Lutea		Lynda		Ehlonna	à	True Neutral	
NAME		PLAYERNAME		DEITY		ALIGNMENT	
Drd10	49805	Human	Medium	5' 6"	130 lbs.		
CLASS	EXPERIENCE	RACE	SIZE	HEIGHT	WEIGHT	VISION	
10	55000	22	Female	Green	Auburn, Straight	0	
Character Level	NEXT LEVEL	AGE	GENDER	EYES	HAIR	POINTS	The search
ABILITY NAME BASE BA	SE ABILITY ABILITY TEMP	TEMP	WOUNDS/CUI		SUBDUAL DAMAGE	DAMAGE REDUCTION	SPEED
STR 15 +			85			AMAGE REDUCTION	Walk 30 ft.
STR 15 +	2 15 +2 15	+Z hit points					
DEX 17 +	3 17 +3 17	armor class	15 12 13	= 10 +	2 + 0 + 3 + 0 + 0 +	0 + 0	10 +0 0
Dexterity		Т	OTAL FLAT TOUC	H BASE		EFLEC- MISC TION	MISS ARCANE ARMOR SPELL CHANCE SPELL CHECK RESIST FAILURE PENALTY
CON 14 +	2 14 +2 14					ekii i e	
INT 16 +	3 16 +3 16	+3	17 - 13	+ +4	SKILL NAME	SKILLS KEY ABILITY	MAX RANKS 13/6.5 SKILL ABILITY MISC
Intelligence		TJ	TOTAL DEX MODIFIER	MISC	-		MODIFIER MODIFIER RANKS MODIFIER
WIS 18 +	4 18 +4 18	+4 BASE ATTA	ск +7/+2		′ Appraise ′ Balance	INT DEX	3 = 3 + + 5 = 3 + 2.0 +
					/ Bluff	CHA	5 = 3 + 2.0 + 1 = 1 + + 1
CHA Charisma 12 +	1 12 +1 12	+1			Climb	STR	8 = 2 + 1.0 + 5
APP 10 +	0 10 +0 10	+0			Concentration	CON	9 = 2 + 7.0 + 3
Appearance		10			Concentration (Cast	CON	13 = 2 + 7.0 + 4
SAVING THROWS	TOTAL BASE ABILIT	Y MAGIC MISC EPIC	TEMP conditional modifiers		defensively)	0.011	
FORTITUDE	+9 = +7 + +2	2 + +0 + +0 + +0	1	•	Craft (Untrained)	INT	3 = 3 + +
(constitution)					Decipher Script	INT	4 = 3 + 1.5 +
REFLEX	+6 = +3 + +3	8 + +0 + +0 + +0	+	•	Diplomacy	CHA	13 = 1 + 10.0 + 2
WILL	+11 = +7 + +4	+ +0 + +0 + +0	ī. — I	•	Ó Disguise	CHA	1 = 1 + +
(wisdom)	$\top \top \top \top = \top \top + \top =$		+	•	Escape Artist	DEX	3 = 3 + +
	TOTAL	BASE ATTACK BONUS ST	AT SIZE MISC EPI		Forgery	INT	3 = 3 + +
MELEE	+9/+4 =		2 + +0 + +0 + +0		Gather Information	CHA	1 = 1 + +
attack bonus			\dashv \vdash \vdash \vdash \vdash	╡┝━╿╿	Handle Animal	CHA	10 = 1 + 7.0 + 2
attack bonus	+10/+5 =	+7/+2 + +	3 + +0 + +0 + +0)+ *	/ Heal	WIS	10 = 4 + 6.0 +
GRAPPLE	+9/+4 =	+7/+2 + +	2 + +0 + +0 + +0) +	/ Hide	DEX	4 = 3 + 1.0 +
attack bonus					Intimidate	CHA STR	1 = 1 + + 3 = 2 + 1.0 +
UNARMED	TOTAL ATTACK E			ACH	✓ Jump Knowledge (History)	INT	3 = 2 + 1.0 + 4 = 3 + 1.0 +
	+9/+4	1d3+2	20/x2 5	ft.	Knowledge (Local)	INT	4 = 3 + 1.0 + 1.
*Masterv	vork Quartersta			REACH	Knowledge (Nature)	INT	10 = 3 + 5.0 + 2
TOTAL	ATTACK BONUS	Both E	B/B M 20/x2 DAMAGE	5 ft.	Knowledge (Religion)	INT	6 = 3 + 3.5 +
	+10/+5		1d6+3		Knowledge (The Planes)	INT	8 = 3 + 5.0 +
Special Properties		1			/ Listen	WIS	4 = 4 + +
	ary hand. 1H-O : One handed, in o			l (off hand	Move Silently	DEX	4 = 3 + 1.5 +
weapon is heavy). 2W-P-(O	L): 2 weapons, primary hand (off	hand weapon is light). 2W-OH:	2 weapons, off hand.		Profession (Herbalist)	WIS	11 = 4 + 7.0 +
	ARMOR	TYPE	AC MAXDEX CHECK SPELL	FAILURE	Ride	DEX	8 = 3 + 1.0 + 4
*Ov	wlfeather Armor	0	+2 +6 +0 '	10 •	Search	INT	3 = 3 + +
	(Leather +1)			Sense Motive	WIS	9 = 4 + 3.0 + 2
	DRUID	WILDSHAPE			Speak Language(Elven, Orc		2 = 0 + 2.0 +
Uses per day					Spellcraft	INT	5 = 3 + 2.0 +
Duration = 10 Hours					Spot	WIS	4 = 4 + +
					Survival	WIS	9 = 4 + 3.0 + 2
					Survival (Natural environmer		$\begin{array}{rrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrr$
					Survival (The Planes)	WIS STR	$\begin{array}{rrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrr$
					Tumble	DEX	$\begin{array}{r} 10 = 2 + 3.0 + 3 \\ 4 = 3 + 1.0 + \end{array}$
					Use Rope	DEX	4 = 3 + 1.0 + 4 = 3 + 1.0 +
						DLA	- 0 + 1.0 +

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

	EQUIPMENT					Feats	
ITEM	LOCAT		QTY	WT	COST	Animal Affinity	[Wizards of the Coast - Revised (v.3.5) System
Backpack 18 lbs., 1 Bedroll, 1 Blanket (Winter), 1 Traveler (Silk/50 Ft.)	r's Outfit, 1 Rope	ed	1	2.0	2.0		Revised (V.3.5) System Reference Document Feats.rtf
Bedroll	Backp	ack	1	5.0	0.1	You get a +2 bonus on all Handle Animal checks and Ride c	
Blanket (Winter)	Backp	ack	1	3.0	0.5	Combat Casting	[Wizards of the Coast - Revised (v.3.5) System
Gloves of Thorns	Equip	bed	1	0.01	6250.0		Reference Document,
These gloves function as standard Gloves of S Climbing, but can also fire 10 sleep thoms with and 20ft range. Thoms must be targetted and th	a DC 15 Fort save					You get a +4 bonus on Concentration checks made to cast ability while on the defensive or while you are grappling or pin	
Holy Symbol (Wooden)	Carri	ed	1	0.0	1.0	Extend Spell	[Wizards of the Coast - Revised (v.3.5) System
Masterwork Quarterstaff	Equip	bed	1	4.0	600.0		Reference Document
Cold Weather Outfit	Equip		1	7.0	8.0	An extended spell lasts twice as long as normal.	Feats.rtf]
+5 circumstance bonus on Fort saves vs cold	- 1		-			Improved Initiative	[Wizards of the Coast -
Traveler's Outfit	Backp	ack	1	5.0	0.0		Revised (v.3.5) System Reference Document
Owlfeather Armor	Equip	bed	1	15.0	10.0		Feats.rtf]
(Leather +1) Rope (Silk/50 Ft.)	Backp	ack	1	5.0	10.0	You get a +4 bonus on initiative checks.	[Wizerdo of the Coost
• • •			1			Negotiator	[Wizards of the Coast - Revised (v.3.5) System
Waterskin (Filled)	Carri	eu	-	4.0	1.0		Reference Document, Feats.rtf
TOTAL WEIGH	T CARRIED/VALUE			43.01 lbs.	6882.6 gp	You get a +2 bonus on all Diplomacy checks and Sense Mot	
						Armor Proficiency (Light)	[Wizards of the Coast -
Light 66	IGHT ALLOWANCE Medium 133		LL/	eavy	200		Revised (v.3.5) System Reference Document.
U	Lift off ground 400	Ρι		Drag			Feats.rtf]
	On a sigl Overliting					When you wear a type of armor with which you are proficien for that armor applies only to Balance, Climb, Escape Artist, I	
Animal Companion (Ex)	Special Qualities	ſWi	zards	of th	e Coast -	Pick Pocket, and Tumble checks.	
		Rev	vised	(v.3.5 nce Do) System ocument, ssesl.rtf]	Armor Proficiency (Medium)	[Wizards of the Coast - Revised (v.3.5) System Reference Document, Feats.rtf]
Nature Sense (Ex)		Rev	vised	(v.3.5 nce Do	e Coast -) System ocument,	When you wear a type of armor with which you are proficien for that armor applies only to Balance, Climb, Escape Artist, H Pick Pocket, and Tumble checks.	t, the armor check penalty
Resist Nature's Lure (Ex)		rw;	zarde		ssesl.rtf] e Coast -	Shield Proficiency	[Wizards of the Coast -
		Rev	vised	(v.3.5 nce Do) System ocument, ssesl.rtf]		Revised (v.3.5) System Reference Document, Feats.rtf]
Spontaneous casting - Summor	n Nature's Ally	ſWi	zards		e Coast -	You can use a shield and take only the standard penalties.	
	i nataro o rany	Rev	vised	(v.3.5 nce Do) System ocument,	PROFICIENCIES Club, Dagger, Dart, Gauntlet, Grapple, Quarterstaff, Scimit	ar Shieldbash (Heavy)
Trackless Step (Ex)		ſWi	zards		ssesl.rtf] e Coast -	Shieldbash (Light), Shortspear, Sickle, Sling, Spear, Spells	
		Rev	vised	(v.3.5) System	LANGUAGES	
		Re	eferer		ssesl.rtf]		
Venom Immunity (Ex)		Rev	vised	of th (v.3.5	e Coast -) System ocument,		
				Cla	ssesl.rtf]		
Wild Empathy (Ex)		Rev	vised	(v.3.5 nce Do	e Coast -) System ocument, ssesl.rtf]		
+13 (+9 on Magical Beasts)					-		
Wild Shape (Su)		Rev	vised	(v.3.5	e Coast -) System ocument]		
4/day for 10 hours (Large)							
Woodland Stride (Ex)		Rev	vised eferer	(v.3.5 nce Do Cla	e Coast -) System ocument, ssesl.rtf]		
You may move through any so taking damage or suffering any ot		ir norma	I spe	ed an	d without		

Druid Spells

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

				LEVEL 0						
Name	DC	Saving Throw	Time	Duration		Range	Comp.	Spell Resistance	School	Source
Create Water		None	1 standar action	d Instantaneous		Close (50 ft.)	V, S	No	Conjuration (Creation) [Water]	RSRD: SpellsC.rtf
Effect: Creates 20 gallons of pure water.			action			Target: Up to 20 g	allons of wa	ter	Caster Level: 10	
Cure Minor Wounds	14	Will half (harmless); see text	1 standar action	d Instantaneous		Touch	V, S	Yes (harmless); see text	Conjuration (Healing)	RSRD: SpellsC.rtf
Effect: Cures 1 point of damage.		See lext	action			Target: Creature to	ouched	IEXI	Caster Level: 10	
	14	Fortitude negates (harmless)	1 swift action	Instantaneous		15 ft.	V	Yes (harmless)	Abjuration	splcmp: p,59
Effect: Sleeping/unconscious creatures in area awaken.		(narmess)	action			Target: All creature on you	es in a 15-ft.	-radius burst centered	Caster Level: 10	
Detect Magic		None		d Concentration, up to 10 minute	s [D]	60 ft.	V, S	No	Divination	RSRD: SpellsD-E.rtf
Effect:			action			Target: Cone-shap	ed emanati	on	Caster Level: 10	
Detects spells and magic items within 60 ft.		None		d Instantaneous		Close (50 ft.)	V, S	No	Divination	RSRD: SpellsD-E.rtf
Effect:			action			Target: One creatu	ire, one obje	ect, or a 5-ft. cube	Caster Level: 10	
Detects poison in one creature or small object.	14	Fortitude negates	1 standar	d Instantaneous		Close (50 ft.)	V	Yes	Evocation [Light]	RSRD: SpellsF-G.rtf
Effect:		-	action			Target: Burst of lig	ht		Caster Level: 10	
Dazzles one creature [-1 on attack rolls].	14	Will negates	1 standar	d 1 minute or until discharged		Touch	V, S	Yes	Divination	RSRD: SpellsF-G.rtf
Effect:		(harmless)	action			Target: Creature to			Caster Level: 10	
+1 on one attack roll, saving throw, or skill check.		None	1 standar	d Instantaneous		Personal	V, S	No	Divination	RSRD: SpellsH-L.rtf
Effect:		None	action			Target: You	v, o	110	Caster Level: 10	North, openant Enti
You discern north.		Nees	4			-		Ne		
LIJJL Light		None	action	d 100 minutes [D]		Touch		No		RSRD: SpellsH-L.rtf
Effect: Object shines like a torch.						Target: Object tou			Caster Level: 10	
	14	Will negates (harmless, object)	1 standar action	d Instantaneous		10 ft.	V, S	Yes (harmless, object	·	RSRD: SpellsM-O.rtf
Effect: Makes minor repairs on an object.						Target: One object	t of up to 1 ll	b.	Caster Level: 10	
		None	1 standar action	d 100 minutes		30 ft.	S	No	Necromancy	splcmp: p,146
Effect: As deathwatch, but on animals and plants.						Target: Cone-shap	ed emanati	on	Caster Level: 10	
Dealing of or annual and plants	14	Will negates (object)	1 standar	d Instantaneous		10 ft.	V, S	Yes (object)	Transmutation	RSRD: SpellsP-R.rtf
Effect:			action			Target: 10 cu. ft. o	f contamina	ted food and water	Caster Level: 10	
Purifies 10 cu. ft of food or water.		None		d 100 minutes		Personal	V, S, F	No	Divination	RSRD: SpellsP-R.rtf
Effect:			action			Target: You			Caster Level: 10	
Read scrolls and spellbooks.	14	Will negates	1 standar	d 1 minute		Touch	V, S, M/D	F Yes (harmless)	Abjuration	RSRD: SpellsP-R.rtf
Effect:		(harmless)	action			Target: Creature to	ouched		Caster Level: 10	
Subject gains +1 on saving throws.	14	Fortitudo pogotos	1 atondor	d 1 min		Touch		Vac (barmloas)	Transmutation	PSPD: SpolleT 7 rtf
	14	Fortitude negates (harmless)	1 standar action	u i min.				Yes (harmless)		RSRD: SpellsT-Z.rtf
Effect: Subject gains 1 temporary hp.						Target: Creature to	oucnea		Caster Level: 10	
				LEVEL 1						
	DC	Saving Throw	Time 1 round	Duration		Range	Comp.	Spell Resistance	School Transmutation	Source
Animate Fire		None	1 round	Concentration, up to 10 rounds	נטו	Close (50 ft.)	V, S, M	No	Transmutation [Fire]	splcmp: p,12
Effect: Turn campfire into Small elemental.						Target: One Small	tire		Caster Level: 10	
Animate Water						Close (50 ft.)			Transmutation [Water]	splcmp: p,13
Effect: Turn quantity of water into Small elemental.						Target: Cube of wa	ater up to 5	ft. on a side	Caster Level: 10	
Animate Wood		None	1 round	Concentration, up to 10 rounds	[D]	Touch		No	Transmutation	splcmp: p,13
Effect: Turn Small or smaller wooden item into animated object.						Target: One Small	or smaller v	wooden object	Caster Level: 10	
Aspect of the Wolf			1 standar action	d 100 minutes [D]		Personal	V, S, M/D	F	Transmutation	splcmp: p,16
Effect: You change into a wolf and gain some of its abilities.						Target: You			Caster Level: 10	
Aura Against Flame				d 10 rounds		Personal	V, S		Abjuration	splcmp: p,18
Effect:			action			Target: You			Caster Level: 10	
Ignores 10 fire damage/round and extinguishes fires.	15	Fortitude negates	1 standar	d 10 minutes		Touch	V, S, M/D	F Yes (harmless)	Transmutation	splcmp: p,22
		(harmless)	action							

Character: Lutea Player: Lynda Created using PCGen on Jan 23, 2011 at 6:31:51 PM

Effect: Subject fights without penalty while disabled or dying.

Effect: Secrete a body-covering acid that damages attacking foes.

Effect: Your hands become slashing natural weapons.

Beastland Ferocity

Beast Claws

Beget Bogun

Effect: You create a Tiny nature servant.

* =Domain/Speciality Spell

1 standard 10 hours action

1 standard 10 minutes action

1 standard Instantaneous action

Fortitude negates (harmless)

None

15

PCGen Character Template by Frugal, based on work by ROG, Arcady, Barak, Dimrill & Dekker. For suggestions please post to pcgen@yahoogroups.com with "OS Suggestion" in the subject line.

Personal

Touch

Touch

Target: You

Target: Creature touched

Target: Creature touched

Target: Tiny construct

V, S, DF Yes (harmless)

V, S, M

V, S, M, No XP

splcmp: p,25

splcmp: p,25

splcmp: p,26

Caster Level: 10

Transmutation

Caster Level: 10 Enchantment (Compulsion) [Mind-Affecting]

Caster Level: 10

Caster Level: 10

Conjuration (Creation)

				Druid Spells					
Branch to Branch			1 standard action	10 hours [D]	Personal	V, S		Transmutation	splcmp: p,38
iffect: You gain +10 competence bonus on Climb checks in trees and ca	an bra	chiate through forest.			Target: You			Caster Level: 10	
Breath of the Jungle		None	1 standard action	10 minutes	Medium (200 ft.)	V, S, DF	No	Transmutation	splcmp: p,39
<i>fect:</i> Fog makes poison and diseases harder to resist.					Target: Mist spread	ls in a 40-ft.	radius, 20 ft. high	Caster Level: 10	
Buoyant Lifting		None	1 immodiate	10 minutes [D]; see text	Close (50 ft.)	S, DF	No	Evocation	splcmp: p,40
·			immediate action		T			0	
fect: Underwater creatures rise to surface.					more than 20 ft. ap	art	vel, no two of which are		
Calm Animals	15	Will negates; see text	1 standard action	10 minutes	Close (50 ft.)	V, S	Yes	Enchantment (Compulsion)	RSRD: SpellsC.rtf
fect:					Target: Animals wit	hin 30 ft. of	each other	[Mind-Affecting] Caster Level: 10	
Calms 2d4 + 10 HD of animals.			1 standard	100 minutes	Personal	V, S		Transmutation	splcmp: p,43
ILLCamouflage ^{(fect:}			action			1,0		Caster Level: 10	opioinp. p, io
Grants +10 bonus on Hide checks.					Target: You				
Charm Animal	15	Will negates	1 standard action	10 hours	Close (50 ft.)	V, S	Yes	Enchantment (Charm)	RSRD: SpellsC.rtf
fect:					Target: One animal			[Mind-Affecting] Caster Level: 10	
Makes one animal your friend.			1 standard	10 rounds	Personal	V, S		Transmutation	splcmp: p,47
fect:			action		Target: You			Caster Level: 10	
Your hands become weapons that deal 1d8 damage.	15	Will negates		10 minutes [D]	Touch	V, S, M	Yes (harmless)	Transmutation	splcmp: p,47
Climb Walls	10	(harmless)					. 55 (1121111055)		opioinp. p,47
fect: Touched creature gains increased climbing ability.					Target: Creature to			Caster Level: 10	
Tect:		None	1 round	100 minutes [D]	Long (800 ft.) Target: 100-ftradiu	V, S	No	Evocation [Water] Caster Level: 10	spicmp: p,49
Hampers vision and ranged attacks, puts out normal fires.	15	No (fire and)	1 04 1	10 minutos (D) film	-				oplame: = 50
	15	No (fire source) or Fortitude half		10 minutes [D] [fire source] or Instantaneous [creature]	Close (50 ft.)	V, S, DF	No (fire source) or	Transmutation [Cold]	splcmp: p,50
ffect:		(creature)				urce [up to a	a 20-ft. cube] or one	Caster Level: 10	
Fire becomes blue and white, emits cold.		None	1 standard	10 minutes	creature; see text Touch	V, S, M	No	Transmutation	splcmp: p,53
ffect:			action		Target: Creature to	uched		Caster Level: 10	
Touched creature gains bonus while charging.	15	Will half (harmless);	1 standard	Instantaneous	Touch	V, S	Yes (harmless); see	Conjuration	RSRD: SpellsC.rtf
Cure Light Wounds	15	see text	action	Installatieous			text	(Healing)	Koko. openso.ni
<i>fect:</i> Cures 1d8+5 damage.					Target: Creature to			Caster Level: 10	
Deep Breath			1 immediate	10 rounds	Personal	V		Conjuration (Creation) [Air]	splcmp: p,61
ffect:			action		Target: You			Caster Level: 10	
Your lungs are filled with air.	15	Will negates	1 standard	24 hours	Touch	V, S, DF	Yes (harmless)	Conjuration	splcmp: p,63
ffect:		(harmless)	action		Target: Creature to		,	(Healing) Caster Level: 10	
Ravages of disease staved off for a day.		Nees	4	Concentration on to 100 minutes [D]	-		N-	Divination	
Detect Animals or Plants		None	action	Concentration, up to 100 minutes [D]	Long (800 ft.)	V, S	No		RSRD: SpellsD-E.r
ffect: Detects kinds of animals or plants.					Target: Cone-shape			Caster Level: 10	
Detect Snares and Pits		None	1 standard action	Concentration, up to 100 minutes [D]	60 ft.	V, S	No	Divination	RSRD: SpellsD-E.rt
fect: Reveals natural or primitive traps.					Target: Cone-shape	ed emanatio	on	Caster Level: 10	
Endure Elements	15	Will negates (harmless)	1 standard action	24 hours	Touch	V, S	Yes (harmless)	Abjuration	RSRD: SpellsD-E.rt
fect: Exist comfortably in hot or cold environments.		(narmess)	action		Target: Creature to	uched		Caster Level: 10	
Exist contractory in not of cold environments.		None		Concentration +10 rounds	Medium (200 ft.)	V, S	Yes	Enchantment	splcmp: p,82
-			action					(Compulsion) [Mind-Affecting]	
fect: Animal rages like barbarian, not fatigued.					Target: One animal			Caster Level: 10	
	15	Reflex partial; see text	t 1 standard action	10 minutes [D]	Long (800 ft.)	V, S, DF	No	Transmutation	RSRD: SpellsD-E.rt
fec <i>t:</i> Plants entangle everyone in 40-ftradius circle.					Target: Plants in a	40-ftradius	spread	Caster Level: 10	
		None	1 standard action	10 minutes [D]	Long (800 ft.)	V, S, DF	Yes	Evocation [Light]	RSRD: SpellsF-G.rt
fect			action		Target: Creatures a	ind objects	within a 5-ftradius	Caster Level: 10	
Outlines subjects with light, canceling blur, concealment, and the Dan Foundation of Stone	IIKE.	None	1 standard	10 rounds	burst Close (50 ft.)	V, S, DF	No	Transmutation	splcmp: p,99
			action			re/level, no	two of which are more	[Earth] Caster Level: 10	
+2 AC, +4 bonus to resist bull rush and trip attacks.		None	1 standard	10 days	than 30 ft. apart Touch	V, S, DF		Transmutation	RSRD: SpellsF-G.r
			action	· • •	Target: 2d4 fresh b			Caster Level: 10	
2d4 berries each cure 1 hp [max 8 hp/24 hours].			1 04 1 1	100 minutes [D]	-				oplome = 110
Hawkeye			1 standard action	100 minutes [D]	Personal	V		Transmutation	splcmp: p,110
fect: Increase range increments by 50%, +5 on Spot checks.					Target: You			Caster Level: 10	
I Healthful Rest	15	Will negates (harmless)	10 minutes	24 hours	Close (50 ft.)	V, S	Yes (harmless)	Conjuration (Healing)	splcmp: p,111
<i>fect:</i> Subjects heal at twice the normal rate.		-			Target:			Caster Level: 10	
IIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIII	15	Will negates (harmless)	1 standard action	100 minutes [D]	Touch	S, DF	Yes	Abjuration	RSRD: SpellsH-L.rt
Animale contractorius 10 cubicate		(narmess)	aouon		Target: 10 creature	s touched		Caster Level: 10	
Animals can't perceive 10 subjects.	15	Fortitude negates; see		100 minutes	Touch	V, S, M	No	Transmutation	splcmp: p,116
ffect:		text	action		Target: Creature or	object touc	hed	Caster Level: 10	
Touched creature or object nauseates biting or swallowing foes.		14/11	4	40 minutes (D)	Touch	V, S, M	Yes	Transmutation	RSRD: SpellsH-L.rt
	15	Will negates	1 standard	10 minutes [D]					

				Druid Spells					
Effect:		(harmless)	action		Target: Creature tou	uched		Caster Level: 10	
Subject gets +[10*[floor3,3]] enhancement bonus on Jump checks		Will negates	1 standard	10 rounds + 10 rounds [max 15 rounds]	Ū.	V, S	Yes (harmless)	Conjuration	splcmp: p,229
Effect: Creature heals 1 hp/round [max 15 rounds].		(harmless)	action		Target: Living create			(Healing) Caster Level: 10	
		None	1 standard action	10 hours [D]	Personal <i>Target:</i> You	V, S, M	No	Transmutation Caster Level: 10	RSRD: SpellsH-L.rtf
Increases your speed.		Will negates (harmless)	1 standard action	10 hours	Touch	V, M	Yes (harmless)	Transmutation	splcmp: p,134
ffect: See twice as far as a human in poor illumination.		()			Target: Creature tou	uched		Caster Level: 10	
IIII Magic Fang		Will negates (harmless)	1 standard action	10 minutes	Touch Target: Living creatu		Yes (harmless)	Transmutation Caster Level: 10	RSRD: SpellsM-O.r
One natural weapon of subject creature gets +1 on attack and dan		olls. Will negates	1 standard	30 minutes or until discharged			Yes (harmless, object)		RSRD: SpellsM-O.r
ffect: Three stones gain +1 on attack rolls, deal 1d6+1 damage.		(harmless, object)	action	, , , , , , , , , , , , , , , , , , ,	Target: Up to three			Caster Level: 10	·
) Contract C		None	1 standard action	10 minutes		V, S Ids in 20-ft.	No radius from you, 20 ft.	Conjuration (Creation) Caster Level: 10	RSRD: SpellsM-O.r
Fog surrounds you.			1 round	Instantaneous	high Personal	V, F		Divination	splcmp: p,149
ffect: You know how dangerous the future will be. DDDDD Pass Without Trace	15	Will negates	1 standard	10 hours [D]	Target: You Touch	V, S, DF	Yes (harmless)	Caster Level: 10 Transmutation	RSRD: SpellsP-R.rt
ffect: 10 subjects leaves no tracks.		(harmless)	action		Target: 10 creatures	s touched		Caster Level: 10	
Produce Flame		None	1 standard action	10 minutes [D]	O ft.	V, S	Yes	Evocation [Fire]	RSRD: SpellsP-R.rt
ffect: 1d6+5 damage, touch or thrown.		None	1 standard	1 minute	Target: Flame in you Medium (200 ft.)	ur palm V, S	No	Caster Level: 10 Transmutation	splcmp: p,164
]□□□□ Raging Flame ffect: Fires burn twice as hot, half as long.		NUTE	action	- minute	Target: 30-ftradius		10	[Fire] Caster Level: 10	οριστη ρ. μ , 104
Ram's Might			1 standard action	10 minutes	Personal	V, S		Transmutation	splcmp: p,166
ffect: Gain +2 to Strength and your unarmed attacks deal normal damage		Fortitude negates	1 standard	100 minutes	<i>Target:</i> You Touch	VSDE	Yes (harmless)	Caster Level: 10 Transmutation	splcmp: p,166
ffect:		(harmless)	action	Too minutes	Target: Creature tou		res (narmess)	Caster Level: 10	spicmp: p, roo
+20 ft. to subject's burrow speed.	15	Will negates	1 standard action	100 minutes	Touch	V, S, M	Yes	Transmutation	splcmp: p,173
ffect: Hides touched creature's scent.					Target: Creature tou			Caster Level: 10	
fect:		Fortitude negates (harmless)	1 standard action	100 minutes	Touch Target: Creature tou		Yes (harmless)	Abjuration Caster Level: 10	splcmp: p,174
Subject can resist penalties for being of an opposed alignment on Sandblast		Reflex half	1 standard action	Instantaneous	10 ft.	V, S, DF	Yes	Evocation	splcmp: p,180
ffect: You fire hot sand that deals 1d6 nonlethal damage, stuns enemies	s.		donom		Target: 10-ftradius	burst cente	ered on you	Caster Level: 10	
IIII Shillelagh	15	Will negates (object)	1 standard action	10 minutes	Touch Target: One touched		Yes (object) al oak club or	Transmutation Caster Level: 10	RSRD: SpellsS.rtf
Cudgel or quarterstaff becomes +1 weapon dealing damage as if t		e categories larger for None	10 minutes. 1 standard	1 minute	quarterstaff	V, S, M/DF		Transmutation	splcmp: p,192
<i>ffect:</i> Fires burn twice as long.			action		Target: 30-ftradius	spread		[Fire] Caster Level: 10	
		Will negates (harmless)	1 standard action	Instantaneous	Close (50 ft.)		Yes (harmless)	Transmutation	splcmp: p,193
ffect: Subject immediately makes one attack.	15	Will pageton	1 atopdard	10 hours (D)	Target: One allied c		Yes (harmless)	Caster Level: 10	anlemp: p 104
ffect:		Will negates (harmless)	action	10 hours [D]	Touch Target: Creature tou	V, S uched	res (narmess)	Transmutation Caster Level: 10	splcmp: p,194
Subject walks easily on ice and snow.		None	1 standard action	10 minutes	Personal	V, S	No	Divination	RSRD: SpellsS.rtf
ffect: You can communicate with animals.					Target: You			Caster Level: 10	
Contraction Summon Nature's Ally I		None	1 round	10 rounds [D]	Close (50 ft.) Target: One summo		No	Conjuration (Summoning) Caster Level: 10	RSRD: SpellsS.rtf
Calls creature to fight. Calls creature to fight. Generating Surefooted Stride ffect:		None	1 standard action	10 minutes	Personal	V, S	No	Transmutation	splcmp: p,216
You can move over rubble as easily as you can over open ground	15		1 standard	10 rounds	Target: You Close (50 ft.)	V, S, M	Yes	Caster Level: 10 Evocation	splcmp: p,219
ffect: Small lightning bolts deal 1d6 damage/round.		text	action		Target: One creatur			[Electricity] Caster Level: 10	
Carland Contents Mount	15	Will negates	1 standard action	10 hours	Touch Target: Animal or m	V, S agical beas	Yes t touched	Transmutation Caster Level: 10	splcmp: p,223
Creature moves faster but can't attack.			1 swift action	Instantaneous	Personal	V, S, M		Conjuration (Creation) [Air]	splcmp: p,228
rec: Column of wind lifts you aloft.				1 round	<i>Target:</i> You Personal	V, DF		Caster Level: 10 Divination	splcmp: p,230
ffect: You can sneak attack plant creatures for 1 round.			action		Target: You			Caster Level: 10	
Wall of Smoke		Fortitude partial; see text	1 standard action	10 rounds	Close (50 ft.)	V, S	No	Conjuration (Creation)	splcmp: p,235
ffect: Wall of black smoke obscures vision and nauseates those who pa	ass thro	ough.		* =Domain/Speciality Spell	Target: A straight was square/level [S]	all whose a	rea is up to one 10-ft.	Caster Level: 10	

JunctionNumber of the sectorAnd t				Druid Spells				
Marting and and any set of a part of a	UDD Wings of the Sea	15		1 standard 10 minutes	Touch S, M	A Yes (harmless)	Transmutation	spicmp: p,240
Lund Construction <b< td=""><td></td><td></td><td>(narmess)</td><td></td><td>Target: Creature touched</td><td>d</td><td>Caster Level: 10</td><td></td></b<>			(narmess)		Target: Creature touched	d	Caster Level: 10	
Reference of the second sec		15	Fortitude negates		Close (50 ft.) V, S	S Yes		splcmp: p,241
DDDC Model Works in yourNoneNoneDate Model YourValue Not NoteOrganization of the provide of th					Target: One creature			
			None		Close (50 ft.) V, S	S, DF No		splcmp: p,242
Nome Convert Two Number of the second of t				action	Target: One nature serve	ant		
Note Image: State in the image: State in the	Nature spirit does simple tasks for you.							
Image: space	Harris		0			0	0.1	
mathematic putments partic partic <thp< td=""><td></td><td></td><td>Will negates</td><td>1 standard 10 minutes</td><td></td><td></td><td>Transmutation</td><td></td></thp<>			Will negates	1 standard 10 minutes			Transmutation	
Image: Anomalsing Power No No. No.<	Effect:		(harmless)	action	Target: Living creature to	ouched		
Image: part of the second of the second is and th		16	Will negates	1 standard 10 minutes	Touch V,S	,M Yes	Transmutation	phb2: PHB2 page 101
Barley and Data Sign Order 1000 program program 1000 states (0 mmonth) Vis. M. Program 1000 states (0 mmonth) Figure 1000 sta				action	Target: Creature touche	d	Caster Level: 10	
		16	None: see text	1 standard 10 days				RSRD: SpellsA-B.rtf
Back Streep Transition in present second partial second partial scale of cover parts in a facture of cover parts in a f			,			-,	(Compulsion)	
Image: set of a window of					Target: One Tiny animal	I		
		16	Will negates; see text		Close (50 ft.) V, S	S Yes		RSRD: SpellsA-B.rtf
Bind Bind							[Mind-Affecting,	
<table-container>Image: space of the state o</table-container>						cal beasts with Intelligence		
<table-container> Image: status Image:</table-container>			None			Yes (harmless)	Abjuration	splcmp: p,19
	5%				T		0	
Alignment Appenduation Appe	Provides temporary protection against overtly damaging planar t	raits.						
Variant of blance theore and is balance of the series in blance.NodeValue of the series of th	v					5, M/DF		spicmp: p,23
action term te		icult su						
Cancel of explanation and and and and and and and and and an	Barkskin		None		Touch V, S	S, DF Yes (harmless)	Transmutation	RSRD: SpellsA-B.rtf
Control Contro Control Control					Target: Living creature to	ouched	Caster Level: 10	
Balance of a location framewale 	Bear's Endurance	16			Touch V, S	S, DF Yes	Transmutation	RSRD: SpellsA-B.rtf
<table-container>Image: Binding WindsNo.</table-container>					Target: Creature touched	d	Caster Level: 10	
Image dependence on the problem on the problem of		16	Reflex negates		Medium (200 ft.) V, S	S Yes	Evocation [Air]	splcmp: p,27
Dist of the Wereard I andward 10 rounds and 20 wereard. I andward 10 rounds and 20 wereard. Yes N Yes N Tanner Mail N Specify and 20 wereard. Cifed in the Doctority and allow of a wereard. None Specify and 20 wereard.					Target: One creature		Caster Level: 10	
Effect vog and rebosity and static day and any and any any any off of the static lands any					Personal V, S	S, M	Transmutation	splcmp: p,28
<table-container>□</table-container>				action	Target: You		Caster Level: 10	
Bind Random Random Bind 			None		Close (50 ft.) V, S	S Yes	Transmutation	splcmp: p,32
Displaced Fenzy 16 Will negates standard Special: see for a circle Top V.S Yes Transmutation splane: p.33 Effect: Topics Series use of rage. Topics Series use of rage. Topics Series use of rage. Yes DF Yes DF Series Level: 10				action	Target: One missile of sp	pit	Caster Level: 10	
Inter- Grame series area rage: Ary creature with the ray = ability Caster Level: 10 Grame series area 16 Reflex half standard 10 rounds 5 ft. V. S. DF Yes printing pring printing printing		16	Will negates		Touch V, S	S Yes	Transmutation	splcmp: p,33
Image: Product of the Sun (see Surface	Effect:			action	Target: Any creature with	h the rage ability	Caster Level: 10	
Effect: Torot books price space spac		16	Reflex half	1 standard 10 rounds	5 ft. V, S	S, DF Yes	Transmutation	splcmp: p,35
None 1 standard 10 rounds action Touch V. S. M No Transmittion pelpmp: p.38 Effect: Taget: Wooden weapon grows spikes that deal +00 damaged 51. None 1 standard 10 minutes action Transmittion Transmittion spicmp: p.38 Effect: Transmittion None 1 standard 10 minutes action Transmittion spicmp: p.39 Effect: None 1 standard 10 minutes action Transmittion Spicmp: p.38 Effect: Weith regates and thorms deal 1 point of damaged 51. None 1 standard 10 minutes action Transmittion Spicmp: p.38 Effect: Will regates action 1 standard 10 minutes action Touch V.S. M V.S. M V.S. M None Transmittain spicmp: p.38 Effect: Will regates action Standard 10 minutes action Touch V.S. M V.S. M V.S. M V.S. M None Transmittain spicmp: p.38 Effect: Will regates action Standard 10 minutes action Touch V.S. M V.S. M V.S. M V.S. M No No Standard 10 minutes action Effect: Will regates (bit of 10 minutes action				action	Target: 5-ftradius emar	nation centered on you		
Effect: Target: Wooden weapon grows spikes that deal +10 damages 10. None standard 10 minutes Medium (200 k) V, S, DF No Transmutation getorp: p.39 Effect: Target: 40eHradius spread Touch V, S, MDF Yes (harmless) Transmutation getorp: p.39 Effect: Touch V, S, MDF Yes (harmless) Transmutation getorp: p.39 Effect: Touch V, S, MDF Yes (harmless) Transmutation getorp: p.39 Subject spins +4 to Str for 10 minutes. 1 standard 10 minutes [D] Touch V, S, MDF Yes (harmless) Transmutation getorp: p.41 Effect: Subject spins +4 to Str for 10 minutes. 1 standard 10 minutes [D] Touch V, S, M Yes Transmutation getorp: p.41 Effect: Subject spins +4 to Bxr for 10 minutes. 1 standard 10 minutes [D] Touch V, S, M Yes Transmutation getorp: p.41 Effect: Subject spins +4 to Bxr for 10 minutes. 1 standard 10 minutes [D] Touch V, S, M Yes Transmutation getorp: p.41 Effect: Subject spins +4 to Bxr for 10 minutes. 1 standard 10 minutes Touch V, S, M Yes Caste	Your body emanates fire, dealing 1d4 fire damage/2 levels.		None	1 standard 10 rounds				spicmp: p.38
Wooden waspon grows spikes that deal +10 damages 10. None 1 standard 10 minutes Medium (2001) V.S. UPE No Transmutation splemp: p.39 Effect: Area slows creatures and thoms deal 1 point of damage/S 1t. movel. Tanget 40t. radius spread Caster Level: 10 Caster Level: 10 Effect: Streng th 15 Will negates 1 standard 10 minutes [D] Touch V,S. MDF Yes (harmless) Transmutation splemp: p.41 Effect: Subject gains +4 to Str for 10 minutes. 16 Will negates 1 standard 10 minutes [D] Touch V,S. MDF Yes (harmless) Transmutation splemp: p.41 Effect: Subject gains +4 to Str for 10 minutes. 1 standard 10 minutes [D] Touch V,S. M Yes Transmutation splemp: p.41 Effect: Subject gains +4 to Dex for 10 minutes. 1 standard 10 minutes gain Target / Touch V,S. M Yes Transmutation splemp: p.41 Effect: Subject gains +4 to Dex for 10 minutes. 1 standard 7 rounds action Target / Touch V,S. M Yes Transmutation Splemp: p.41 Cold metal damages those who touch it. Will negates (object) standard 7 rounds action Target / Touch								-pp. p,
action Target: 40-81-radius spread Caster Level: 10 Caster Level: 10 Image: And action and the spread of the model is plot of damage/5 ft. model. 1 standard 10 minutes action Touch V, S, MDF Yes (harmless) Taramutation RSRD: SpellsA-B.rf Iffect: Subject gains 44 to Str for 10 minutes. 1 standard 10 minutes [D] action Target: Creature touched Caster Level: 10 Caster Level: 10 Iffect: Subject gains 44 to Str for 10 minutes. 1 standard 10 minutes [D] action Touch V, S, F/DF Yes (harmless) Taramutation splentp: p.41 Iffect: Subject can burrow with a speed of 30 feet. 1 standard 10 minutes Target: Creature touched Caster Level: 10 Caster Level: 10 RSRD: SpellsC.rd Iffect: Subject gains 44 to Dex for 10 minutes. 1 standard 10 minutes action Target: Creature touched Caster Level: 10 RSRD: SpellsC.rd Iffect: Subject gains 44 to Dex for 10 minutes. 1 standard 7 rounds action Target: Creature touched Caster Level: 10 Close (50 ft) V, S, P Yes (barel) RSRD: SpellsC.rd Iffect: Subject gains 44 to Dex for 10 minutes. 1 standard 10 hours action Target: Creature touched V, S, P Yes (barel)	Wooden weapon grows spikes that deal +10 damages 10.		Nana	1 standard 10 minutes				oplomp: p 30
Area slows creatures and thoms deal 1 point of damage/5 ft. moved. 1 standard 10 minutes Touch V.S. MDF Yes (harmless) RSRD: SpellsA-B. rff Filect: Target: Creature submers Target: Creature submers Target: Creature submers Standard 10 minutes Standard 10 minutes Standard 10 minutes Target: Creature submers Standard 10 minutes Standard 10 minutes Standard 10 minutes Target: Creature submers Target: Creature submers Standard 10 minutes Standard 10 minutes Standard 10 minutes Target: Creature submers Target: Creature submers Standard 10 minutes Standard 10 minutes Target: Creature submers Target: Creature submers Standard 10 minutes Standard 10 minutes Target: Creature submers Target: Creature submers Target: Creature submers Standard 10 minutes Standard 10 minutes Target: Creature submers Standard 10 minutes Standard 10 minutes Standard 10 minutes Target: Creature submers Standard 10 minutes Standard 10 minutes Standard 10 minutes Target: Creature submers Target: Creatures Target: Creature submers								50,9 yuuy. 903
(harmless) action Target: Creature touched Caster Level: 10 Caster Level: 10 Subject gains +4 to Str for 10 minutes. 16 Will negates 1 standard 10 minutes [D] Target: Creature touched V, S, F/DF Ves (harmless) Transmutation splcmp: p,41 Effect: Subject can burrow with a speed of 30 feet. 1 Standard 10 minutes Target: Creature touched V, S, M Yes Transmutation splcmp: p,41 Subject can burrow with a speed of 30 feet. Will negates 1 standard 10 minutes Target: Creature touched V, S, M Yes Transmutation RSRD: SpellsC.rtf Subject gains +4 to Dex for 10 minutes. 16 Will negates (object) 1 standard 17 rounds Close (50 ft) V, S, DF Yes (object) Transmutation RSRD: SpellsC.rtf Subject gains +4 to Dex for 10 minutes. 1 1 standard 10 hours action Target: Creature touched Caster Level: 10 Caster Level: 10 Cold metal damages those who touch it. 1 1 standard 10 hours action Target: Creature touched V, S, M Yes (harmless) Transmutation Splcmp: p,49 Effect: Fortitude negates 1 standard 10 hours action	Area slows creatures and thorns deal 1 point of damage/5 ft. mo		Will pogota-	1 standard 10 minutes				PCPD: Coolin & D at
Subject gains 44 to Str for 10 minutes. 16 Will negates (harmless) action 1 standard 10 minutes [D] action Touch V, S, F/DF Yes (harmless) Transmutation splomp: p, 41 Subject can burrow with a speed of 30 feet. 50 Target: Creature touched Caster Level: 10 Caster Level: 10 Subject can burrow with a speed of 30 feet. 6 Will negates (action minutes. Touch V, S, M Yes Transmutation splomp: p, 41 Subject can burrow with a speed of 30 feet. 16 Will negates (action minutes. Touch V, S, M Yes Transmutation splomp: p, 41 Subject gains 44 to Dex for 10 minutes. 16 Will negates (action action	0	10						NORD. OPEIISA-B.M
Effect: Target: Creature touched Caster Level: 10 Subject can burrow with a speed of 30 feet. 16 Will negates (harmless) 1 standard 10 minutes action Touch V. S. M Yes Transmutation RSRD: SpellsC.rtf Effect: Subject gains 44 to Dex for 10 minutes. 16 Will negates (object) 1 standard 7 rounds action Close (50 ft.) V, S. DF Yes (object) Transmutation (Clog) RSRD: SpellsC.rtf Effect: Cold metal damages those who touch it. 16 Will negates (object) 1 standard 10 hours action Touch V, S. DF Yes (object) Transmutation (Clog) RSRD: SpellsC.rtf Effect: Cold metal damages those who touch it. 16 Will negates (D) 1 standard 10 hours action Touch V, S Yes Transmutation (Clog) RSRD: SpellsC.rtf Effect: Fortitude negates (harmless) 1 standard 10 hours action Touch V, S Yes (harmless) Transmutation (Clog) Splcmp: p.49 Effect: Fortitude negates (D) 1 standard 12 hours action Touch V, S Yes (harmless) Splcmp: p.53 Effect: Fortitude negates (D) 1 standard 12 hours action Close (50 ft.)<	Subject gains +4 to Str for 10 minutes.	4.5	1479		-			
Subject can burrow with a speed of 30 feet. I standard 10 minutes action Touch V, S, M Yes Transmutation RSRD: SpellsC.rtf Effect: Subject gains +4 to Dex for 10 minutes. Target: Creature touched V, S, M Yes Transmutation RSRD: SpellsC.rtf Image: Creature touched 16 Will negates (object) 1 standard 7 rounds action Close (50 ft.) V, S, DF Yes (object) Transmutation to too of metal equipment of 5 creatures, no two of two of two of two of 5 cr		16						spicmp: p,41
Image: fract: action Target: Creature touched Caster Level: 10 Image: fract: Subject gains +4 to Dex for 10 minutes. 1 standard 7 rounds action Close (50 ft.) V, S, DF Yes (object) Transmutation (Cold) RSRD: SpellsC.rtf Image: Creature touched 16 Will negates (object) 1 standard 10 hours action Touch V, S Yes (object) Transmutation (Cold) SPCD: SpellsC.rtf Image: Creature touched 16 Fortitude negates (narmless) 1 standard 10 hours action Touch V, S Yes (harmless) Spelme: p.49 Iffact: +30 ft. to subjects fly speed. 16 Fortitude negates (narmless) 1 standard 12 hours action Close (50 ft.) V, S, M Yes Abjuration splcmp: p.49 Iffact: +30 ft. to subjects fly speed. 16 Will negates (D) 1 standard 12 hours action Close (50 ft.) V, S, M Yes Abjuration splcmp: p.53 Iffact: Forces lycanthrope to its natural form. 1 Standard 3 rounds action Close (50 ft.) V, S, F Yes Abjuration (Cold) Splcmp: p.55 Iffact: Forese lycanthrope to its natural form. Fortitude half								
Subject gains +4 to Dex for 10 minutes. Subject gains +4 to Dex for 10 minutes. 16 Will negates (object) 1 standard 7 rounds action Close (50 ft.) V, S, DF Yes (object) Transmutation (Cold) RSRD: SpellsC.rtf Effect: Colometial damages those who touch it. Target: Metal equipment of 5 creatures, no two of which can be more than 30 ft. apart; or 250 lbs of metal Close (50 ft.) V, S Yes (harmless) Splemp: p,49 Effect: Fortitude negates (harmless) 1 standard 10 hours action Touch V, S Yes (harmless) Transmutation splemp: p,49 Effect: Fortitude negates (Due (Due (Due (Due (Due (Due (Due (Due	Cat's Grace	16					Transmutation	RSRD: SpellsC.rtf
Image: Chill Metal 16 Will negates (object) 1 standard 7 rounds action Close (50 ft.) V, S, DF Yes (object) Tangutution (Cold) RSRD: SpellsCr.ft Effect: Cold metal damages those who touch it.					Target: Creature toucher	d	Caster Level: 10	
Effect: Target: Metal equipment of 5 creatures, no two of two equipment of 5 creatures, no two equipmen		16	Will negates (object)		Close (50 ft.) V, S	S, DF Yes (object)		RSRD: SpellsC.rtf
Image: metal metal metal metal metal metal metal metal form: Caster Level: 10 Touch v, S Yes (harmless) Transmutation splomp: p,49 Effect: +30 ft. to subject's fly speed. Target: Creature touched V, S Yes (harmless) Splomp: p,49 Image: Countermoon 16 Will negates (D) 1 standard 12 hours action Close (50 ft.) V, S Yes Abjuration splomp: p,53 Effect: Forces lycanthrope to its natural form. Target: One lycanthrope Close (50 ft.) V, S, F Yes Abjuration splomp: p,55 Effect: Creature feels chill that increases with each round. Target: One creature Target: One creature Caster Level: 10					Target: Metal equipment which can be more than	t of 5 creatures, no two of 30 ft. apart: or 250 lbs of		
Effect: rarget: Creature touched Caster Level: 10 +30 ft. to subject's fly speed.	-	16	Fortitude negates	1 standard 10 hours	metal		Transmutation	spicmp; p.49
+30 ft. to subject's fly speed. 	·	10						
Effect: Forces lycanthrope to its natural form. Target: One lycanthrope Caster Level: 10 Creeping Cold 16 Fortitude half 1 standard 3 rounds action Close (50 ft.) V, S, F Yes Transmutation [Cold] splcmp: p,55 Effect: Creature feels chill that increases with each round. Close (soft that increases with each round. Caster Level: 10	+30 ft. to subject's fly speed.	40	Will possible (D)	1 standard 12 hours				aplema: r. 52
Forces lycanthrope to its natural form. Close (50 ft.) V, S, F Yes Transmutation splcmp: p,55 Effect: Creating feels chill that increases with each round. Transmutation splcmp: p,55 Caster Level: 10		16	vviii negates (D)				-	spicinp: p,53
Effect: Creature feels chill that increases with each round. [Cold]	Forces lycanthrope to its natural form.							
Creature feels chill that increases with each round.		16	Fortitude half			o,⊢ Yes	[Cold]	spicmp: p,55
* =Domain/Speciality Spell					Target: One creature		Caster Level: 10	
				* =Domain/Speciality Spell				

Character: Lutea Player: Lynda Created using PCGen on Jan 23, 2011 at 6:31:51 PM

				Druid Spells					
Daggerspell Stance			1 swift action	10 rounds [D]	Personal	V, F		Abjuration	splcmp: p,57
Effect: You gain +2 insight bonus on attack rolls and damage rolls if yo	ou mak	e a full attack. SR 5 + c		f vou fight defensively, and DR 5/magic	<i>Target:</i> You			Caster Level: 10	
you use the total defense action.		None	1 standard		50 ft.	V, S, DF	Yes	Necromancy	splcmp: p,61
Effect:			action		Target: Living enen	nies within a	1 50-ft.radius emanatior	n Caster Level: 10	
Wounds deal 3 extra points of damage each round.	16	Fortitude negates	1 standard	10 hours	centered on you Touch		Yes (harmless)	Conjuration	RSRD: SpellsD-E.rtf
Effect:		(harmless)	action		Target: Creature to	uched		(Healing) Caster Level: 10	
Stops poison from harming subject for 10 hours.	16	Fortitude negates	1 standard	10 minutes [D]	Medium (200 ft.)	V, S	Yes	Transmutation	splcmp: p,76
Effect:			action		Target: One creatu	re		Caster Level: 10	
Subject creature can't fly.	16	Will negates	1 standard	10 minutes	Touch	V, S, M	Yes (harmless)	Abjuration [Earth]	splcmp: p,76
Effect:		(harmless)	action		Target: Living creat	ture touched	i	Caster Level: 10	
Subject takes only nonlethal damage from stone and earth.		None		Instantaneous	Close (50 ft.)	V, S	Yes (object)	Transmutation	splcmp: p,76
Effect:			action			structure or	rock formation, up to 2	5 Caster Level: 10	
Doubles the hit points of stone structure or rock formation and in Easy Trail	crease	s hardness to 10. None		10 hours [D]	cubic ft./level 40 ft.	V, S	Yes	Abjuration	splcmp: p,76
Effect:			action		Target: 40-ftradius	s emanation	centered on you	Caster Level: 10	
You make a temporary trail through any kind of undergrowth.				100 minutes [D]	Personal	V		Transmutation	splcmp: p,79
			action		Target: You			Caster Level: 10	
You gain an animal's senses for 100 minutes.	16	Fortitude negates	1 standard	10 hours	Touch	V, S	Yes (harmless)	Transmutation	splcmp: p,92
Effect:		(harmless)	action		Target: Willing crea	ture touche	d	Caster Level: 10	
Transforms tails and fins into legs and feet.	16	Reflex half; see text	10 minutes	Permanent until discharged [D]	Touch	V, S, M	Yes	Abjuration [Fire]	RSRD: SpellsF-G.rtf
Effect: Opened object deals 1d4+10 fire damage.					Target: Object touc			Caster Level: 10	
Flame Blade		None	1 standard action	10 minutes [D]	0 ft.	V, S, DF	Yes	Evocation [Fire]	RSRD: SpellsF-G.rtf
Effect: Touch attack deals 1d8 +5 fire damage.					Target: Sword-like	beam		Caster Level: 10	
Flaming Sphere	16	Reflex negates	1 standard action	10 rounds	Medium (200 ft.)		- Yes	Evocation [Fire]	RSRD: SpellsF-G.rtf
Effect: Creates rolling ball of fire, 2d6 damage, lasts 10 rounds.					Target: 5-ftdiamet			Caster Level: 10	
		None	1 standard action	100 minutes		V, S	No	Conjuration (Creation)	RSRD: SpellsF-G.rtf
Effect: Fog obscures vision.	10	Deffected/	4 - 1 1 1	la la la companya de	Target: Fog spread		-	Caster Level: 10	100
Effect:	16	Reflex half	action	Instantaneous	30 ft.	V, S, M	Yes	Evocation [Cold]	splcmp: p,100
Icy breath deals 1d4 damage/2 levels.	16	Fortitudo pogotoo	1 atondord	1 round	Target: Cone-shap		Yes	Caster Level: 10	PSPD: SpallaE C rtf
Effect:	10	Fortitude negates	1 standard action	Tiouna		V, S	vere wind emanating	Evocation [Air] Caster Level: 10	RSRD: SpellsF-G.rtf
Blows away or knocks down smaller creatures.			1 standard	100 minutes	out from you to the Personal			Divination	splcmp: p,110
Effect:			action		Target: You	1,0,11		Caster Level: 10	opioinp. p, 110
If you have 5 or more ranks in Heal, you can remove harmful co	ndition	s with conjuration [healir None		Instantaneous	Touch	V, S, M	Yes	Necromancy	splcmp: p,110
Effect:			action		Target:	., _,		Caster Level: 10	
Touch deals 1d12 damage +1/level; caster gains damage as hp.	16	Fortitude partial	1 standard	10 rounds	Close (50 ft.)	V, S, DF	Yes	Evocation [Light,	splcmp: p,112
Effect:			action		Target: Living creat	tures within	a 5-ft.radius burst	Fire] Caster Level: 10	
Subjects outlined by fire, take 1d4 damage/round.	16	Will negates (object)	1 standard	7 rounds	Close (50 ft.)	V, S, DF	Yes (object)	Transmutation	RSRD: SpellsH-L.rtf
Effect:			action		Target: Metal equip			[Fire] Caster Level: 10	
Make metal so hot it damages those who touch it.	40	Will porter	1 otras la 1	10 rounds (D): tout	which can be more metal, all of which r	must be with	in a 30-ft. circle	Epohenter	POD C
Hold Animal	16	vviii negates; see text	1 standard action	10 rounds [D]; see text	Medium (200 ft.)	v, S	Yes	Enchantment (Compulsion) [Mind-Affecting]	RSRD: SpellsH-L.rtf
Effect: Paralyzes one animal for 10 rounds.					Target: One animal			Caster Level: 10	
		None	1 standard action	10 rounds	Close (50 ft.)	V, S, M	No	Conjuration (Creation)	splcmp: p,128
Effect: Strands of kelp grapple foes.					Target:			Caster Level: 10	
			1 standard action	100 minutes	Personal	V, S, DF		Divination	splcmp: p,133
Effect: You gain +4 on Listen checks, plus blindsense or blindsight if yo	u have	5 or more ranks in Liste			Target: You			Caster Level: 10	
Mark of the Outcast	16	Will negates	1 standard action	Permanent	Close (50 ft.)		Yes	Necromancy	splcmp: p,138
Effect: Subject takes -5 penalty on Bluff and Diplomacy checks and -2 p					Target: One creatu	re		Caster Level: 10	
Mass Camouflage	16	Will negates (harmless)			Medium (200 ft.)		Yes (harmless)	Transmutation	splcmp: p,43
Effect: As camouflage, but multiple subjects.					more than 60 ft. ap		es, no two of which are		
Mass Snake's Swiftness Effect:					Medium (200 ft.) Target:			Transmutation Caster Level: 10	splcmp: p,193
Allies each immediately make one attack.			1 standard	10 rounds	Personal	V, S, F		Transmutation	splcmp: p,139
Effect:			action		Target: You			Caster Level: 10	
You sprout insubstantial wings and can fly.	16	Will negates	1 standard	10 minutes	Touch	V, S	No	Transmutation	splcmp: p,144
Effect:		(harmless)	action		Target: One creatu	re		Caster Level: 10	
Subject becomes hard to move.				* =Domain/Speciality Spell					
Character: Lutea		PCGen Character T	emplate by	Frugal, based on work by ROG, Arcady	, Barak, Dimrill & Dek	ker.			Page 7
Player: Lynda				cgen@yahoogroups.com with "OS Sug					i aye i

Player: Lynda Created using PCGen on Jan 23, 2011 at 6:31:51 PM

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Druid Spells												
Ature's Favor	16	Will negates (harmless)	1 swift action	1 minute	Touch	V, S, DF	Yes (harmless)	Evocation	splcmp: p,146			
Effect: Animal touched gains luck bonus on attack rolls and damage rol	lls of +		action		Target: Animal touc	hed		Caster Level: 10				
One with the Land	113 01 7	ind levels.	1 standard	10 hours	Personal	V, S		Transmutation	splcmp: p,149			
Effect: Link with nature gives a +2 bonus on nature-related skill checks			action		Target: You			Caster Level: 10				
Owl's Wisdom	16	Will negates		10 minutes	Touch	V, S, M/D	Yes	Transmutation	RSRD: SpellsM-O.rtf			
Effect:		(harmless)	action		Target: Creature to	uched		Caster Level: 10				
Subject gains +4 to Wis for 10 minutes.		None		10 hours [D]	Touch	V, S	No	Transmutation	RSRD: SpellsP-R.rtf			
Effect:			action			animal of S	mall, Medium, Large, o	r Caster Level: 10				
Shrinks one willing animal.	16	Fortitude negates		100 minutes	Huge size Touch	V, S, DF	Yes (harmless)	Abjuration	RSRD: SpellsP-R.rtf			
Effect:		(harmless)	action		Target: Creature to	uched		Caster Level: 10				
Ignores first 20 points of damage/attack from specified energy ty	/pe. 16	Will negates	3 rounds	Instantaneous	Touch	V, S	Yes (harmless)	Conjuration	RSRD: SpellsP-R.rtf			
Effect:		(harmless)			Target: Creature to	uched		(Healing) Caster Level: 10				
Dispels magical ability penalty or repairs 1d4 ability damage.	16	Fortitude partial	1 standard	Instantaneous	Close (50 ft.)	V, S	Yes	Evocation	splcmp: p,179			
Effect:			action		Target: Ray			Caster Level: 10				
Ray deals 1d6 damage/2 levels and stuns.		None	1 standard	100 minutes	Touch	V, S, M	Yes (harmless)	Transmutation	splcmp: p,180			
Effect:			action		Target: Creature to	uched		Caster Level: 10				
Grants the scent special ability.	16	Will negates	1 standard	10 minutes	Touch	V, S, M	Yes	Divination	splcmp: p,187			
Effect:		(harmless)	action		Target: Animal touc			Caster Level: 10				
See and hear through the senses of a touched animal.		None	1 standard	Instantaneous	Close (50 ft.)	V, S, DF	No	Transmutation	RSRD: SpellsS.rtf			
			action		Target: 100 ft. squa			[Earth] Caster Level: 10				
Turns stone to clay or dirt to sand or mud.	16	Will negates	1 standard	100 minutes	Touch	V, S, M	Yes (harmless)	Transmutation	RSRD: SpellsS.rtf			
Effect:	10	(harmless)	action		Target: Creature to			Caster Level: 10				
Grants ability to walk on walls and ceilings.		None	1 standard	Instantaneous	Close (50 ft.)	V, S, M	No		anlamni n 202			
Effect:		None	action	Instantaneous	Target: One or more			Conjuration (Creation) Caster Level: 10	splcmp: p,203			
4d6 piercing damage to subjects hit by ranged attack.		Nana	1 round	10 rounds (D)	-				PCPD: SpallaS off			
Summon Nature's Ally II		None	1 round	10 rounds [D]	Close (50 ft.)	V, S, DF		Conjuration (Summoning)	RSRD: SpellsS.rtf			
Effect: Calls creature to fight.		N			more than 30 ft. apa	art	, no two of which can be					
		None	1 round	Concentration + 2 rounds	Close (50 ft.)	V, S, M/D		Conjuration (Summoning)	RSRD: SpellsS.rtf			
Effect: Summons swarm of bats, rats, or spiders.					Target: One swarm			Caster Level: 10				
		None	1 round	100 minutes [D]	Medium (200 ft.)		Yes (harmless)	Transmutation [Water]	splcmp: p,217			
Effect: Subject gains swim speed, +8 bonus on Swim checks.					Target: One creatur			Caster Level: 10				
Tiger's Tooth			1 swift action	1 round		V		Transmutation	splcmp: p,221			
Effect: One natural weapon of subject gets +1/4 levels on attack rolls a	nd dam	nage rolls 5 for 1 round.			Target:			Caster Level: 10				
Train Animal	16	Will negates (harmless)	10 minutes	s 10 hours	Touch	V, S, DF	Yes (harmless)	Enchantment (Charm)	splcmp: p,221			
Effect:					Target: Animal touc	hed		[Mind-Affecting] Caster Level: 10				
Affected animal gains additional tricks equal to 1/2 caster level f	or 10 h	ours. None	1 standard	10 hours [D]	Personal	V, S, DF	No	Transmutation	RSRD: SpellsT-Z.rtf			
Effect:			action		Target: You			Caster Level: 10				
You look exactly like a tree for 10 hours.	16	Will negates (object)	1 standard	Instantaneous	Close (50 ft.)	V, S	Yes (object)	Transmutation	RSRD: SpellsT-Z.rtf			
Effect:		, ,	action		Target: 10 Small wo	oden obie		Caster Level: 10				
Bends wood [shaft, handle, door, plank].	16	None (harmless)	1 standard	10 minutes	radius Touch	V	No (harmless)	Transmutation	splcmp: p,240			
Effect:	-	,,	action		Target: Winged creater			Caster Level: 10				
Subject's flight maneuverability improves by one step.	16	Fortitude negates	1 standard	10 rounds	Close (50 ft.)	V, S	Yes	Evocation [Cold]	splcmp: p,241			
Effect:		uo nogatos	action		Target: One creatur			Caster Level: 10				
Creature takes 1d8 cold damage/round and might become exha	usted. 16	Will negates (object)	1 standard	Instantaneous	Touch		Yes (object)	Transmutation	RSRD: SpellsT-Z.rtf			
Effect:	10		action				vood no larger than 20					
Rearranges wooden objects to suit you.	16	Fortitude half	1 standard	Instantaneous	cu. ft. Touch	V, S	Yes	Necromancy	splcmp: p,243			
Effect:	10	. Shindue Hall	action		Target: Creature to			Caster Level: 10	op.omp. p,z=0			
Deal 1d6 damage +1/level; you also deal sneak attack damage	if you h	ave any.			rargot. Greature IOI	Londu		Susion Level. 10				
				LEVEL 3								
Name	DC 17	Saving Throw Will negates	Time	Duration 20 hours; see text	Range Touch	Comp. S, M/DF	Spell Resistance Yes (harmless)	School Transmutation	Source splcmp: p,8			
Effect:	17	(harmless)	action	- 20 10010, 000 ICAL	Touch Target: Living creat			Caster Level: 10	opionip. p,o			
Subjects can breathe air freely.		None	1	Instantaneous			No	Divination	phb?: DUP? page 404			
Alter Fortune		NUTE	1 immediate action		Close (50 ft.)	V,X	NU	Divination	phb2: PHB2 page 101			
Effect: Causes one creature to reroll any die roll.			action		Target: One creatur	e		Caster Level: 10				
		None	1 standard action	24 hours	Touch	V, S, M/D	No	Transmutation	splcmp: p,17			
Effect:	lanar	aite	aution		Target: One creatur	e/3 levels		Caster Level: 10				
Grant creature temporary protection against overtly damaging p	and (f	ບແປ.		* =Domain/Speciality Spell								
Character: Lutea		PCGen Character 1	emplate bv	Frugal, based on work by ROG, Arcady	, Barak, Dimrill & Dekl	ker.			Page 8			

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				Druid Spells					
Bite of the Werewolf			1 standard		Personal	V, S, M		Transmutation	splcmp: p,29
Effect: You gain the Strength and attacks of a werewolf.			action		Target: You			Caster Level: 10	
	17	Will negates (harmless)	1 standard action	10 minutes	Touch	V, S	Yes (harmless)	Transmutation	splcmp: p,32
Effect: Subject gains blindsight 30 ft. for 10 minutes.					Target: Creature to	uched		Caster Level: 10	
Bottle of Smoke		None	10 minutes	10 hours	Touch	V, S, F	No	Conjuration (Creation)	splcmp: p,37
Effect: Uncorking bottle creates fast horse made of smoke.	17	Reflex half	1 round	10 minutes	Target: One smoky. Medium (200 ft.)	V, S	Yes	Caster Level: 10 Evocation [Electricity]	RSRD: SpellsC.rtf
Effect: Calls down 10 lightning bolts over duration [3d6 per bolt] from sky					Target: One or more lightning	-		Caster Level: 10	
Effect: Gale-force winds push creatures.	17	None or Reflex partial; see text	1 standard action	10 rounds	Medium (200 ft.) Target: 5-ftdiamete	V, S er sphere	Yes	Evocation [Air] Caster Level: 10	splcmp: p,43
Cale-lote winds push cleatings.	17	Will negates (harmless)	1 standard action	10 rounds [D]	Touch	V, S, DF	Yes	Transmutation	splcmp: p,45
Effect: Subject grows horns and skull plate, gains gore attack.				Instantaneous	Target: Living creat	ure touched V, S		Caster Level: 10 Divination	splcmp: p,46
Effect: Indicates direction to known individual.					Target: You	.,.		Caster Level: 10	
	17	Fortitude negates	1 standard action	10 rounds [D]	10 ft.	V, S, DF	Yes	Evocation [Cold]	splcmp: p,52
Effect: Aura of cold protects you, damages others.			action		Target: 10-ftradius	emanation	centered on you	Caster Level: 10	
Creaking Cacophony		None	1 standard action	10 rounds	Medium (200 ft.) Target: 40-ftradius	V, S spread	Yes	Illusion (Figment) [Sonic] Caster Level: 10	splcmp: p,55
Sound distracts and makes foes vulnerable to sonic damage.	17	Fortitude half (object)		Instantaneous		V, S	Yes (object)	Transmutation	splcmp: p,56
Effect: You erode building or other structure.			action		Target: One structu	re or constr	uct	Caster Level: 10	
You erode building or other structure.	17	Will half (harmless); see text	1 standard action	Instantaneous	Touch Target: Creature to	V, S uched	Yes (harmless); see text	Conjuration (Healing) <i>Caster Level:</i> 10	RSRD: SpellsC.rtf
Cures 2d8+10 damage.		None	1 standard	100 minutes [D]	Touch	V, S	No	Evocation [Light]	RSRD: SpellsD-E.rtf
Effect:			action		Target: Object touc	hed		Caster Level: 10	·
60-ft. radius of bright light.	17	Fortitude negates		Instantaneous	Medium (200 ft.)	V, S, DF	Yes	Necromancy	splcmp: p,62
Effect: Deals Con damage to subject.			action		Target: One living c	reature		Caster Level: 10	
Deals con damage to daject.		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: 10	
Effect:	17	Will negates	1 round	10 rounds	Close (50 ft.) Target: One animal	V, S	Yes	Enchantment (Compulsion) [Mind-Affecting] Caster Level: 10	RSRD: SpellsD-E.rtf
Subject animal obeys silent mental commands.	17	Reflex partial; see text	1 standard	Instantaneous	Long (800 ft.)	V, S, M		Evocation [Air]	splcmp: p,72
Effect:		·	action		Target: Cylinder [20)ft. radius, 1	00 ft. high]	Caster Level: 10	
Flying creatures knocked down.	17	Reflex half	1 standard action	Instantaneous	20 ft. <i>Target:</i>	V, S	Yes	Evocation [see text] Caster Level: 10	splcmp: p,81
Burst of energy centered on you damages nearby creatures.	17	Yes (harmless, object)	1 swift	10 rounds [D]	Touch	V, S, F	Yes (harmless)	Transmutation	splcmp: p,83
Effect:		,,,,	action		Target: Quarterstaff		,	Caster Level: 10	-pp. p,
Quarterstaff can grapple and constrict foes.			1 round	10 minutes	Personal	V, S, M, F		Transmutation	splcmp: p,93
Effect: Your arms become wings that enable flight, deal 2d6 fire damage					Target: You			[Fire] Caster Level: 10	
Forestfold			1 standard action	10 hours [D]	Personal	V, S		Transmutation	splcmp: p,98
Effect: Gain +10 competence bonus on Hide and Move Silently checks i	n one	type of terrain.			Target: You			Caster Level: 10	
Effect:		None	1 swift action	10 rounds	Personal Target:	V, S, M	None	Transmutation [Earth] Caster Level: 10	splcmp: p,105
Pebbles you throw become boulders.	17		1 standard action	100 minutes	Touch	V, S, M	Yes (harmless)	Transmutation	splcmp: p,106
Effect: Subject gains one additional pair of arms.		(harmless)	acaon		Target: Creature to	uched		Caster Level: 10	
Effect:	17	Fortitude partial	1 standard action	Instantaneous	Medium (200 ft.) Target: One creatur	V, S re	Yes	Transmutation Caster Level: 10	splcmp: p,113
Subject creature takes nonlethal damage and becomes fatigued.	17	Fortitude partial	1 standard	Instantaneous	Close (50 ft.)	V, S	Yes	Evocation [Cold]	splcmp: p,118
Effect: Causes 1d6 cold damage/level, fatigue.			action		Target: One creatur			Caster Level: 10	
	17	Fortitude partial		Instantaneous	Medium (200 ft.)	V, S, F	Yes	Conjuration (Creation)	splcmp: p,119
Effect: Changes ice into lance, which attacks subject for 6d6 damage an			1 stord=- '	1 round/2 lovels	Target: One lance o			Caster Level: 10	splomp: p 100
Effect:	17	Fortitude negates	1 standard action	1 round/2 levels	Touch Target: Creature to	V, S, M uched		Necromancy Caster Level: 10	splcmp: p,123
Touch attack deals 1d4 Con damage/round.	17	Will negates	1 standard	100 minutes	Close (50 ft.)	V, S	Yes (harmless)	Transmutation	splcmp: p,126
Effect:		(harmless)	action		Target: One natural			Caster Level: 10	
Doubles the critical threat range of natural weapons.				* =Domain/Speciality Spell	target creature				

				Druid Spells					
	17	Reflex half	1 standard	Instantaneous	120 ft.	V, S, M	Yes	Necromancy	splcmp: p,127
Effect: Fey, vermin, plants, and animals take 1d100 damages.			300011		Target: 120-ft. line			Caster Level: 10	
Lion's Charge			1 swift action	1 round	Personal	V		Transmutation	splcmp: p,133
Effect: You can make a full attack on a charge for 1 round.			200011		Target: You			Caster Level: 10	
Agic Fang, Greater	17	Will negates (harmless)	1 standard action	10 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 da	amana	. ,	action		Target: One living	creature		Caster Level: 10	
Mass Align Fang	amaye	1013.			Close (50 ft.)			Transmutation [see text]	splcmp: p,9
Effect: Allies' natural weapons become good, evil, lawful, or chaotic.					Target:			Caster Level: 10	
Anies natural weapons become good, evil, nawidi, or chaotic.					20 ft.			Conjuration (Healing)	splcmp: p,229
Effect: As lesser vigor, but multiple subjects [max 25 rounds].					Target:			Caster Level: 10	
Mass Resist Energy					Close (50 ft.)			Abjuration	splcmp: p,174
Effect: Creatures ignore damage from specified energy type.					Target:			Caster Level: 10	
Mass Snowshoes Effect:					Close (50 ft.)		t	Transmutation	splcmp: p,194
As snowshoes, affects one creature/level.		Ness	4 - 4 1 1		than 30 ft. apart		two of which are more		
Meld into Stone		None	action	100 minutes	Personal	V, S, DF	NO	Transmutation [Earth]	RSRD: SpellsM-O.rtf
Effect: You and your gear merge with stone.	17	E de la contra	4 . 4 1 1		Target: You	¥ 0	X (Landara)	Caster Level: 10	
Ature's Balance	17	Fortitude negates (harmless)	1 standard action	100 minutes	Touch	V, S	Yes (harmless)	Transmutation	splcmp: p,145
Effect: You transfer 4 ability score points to the subject for 100 minutes.		None	10 minutes		Target: Creature to		No	Caster Level: 10	splomp: p. 146
Comparing Comparises and Comparing Comparison Comp		None	to minutes	sInstantaneous	Medium (200 ft.) Target: Structure u	V, S, F p to 40 ft. s	No quare	Transmutation Caster Level: 10	splcmp: p,146
You mold the terrain to provide fortifications.	17	Will negates	1 standard	100 minutes	Touch		F Yes (harmless, object) Conjuration	RSRD: SpellsM-O.rtf
		(harmless, object)	action				p to 10 cu. ft. touched	(Healing) Caster Level: 10	
Immunizes subject against poison, detoxifies venom in or on sub	oject.	None	1 standard	Instantaneous	See text	V, S, DF		Transmutation	RSRD: SpellsP-R.rtf
Effect:			action		Target: See text			Caster Level: 10	
Grows vegetation, improves crops.	17	Fortitude negates: see	e 1 standard	Instantaneous; see text	Touch	V, S, DF	Yes	Necromancy	RSRD: SpellsP-R.rtf
Effect:		text	action		Target: Living crea			Caster Level: 10	
Touch deals 1d10 Con damage, repeats in 1 minute.			1 standard	10 minutes [D]	Personal	V, S, DF		Transmutation	splcmp: p,161
			action		Target: You	1,0,0		Caster Level: 10	opioinp: p, ro r
You change into elemental, gain some abilities.	17	Fortitude negates	1 standard	100 minutes or until discharged	Touch	V. S. DF	Yes (harmless)	Abjuration	RSRD: SpellsP-R.rtf
Effect:		(harmless)	action		Target: Creature to		,	Caster Level: 10	
Absorb 120 points of damage from one kind of energy.	17	None or Will negates	1 standard	Instantaneous	Medium (200 ft.)		No or Yes (object)	Transmutation	RSRD: SpellsP-R.rtf
Effect:		(object)	action				ne fire-based magic	Caster Level: 10	
Extinguishes nonmagical fires or one magic item.			1 standard	10 rounds	item Personal	V, S		Transmutation	splcmp: p,164
Effect:			action		Target: You			Caster Level: 10	
Your hand sprouts poisonous quills useful for melee or ranged a	ttacks. 17	Fortitude negates	1 standard	Instantaneous	Touch	V, S	Yes (harmless)	Conjuration	RSRD: SpellsP-R.rtf
Effect:		(harmless)	action		Target: Creature to			(Healing) Caster Level: 10	
Cures all diseases affecting subject.	17	Will negates	1 standard	1 round	Close (50 ft.)	V, S, DF	Yes	Transmutation	splcmp: p,190
Effect:			action		Target:	, -,		Caster Level: 10	
Subject sinks in water, must make Swim checks.		None	1 standard	10 rounds	Long (800 ft.)	V, S, M/D	F No	Conjuration	RSRD: SpellsS.rtf
			action		Target: Cylinder 40			(Creation) [Cold] Caster Level: 10	
Hampers vision and movement.			1 standard	10 rounds [D]	Personal	V, S		Transmutation	splcmp: p,193
Effect:			action		Target: You			Caster Level: 10	
Your arm turns into poisonous snake you can use to attack.		None	3 rounds	Until triggered or broken	Touch	V, S, DF	No	Transmutation	RSRD: SpellsS.rtf
Effect:					Target: Touched n	onmagical o	ircle of vine, rope, or	Caster Level: 10	
Creates a magic booby trap.		None		10 minutes	thong with a 2 ft. d Personal	V, S	No	Divination	RSRD: SpellsS.rtf
Effect:			action		Target: You			Caster Level: 10	
You can talk to normal plants and plant creatures.	17	Will negates		100 minutes	Touch	V, S, M/D	F Yes (harmless)	Transmutation	splcmp: p,202
Effect:		(harmless)	action		Target: Creature to	ouched		Caster Level: 10	
Subject gains increasing bonus to natural armor bonus, saves ag	gainst 17	poison, and Hide checks Reflex partial	1 standard	10 hours [D]	Medium (200 ft.)	V, S, DF	Yes	Transmutation	RSRD: SpellsS.rtf
Effect:			action		Target: 10 20-ft. so	luares		Caster Level: 10	
Creatures in area take 1d4 damage, may be slowed.								Transmutation	splcmp: p,202
Effect: As brambles, but weapon gains +2 bonus and doubled threat rar	nae.				Target:			Caster Level: 10	
Spirit Jaws		None	1 standard action	10 rounds [D]	Medium (200 ft.)	V, S, M	Yes	Evocation [Force]	splcmp: p,202
Effect: Ghostly jaws grapple creature, deal 2d6 damage.					Target: Jaws of for	ce		Caster Level: 10	
Standing Wave	17	Reflex negates	1 standard action	100 minutes [D]	Close (50 ft.)	V, S, DF	Yes	Transmutation	splcmp: p,204
Effect: Magically propels boat or swimming creature.					Target: Waves und	ler a creatu	e or object within range	e Caster Level: 10	
				* =Domain/Speciality Spell					
Character: Lutea		PCGen Character T	emplate bv	Frugal, based on work by ROG, Arcad	y, Barak, Dimrill & Dek	ker.			Page 10
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				Druid Spells					
Stone Shape		None	1 standard action	Instantaneous	Touch	V, S, M/DI	FNo	Transmutation [Earth]	RSRD: SpellsS.rtf
Effect: Sculpts stone into any shape.					Target: Stone or sto	ne object t	ouched, up to 20 cu. ft.	Caster Level: 10	
Summon Nature's Ally III		None	1 round	10 rounds [D]	Close (50 ft.)	V, S, DF	No	Conjuration (Summoning)	RSRD: SpellsS.rtf
Effect: Calls creature to fight.					Target: One or more more than 30 ft. apa		, no two of which can b		
Swift Fly				1 round		V		Transmutation	splcmp: p,96
Effect: Gain fly speed of 60 ft. for 1 round.					Target: You			Caster Level: 10	
Thornskin			1 standard action	10 rounds [D]	Personal	V, S, M		Transmutation	splcmp: p,219
Effect: Your unarmed attacks deal +1d6 damage; natural and unarmed	attacks	s against vou take 5 dam	nage.		Target: You			Caster Level: 10	
Thunderous Roar	17			Instantaneous	Long (800 ft.)	V, S, DF	Yes	Evocation [Sonic]	splcmp: p,220
Effect: Roar deals 1d6 damage/2 levels, deafens.		loni (dodon		Target: 20-ftradius	burst		Caster Level: 10	
Treasure Scent			1 standard action	10 hours	Personal	V, S		Divination	splcmp: p,223
Effect:			action		Target: You			Caster Level: 10	
You detect valuable metals and gems.	17	See text		1 round/3 levels	Medium (200 ft.)	V, S, DF	No	Evocation [Earth]	splcmp: p,223
Effect:			action		Target: 40-ftradius	spread		Caster Level: 10	
Subjects knocked prone.				10 rounds + 10 rounds [max 25 rounds]				Conjuration	splcmp: p,229
Effect:					Target:			(Healing) Caster Level: 10	
As lesser vigor, but 2 hp/round [max 25 rounds].	17	See text	1 standard	100 minutes	Medium (200 ft.)	V, S, M	Yes	Conjuration	splcmp: p,230
Effect:			action		Target: 10-ftradius	/level spre	ad	(Creation) Caster Level: 10	
Vines grow rapidly, giving various effects.	17	Will negates	1 standard	20 hours; see text			F Yes (harmless)	Transmutation	RSRD: SpellsT-Z.rtf
Effect:		(harmless)	action		Target: Living creatu			Caster Level: 10	
Subjects can breathe underwater.		None	1 hour	Instantaneous	1 mile + 10 miles			Divination	splcmp: p,238
Effect:		Hone	THOUT	instantaneous			evel centered on you	Caster Level: 10	3pionp. p,200
You accurate predict weather up to one week ahead.	17	None; see text	1 standard	10 rounds	Medium (200 ft.)	V, S, M/D	F Yes	Evocation [Air]	RSRD: SpellsT-Z.rtf
Effect:			action		Target: Wall up to 10			Caster Level: 10	
Deflects arrows, smaller creatures, and gases.						J			
News		0	-	LEVEL 4			0	0.1	0
Name	DC	Saving Throw None	1 standard	Duration 100 minutes		Comp. V, S, DF	Spell Resistance Yes (harmless)	School Transmutation [Air	Source]RSRD: SpellsA-B.rtf
Effect:			action		Target: Creature [Ga	argantuan	or smaller] touched	Caster Level: 10	
Subject treads on air as if solid [climb at 45-degree angle].		None	1 standard	100 minutes [D]	10 ft.	V, S, DF	Yes	Abjuration	RSRD: SpellsA-B.rtf
Effect:			action		Target: 10-ftradius	emanatior	n, centered on you	Caster Level: 10	
Keeps animated plants at bay.	18	Reflex half	1 standard	Instantaneous	Close (50 ft.)	V, S, M/DI	F No	Conjuration	splcmp: p,15
			action					(Creation) [Electricity]	
Effect: Line of electricity arcs between two creatures [10d6 damage].					Target: A line betwe	en two cre	atures	Caster Level: 10	
Bite of the Wereboar			1 standard action	10 rounds	Personal	V, S, M		Transmutation	splcmp: p,28
Effect: You gain the Strength and attacks of a wereboar.					Target: You			Caster Level: 10	
Blight	18	Fortitude half; see tex	t 1 standard action	Instantaneous	Touch	V, S, DF	Yes	Necromancy	RSRD: SpellsA-B.rtf
Effect: Withers one plant or deals 10d6 damage to plant creature.					Target: one plant/pla	ant-creatur	e	Caster Level: 10	
Chain of Eyes	18	Will negates	1 standard action	10 hours	Touch	V, S	Yes	Divination	splcmp: p,45
Effect: See through other creatures' eyes.					Target: Living creatu	ure toucher	t	Caster Level: 10	
	18	Will negates	1 standard action	10 days	Close (50 ft.)	V	Yes	Transmutation	RSRD: SpellsC.rtf
Effect: Sway the actions of one or more plant creatures.					Target: Up to 20 HD which can be more t) of plant cr	reatures, no two of	Caster Level: 10	
Contagious Touch	18	Fortitude negates	1 standard action	10 rounds		V, S	Yes	Necromancy	splcmp: p,52
Effect:			action		Target: Creature tou	uched		Caster Level: 10	
You infect one creature/round with chosen disease.			1 minute	10 hours [D]		V, S, M		Abjuration	splcmp: p,52
Effect: Energy damage triggers a resist energy spell.					Target:			Caster Level: 10	
Control Water	18	None; see text	1 standard action	100 minutes [D]	Long (800 ft.)	V, S, M/DI	FNo	Transmutation [Water]	RSRD: SpellsC.rtf
Effect: Raises or lowers bodies of water.					Target: Water in a v	olume of 1	00 ft by 100 ft by 20 ft	Caster Level: 10	
Alses of lowers bodies of water.	18	Will half (harmless);		Instantaneous		V, S	Yes (harmless); see	Conjuration	RSRD: SpellsC.rtf
Effect:		see text	action		Target: Creature tou	uched	text	(Healing) Caster Level: 10	
Cures 3d8+10 damage.		None		Instantaneous	Medium (200 ft.)	V, S	No	Abjuration	RSRD: SpellsD-E.rtf
Effect:			action		Target: One spellcas	ster, creati	ure, or object; or	Caster Level: 10	
Cancels magical spells and effects.			1 minute	10 hours	20-ftradius burst Personal	V, S		Transmutation	splcmp: p,82
Your wild shape ability gains a bonus.					Target: You			Caster Level: 10	
Essence of the Raptor				100 minutes [D]	Personal	V, S		Transmutation	splcmp: p,84
Effect:			action		Target: You			Caster Level: 10	
Base speed becomes 60 feet, gain skill bonuses and scent.	18	Fortitude negates; see		10 rounds	40 ft.	V, S	Yes	Abjuration [Air]	splcmp: p,86
Effect:		text	action				centered on you, with	Caster Level: 10	
Storm pushes creatures, calm at center.				* =Domain/Speciality Spell	10-ftradius quiet ar	rea centere	ed on you		
				-Bollian opoolanty opon					

				Druid Spells					
Flame Strike	18	Reflex half	1 standard action	Instantaneous	Medium (200 ft.)	V, S, DF	Yes	Evocation [Fire]	RSRD: SpellsF-G.rt
fect:			action		Target: Cylinder 10			Caster Level: 10	
Smite foes with divine fire for 10d6 damage.	18	Will negates		100 minutes	Personal or touch		Yes (harmless)	Abjuration	RSRD: SpellsF-G.rt
ffect:		(harmless)	action		Target: You or crea	DF ture touche	d	Caster Level: 10	
Subject moves normally despite impediments.		None	1 standard	10 minutos	Close (50 ft.)	V, S, DF		Transmutation	RSRD: SpellsF-G.rt
Giant Vermin		None	action	To minutes					KORD. Spellsr-G.II
iffect: Turns centipedes, scorpions, or spiders into giant vermin.					more than 30 ft. ap		two of which can be	Caster Level: 10	
Greater Blindsight					_				splcmp: p,32
iffect: Subject gains blindsight 60 ft. for 10 minutes.					Target:			Caster Level: 10	
Greater Creeping Cold				See text				Transmutation [Cold]	splcmp: p,56
<i>iffect:</i> As creeping cold, but longer duration and more damage.					Target:			Caster Level: 10	
Greater Resistance				24 hours				Abjuration	splcmp: p,174
Effect: Subject gains +3 on saving throws.					Target:			Caster Level: 10	
Greater Wings of Air								Transmutation	splcmp: p,240
Effect: Subject's flight maneuverability improves by two steps.					Target:			Caster Level: 10	
		None	1 standard	1 full round	Long (800 ft.)	V, S, M/DF	Yes	Evocation [Cold]	RSRD: SpellsH-L.rt
iffect:			action		Target: Cylinder 20			Caster Level: 10	
Hail deals 5d6 damage in cylinder 40 ft. across.		None	1 standard	10 rounds [D]	Close (50 ft.)	V, S, F	No	Transmutation	splcmp: p,127
Jaws of the Wolf		NULLE	action	To Tourida [D]					spicinp. p, 127
ffect: One carving/2 levels turns into a worg.					Target: One or mor		-	Caster Level: 10	
Land Womb	18	Will negates	1 standard action	100 minutes [D]	Touch	V, S	Yes	Abjuration	splcmp: p,130
ffect:					Target: You and on	e other crea	ature/level	Caster Level: 10	
You and one creature/level hide within the earth.	18	Will partial	1 standard	10 rounds	Close (50 ft.)	V, S	Yes	Transmutation	splcmp: p,130
iffect:			action		Target: Ray			Caster Level: 10	
Ray slows subject and diminishes its Strength.		None	1 otor dev 1	Instantanaous		Ve	Van (hormisse)		oplomp: r. 100
Last Breath		None	1 standard action	Instantaneous	Touch	V, S	Yes (harmless)		splcmp: p,130
iffect: Reincarnate recently deceased creature with no level loss.					Target: Dead creat	ire touched		Caster Level: 10	
Lay of the Land			3 rounds	Instantaneous	Personal	V, S, F/DF		Divination	splcmp: p,131
<i>ffect:</i> You gain an overview of the geography around you.					Target: You			Caster Level: 10	
Call Call and State and South and South So								Transmutation	splcmp: p,41
ffect:					Target:			Caster Level: 10	
As burrow, but affects 1/level subjects.					Close (50 ft.)			Transmutation	splcmp: p,216
iffect:						e/level, no	two of which are more	Caster Level: 10	
As surefooted stride but multiple subjects.					than 30 ft. apart			Transmutation	splcmp: p,217
					Target:			[Water] Caster Level: 10	
As swim, but one creature/level.	18	Fortitude half or Will	1 atopdard	Instantanagua	30 ft.	V, S	Yes (object)	Necromancy	splcmp: p,141
Miasma of Entropy	10	negates (object); see		Instantaneous	30 H.	v, 3	res (object)	Necromancy	spicinp. p, 141
iffect:		text			Target:			Caster Level: 10	
Rot all natural materials in 30-ft. cone-shaped burst.	18	Fortitude half (living	1 standard	Instantaneous	Long (800 ft.)	V, S	Yes	Evocation	splcmp: p,143
		target) or Will negates (undead target)		molantanoodo	Long (ooo ni)	1,0	100	2 Voodaloin	opioinp: p,r io
iffect:		(undead target)			Target: One living of		eature, or two living or	Caster Level: 10	
1d4 Strength damage/3 levels; undead made helpless.					undead creatures to see text	nat are no n	ore than 15 ft. apart;		
Murderous Mist	18	Reflex partial; see text	t 1 standard action	10 rounds	Close (50 ft.)	V, S	No	Conjuration (Creation)	splcmp: p,145
iffect:			douon		Target: Cloud sprea	ids in a 30-	t. radius, 20 ft. high	Caster Level: 10	
Steam deals 2d6 damage, blinds creatures.	18	None (object) and	1 standard	10 rounds; see text	Close (50 ft.)	V, S, DF	No	Transmutation	splcmp: p,153
		Reflex negates; see text	action						
iffect: Gain greater control over Limbo's morphic essence.					Target:			Caster Level: 10	
Gain greater control over Limbo's morphic essence.				10 hours				Abjuration	splcmp: p,159
iffect:	ito				Target:			Caster Level: 10	
Provides long-term protection against overtly damaging planar trai	its. 18	Fortitude negates; see	•				Yes	Conjuration	splcmp: p,160
iffect:		text			Target:			(Creation) Caster Level: 10	
Vines grow and poison creatures stuck within them.	10	Nonei cre tei t	10	Instantancour	-	VCH	Voc (herring)		DODD Cooling C
	18	None; see text	10 minutes	Instantaneous	Touch	V, S, M, DF	Yes (harmless)	Transmutation	RSRD: SpellsP-R.r
ffect: Brings dead subject back in a random body.					Target: Dead create	ire touched		Caster Level: 10	
	18	None or Will negates;		100 minutes [D]	10 ft.	V, S, DF	Yes	Abjuration	RSRD: SpellsP-R.r
iffect:		see text	action		Target: 10 ft. radius	emanation	centered on you	Caster Level: 10	
Insects, spiders, and other vermin stay 10 ft. away.	18	None; see text	1 standard	Instantaneous	Medium (200 ft.)	V, S. DF	No	Conjuration	splcmp: p,178
-			action					(Creation) [Water]	
ffect: Wave makes bull rush attack.					Target: 15-ftradius			Caster Level: 10	
Rusting Grasp		None	1 standard action	See text	Touch	V, S, DF	No	Transmutation	RSRD: SpellsP-R.r
ffect: Your touch corrodes iron and alloys.							s object [or the volume ouched point] or one	Caster Level: 10	
	4.5	APR			ferrous creature			Different	D0DD 0
	18	Will negates	1 hour	10 minutes	See text	V, S, M/DF, F	Yes	Divination (Scrying)	RSRD: SpellsS.rtf
iffect: Spies on subject from a distance.					Target: Magical ser	sor		Caster Level: 10	
		Fortitude negates	1 standard	Instantaneous	Long (800 ft.)	V, S, M	Yes	Evocation [Light]	splcmp: p,186
Shadowblast	18	i onnude negates			. .,				

Druid Spells

				Braia Opene					
Effect:			action		Target: 20-ftradiu	s spread		Caster Level: 10	
Blast of light stuns and damages natives to the Plane of Shadow Shadow Sheltered Vitality	18	Fortitude negates (harmless)	1 standard	1 10 minutes	Touch	V, S, DF	Yes	Abjuration	splcmp: p,188
Effect: Subject gains immunity to fatigue, exhaustion, ability damage, ar	nd abili	. ,	action		Target: Living crea	ture touche	d	Caster Level: 10	
Sport game minimum, is ranged, entraction, demy carriage, an Sport of Life	18	Will negates	1 standard	10 rounds	Touch	V, S	Yes	Necromancy	splcmp: p,196
Effect: Undead creature loses most immunities.					Target: Undead cro	eature touch	ned	Caster Level: 10	
Spike Stones	18	Reflex partial	1 standard action	I 10 hours [D]	Medium (200 ft.)	V, S, DF	Yes	Transmutation [Earth]	RSRD: SpellsS.rtf
Effect: Creatures in area take 1d8 damage, may be slowed.					Target: 10 20-ft. so			Caster Level: 10	
	18	Fortitude partial	1 standard action	I Instantaneous	Close (50 ft.)	V, S, M	Yes	Transmutation	splcmp: p,206
Effect: Hunger pangs deal 1d60 damages, cause fatigue.	18	Reflex half	1 standard	I Instantaneous	Target: One living Medium (200 ft.)	V, S	No	Caster Level: 10 Conjuration	splcmp: p,213
Effect:	10	Renex nai	action	Instantaneous	Target: One creatu		NO	(Creation) [Earth] Caster Level: 10	spicifip. p,210
Impaling stalagmite damages and holds foes.		None	1 round	Concentration, up to 10 rounds + 1 round	Close (50 ft.)	V, S	No	Conjuration (Summoning) [see text]	splcmp: p,214
Effect: Summon an elementite swarm to follow your commands.					Target: One summ	oned eleme	entite swarm	Caster Level: 10	
Summon Nature's Ally IV		None	1 round	10 rounds [D]	Close (50 ft.)	V, S, DF	No	Conjuration (Summoning)	RSRD: SpellsS.rtf
Effect: Calls creature to fight.					Target: One or mo more than 30 ft. ap		, no two of which can b	e Caster Level: 10	
Superior Magic Fang			1 standard action	I 10 rounds	Personal	V, S		Transmutation	splcmp: p,136
Effect: Your natural weapons gain +1 enhancement bonus/4 levels.					Target: You			Caster Level: 10	
Vortex of Teeth		None	1 standard action	I 10 rounds [D]	Medium (200 ft.)	V, S, M	Yes	Evocation [Force]	spicmp: p,232
Effect: 3d8 points of damage due to force per round to all creatures in th	ne area 18	a. Reflex negates; see	1 standard	1 100 minutes	Target: Hollow cyli Medium (200 ft.)	V, S, M	No	Caster Level: 10 Conjuration	splcmp: p,235
Effect:	10	text	action	Too minutes	Target: A straight v		area is up to one 10-ft.	(Creation) [Water] Caster Level: 10	spionip. p,235
Creates shapeable transparent wall of water.				1 100 minutes [D]	square/level [S] Personal	V, S, DF		Transmutation	splcmp: p,239
Effect: Change into centaur, gain some abilities.			action		Target: You			Caster Level: 10	
Wind at Back	18	Fortitude negates (harmless)	1 standard	12 hours	Medium (200 ft.)	V, S	Yes (harmless)	Evocation	splcmp: p,239
Effect: Doubles overland speed of subjects for 12 hours.		(Target:			Caster Level: 10	
Effect: Destroy wooden items or deal 3d6 damage + 1/level 15 to plant of	creatu	None res.		Instantaneous or 10 rounds; see text	Touch Target:	V, S, M	No	Transmutation Caster Level: 10	splcmp: p,241
LEVEL 5									
Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
Animal Growth	19	Fortitude negates	-	1 10 minutes	Medium (200 ft.)	V, S	Yes	Transmutation	RSRD: SpellsA-B.rtf
Effect:					Target: Up to 5 ani	mals [Garg	Caster Level: 10		

Indille	DC	Saving milow	Time	Duration	Range	comp.	Spell Resistance	301001	Source
Animal Growth	19	Fortitude negates	1 standard action	10 minutes	Medium (200 ft.)	V, S	Yes	Transmutation	RSRD: SpellsA-B.rtf
Effect: One animal/two levels doubles in size.					Target: Up to 5 ani two of which can b		antuan or smaller], no 30 ft. apart	Caster Level: 10	
Anticold Sphere		None	1 standard action	100 minutes [D]	10 ft.	V, S	Yes	Abjuration [Cold]	splcmp: p,13
Effect: Sphere hedges out cold creatures and protects you from co	old.				Target: 10-ftradiu	s emanatior	n centered on you	Caster Level: 10	
		None	1 hour	Instantaneous	Touch	V, S, M, F DF, XP	, Yes	Abjuration	RSRD: SpellsA-B.rtf
Effect: Removes burden of misdeeds from subject.					Target: Living crea	ture touched	t	Caster Level: 10	
	19	Will negates	24 hours	Instantaneous	Touch	V, S, DF, XP	Yes	Transmutation	RSRD: SpellsA-B.rtf
Effect: Animal or tree gains human intellect.					Target: Animal or t	ree touched		Caster Level: 10	
Baleful Polymorph	19	Fortitude negates, Will partial; see text	1 standard action	Permanent	Close (50 ft.)	V, S	Yes	Transmutation	RSRD: SpellsA-B.rtf
Effect: Transforms subject into harmless animal.					Target: One creatu	re		Caster Level: 10	
Bite of the Weretiger			1 standard action	10 rounds	Personal	V, S, M		Transmutation	splcmp: p,28
Effect: You gain the Strength and attacks of a weretiger.					Target: You			Caster Level: 10	
Blood Creepers	19	Fortitude negates	1 standard action	10 rounds	Medium (200 ft.)	V,S,DF	Yes	Conjuration (Creation)	phb2: PHB2 page 104
Effect: Vines deal 1/level damage for multiple rounds and entangle	one creatur	e			Target: One creatu	re		Caster Level: 10	
Call Lightning Storm	19	Reflex half	1 round	10 minutes	Long (800 ft.)	V, S	Yes	Evocation [Electricity]	RSRD: SpellsC.rtf
Effect: Calls down 10 lightning bolts over duration [5d6 per bolt] fro	om sky; 5d10	in outdoors stormy area	а.		Target: One or mo lightning	e 30-ftlong	g vertical lines of	Caster Level: 10	
Cloak of the Sea	19	Will negates (harmless)		10 hours [D]	Touch	V, S, DF	Yes (harmless)	Transmutation	splcmp: p,48
Effect: Gain blur, freedom of movement, and water breathing while	in water.				Target: Creature to	uched		Caster Level: 10	
Cold Snap		None	1 minute	2d4 hours	1 mile	V, S	No	Transmutation [Cold]	splcmp: p,50
Effect: You lower temperature in area.					Target: 1-mile-radi	us circle cer	ntered on you	Caster Level: 10	
Commune with Nature		None	10 minutes	sInstantaneous	Personal	V, S	No	Divination	RSRD: SpellsC.rtf
Effect: Learn about terrain for 10 miles.					Target: You			Caster Level: 10	
Control Winds	19	Fortitude negates	1 standard action	100 minutes	40 ft./level	V, S	No	-	r]RSRD: SpellsC.rtf
Effect: Change wind direction and speed.					Target: 400 ft radiu		0 ft. high	Caster Level: 10	
Cure Critical 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 4d8+10 damage.					Target: Creature to	uched		Caster Level: 10	
				* =Domain/Speciality Spell					
Character: Lutea		PCGen Character T	emplate by	Frugal, based on work by ROG, Arcady,	Barak, Dimrill & Del	ker.			Page 2

Player: Lynda Created using PCGen on Jan 23, 2011 at 6:31:51 PM

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Effect: Target: 5 ft./level-radius emanation centered on you Caster Level: 10 Purifying mist washes the air clean of smoke, dust, and poisons. 1 standard 10 minutes (harmless) Touch V, S, DF Yes (harmless) Necromancy RSR Effect: Grants immunity to death spells and negative energy effects. 1 standard 10 rounds action Close (50 ft.) V, S Yes Target: 10 Effect: Subject grows fangs, attacks creatures near it. 1 standard 10 hours [D] action Close (50 ft.) V, S, F Yes (object) Target: 10 Effect: Subject grows fangs, attacks creatures near it. None 1 standard 10 hours [D] action Touch V, S, F Yes (object) Divination splct Effect: See, hear, and speak through a prepared animal skull for 10 hours. None 1 standard 10 hours [D] action Target: Animal skull touched a jerce extervel: 10 Close (So ft.) V, S, F Yes (object) Divination splct	olcmp: p,58 SRD: SpellsD-E.rtf olcmp: p,65
Effect: action Target: 5 ft./level-radius emanation centered on you Caster Level: 10 Purifying mist washes the air clean of smoke, dust, and poisons: 1 standard 10 minutes action Touch V, S, DF Yes (harmless) Necromancy RSR Effect: Grants immunity to death spells and negative energy effects. 1 standard 10 minutes action Touch V, S, DF Yes (harmless) Necromancy RSR Effect: Grants immunity to death spells and negative energy effects. 1 standard 10 rounds action Close (50 ft.) V, S Yes Transmutation splic Effect: Subject grows fangs, attacks creatures near it. None 1 standard 10 hours [D] action Touch V, S, F Yes (object) Divination splic Effect: See, hear, and speak through a prepared animal skull for 10 hours. None 1 standard 10 hours [D] action Target: Animal skull touched Caster Level: 10	olcmp: p,65
Image: Construction of the construc	olcmp: p,65
Effect: Target: Living creature touched Caster Level: 10 Grants immunity to death spells and negative energy effects. 19 Fortitude negates 1 standard 10 rounds action Close (50 ft.) V, S Yes Transmutation splot Effect: Subject grows fangs, attacks creatures near it. Image: Construction V, S Yes Transmutation splot Effect: Subject grows fangs, attacks creatures near it. Image: Construction Target: One living creature Caster Level: 10 Caster Level: 10 Effect: See, hear, and speak through a prepared animal skull for 10 hours: None 1 standard 10 hours [D] action Target: Animal skull touched Caster Level: 10	
Image: Dire Hunger 19 Fortitude negates action 1 standard 10 rounds action Close (50 ft.) V, S Yes Transmutation splct Effect: Subject grows fangs, attacks creatures near it. Target: One living creature Caster Level: 10 Caster Level: 10 Caster Level: 10 Splct Image: Choose Skull None 1 standard 10 hours [D] action Touch V, S, F Yes (object) Divination splct Effect: See, hear, and speak through a prepared animal skull for 10 hours. None 1 standard 10 hours [D] action Target: Animal skull ucuched Caster Level: 10 Splct	
Effect: Subject grows fangs, attacks creatures near it. Target: One living creature Caster Level: 10 Image: Choose Skull None 1 standard 10 hours [D] action Touch V, S, F Yes (object) Divination splct Effect: See, hear, and speak through a prepared animal skull for 10 hours. Target: Animal skull touched Caster Level: 10 Caster Level: 10	blcmp: p,77
Image: Decision of the set	blcmp: p,77
Effect: Target: Animal skull touched Caster Level: 10 See, hear, and speak through a prepared animal skull for 10 hours.	
	blcmp: p,94
action Effect: Target: One 20-ft. cube/level [S] Caster Level: 10	
	olcmp: p,208
Effect: Target: Stone or stone objects touched, up to 10 oc. 11. Caster Level: 10	
Sculpts 10 cu. ft. + 10 cu. ft./level of stone into any shape. + 10 cu. ft./level Image: Conjuration of the store into any shape. + 10 cu. ft./level Image: Conjuration of the store into any shape. Conjuration of the store into any shape.	olcmp: p,229
Effect: Target: Caster Level: 10	
	SRD: SpellsH-L.rtf
DF Effect: Target: 40-ft. radius emanating from the touched point Caster Level: 10	
	blcmp: p,110
Effect: (harmless) action (Healing) Effect: Target: Your animal companion touched Caster Level: 10	
	blcmp: p,119
action [Cold] Effect: Target: 20-ftradius burst Caster Level: 10	
	olcmp: p,123
Reflex partial; see text action [Fire] Effect: Target: One creature Caster Level: 10	
	SRD: SpellsH-L.rtf
Effect: Target: 3 swarms of locust, each of which must be Caster Level: 10	
	olcmp: p,128
Effect: action Target: One living nonplant creature Caster Level: 10	
Curse causes 1d6 Dexterity drain.	blcmp: p,138
Effect: Target: Creature touched Caster Level: 10	
	blcmp: p,140
action Effect: Target: One living creature Caster Level: 10	
	olcmp: p,152
Effect: Target: Creature touched Caster Level: 10	
	olcmp: p,152
see text action (Healing) Effect: Target: Creature touched Caster Level: 10	
	olcmp: p,157
Effect: action (Creation)	
	olcmp: p,159
Effect: Target: You Caster Level: 10	
Subject's type changes to plant.	blcmp: p,159
Effect: Target: Caster Level: 10 You grow thoms that poison your attackers.	
	olcmp: p,164
Effect: Target: 20-ftradius spread centered on you Caster Level: 10 You fling quills in spread, dealing damage and imposing penalties.	
	blcmp: p,172
Effect: Target: Willing creature touched Caster Level: 10 Energy cocoon shields creature, then heals it.	
	blcmp: p,191
Effect: Target: You Caster Level: 10 You gain bonuses to Charisma and Dexterity, AC, and Perform checks, and can breathe water.	
	SRD: SpellsS.rtf
Effect: Target: Creature touched Caster Level: 10 Ignore 10 points of damage per attack.	
	SRD: SpellsS.rtf
Effect: Target: One or more creatures, no two of which can be Caster Level: 10 Calls creature to fight. more than 30 ft. apart	
	olcmp: p,217
Effect: Target: You Caster Level: 10 As tree stride, but with bodies of water.	
	SRD: SpellsT-Z.rtf
Effect: Target: Up to 20 10 ft. cubes [S] Caster Level: 10 Transforms 20 10-ft. cubes.	
* =Domain/Speciality Spell	

Druid Spells										
Transmute Rock to Mud	19	See text	1 standard Permanent; see text action	Medium (200 ft.)	V, S, M/D	F No	Transmutation [Earth]	RSRD: SpellsT-Z.rtf		
Effect: Transforms 20 10-ft. cubes.				Target: Up to 20 1	0 ft. cubes [S]	Caster Level: 10			
Tree Stride		None	1 standard 10 hours or until expended; see text action	Personal	V, S, DF	No	Conjuration (Teleportation)	RSRD: SpellsT-Z.rtf		
Effect: Step from one tree to another far away.				Target: You			Caster Level: 10			
Wall of Fire		None	1 standard Concentration + 10 rounds action	Medium (200 ft.)	V, S, M/D	F Yes	Evocation [Fire]	RSRD: SpellsT-Z.rtf		
Effect: Deals 2d4 fire damage out 10 ft. and 1d4 out 20 ft. Passing through	Target: Opaque sheet of flame up to 200 ft. long or a Caster Level: 10 ring of fire with a radius of up to 25 ft; either form 20 ft. high									
UDD Wall of Sand		None	Concentration + 10 rounds	Medium (200 ft.)	V, S, M/D	F No	Conjuration (Creation) [Earth]	splcmp: p,235		
Effect: Swirling sand blocks ranged attacks, slows movement through.				Target: A straight square/level [S]	wall whose a	area is up to one 10-ft.	Caster Level: 10			
UDD Wall of Thorns		None	1 standard 100 minutes [D] action	Medium (200 ft.)	V, S	No	Conjuration (Creation)	RSRD: SpellsT-Z.rtf		
Effect: Thorns damage anyone who tries to pass.				Target: Wall of the	orny brush, u	p to 10 10-ft. cubes [S]	Caster Level: 10			
	19	Fortitude negates (harmless)	1 standard 10 rounds action	Close (50 ft.)	V, S	Yes (harmless)	Evocation	splcmp: p,239		
Effect: Ranged weapons gain +5 bonus and double range increment.		. ,		Target:			Caster Level: 10			
			* =Domain/Speciality Spell							

Notes:

Gloves of Thorns:

These gloves are identical to standard Gloves of Swimming and Climbing, but they also have the ability to fire sharp thorns from the fingers. Each finger can fire one thorn per week, with a base range of 20'. They must be targeted as per a missile weapon. Each thorn also has a sleep potion on it, with DC 15. Failure will cause the victim to become comatose for d6 rounds.

Philter of Truthfulness:

The Philter is a small bottle containing a blood red liquid. The liquid must be swallowed or entered into the bloodstream to take effect. If swallowed there is no save, if injected the save is Will based at DC25. The effects are: 1 drop – subject will fall into a trance and answer 3 questions truthfully (as they know the truth). Questions must be specific in nature, and cannot be "tell us everything about" style. Answers will not exceed 1 minute, and after 5 minutes the subject will awake regardless of whether the questions have all been used. The subject will fall into a deep sleep for 24 hours, and can only be awakened by a Druid of IvI 6, or an Herbalist with a skill roll of 25. 3 drops – subject will appear dead, and requires no food, water, or air for up to 1 week. The subject can only be awakened early by the owner of the Philter.

Owlfeather Cloak:

As a gift from Ehlonna, your Druid cloak now functions as Owlfeather Armor (MIC p20). When in combat, the cloak takes on the appearance of layered feathers.

The Armor grants the following benefits:

- While wearing this +1 leather, you gain a +2 competence bonus on Listen and Move Silently checks.

- Once per day, you can activate the armor to gain a +4 enhancement bonus to Wisdom for 9 minutes.

- Twice per day, you can activate the armor to gain a +5 competence bonus on Spot checks for 10 minutes; this effect functions only while in shadowy illumination.

- Three times per day, you can cause the armor to sprout wings, allowing you to fl y at a speed of 40 feet (good maneuverability) for 5 rounds.

The special properties of a suit of owlfeather armor function normally while you are in wild shape (although it does not grant its armor bonus to AC).

Book of Nature Rituals:

This tome was a gift from Ehlonna to Lutea and Lyssa. This small book appears to be comprised of silvery-white leaves pressed into pages and covered in a binding of greenish bark. Only Lutea can read the book – if anyone else opens it, the pages appear blank. The book initially only appears to have one ritual written into it. As the rituals are mastered, more will appear. See Shared Spells.doc for ritual descriptions. The book presently shows Team Casting of Normal Spells.