div><div>School: Transmutation</div><div>Effect: +30 ft. to subject's swim speed.</div></div>	<div>DC: 15, Fortitude negates (harmless)</div> <div>SR: Yes (harmless)</div>	<div>1 standard action</div> <div>Target: Creature touched</div>	<div>8 minutes</div>	<div>Touch</div>	<div>S, M</div> <div>Caster Level:8</div>	<div>My: null</div>
<div><div>Winter Chill</div><div>School: Transmutation [Cold]</div><div>Effect: Creature takes 1d6 cold damage and is fatigued.</div></div>	<div>DC: 15, Fortitude negates</div> <div>SR: Yes</div>	<div>1 standard action</div> <div>Target: One creature</div>	<div>Instantaneous</div>	<div>Close (45 ft.)</div>	<div>V, S</div> <div>Caster Level:8</div>	<div>My: null</div>
<div><div>Wood Wose</div><div>School: Conjuration (Creation)</div><div>Effect: Nature spirit does simple tasks for you.</div></div>	<div>SR: No</div>	<div>1 standard action</div> <div>Target: See text</div>	<div>8 hours</div>	<div>Close (45 ft.)</div>	<div>V, S, DF</div> <div>Caster Level:8</div>	<div>My: null</div>

LEVEL 2

Name	Save Information	Time	Duration	Range	Comp.	Source
Animal Messenger	DC: 16, None; see text	1 standard action	8 days	Close (45 ft.)	V, S, M	RSRD: SpellsA-B.rtf
School: Enchantment (Compulsion) [Mind-Affecting]	SR: Yes	Target: One Tiny animal			Caster Level:8	
Effect: Sends a Tiny animal to a specific place.						
Animal Trance	DC: 16, Will negates; see text	1 standard action	Concentration	Close (45 ft.)	V, S	RSRD: SpellsA-B.rtf
School: Enchantment (Compulsion) [Mind-Affecting, Sonic]	SR: Yes	Target: Animals or magical beasts with Intelligence 1 or 2			Caster Level:8	
Effect: Fascinates 2d6 HD of animals.						
Barkskin		1 standard action	80 minutes	Touch	V, S, DF	RSRD: SpellsA-B.rtf
School: Transmutation	SR: Yes (harmless)	Target: Living creature touched			Caster Level:8	
Effect: Grants +3 enhancement to natural armor.						
Bear's Endurance	DC: 16, Will negates (harmless)	1 standard action	8 minutes	Touch	V, S, DF	RSRD: SpellsA-B.rtf
School: Transmutation	SR: Yes	Target: Creature touched			Caster Level:8	
Effect: Subject gains +4 to Con for 8 minutes.						
Bull's Strength	DC: 16, Will negates (harmless)	1 standard action	8 minutes	Touch	V, S, M/DF	RSRD: SpellsA-B.rtf
School: Transmutation	SR: Yes (harmless)	Target: Creature touched			Caster Level:8	
Effect: Subject gains +4 to Str for 8 minutes.						
Cat's Grace	DC: 16, Will negates (harmless)	1 standard action	8 minutes	Touch	V, S, M	RSRD: SpellsC.rtf
School: Transmutation	SR: Yes	Target: Creature touched			Caster Level:8	
Effect: Subject gains +4 to Dex for 8 minutes.						
Chill Metal	DC: 16, Will negates (object)	1 standard action	7 rounds	Close (45 ft.)	V, S, DF	RSRD: SpellsC.rtf
School: Transmutation [Cold]	SR: Yes (object)	Target: Metal equipment of 4 creatures, no two of which can be more than 30 ft. apart; or 200 lbs of metal			Caster Level:8	
Effect: Cold metal damages those who touch it.						
Delay Poison	DC: 17, Fortitude negates (harmless)	1 standard action	8 hours	Touch	V, S, DF	RSRD: SpellsD-E.rtf
School: Conjuration (Healing)	SR: Yes (harmless)	Target: Creature touched			Caster Level:8	
Effect: Stops poison from harming subject for 8 hours.						
Fire Trap	DC: 16, Reflex half; see text	10 minutes	Permanent until discharged [D]	Touch	V, S, M	RSRD: SpellsF-G.rtf
School: Abjuration [Fire]	SR: Yes	Target: Object touched			Caster Level:8	
Effect: Opened object deals 1d4+8 fire damage.						
Flame Blade		1 standard action	8 minutes [D]	0 ft.	V, S, DF	RSRD: SpellsF-G.rtf
School: Evocation [Fire]	SR: Yes	Target: Sword-like beam			Caster Level:8	
Effect: Touch attack deals 1d8 +4 fire damage.						
Flaming Sphere	DC: 16, Reflex negates	1 standard action	8 rounds	Medium (180 ft.)	V, S, M/DF	RSRD: SpellsF-G.rtf
School: Evocation [Fire]	SR: Yes	Target: 5-ft.-diameter sphere			Caster Level:8	
Effect: Creates rolling ball of fire, 2d6 damage, lasts 8 rounds.						
Fog Cloud		1 standard action	80 minutes	Medium (180 ft.)	V, S	RSRD: SpellsF-G.rtf
School: Conjuration (Creation)	SR: No	Target: Fog spreads in 20-ft. radius, 20 ft. high			Caster Level:8	
Effect: Fog obscures vision.						

## Druid Spells

<b> Gust of Wind</b> <i>School:</i> Evocation [Air] <i>Effect:</i> Blows away or knocks down smaller creatures.	<b>DC: 16, Fortitude negates</b> SR: Yes	1 standard action	1 round	60 ft.	V, S	RSRD: SpellsG-F.rtf
<b>Heat Metal</b> <i>School:</i> Transmutation [Fire] <i>Effect:</i> Make metal so hot it damages those who touch it.	<b>DC: 16, Will negates (object)</b> SR: Yes (object)	1 standard action	7 rounds	Close (45 ft.)	V, S, DF	RSRD: SpellsH-L.rtf
<b>Hold Animal</b> <i>School:</i> Enchantment (Compulsion) [Mind-Affecting] <i>Effect:</i> Paralyzes one animal for 8 rounds.	<b>DC: 16, Will negates; see text</b> SR: Yes	1 standard action	8 rounds [D]; see text	Medium (180 ft.)	V, S	RSRD: SpellsH-L.rtf
<b>Owl's Wisdom</b> <i>School:</i> Transmutation <i>Effect:</i> Subject gains +4 to Wis for 8 minutes.	<b>DC: 16, Will negates (harmless)</b> SR: Yes	1 standard action	8 minutes	Touch	V, S, M/DF	RSRD: SpellsM-O.rtf
<b>Reduce Animal</b> <i>School:</i> Transmutation <i>Effect:</i> Shrinks one willing animal.	SR: No	1 standard action	8 hours [D]	Touch	V, S	RSRD: SpellsP-R.rtf
<b>Resist Energy</b> <i>School:</i> Abjuration <i>Effect:</i> Ignores first 20 points of damage/attack from specified energy type.	<b>DC: 16, Fortitude negates (harmless)</b> SR: Yes (harmless)	1 standard action	80 minutes	Touch	V, S, DF	RSRD: SpellsP-R.rtf
<b>Restoration, Lesser</b> <i>School:</i> Conjuraton (Healing) <i>Effect:</i> Dispel magical ability penalty or repairs 1d4 ability damage.	<b>DC: 17, Will negates (harmless)</b> SR: Yes (harmless)	3 rounds	Instantaneous	Touch	V, S	RSRD: SpellsP-R.rtf
<b>Soften Earth and Stone</b> <i>School:</i> Transmutation [Earth] <i>Effect:</i> Turns stone to clay or dirt to sand or mud.	SR: No	1 standard action	Instantaneous	Close (45 ft.)	V, S, DF	RSRD: SpellsS.rtf
<b>Spider Climb</b> <i>School:</i> Transmutation <i>Effect:</i> Grants ability to walk on walls and ceilings.	<b>DC: 16, Will negates (harmless)</b> SR: Yes (harmless)	1 standard action	80 minutes	Touch	V, S, M	RSRD: SpellsS.rtf
<b>Summon Nature's Ally II</b> <i>School:</i> Conjuraton (Summoning) <i>Effect:</i> Calls creature to fight.	SR: No	1 round	8 rounds [D]	Close (45 ft.)	V, S, DF	RSRD: SpellsS.rtf
<b>Summon Swarm</b> <i>School:</i> Conjuraton (Summoning) <i>Effect:</i> Summons swarm of bats, rats, or spiders.	SR: No	1 round	Concentration + 2 rounds	Close (45 ft.)	V, S, M/DF	RSRD: SpellsS.rtf
<b>Tree Shape</b> <i>School:</i> Transmutation <i>Effect:</i> You look exactly like a tree for 8 hours.	SR: No	1 standard action	8 hours [D]	Personal	V, S, DF	RSRD: SpellsT-Z.rtf
<b>Warp Wood</b> <i>School:</i> Transmutation <i>Effect:</i> Bends wood [shaft, handle, door, plank].	<b>DC: 16, Will negates (object)</b> SR: Yes (object)	1 standard action	Instantaneous	Close (45 ft.)	V, S	RSRD: SpellsT-Z.rtf
<b>Wood Shape</b> <i>School:</i> Transmutation <i>Effect:</i> Rearranges wooden objects to suit you.	<b>DC: 16, Will negates (object)</b> SR: Yes (object)	1 standard action	Instantaneous	Touch	V, S, DF	RSRD: SpellsT-Z.rtf

### LEVEL 3

Name	Save Information	Time	Duration	Range	Comp.	Source
<b>Call Lightning</b> <i>School:</i> Evocation [Electricity] <i>Effect:</i> Calls down 8 lightning bolts over duration [3d6 per bolt]	<b>DC: 17, Reflex half</b> SR: Yes	1 round	8 minutes	Medium (180 ft.)	V, S	RSRD: SpellsC.rtf
<b>Cure Moderate Wounds</b> <i>School:</i> Conjuraton (Healing) <i>Effect:</i> Cures 2d8+8 damage.	<b>DC: 18, Will half (harmless); see text</b> SR: Yes (harmless); see text	1 standard action	Instantaneous	Touch	V, S	RSRD: SpellsC.rtf
<b>Daylight</b> <i>School:</i> Evocation [Light] <i>Effect:</i> 60-ft. radius of bright light.	SR: No	1 standard action	80 minutes [D]	Touch	V, S	RSRD: SpellsD-E.rtf
<b>Diminish Plants</b> <i>School:</i> Transmutation <i>Effect:</i> Reduces size or blights growth of normal plants.	SR: No	1 standard action	Instantaneous	See text	V, S, DF	RSRD: SpellsD-E.rtf
<b>Dominate Animal</b> <i>School:</i> Enchantment (Compulsion) [Mind-Affecting] <i>Effect:</i> Subject animal obeys silent mental commands.	<b>DC: 17, Will negates</b> SR: Yes	1 round	8 rounds	Close (45 ft.)	V, S	RSRD: SpellsD-E.rtf
<b>Magic Fang, Greater</b> <i>School:</i> Transmutation <i>Effect:</i> One natural weapon of subject creature gets +2 on attack and damage rolls.	<b>DC: 17, Will negates (harmless)</b> SR: Yes (harmless)	1 standard action	8 hours	Close (45 ft.)	V, S, DF	RSRD: SpellsM-O.rtf
<b>Meld into Stone</b> <i>School:</i> Transmutation [Earth] <i>Effect:</i> You and your gear merge with stone.	SR: No	1 standard action	80 minutes	Personal	V, S, DF	RSRD: SpellsM-O.rtf
<b>Neutralize Poison</b> <i>School:</i> Conjuraton (Healing) <i>Effect:</i> Immunizes subject against poison, detoxifies venom in or on subject.	<b>DC: 18, Will negates (harmless, object)</b> SR: Yes (harmless, object)	1 standard action	80 minutes	Touch	V, S, M/DF	RSRD: SpellsM-O.rtf
<b>Plant Growth</b> <i>School:</i> Transmutation <i>Effect:</i> Grows vegetation, improves crops.	SR: No	1 standard action	Instantaneous	See text	V, S, DF	RSRD: SpellsP-R.rtf
<b>Poison</b> <i>School:</i> Necromancy <i>Effect:</i> Touch deals 1d10 Con damage, repeats in 1 minute.	<b>DC: 17, Fortitude negates; see text</b> SR: Yes	1 standard action	Instantaneous; see text	Touch	V, S, DF	RSRD: SpellsP-R.rtf
<b>Protection from Energy</b> <i>School:</i> Abjuration <i>Effect:</i> Absorb 96 points of damage from one kind of energy.	<b>DC: 17, Fortitude negates (harmless)</b> SR: Yes (harmless)	1 standard action	80 minutes or until discharged	Touch	V, S, DF	RSRD: SpellsP-R.rtf
<b>Quench</b> <i>School:</i> Transmutation <i>Effect:</i> Extinguishes nonmagical fires or one magic item.	<b>DC: 17, None or Will negates (object)</b> SR: No or Yes (object)	1 standard action	Instantaneous	Medium (180 ft.)	V, S, DF	RSRD: SpellsP-R.rtf
<b>Remove Disease</b> <i>School:</i> Conjuraton (Healing) <i>Effect:</i> Cures all diseases affecting subject.	<b>DC: 18, Fortitude negates (harmless)</b> SR: Yes (harmless)	1 standard action	Instantaneous	Touch	V, S	RSRD: SpellsP-R.rtf
<b>Sleet Storm</b> <i>School:</i> Conjuraton (Creation) [Cold] <i>Effect:</i> Hampers vision and movement.	SR: No	1 standard action	8 rounds	Long (720 ft.)	V, S, M/DF	RSRD: SpellsS.rtf
<b>Snare</b> <i>School:</i> Transmutation <i>Effect:</i> Creates a magic booby trap.	SR: No	3 rounds	Until triggered or broken	Touch	V, S, DF	RSRD: SpellsS.rtf
<b>Speak with Plants</b> <i>School:</i> Divination <i>Effect:</i> You can talk to normal plants and plant creatures.	SR: No	1 standard action	8 minutes	Personal	V, S	RSRD: SpellsS.rtf
<b>Spike Growth</b> <i>School:</i> Transmutation <i>Effect:</i> Creatures in area take 1d4 damage, may be slowed.	<b>DC: 17, Reflex partial</b> SR: Yes	1 standard action	8 hours [D]	Medium (180 ft.)	V, S, DF	RSRD: SpellsS.rtf

Druid Spells

<div>Stone Shape</div> <div>School: Transmutation [Earth]</div> <div>Effect: Sculpts stone into any shape.</div>	SR: No	1 standard action	Instantaneous	Touch	V, S, M/DF	RSRD: SpellsS.rtf
					Caster Level:8	
<div>Summon Nature's Ally III</div> <div>School: Conjunction (Summoning)</div> <div>Effect: Calls creature to fight.</div>	SR: No	1 round	8 rounds [D]	Close (45 ft.)	V, S, DF	RSRD: SpellsS.rtf
					Caster Level:8	
<div>Water Breathing</div> <div>School: Transmutation</div> <div>Effect: Subjects can breathe underwater.</div>	DC: 17, Will negates (harmless)	1 standard action	16 hours; see text	Touch	V, S, M/DF	RSRD: SpellsT-Z.rtf
	SR: Yes (harmless)		Target: Living creatures touched		Caster Level:8	
<div>Wind Wall</div> <div>School: Evocation [Air]</div> <div>Effect: Deflects arrows, smaller creatures, and gases.</div>	DC: 17, None; see text	1 standard action	8 rounds	Medium (180 ft.)	V, S, M/DF	RSRD: SpellsT-Z.rtf
	SR: Yes		Target: Wall up to 80 ft. long and 40 ft. high [S]		Caster Level:8	

LEVEL 4

Name	Save Information	Time	Duration	Range	Comp.	Source
<div>Air Walk</div> <div>School: Transmutation [Air]</div> <div>Effect: Subject treads on air as if solid [climb at 45-degree angle].</div>	SR: Yes (harmless)	1 standard action	80 minutes	Touch	V, S, DF	RSRD: SpellsA-B.rtf
			Target: Creature [Gargantuan or smaller] touched		Caster Level:8	
<div>Antiplant Shell</div> <div>School: Abjuration</div> <div>Effect: Keeps animated plants at bay.</div>	SR: Yes	1 standard action	80 minutes [D]	10 ft.	V, S, DF	RSRD: SpellsA-B.rtf
			Target: 10-ft.-radius emanation, centered on you		Caster Level:8	
<div>Blight</div> <div>School: Necromancy</div> <div>Effect: Withers one plant or deals 8d6 damage to plant creature.</div>	DC: 18, Fortitude half; see text	1 standard action	Instantaneous	Touch	V, S, DF	RSRD: SpellsA-B.rtf
	SR: Yes		Target: one plant/plant-creature		Caster Level:8	
<div>Command Plants</div> <div>School: Transmutation</div> <div>Effect: Sway the actions of one or more plant creatures.</div>	DC: 18, Will negates	1 standard action	8 days	Close (45 ft.)	V	RSRD: SpellsC.rtf
	SR: Yes		Target: Up to 16 HD of plant creatures, no two of which can be more than 30 ft. apart		Caster Level:8	
<div>Control Water</div> <div>School: Transmutation [Water]</div> <div>Effect: Raises or lowers bodies of water.</div>	DC: 18, None; see text	1 standard action	80 minutes [D]	Long (720 ft.)	V, S, M/DF	RSRD: SpellsC.rtf
	SR: No		Target: Water in a volume of 80 ft by 80 ft by 16 ft [S]		Caster Level:8	
<div>Cure Serious Wounds</div> <div>School: Conjunction (Healing)</div> <div>Effect: Cures 3d8+8 damage.</div>	DC: 19, Will half (harmless); see text	1 standard action	Instantaneous	Touch	V, S	RSRD: SpellsC.rtf
	SR: Yes (harmless); see text		Target: Creature touched		Caster Level:8	
<div>Dispel Magic</div> <div>School: Abjuration</div> <div>Effect: Cancels magical spells and effects.</div>	SR: No	1 standard action	Instantaneous	Medium (180 ft.)	V, S	RSRD: SpellsD-E.rtf
			Target: One spellcaster, creature, or object; or 20-ft.-radius burst		Caster Level:8	
<div>Flame Strike</div> <div>School: Evocation [Fire]</div> <div>Effect: Smite foes with divine fire for 8d6 damage.</div>	DC: 18, Reflex half	1 standard action	Instantaneous	Medium (180 ft.)	V, S, DF	RSRD: SpellsF-G.rtf
	SR: Yes		Target: Cylinder 10		Caster Level:8	
<div>Freedom of Movement</div> <div>School: Abjuration</div> <div>Effect: Subject moves normally despite impediments.</div>	DC: 18, Will negates (harmless)	1 standard action	80 minutes	Personal or touch	V, S, M, DF	RSRD: SpellsF-G.rtf
	SR: Yes (harmless)		Target: You or creature touched		Caster Level:8	
<div>Giant Vermin</div> <div>School: Transmutation</div> <div>Effect: Turns centipedes, scorpions, or spiders into giant vermin.</div>	SR: Yes	1 standard action	8 minutes	Close (45 ft.)	V, S, DF	RSRD: SpellsF-G.rtf
			Target: Up to three vermin, no two of which can be more than 30 ft. apart		Caster Level:8	
<div>Ice Storm</div> <div>School: Evocation [Cold]</div> <div>Effect: Hail deals 5d6 damage in cylinder 40 ft. across.</div>	SR: Yes	1 standard action	1 full round	Long (720 ft.)	V, S, M/DF	RSRD: SpellsH-L.rtf
			Target: Cylinder 20		Caster Level:8	
<div>Reincarnate</div> <div>School: Transmutation</div> <div>Effect: Brings dead subject back in a random body.</div>	DC: 18, None; see text	10 minutes	Instantaneous	Touch	V, S, M, DF	RSRD: SpellsP-R.rtf
	SR: Yes (harmless)		Target: Dead creature touched		Caster Level:8	
<div>Repel Vermin</div> <div>School: Abjuration</div> <div>Effect: Insects, spiders, and other vermin stay 10 ft. away.</div>	DC: 18, None or Will negates; see text	1 standard action	80 minutes [D]	10 ft.	V, S, DF	RSRD: SpellsP-R.rtf
	SR: Yes		Target: 10 ft. radius emanation centered on you		Caster Level:8	
<div>Rusting Grasp</div> <div>School: Transmutation</div> <div>Effect: Your touch corrodes iron and alloys.</div>	SR: No	1 standard action	See text	Touch	V, S, DF	RSRD: SpellsP-R.rtf
			Target: One nonmagical ferrous object [or the volume of the object within 3 ft. of the touched point] or one ferrous creature		Caster Level:8	
<div>Scrying</div> <div>School: Divination (Scrying)</div> <div>Effect: Spies on subject from a distance.</div>	DC: 18, Will negates	1 hour	8 minutes	See text	V, S, M/DF, F	RSRD: SpellsS.rtf
	SR: Yes		Target: Magical sensor		Caster Level:8	
<div>Spike Stones</div> <div>School: Transmutation [Earth]</div> <div>Effect: Creatures in area take 1d8 damage, may be slowed.</div>	DC: 18, Reflex partial	1 standard action	8 hours [D]	Medium (180 ft.)	V, S, DF	RSRD: SpellsS.rtf
	SR: Yes		Target: 8 20-ft. squares		Caster Level:8	
<div>Summon Nature's Ally IV</div> <div>School: Conjunction (Summoning)</div> <div>Effect: Calls creature to fight.</div>	SR: No	1 round	8 rounds [D]	Close (45 ft.)	V, S, DF	RSRD: SpellsS.rtf
			Target: One or more creatures, no two of which can be more than 30 ft. apart		Caster Level:8	

\* =Domain/Specialty Spell



## Spellbook: Prepared Spells

### Druid

#### Level 0

- ☐ Create Water (DC:)
- ☐ Cure Minor Wounds (DC:15)
- ☐ Purify Food and Drink (DC:14)
- ☐ Resistance (DC:14)

#### Level 1

- ☐ Cure Light Wounds (DC:16)
- ☐ Endure Elements (DC:15)
- ☐ Entangle (DC:15)
- ☐ Winter Chill (DC:15)

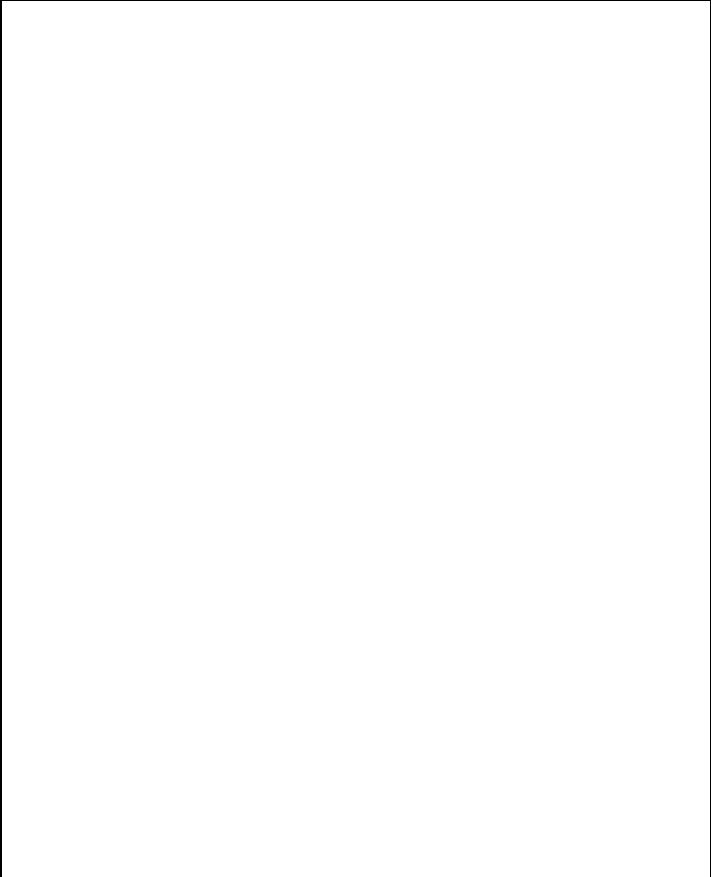
#### Level 3

- ☐ Call Lightning (DC:17)
- ☐ Cure Moderate Wounds (DC:18)

#### Level 4

- ☐ Cure Serious Wounds (DC:19)
- ☐ Ice Storm (DC:)

Aiven Green



Strongheart Halfling
RACE
32
AGE
Male
GENDER
VISION
Neutral Good
ALIGNMENT
Right
DOMINANT HAND
3' 2"
HEIGHT
36 lbs.
WEIGHT
Brown
EYE COLOUR
Tanned, Dirty
SKIN COLOUR
Green, Disheveled
HAIR
PHOBIAS
,
PERSONALITY TRAITS
INTERESTS
,
SPOKEN STYLE / CATCH PHRASE
RESIDENCE
LOCATION
The Chondalwood
REGION

Description:  
Biography:

Notes:

Character Sheet Notes: