

# Stella Luna

NAME  
Drd5 10001  
CLASS EXPERIENCE  
5 15000  
Character Level NEXT LEVEL

# Sophia

PLAYERNAME  
Human Medium  
RACE SIZE  
21 Male  
AGE GENDER

DEITY  
6' 3" 188 lbs.  
HEIGHT WEIGHT  
/ /  
EYES HAIR

# True Neutral

ALIGNMENT  
VISION  
POINTS



ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD
<b>STR</b> Strength	12	+1	12	+1	12	+1
<b>DEX</b> Dexterity	14	+2	14	+2	14	+2
<b>CON</b> Constitution	14	+2	14	+2	14	+2
<b>INT</b> Intelligence	12	+1	12	+1	12	+1
<b>WIS</b> Wisdom	17	+3	17	+3	17	+3
<b>CHA</b> Charisma	12	+1	12	+1	12	+1
<b>APP</b> Appearance	16	+3	16	+3	16	+3

**HP** hit points: 47

**AC** armor class: 14

**INITIATIVE** modifier: +2

**BASE ATTACK** bonus: +3

WOUNDS/CURRENT HP: [ ]

SUBDUAL DAMAGE: [ ]

DAMAGE REDUCTION: [ ]

SPEED: Walk 30 ft.

MISS CHANCE: [ ]

ARCANE SPELL FAILURE: 10

ARMOR CHECK PENALTY: +0

SPELL RESIST: 0

TOTAL FLAT TOUCH BASE ARMOR BONUS SHIELD BONUS STAT SIZE NATURAL ARMOR DEFLECTION MISC

12 : 12 = 10 + 2 + 0 + 2 + 0 + 0 + 0 + 0

TOTAL DEX MODIFIER MISC MODIFIER

+2 = +2 + +0

+3

SAVING THROWS

**FORTITUDE** (constitution): +6 = +4 + +2 + +0 + +0 + +0 + [ ]

**REFLEX** (dexterity): +3 = +1 + +2 + +0 + +0 + +0 + [ ]

**WILL** (wisdom): +7 = +4 + +3 + +0 + +0 + +0 + [ ]

TOTAL BASE SAVE ABILITY MAGIC MISC EPIC TEMP conditional modifiers

**MELEE** attack bonus: +4 = +3 + +1 + +0 + +0 + +0 + [ ]

**RANGED** attack bonus: +5 = +3 + +2 + +0 + +0 + +0 + [ ]

**GRAPPLE** attack bonus: +4 = +3 + +1 + +0 + +0 + +0 + [ ]

TOTAL BASE ATTACK BONUS STAT SIZE MISC EPIC TEMP

**UNARMED**

TOTAL ATTACK BONUS	DAMAGE	CRITICAL	REACH
+4	1d3+1	20/x2	5 ft.

**\*Quarterstaff**

HAND	TYPE	SIZE	CRITICAL	REACH
Both	B/B	M	20/x2	5 ft.

TOTAL ATTACK BONUS: +4

DAMAGE: 1d6+1

**Special Properties**

\*: weapon is equipped

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

**ARMOR**

TYPE	AC	MAXDEX	CHECK	SPELL FAILURE	
*Leather	Light	+2	+6	+0	10

**DRUID WILDSHAPE**

Uses per day

Duration = 5 Hours

SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	MAX RANKS	8/4	MISC MODIFIER
✓ Appraise	INT	1	= 1	+	+	
✓ Balance	DEX	2	= 2	+	+	
✓ Bluff	CHA	1	= 1	+	+	
✓ Climb	STR	3	= 1	+	2.0	+
✓ Concentration	CON	7	= 2	+	5.0	+
✓ Craft (Untrained)	INT	1	= 1	+	+	
✓ Diplomacy	CHA	1	= 1	+	+	
✓ Disguise	CHA	1	= 1	+	+	
✓ Escape Artist	DEX	2	= 2	+	+	
✓ Forgery	INT	1	= 1	+	+	
✓ Gather Information	CHA	1	= 1	+	+	
✓ Handle Animal	CHA	8	= 1	+	5.0	2
✓ Heal	WIS	8	= 3	+	5.0	+
✓ Hide	DEX	2	= 2	+	+	
✓ Intimidate	CHA	1	= 1	+	+	
✓ Jump	STR	1	= 1	+	+	
✓ Knowledge (Nature)	INT	8	= 1	+	5.0	2
✓ Listen	WIS	8	= 3	+	5.0	+
✓ Move Silently	DEX	2	= 2	+	+	
✓ Profession (Herbalist)	WIS	6	= 3	+	3.0	+
✓ Ride	DEX	11	= 2	+	5.0	4
✓ Search	INT	1	= 1	+	+	
✓ Sense Motive	WIS	3	= 3	+	+	
✓ Spot	WIS	3	= 3	+	+	
✓ Survival	WIS	9	= 3	+	4.0	2
✓ Survival (Natural environments)	WIS	11	= 3	+	4.0	4
✓ Swim	STR	6	= 1	+	5.0	+
✓ Use Rope	DEX	3	= 2	+	1.0	+
			=	+	+	
			=	+	+	

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

EQUIPMENT					
ITEM	LOCATION	QTY	WT	COST	
Backpack 4 lbs., 1 Flint and Steel, 1 Waterskin (Filled)	Carried	1	2.0	2.0	
Bedroll	Carried	1	5.0	0.1	
Flint and Steel	Backpack	1	0.0	1.0	
Holy Symbol (Wooden)	Carried	1	0.0	1.0	
Leather	Equipped	1	15.0	10.0	
Traveler's Outfit	Equipped	1	5.0	0.0	
Quarterstaff	Equipped	1	4.0	0.0	
Waterskin (Filled)	Backpack	1	4.0	1.0	
TOTAL WEIGHT CARRIED/VALUE			30 lbs. 15.1 gp		

WEIGHT ALLOWANCE					
Light	43	Medium	86	Heavy	130
Lift over head	130	Lift off ground	260	Push / Drag	650

Special Qualities	
<b>Animal Companion (Ex)</b>	[Wizards of the Coast - Revised (v.3.5) System Reference Document, Classes1.rtf]
<b>Nature Sense (Ex)</b>	[Wizards of the Coast - Revised (v.3.5) System Reference Document, Classes1.rtf]
<b>Resist Nature's Lure (Ex)</b>	[Wizards of the Coast - Revised (v.3.5) System Reference Document, Classes1.rtf]
<b>Spontaneous casting - Summon Nature's Ally</b>	[Wizards of the Coast - Revised (v.3.5) System Reference Document, Classes1.rtf]
<b>Trackless Step (Ex)</b>	[Wizards of the Coast - Revised (v.3.5) System Reference Document, Classes1.rtf]
<b>Wild Empathy (Ex)</b>	[Wizards of the Coast - Revised (v.3.5) System Reference Document, Classes1.rtf]
+8 (+4 on Magical Beasts)	
<b>Wild Shape (Su)</b>	[Wizards of the Coast - Revised (v.3.5) System Reference Document]
1/day for 5 hours	
<b>Woodland Stride (Ex)</b>	[Wizards of the Coast - Revised (v.3.5) System Reference Document, Classes1.rtf]
You may move through any sort of undergrowth at your normal speed and without taking damage or suffering any other impairment.	

Feats	
<b>Animal Affinity</b>	[Wizards of the Coast - Revised (v.3.5) System Reference Document, Feats.rtf]
You get a +2 bonus on all Handle Animal checks and Ride checks.	
<b>Natural Bond</b>	[xxx - Complete Adventurer, p.111]
Your bond with your animal companion is exceptionally strong.	
<b>Natural Spell</b>	[Wizards of the Coast - Revised (v.3.5) System Reference Document, Feats.rtf]
You can complete the verbal and somatic components of spells while in a wild shape. You can also use any material components or focuses you possess, even if such items are melded within your current form.	
<b>Armor Proficiency (Light)</b>	[Wizards of the Coast - Revised (v.3.5) System Reference Document, Feats.rtf]
When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble checks.	
<b>Armor Proficiency (Medium)</b>	[Wizards of the Coast - Revised (v.3.5) System Reference Document, Feats.rtf]
When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble checks.	
<b>Shield Proficiency</b>	[Wizards of the Coast - Revised (v.3.5) System Reference Document, Feats.rtf]
You can use a shield and take only the standard penalties.	

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

LANGUAGES
Common, Druidic

# 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	5	4	3	2	0	0	0	0	0	0

## LEVEL 0

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□ Create Water <i>Effect:</i> Creates 10 gallons of pure water.		None	1 standard action	Instantaneous	Close (35 ft.)	V, S	No	Conjuration (Creation) [Water] <i>Caster Level:</i> 5	RSRD: SpellsC.rtf
□□□□ Cure Minor Wounds <i>Effect:</i> Cures 1 point of damage.	13	Will half (harmless); see text	1 standard action	Instantaneous	Touch	V, S	Yes (harmless); see text	Conjuration (Healing) <i>Caster Level:</i> 5	RSRD: SpellsC.rtf
□□□□ Dawn <i>Effect:</i> Sleeping/unconscious creatures in area awaken.	13	Fortitude negates (harmless)	1 swift action	Instantaneous	15 ft.	V	Yes (harmless)	Abjuration <i>Caster Level:</i> 5	splcmp: p,59
□□□□ Detect Magic <i>Effect:</i> Detects spells and magic items within 60 ft.		None	1 standard action	Concentration, up to 5 minutes [D]	60 ft.	V, S	No	Divination <i>Caster Level:</i> 5	RSRD: SpellsD-E.rtf
□□□□ Detect Poison <i>Effect:</i> Detects poison in one creature or small object.		None	1 standard action	Instantaneous	Close (35 ft.)	V, S	No	Divination <i>Caster Level:</i> 5	RSRD: SpellsD-E.rtf
□□□□ Flare <i>Effect:</i> Dazzles one creature [-1 on attack rolls].	13	Fortitude negates	1 standard action	Instantaneous	Close (35 ft.)	V	Yes	Evocation [Light] <i>Caster Level:</i> 5	RSRD: SpellsF-G.rtf
□□□□ Guidance <i>Effect:</i> +1 on one attack roll, saving throw, or skill check.	13	Will negates (harmless)	1 standard action	1 minute or until discharged	Touch	V, S	Yes	Divination <i>Caster Level:</i> 5	RSRD: SpellsF-G.rtf
□□□□ Know Direction <i>Effect:</i> You discern north.		None	1 standard action	Instantaneous	Personal	V, S	No	Divination <i>Caster Level:</i> 5	RSRD: SpellsH-L.rtf
□□□□ Light <i>Effect:</i> Object shines like a torch.		None	1 standard action	50 minutes [D]	Touch	V, MDF	No	Evocation [Light] <i>Caster Level:</i> 5	RSRD: SpellsH-L.rtf
□□□□ Mending <i>Effect:</i> Makes minor repairs on an object.	13	Will negates (harmless, object)	1 standard action	Instantaneous	10 ft.	V, S	Yes (harmless, object)	Transmutation <i>Caster Level:</i> 5	RSRD: SpellsM-O.rtf
□□□□ Naturewatch <i>Effect:</i> As deathwatch, but on animals and plants.		None	1 standard action	50 minutes	30 ft.	S	No	Necromancy <i>Caster Level:</i> 5	splcmp: p,146
□□□□ Purify Food and Drink <i>Effect:</i> Purifies 5 cu. ft. of food or water.	13	Will negates (object)	1 standard action	Instantaneous	10 ft.	V, S	Yes (object)	Transmutation <i>Caster Level:</i> 5	RSRD: SpellsP-R.rtf
□□□□ Read Magic <i>Effect:</i> Read scrolls and spellbooks.		None	1 standard action	50 minutes	Personal	V, S, F	No	Divination <i>Caster Level:</i> 5	RSRD: SpellsP-R.rtf
□□□□ Resistance <i>Effect:</i> Subject gains +1 on saving throws.	13	Will negates (harmless)	1 standard action	1 minute	Touch	V, S, MDF	Yes (harmless)	Abjuration <i>Caster Level:</i> 5	RSRD: SpellsP-R.rtf
□□□□ Virtue <i>Effect:</i> Subject gains 1 temporary hp.	13	Fortitude negates (harmless)	1 standard action	1 min.	Touch	V, S, DF	Yes (harmless)	Transmutation <i>Caster Level:</i> 5	RSRD: SpellsT-Z.rtf

## LEVEL 1

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□ Animate Fire <i>Effect:</i> Turn campfire into Small elemental.		None	1 round	Concentration, up to 5 rounds [D]	Close (35 ft.)	V, S, M	No	Transmutation [Fire] <i>Caster Level:</i> 5	splcmp: p,12
□□□□ Animate Water <i>Effect:</i> Turn quantity of water into Small elemental.		None	1 round	Concentration, up to 5 rounds [D]	Close (35 ft.)	V, S, M	No	Transmutation [Water] <i>Caster Level:</i> 5	splcmp: p,13
□□□□ Animate Wood <i>Effect:</i> Turn Small or smaller wooden item into animated object.		None	1 round	Concentration, up to 5 rounds [D]	Touch	V, S, M	No	Transmutation <i>Caster Level:</i> 5	splcmp: p,13
□□□□ Aspect of the Wolf <i>Effect:</i> You change into a wolf and gain some of its abilities.		None	1 standard action	50 minutes [D]	Personal	V, S, MDF	No	Transmutation <i>Caster Level:</i> 5	splcmp: p,16
□□□□ Aura Against Flame <i>Effect:</i> Ignores 10 fire damage/round and extinguishes fires.		None	1 standard action	5 rounds	Personal	V, S	No	Abjuration <i>Caster Level:</i> 5	splcmp: p,18
□□□□ Babau Slime <i>Effect:</i> Secrete a body-covering acid that damages attacking foes.	14	Fortitude negates (harmless)	1 standard action	5 minutes	Touch	V, S, MDF	Yes (harmless)	Transmutation <i>Caster Level:</i> 5	splcmp: p,22
□□□□ Beast Claws <i>Effect:</i> Your hands become slashing natural weapons.		None	1 standard action	5 hours	Personal	V, S, M	No	Transmutation <i>Caster Level:</i> 5	splcmp: p,25
□□□□ Beastland Ferocity <i>Effect:</i> Subject fights without penalty while disabled or dying.	14	Fortitude negates (harmless)	1 standard action	5 minutes	Touch	V, S, DF	Yes (harmless)	Enchantment (Compulsion) [Mind-Affecting] <i>Caster Level:</i> 5	splcmp: p,25
□□□□ Beget Bogun <i>Effect:</i> You create a Tiny nature servant.		None	1 standard action	Instantaneous	Touch	V, S, M, XP	No	Conjuration (Creation) <i>Caster Level:</i> 5	splcmp: p,26

\* =Domain/Speciality Spell

## Druid Spells

□□□□□	Branch to Branch			1 standard action	5 hours [D]	Personal	V, S		Transmutation	splcmp: p,38
<i>Effect:</i> You gain +10 competence bonus on Climb checks in trees and can brachiate through forest.										
□□□□□	Breath of the Jungle	None		1 standard action	5 minutes	Medium (150 ft.)	V, S, DF	No	Transmutation	splcmp: p,39
<i>Effect:</i> Fog makes poison and diseases harder to resist.										
□□□□□	Buoyant Lifting	None		1 immediate action	5 minutes [D]; see text	Close (35 ft.)	S, DF	No	Evocation	splcmp: p,40
<i>Effect:</i> Underwater creatures rise to surface.										
□□□□□	Calm Animals	14	Will negates; see text	1 standard action	5 minutes	Close (35 ft.)	V, S	Yes	Enchantment (Compulsion) [Mind-Affecting]	RSRD: SpellsC.rtf
<i>Effect:</i> Calms 2d4 + 5 HD of animals.										
□□□□□	Camouflage			1 standard action	50 minutes	Personal	V, S		Transmutation	splcmp: p,43
<i>Effect:</i> Grants +10 bonus on Hide checks.										
□□□□□	Charm Animal	14	Will negates	1 standard action	5 hours	Close (35 ft.)	V, S	Yes	Enchantment (Charm) [Mind-Affecting]	RSRD: SpellsC.rtf
<i>Effect:</i> Makes one animal your friend.										
□□□□□	Claws of the Bear			1 standard action	5 rounds	Personal	V, S		Transmutation	splcmp: p,47
<i>Effect:</i> Your hands become weapons that deal 1d8 damage.										
□□□□□	Climb Walls	14	Will negates (harmless)		5 minutes [D]	Touch	V, S, M	Yes (harmless)	Transmutation	splcmp: p,47
<i>Effect:</i> Touched creature gains increased climbing ability.										
□□□□□	Cloudburst	None		1 round	50 minutes [D]	Long (600 ft.)	V, S	No	Evocation [Water]	splcmp: p,49
<i>Effect:</i> Hampers vision and ranged attacks, puts out normal fires.										
□□□□□	Cold Fire	14	No (fire source) or Fortitude half (creature)	1 standard action	5 minutes [D] [fire source] or Instantaneous [creature]	Close (35 ft.)	V, S, DF	No (fire source) or	Transmutation [Cold]	splcmp: p,50
<i>Effect:</i> Fire becomes blue and white, emits cold.										
□□□□□	Crabwalk	None		1 standard action	5 minutes	Touch	V, S, M	No	Transmutation	splcmp: p,53
<i>Effect:</i> Touched creature gains bonus while charging.										
□□□□□	Cure Light Wounds	14	Will half (harmless); see text	1 standard action	Instantaneous	Touch	V, S	Yes (harmless); see text	Conjuration (Healing)	RSRD: SpellsC.rtf
<i>Effect:</i> Cures 1d8+5 damage.										
□□□□□	Deep Breath			1 immediate action	5 rounds	Personal	V		Conjuration (Creation) [Air]	splcmp: p,61
<i>Effect:</i> Your lungs are filled with air.										
□□□□□	Delay Disease	14	Will negates (harmless)	1 standard action	24 hours	Touch	V, S, DF	Yes (harmless)	Conjuration (Healing)	splcmp: p,63
<i>Effect:</i> Ravages of disease staved off for a day.										
□□□□□	Detect Animals or Plants	None		1 standard action	Concentration, up to 50 minutes [D]	Long (600 ft.)	V, S	No	Divination	RSRD: SpellsD-E.rtf
<i>Effect:</i> Detects kinds of animals or plants.										
□□□□□	Detect Snares and Pits	None		1 standard action	Concentration, up to 50 minutes [D]	60 ft.	V, S	No	Divination	RSRD: SpellsD-E.rtf
<i>Effect:</i> Reveals natural or primitive traps.										
□□□□□	Endure Elements	14	Will negates (harmless)	1 standard action	24 hours	Touch	V, S	Yes (harmless)	Abjuration	RSRD: SpellsD-E.rtf
<i>Effect:</i> Exist comfortably in hot or cold environments.										
□□□□□	Enrage Animal	None		1 standard action	Concentration +5 rounds	Medium (150 ft.)	V, S	Yes	Enchantment (Compulsion) [Mind-Affecting]	splcmp: p,82
<i>Effect:</i> Animal rages like barbarian, not fatigued.										
□□□□□	Entangle	14	Reflex partial; see text	1 standard action	5 minutes [D]	Long (600 ft.)	V, S, DF	No	Transmutation	RSRD: SpellsD-E.rtf
<i>Effect:</i> Plants entangle everyone in 40-ft.-radius circle.										
□□□□□	Faerie Fire	None		1 standard action	5 minutes [D]	Long (600 ft.)	V, S, DF	Yes	Evocation [Light]	RSRD: SpellsF-G.rtf
<i>Effect:</i> Outlines subjects with light, canceling blur, concealment, and the like.										
□□□□□	Foundation of Stone	None		1 standard action	5 rounds	Close (35 ft.)	V, S, DF	No	Transmutation [Earth]	splcmp: p,99
<i>Effect:</i> +2 AC, +4 bonus to resist bull rush and trip attacks.										
□□□□□	Goodberry	None		1 standard action	5 days	Touch	V, S, DF	Yes	Transmutation	RSRD: SpellsF-G.rtf
<i>Effect:</i> 2d4 berries each cure 1 hp [max 8 hp/24 hours].										
□□□□□	Hawkeye			1 standard action	50 minutes [D]	Personal	V		Transmutation	splcmp: p,110
<i>Effect:</i> Increase range increments by 50%, +5 on Spot checks.										
□□□□□	Healthful Rest	14	Will negates (harmless)		10 minutes	Close (35 ft.)	V, S	Yes (harmless)	Conjuration (Healing)	splcmp: p,111
<i>Effect:</i> Subjects heal at twice the normal rate.										
□□□□□	Hide from Animals	14	Will negates (harmless)	1 standard action	50 minutes [D]	Touch	S, DF	Yes	Abjuration	RSRD: SpellsH-L.rtf
<i>Effect:</i> Animals can't perceive 5 subjects.										
□□□□□	Horrible Taste	14	Fortitude negates; see text	1 standard action	50 minutes	Touch	V, S, M	No	Transmutation	splcmp: p,116
<i>Effect:</i> Touched creature or object nauseates biting or swallowing foes.										
□□□□□	Jump	14	Will negates	1 standard action	5 minutes [D]	Touch	V, S, M	Yes	Transmutation	RSRD: SpellsH-L.rtf

\* =Domain/Specialty Spell



## Druid Spells

□□□□□ Wings of the Sea	14	Fortitude negates (harmless)	1 standard 5 minutes action	Touch	S, M	Yes (harmless)	Transmutation	splcmp: p,240
<i>Effect:</i> +30 ft. to subject's swim speed.				<i>Target:</i> Creature touched			<i>Caster Level:</i> 5	
□□□□□ Winter Chill	14	Fortitude negates	1 standard Instantaneous action	Close (35 ft.)	V, S	Yes	Transmutation [Cold]	splcmp: p,241
<i>Effect:</i> Creature takes 1d6 cold damage and is fatigued.				<i>Target:</i> One creature			<i>Caster Level:</i> 5	
□□□□□ Wood Wose		None	1 standard 5 hours action	Close (35 ft.)	V, S, DF	No	Conjuration (Creation)	splcmp: p,242
<i>Effect:</i> Nature spirit does simple tasks for you.				<i>Target:</i> One nature servant			<i>Caster Level:</i> 5	

## LEVEL 2

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□□ Align Fang	15	Will negates (harmless)	1 standard 5 minutes action	Touch	V, S, DF	Yes (harmless)	Transmutation [see text]	splcmp: p,9	
<i>Effect:</i> Natural weapon becomes good, evil, lawful, or chaotic.				<i>Target:</i> Living creature touched			<i>Caster Level:</i> 5		
□□□□□ Animalistic Power	15	Will negates	1 standard 5 minutes action	Touch	V,S,M	Yes	Transmutation	phb2: PHB2 page 101	
<i>Effect:</i> Subject gains +2 bonus to Str, Dex, and Con.				<i>Target:</i> Creature touched			<i>Caster Level:</i> 5		
□□□□□ Animal Messenger	15	None; see text	1 standard 5 days action	Close (35 ft.)	V, S, M	Yes	Enchantment (Compulsion) [Mind-Affecting]	RSRD: SpellsA-B.rtf	
<i>Effect:</i> Sends a Tiny animal to a specific place.				<i>Target:</i> One Tiny animal			<i>Caster Level:</i> 5		
□□□□□ Animal Trance	15	Will negates; see text	1 standard Concentration action	Close (35 ft.)	V, S	Yes	Enchantment (Compulsion) [Mind-Affecting, Sonic]	RSRD: SpellsA-B.rtf	
<i>Effect:</i> Fascinates 2d6 HD of animals.				<i>Target:</i> Animals or magical beasts with Intelligence 1 or 2			<i>Caster Level:</i> 5		
□□□□□ Avoid Planar Effects		None	1 immediate 5 minutes action	20 ft.	V	Yes (harmless)	Abjuration	splcmp: p,19	
<i>Effect:</i> Provides temporary protection against overtly damaging planar traits.				<i>Target:</i>			<i>Caster Level:</i> 5		
□□□□□ Balancing Lorecall			1 standard 5 minutes [D] action	Personal	V, S, M/DF		Divination	splcmp: p,23	
<i>Effect:</i> You gain a +4 bonus on Balance checks and can balance on difficult surfaces if you have 5 or more ranks in Balance.				<i>Target:</i> You			<i>Caster Level:</i> 5		
□□□□□ Barkskin		None	1 standard 50 minutes action	Touch	V, S, DF	Yes (harmless)	Transmutation	RSRD: SpellsA-B.rtf	
<i>Effect:</i> Grants +2 enhancement to natural armor.				<i>Target:</i> Living creature touched			<i>Caster Level:</i> 5		
□□□□□ Bear's Endurance	15	Will negates (harmless)	1 standard 5 minutes action	Touch	V, S, DF	Yes	Transmutation	RSRD: SpellsA-B.rtf	
<i>Effect:</i> Subject gains +4 to Con for 5 minutes.				<i>Target:</i> Creature touched			<i>Caster Level:</i> 5		
□□□□□ Binding Winds	15	Reflex negates	1 standard Concentration action	Medium (150 ft.)	V, S	Yes	Evocation [Air]	splcmp: p,27	
<i>Effect:</i> Air prevents subject from moving, hinders ranged attacks.				<i>Target:</i> One creature			<i>Caster Level:</i> 5		
□□□□□ Bite of the Wererat			1 standard 5 rounds action	Personal	V, S, M		Transmutation	splcmp: p,28	
<i>Effect:</i> You gain the Dexterity and attacks of a wererat.				<i>Target:</i> You			<i>Caster Level:</i> 5		
□□□□□ Blinding Spittle		None	1 standard Instantaneous action	Close (35 ft.)	V, S	Yes	Transmutation	splcmp: p,32	
<i>Effect:</i> Ranged touch attack blinds subject.				<i>Target:</i> One missile of spit			<i>Caster Level:</i> 5		
□□□□□ Blood Frenzy	15	Will negates	1 standard Special; see text action	Touch	V, S	Yes	Transmutation	splcmp: p,33	
<i>Effect:</i> Grants extra use of rage.				<i>Target:</i> Any creature with the rage ability			<i>Caster Level:</i> 5		
□□□□□ Body of the Sun	15	Reflex half	1 standard 5 rounds action	5 ft.	V, S, DF	Yes	Transmutation [Fire]	splcmp: p,35	
<i>Effect:</i> Your body emanates fire, dealing 1d4 fire damage/2 levels.				<i>Target:</i> 5-ft.-radius emanation centered on you			<i>Caster Level:</i> 5		
□□□□□ Brambles		None	1 standard 5 rounds action	Touch	V, S, M	No	Transmutation	splcmp: p,38	
<i>Effect:</i> Wooden weapon grows spikes that deal +5 damages 10.				<i>Target:</i> Wooden weapon touched			<i>Caster Level:</i> 5		
□□□□□ Briar Web		None	1 standard 5 minutes action	Medium (150 ft.)	V, S, DF	No	Transmutation	splcmp: p,39	
<i>Effect:</i> Area slows creatures and thorns deal 1 point of damage/5 ft. moved.				<i>Target:</i> 40-ft.-radius spread			<i>Caster Level:</i> 5		
□□□□□ Bull's Strength	15	Will negates (harmless)	1 standard 5 minutes action	Touch	V, S, M/DF	Yes (harmless)	Transmutation	RSRD: SpellsA-B.rtf	
<i>Effect:</i> Subject gains +4 to Str for 5 minutes.				<i>Target:</i> Creature touched			<i>Caster Level:</i> 5		
□□□□□ Burrow	15	Will negates (harmless)	1 standard 5 minutes [D] action	Touch	V, S, F/DF	Yes (harmless)	Transmutation	splcmp: p,41	
<i>Effect:</i> Subject can burrow with a speed of 30 feet.				<i>Target:</i> Creature touched			<i>Caster Level:</i> 5		
□□□□□ Cat's Grace	15	Will negates (harmless)	1 standard 5 minutes action	Touch	V, S, M	Yes	Transmutation	RSRD: SpellsC.rtf	
<i>Effect:</i> Subject gains +4 to Dex for 5 minutes.				<i>Target:</i> Creature touched			<i>Caster Level:</i> 5		
□□□□□ Chill Metal	15	Will negates (object)	1 standard 7 rounds action	Close (35 ft.)	V, S, DF	Yes (object)	Transmutation [Cold]	RSRD: SpellsC.rtf	
<i>Effect:</i> Cold metal damages those who touch it.				<i>Target:</i> Metal equipment of 2 creatures, no two of which can be more than 30 ft. apart; or 125 lbs of metal			<i>Caster Level:</i> 5		
□□□□□ Cloud Wings	15	Fortitude negates (harmless)	1 standard 5 hours action	Touch	V, S	Yes (harmless)	Transmutation	splcmp: p,49	
<i>Effect:</i> +30 ft. to subject's fly speed.				<i>Target:</i> Creature touched			<i>Caster Level:</i> 5		
□□□□□ Countermoon	15	Will negates (D)	1 standard 12 hours action	Close (35 ft.)	V, S, M	Yes	Abjuration	splcmp: p,53	
<i>Effect:</i> Forces lycanthrope to its natural form.				<i>Target:</i> One lycanthrope			<i>Caster Level:</i> 5		
□□□□□ Creeping Cold	15	Fortitude half	1 standard 3 rounds action	Close (35 ft.)	V, S, F	Yes	Transmutation [Cold]	splcmp: p,55	
<i>Effect:</i> Creature feels chill that increases with each round.				<i>Target:</i> One creature			<i>Caster Level:</i> 5		

\* =Domain/Speciality Spell



## Druid Spells

□□□□□	Daggerspell Stance			1 swift action	5 rounds [D]	Personal	V, F		Abjuration	splcmp: p,57
<i>Effect:</i> You gain +2 insight bonus on attack rolls and damage rolls if you make a full attack, SR 5 + caster level if you fight defensively, and DR 5/magic if you use the total defense action.										
□□□□□	Decomposition	None		1 standard action	5 rounds	50 ft.	V, S, DF	Yes	Necromancy	splcmp: p,61
<i>Effect:</i> Wounds deal 3 extra points of damage each round.										
□□□□□	Delay Poison	15	Fortitude negates (harmless)	1 standard action	5 hours	Touch	V, S, DF	Yes (harmless)	Conjuration (Healing)	RSRD: SpellsD-E.rtf
<i>Effect:</i> Stops poison from harming subject for 5 hours.										
□□□□□	Earthbind	15	Fortitude negates	1 standard action	5 minutes [D]	Medium (150 ft.)	V, S	Yes	Transmutation	splcmp: p,76
<i>Effect:</i> Subject creature can't fly.										
□□□□□	Earthen Grace	15	Will negates (harmless)	1 standard action	5 minutes	Touch	V, S, M	Yes (harmless)	Abjuration [Earth]	splcmp: p,76
<i>Effect:</i> Subject takes only nonlethal damage from stone and earth.										
□□□□□	Earthfast	None		1 standard action	Instantaneous	Close (35 ft.)	V, S	Yes (object)	Transmutation	splcmp: p,76
<i>Effect:</i> Doubles the hit points of stone structure or rock formation and increases hardness to 10.										
□□□□□	Easy Trail	None		1 standard action	5 hours [D]	40 ft.	V, S	Yes	Abjuration	splcmp: p,76
<i>Effect:</i> You make a temporary trail through any kind of undergrowth.										
□□□□□	Embrace the Wild			1 standard action	50 minutes [D]	Personal	V		Transmutation	splcmp: p,79
<i>Effect:</i> You gain an animal's senses for 50 minutes.										
□□□□□	Fins to Feet	15	Fortitude negates (harmless)	1 standard action	5 hours	Touch	V, S	Yes (harmless)	Transmutation	splcmp: p,92
<i>Effect:</i> Transforms tails and fins into legs and feet.										
□□□□□	Fire Trap	15	Reflex half; see text	10 minutes	Permanent until discharged [D]	Touch	V, S, M	Yes	Abjuration [Fire]	RSRD: SpellsF-G.rtf
<i>Effect:</i> Opened object deals 1d4+5 fire damage.										
□□□□□	Flame Blade	None		1 standard action	5 minutes [D]	0 ft.	V, S, DF	Yes	Evocation [Fire]	RSRD: SpellsF-G.rtf
<i>Effect:</i> Touch attack deals 1d8 +2 fire damage.										
□□□□□	Flaming Sphere	15	Reflex negates	1 standard action	5 rounds	Medium (150 ft.)	V, S, M/DF	Yes	Evocation [Fire]	RSRD: SpellsF-G.rtf
<i>Effect:</i> Creates rolling ball of fire, 2d6 damage, lasts 5 rounds.										
□□□□□	Fog Cloud	None		1 standard action	50 minutes	Medium (150 ft.)	V, S	No	Conjuration (Creation)	RSRD: SpellsF-G.rtf
<i>Effect:</i> Fog obscures vision.										
□□□□□	Frost Breath	15	Reflex half	1 standard action	Instantaneous	30 ft.	V, S, M	Yes	Evocation [Cold]	splcmp: p,100
<i>Effect:</i> Icy breath deals 1d4 damage/2 levels.										
□□□□□	Gust of Wind	15	Fortitude negates	1 standard action	1 round	60 ft.	V, S	Yes	Evocation [Air]	RSRD: SpellsF-G.rtf
<i>Effect:</i> Blows away or knocks down smaller creatures.										
□□□□□	Healing Lorecall			1 standard action	50 minutes	Personal	V, S, M		Divination	splcmp: p,110
<i>Effect:</i> If you have 5 or more ranks in Heal, you can remove harmful conditions with conjuration [healing] spells.										
□□□□□	Healing Sting	None		1 standard action	Instantaneous	Touch	V, S, M	Yes	Necromancy	splcmp: p,110
<i>Effect:</i> Touch deals 1d12 damage +1/level; caster gains damage as hp.										
□□□□□	Heartfire	15	Fortitude partial	1 standard action	5 rounds	Close (35 ft.)	V, S, DF	Yes	Evocation [Light, Fire]	splcmp: p,112
<i>Effect:</i> Subjects outlined by fire, take 1d4 damage/round.										
□□□□□	Heat Metal	15	Will negates (object)	1 standard action	7 rounds	Close (35 ft.)	V, S, DF	Yes (object)	Transmutation [Fire]	RSRD: SpellsH-L.rtf
<i>Effect:</i> Make metal so hot it damages those who touch it.										
□□□□□	Hold Animal	15	Will negates; see text	1 standard action	5 rounds [D]; see text	Medium (150 ft.)	V, S	Yes	Enchantment (Compulsion) [Mind-Affecting]	RSRD: SpellsH-L.rtf
<i>Effect:</i> Paralyzes one animal for 5 rounds.										
□□□□□	Kelpstrand	None		1 standard action	5 rounds	Close (35 ft.)	V, S, M	No	Conjuration (Creation)	splcmp: p,128
<i>Effect:</i> Strands of kelp grapple foes.										
□□□□□	Listening Lorecall			1 standard action	50 minutes	Personal	V, S, DF		Divination	splcmp: p,133
<i>Effect:</i> You gain +4 on Listen checks, plus blindsense or blindsight if you have 5 or more ranks in Listen.										
□□□□□	Mark of the Outcast	15	Will negates	1 standard action	Permanent	Close (35 ft.)	V, S, DF	Yes	Necromancy	splcmp: p,138
<i>Effect:</i> Subject takes -5 penalty on Bluff and Diplomacy checks and -2 penalty to AC.										
□□□□□	Mass Camouflage	15	Will negates (harmless)			Medium (150 ft.)		Yes (harmless)	Transmutation	splcmp: p,43
<i>Effect:</i> As camouflage, but multiple subjects.										
□□□□□	Mass Snake's Swiftess					Medium (150 ft.)			Transmutation	splcmp: p,193
<i>Effect:</i> Allies each immediately make one attack.										
□□□□□	Master Air			1 standard action	5 rounds	Personal	V, S, F		Transmutation	splcmp: p,139
<i>Effect:</i> You sprout insubstantial wings and can fly.										
□□□□□	Mountain Stance	15	Will negates (harmless)	1 standard action	5 minutes	Touch	V, S	No	Transmutation	splcmp: p,144
<i>Effect:</i> Subject becomes hard to move.										

\* =Domain/Specialty Spell

## Druid Spells

□□□□□ Nature's Favor	15	Will negates (harmless)	1 swift action	1 minute	Touch	V, S, DF	Yes (harmless)	Evocation	splcmp: p,146
<i>Effect:</i> Animal touched gains luck bonus on attack rolls and damage rolls of +1/3 levels.									
□□□□□ One with the Land			1 standard action	5 hours	Personal	V, S		Transmutation	splcmp: p,149
<i>Effect:</i> Link with nature gives a +2 bonus on nature-related skill checks.									
□□□□□ Owl's Wisdom	15	Will negates (harmless)	1 standard action	5 minutes	Touch	V, S, M/DF	Yes	Transmutation	RSRD: SpellsM-O.rtf
<i>Effect:</i> Subject gains +4 to Wis for 5 minutes.									
□□□□□ Reduce Animal		None	1 standard action	5 hours [D]	Touch	V, S	No	Transmutation	RSRD: SpellsP-R.rtf
<i>Effect:</i> Shrinks one willing animal.									
□□□□□ Resist Energy	15	Fortitude negates (harmless)	1 standard action	50 minutes	Touch	V, S, DF	Yes (harmless)	Abjuration	RSRD: SpellsP-R.rtf
<i>Effect:</i> Ignores first 10 points of damage/attack from specified energy type.									
□□□□□ Restoration, Lesser	15	Will negates (harmless)	3 rounds	Instantaneous	Touch	V, S	Yes (harmless)	Conjuration (Healing)	RSRD: SpellsP-R.rtf
<i>Effect:</i> Dispels magical ability penalty or repairs 1d4 ability damage.									
□□□□□ Saltray	15	Fortitude partial	1 standard action	Instantaneous	Close (35 ft.)	V, S	Yes	Evocation	splcmp: p,179
<i>Effect:</i> Ray deals 1d6 damage/2 levels and stuns.									
□□□□□ Scent		None	1 standard action	50 minutes	Touch	V, S, M	Yes (harmless)	Transmutation	splcmp: p,180
<i>Effect:</i> Grants the scent special ability.									
□□□□□ Share Husk	15	Will negates (harmless)	1 standard action	5 minutes	Touch	V, S, M	Yes	Divination	splcmp: p,187
<i>Effect:</i> See and hear through the senses of a touched animal.									
□□□□□ Soften Earth and Stone		None	1 standard action	Instantaneous	Close (35 ft.)	V, S, DF	No	Transmutation [Earth]	RSRD: SpellsS.rtf
<i>Effect:</i> Turns stone to clay or dirt to sand or mud.									
□□□□□ Spider Climb	15	Will negates (harmless)	1 standard action	50 minutes	Touch	V, S, M	Yes (harmless)	Transmutation	RSRD: SpellsS.rtf
<i>Effect:</i> Grants ability to walk on walls and ceilings.									
□□□□□ Splinterbolt		None	1 standard action	Instantaneous	Close (35 ft.)	V, S, M	No	Conjuration (Creation)	splcmp: p,203
<i>Effect:</i> 4d6 piercing damage to subjects hit by ranged attack.									
□□□□□ Summon Nature's Ally II		None	1 round	5 rounds [D]	Close (35 ft.)	V, S, DF	No	Conjuration (Summoning)	RSRD: SpellsS.rtf
<i>Effect:</i> Calls creature to fight.									
□□□□□ Summon Swarm		None	1 round	Concentration + 2 rounds	Close (35 ft.)	V, S, M/DF	No	Conjuration (Summoning)	RSRD: SpellsS.rtf
<i>Effect:</i> Summons swarm of bats, rats, or spiders.									
□□□□□ Swim		None	1 round	50 minutes [D]	Medium (150 ft.)	V, S, M	Yes (harmless)	Transmutation [Water]	splcmp: p,217
<i>Effect:</i> Subject gains swim speed, +8 bonus on Swim checks.									
□□□□□ Tiger's Tooth			1 swift action	1 round		V		Transmutation	splcmp: p,221
<i>Effect:</i> One natural weapon of subject gets +1/4 levels on attack rolls and damage rolls 5 for 1 round.									
□□□□□ Train Animal	15	Will negates (harmless)		10 minutes 5 hours	Touch	V, S, DF	Yes (harmless)	Enchantment (Charm) [Mind-Affecting]	splcmp: p,221
<i>Effect:</i> Affected animal gains additional tricks equal to 1/2 caster level for 5 hours.									
□□□□□ Tree Shape		None	1 standard action	5 hours [D]	Personal	V, S, DF	No	Transmutation	RSRD: SpellsT-Z.rtf
<i>Effect:</i> You look exactly like a tree for 5 hours.									
□□□□□ Warp Wood	15	Will negates (object)	1 standard action	Instantaneous	Close (35 ft.)	V, S	Yes (object)	Transmutation	RSRD: SpellsT-Z.rtf
<i>Effect:</i> Bends wood [shaft, handle, door, plank].									
□□□□□ Wings of Air	15	None (harmless)	1 standard action	5 minutes	Touch	V	No (harmless)	Transmutation	splcmp: p,240
<i>Effect:</i> Subject's flight maneuverability improves by one step.									
□□□□□ Winter's Embrace	15	Fortitude negates	1 standard action	5 rounds	Close (35 ft.)	V, S	Yes	Evocation [Cold]	splcmp: p,241
<i>Effect:</i> Creature takes 1d8 cold damage/round and might become exhausted.									
□□□□□ Wood Shape	15	Will negates (object)	1 standard action	Instantaneous	Touch	V, S, DF	Yes (object)	Transmutation	RSRD: SpellsT-Z.rtf
<i>Effect:</i> Rearranges wooden objects to suit you.									
□□□□□ Wracking Touch	15	Fortitude half	1 standard action	Instantaneous	Touch	V, S	Yes	Necromancy	splcmp: p,243
<i>Effect:</i> Deal 1d6 damage +1/level; you also deal sneak attack damage if you have any.									

## LEVEL 3

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□□ Air Breathing	16	Will negates (harmless)	1 standard action	10 hours; see text	Touch	S, M/DF	Yes (harmless)	Transmutation	splcmp: p,8
<i>Effect:</i> Subjects can breathe air freely.									
□□□□□ Alter Fortune		None	1 immediate action	Instantaneous	Close (35 ft.)	V,X	No	Divination	phb2: PHB2 page 101
<i>Effect:</i> Causes one creature to reroll any die roll.									
□□□□□ Attune Form		None	1 standard action	24 hours	Touch	V, S, M/DF	No	Transmutation	splcmp: p,17
<i>Effect:</i> Grant creature temporary protection against overtly damaging planar traits.									

\* =Domain/Specialty Spell



## Druid Spells

□□□□□	Bite of the Werewolf			1 standard	5 rounds	Personal	V, S, M		Transmutation	splcmp: p,29
<i>Effect:</i> You gain the Strength and attacks of a werewolf.										
□□□□□	Blindsight	16	Will negates (harmless)	1 standard	5 minutes	Touch	V, S	Yes (harmless)	Transmutation	splcmp: p,32
<i>Effect:</i> Subject gains blindsight 30 ft. for 5 minutes.										
□□□□□	Bottle of Smoke		None	10 minutes	5 hours	Touch	V, S, F	No	Conjuration (Creation)	splcmp: p,37
<i>Effect:</i> Uncorking bottle creates fast horse made of smoke.										
□□□□□	Call Lightning	16	Reflex half	1 round	5 minutes	Medium (150 ft.)	V, S	Yes	Evocation [Electricity]	RSRD: SpellsC.rtf
<i>Effect:</i> Calls down 5 lightning bolts over duration [3d6 per bolt] from sky; 3d10 in outdoors stormy area.										
□□□□□	Capricious Zephyr	16	None or Reflex partial; see text	1 standard	5 rounds	Medium (150 ft.)	V, S	Yes	Evocation [Air]	splcmp: p,43
<i>Effect:</i> Gale-force winds push creatures.										
□□□□□	Charge of the Triceratops	16	Will negates (harmless)	1 standard	5 rounds [D]	Touch	V, S, DF	Yes	Transmutation	splcmp: p,45
<i>Effect:</i> Subject grows horns and skull plate, gains gore attack.										
□□□□□	Circle Dance			1 minute	Instantaneous	Personal	V, S		Divination	splcmp: p,46
<i>Effect:</i> Indicates direction to known individual.										
□□□□□	Contagion	16	Fortitude negates	1 standard	Instantaneous	Touch	V, S	Yes	Necromancy [Evil]	RSRD: SpellsC.rtf
<i>Effect:</i> Infects subject with chosen disease.										
□□□□□	Corona of Cold	16	Fortitude negates	1 standard	5 rounds [D]	10 ft.	V, S, DF	Yes	Evocation [Cold]	splcmp: p,52
<i>Effect:</i> Aura of cold protects you, damages others.										
□□□□□	Creaking Cacophony		None	1 standard	5 rounds	Medium (150 ft.)	V, S	Yes	Illusion (Figment) [Sonic]	splcmp: p,55
<i>Effect:</i> Sound distracts and makes foes vulnerable to sonic damage.										
□□□□□	Crumble	16	Fortitude half (object)	1 standard	Instantaneous	Medium (150 ft.)	V, S	Yes (object)	Transmutation	splcmp: p,56
<i>Effect:</i> You erode building or other structure.										
□□□□□	Cure Moderate Wounds	16	Will half (harmless); see text	1 standard	Instantaneous	Touch	V, S	Yes (harmless); see text	Conjuration (Healing)	RSRD: SpellsC.rtf
<i>Effect:</i> Cures 2d8+5 damage.										
□□□□□	Daylight		None	1 standard	50 minutes [D]	Touch	V, S	No	Evocation [Light]	RSRD: SpellsD-E.rtf
<i>Effect:</i> 60-ft. radius of bright light.										
□□□□□	Dehydrate	16	Fortitude negates	1 standard	Instantaneous	Medium (150 ft.)	V, S, DF	Yes	Necromancy	splcmp: p,62
<i>Effect:</i> Deals Con damage to subject.										
□□□□□	Diminish Plants		None	1 standard	Instantaneous	See text	V, S, DF	No	Transmutation	RSRD: SpellsD-E.rtf
<i>Effect:</i> Reduces size or blights growth of normal plants.										
□□□□□	Dominate Animal	16	Will negates	1 round	5 rounds	Close (35 ft.)	V, S	Yes	Enchantment (Compulsion) [Mind-Affecting]	RSRD: SpellsD-E.rtf
<i>Effect:</i> Subject animal obeys silent mental commands.										
□□□□□	Downdraft	16	Reflex partial; see text	1 standard	Instantaneous	Long (600 ft.)	V, S, M		Evocation [Air]	splcmp: p,72
<i>Effect:</i> Flying creatures knocked down.										
□□□□□	Energy Vortex	16	Reflex half	1 standard	Instantaneous	20 ft.	V, S	Yes	Evocation [see text]	splcmp: p,81
<i>Effect:</i> Burst of energy centered on you damages nearby creatures.										
□□□□□	Entangling Staff	16	Yes (harmless, object)	1 swift	5 rounds [D]	Touch	V, S, F	Yes (harmless)	Transmutation	splcmp: p,83
<i>Effect:</i> Quarterstaff can grapple and constrict foes.										
□□□□□	Fire Wings			1 round	5 minutes	Personal	V, S, M, F		Transmutation [Fire]	splcmp: p,93
<i>Effect:</i> Your arms become wings that enable flight, deal 2d6 fire damage.										
□□□□□	Forestfold			1 standard	5 hours [D]	Personal	V, S		Transmutation	splcmp: p,98
<i>Effect:</i> Gain +10 competence bonus on Hide and Move Silently checks in one type of terrain.										
□□□□□	Giant's Wrath		None	1 swift	5 rounds	Personal	V, S, M	None	Transmutation [Earth]	splcmp: p,105
<i>Effect:</i> Pebbles you throw become boulders.										
□□□□□	Girallon's Blessing	16	Fortitude negates (harmless)	1 standard	50 minutes	Touch	V, S, M	Yes (harmless)	Transmutation	splcmp: p,106
<i>Effect:</i> Subject gains one additional pair of arms.										
□□□□□	Heatstroke	16	Fortitude partial	1 standard	Instantaneous	Medium (150 ft.)	V, S	Yes	Transmutation	splcmp: p,113
<i>Effect:</i> Subject creature takes nonlethal damage and becomes fatigued.										
□□□□□	Hypothermia	16	Fortitude partial	1 standard	Instantaneous	Close (35 ft.)	V, S	Yes	Evocation [Cold]	splcmp: p,118
<i>Effect:</i> Causes 1d6 cold damage/level, fatigue.										
□□□□□	Icelance	16	Fortitude partial		Instantaneous	Medium (150 ft.)	V, S, F	Yes	Conjuration (Creation)	splcmp: p,119
<i>Effect:</i> Changes ice into lance, which attacks subject for 6d6 damage and stuns for 1d4 rounds.										
□□□□□	Infestation of Maggots	16	Fortitude negates	1 standard	1 round/2 levels	Touch	V, S, M		Necromancy	splcmp: p,123
<i>Effect:</i> Touch attack deals 1d4 Con damage/round.										

\* =Domain/Specialty Spell

## Druid Spells

□□□□ Jagged Tooth	16	Will negates (harmless)	1 standard 50 minutes action	Close (35 ft.)	V, S	Yes (harmless)	Transmutation	splcmp: p,126
<i>Effect:</i>		Doubles the critical threat range of natural weapons.		<i>Target:</i> One natural slashing or piercing weapon of target creature		<i>Caster Level:</i> 5		
□□□□ Junglerazer	16	Reflex half	1 standard Instantaneous action	120 ft.	V, S, M	Yes	Necromancy	splcmp: p,127
<i>Effect:</i>		Fey, vermin, plants, and animals take 1d50 damages.		<i>Target:</i> 120-ft. line		<i>Caster Level:</i> 5		
□□□□ Lion's Charge			1 swift action 1 round	Personal	V		Transmutation	splcmp: p,133
<i>Effect:</i>		You can make a full attack on a charge for 1 round.		<i>Target:</i> You		<i>Caster Level:</i> 5		
□□□□ Magic Fang, Greater	16	Will negates (harmless)	1 standard 5 hours action	Close (35 ft.)	V, S, DF	Yes (harmless)	Transmutation	RSRD: SpellsM-O.rtf
<i>Effect:</i>		One natural weapon of subject creature gets +1 on attack and damage rolls.		<i>Target:</i> One living creature		<i>Caster Level:</i> 5		
□□□□ Mass Align Fang				Close (35 ft.)			Transmutation [see text]	splcmp: p,9
<i>Effect:</i>		Allies' natural weapons become good, evil, lawful, or chaotic.		<i>Target:</i>		<i>Caster Level:</i> 5		
□□□□ Mass Lesser Vigor				20 ft.			Conjuration (Healing)	splcmp: p,229
<i>Effect:</i>		As lesser vigor, but multiple subjects [max 25 rounds].		<i>Target:</i>		<i>Caster Level:</i> 5		
□□□□ Mass Resist Energy				Close (35 ft.)			Abjuration	splcmp: p,174
<i>Effect:</i>		Creatures ignore damage from specified energy type.		<i>Target:</i>		<i>Caster Level:</i> 5		
□□□□ Mass Snowshoes				Close (35 ft.)			Transmutation	splcmp: p,194
<i>Effect:</i>		As snowshoes, affects one creature/level.		<i>Target:</i> One creature/level, no two of which are more than 30 ft. apart		<i>Caster Level:</i> 5		
□□□□ Meld into Stone		None	1 standard 50 minutes action	Personal	V, S, DF	No	Transmutation [Earth]	RSRD: SpellsM-O.rtf
<i>Effect:</i>		You and your gear merge with stone.		<i>Target:</i> You		<i>Caster Level:</i> 5		
□□□□ Nature's Balance	16	Fortitude negates (harmless)	1 standard 50 minutes action	Touch	V, S	Yes (harmless)	Transmutation	splcmp: p,145
<i>Effect:</i>		You transfer 4 ability score points to the subject for 50 minutes.		<i>Target:</i> Creature touched		<i>Caster Level:</i> 5		
□□□□ Nature's Rampart		None	10 minutes Instantaneous	Medium (150 ft.)	V, S, F	No	Transmutation	splcmp: p,146
<i>Effect:</i>		You mold the terrain to provide fortifications.		<i>Target:</i> Structure up to 40 ft. square		<i>Caster Level:</i> 5		
□□□□ Neutralize Poison	16	Will negates (harmless, object)	1 standard 50 minutes action	Touch	V, S, M/DF	Yes (harmless, object)	Conjuration (Healing)	RSRD: SpellsM-O.rtf
<i>Effect:</i>		Immunizes subject against poison, detoxifies venom in or on subject.		<i>Target:</i> Creature or object of up to 5 cu. ft. touched		<i>Caster Level:</i> 5		
□□□□ Plant Growth		None	1 standard Instantaneous action	See text	V, S, DF	No	Transmutation	RSRD: SpellsP-R.rtf
<i>Effect:</i>		Grows vegetation, improves crops.		<i>Target:</i> See text		<i>Caster Level:</i> 5		
□□□□ Poison	16	Fortitude negates; see text	1 standard Instantaneous; see text action	Touch	V, S, DF	Yes	Necromancy	RSRD: SpellsP-R.rtf
<i>Effect:</i>		Touch deals 1d10 Con damage, repeats in 1 minute.		<i>Target:</i> Living creature touched		<i>Caster Level:</i> 5		
□□□□ Primal Form			1 standard 5 minutes [D] action	Personal	V, S, DF		Transmutation	splcmp: p,161
<i>Effect:</i>		You change into elemental, gain some abilities.		<i>Target:</i> You		<i>Caster Level:</i> 5		
□□□□ Protection from Energy	16	Fortitude negates (harmless)	1 standard 50 minutes or until discharged action	Touch	V, S, DF	Yes (harmless)	Abjuration	RSRD: SpellsP-R.rtf
<i>Effect:</i>		Absorb 60 points of damage from one kind of energy.		<i>Target:</i> Creature touched		<i>Caster Level:</i> 5		
□□□□ Quench	16	None or Will negates (object)	1 standard Instantaneous action	Medium (150 ft.)	V, S, DF	No or Yes (object)	Transmutation	RSRD: SpellsP-R.rtf
<i>Effect:</i>		Extinguishes nonmagical fires or one magic item.		<i>Target:</i> 5 20-ft. cubes [S] or one fire-based magic item		<i>Caster Level:</i> 5		
□□□□ Quillfire			1 standard 5 rounds action	Personal	V, S		Transmutation	splcmp: p,164
<i>Effect:</i>		Your hand sprouts poisonous quills useful for melee or ranged attacks.		<i>Target:</i> You		<i>Caster Level:</i> 5		
□□□□ Remove Disease	16	Fortitude negates (harmless)	1 standard Instantaneous action	Touch	V, S	Yes (harmless)	Conjuration (Healing)	RSRD: SpellsP-R.rtf
<i>Effect:</i>		Cures all diseases affecting subject.		<i>Target:</i> Creature touched		<i>Caster Level:</i> 5		
□□□□ Sink	16	Will negates	1 standard 1 round action	Close (35 ft.)	V, S, DF	Yes	Transmutation	splcmp: p,190
<i>Effect:</i>		Subject sinks in water, must make Swim checks.		<i>Target:</i>		<i>Caster Level:</i> 5		
□□□□ Sleat Storm		None	1 standard 5 rounds action	Long (600 ft.)	V, S, M/DF	No	Conjuration (Creation) [Cold]	RSRD: SpellsS.rtf
<i>Effect:</i>		Hampers vision and movement.		<i>Target:</i> Cylinder 40		<i>Caster Level:</i> 5		
□□□□ Snakebite			1 standard 5 rounds [D] action	Personal	V, S		Transmutation	splcmp: p,193
<i>Effect:</i>		Your arm turns into poisonous snake you can use to attack.		<i>Target:</i> You		<i>Caster Level:</i> 5		
□□□□ Snare		None	3 rounds Until triggered or broken	Touch	V, S, DF	No	Transmutation	RSRD: SpellsS.rtf
<i>Effect:</i>		Creates a magic booby trap.		<i>Target:</i> Touched nonmagical circle of vine, rope, or thong with a 2 ft. diameter + 2 ft./level		<i>Caster Level:</i> 5		
□□□□ Speak with Plants		None	1 standard 5 minutes action	Personal	V, S	No	Divination	RSRD: SpellsS.rtf
<i>Effect:</i>		You can talk to normal plants and plant creatures.		<i>Target:</i> You		<i>Caster Level:</i> 5		
□□□□ Spiderskin	16	Will negates (harmless)	1 standard 50 minutes action	Touch	V, S, M/DF	Yes (harmless)	Transmutation	splcmp: p,202
<i>Effect:</i>		Subject gains increasing bonus to natural armor bonus, saves against poison, and Hide checks.		<i>Target:</i> Creature touched		<i>Caster Level:</i> 5		
□□□□ Spike Growth	16	Reflex partial	1 standard 5 hours [D] action	Medium (150 ft.)	V, S, DF	Yes	Transmutation	RSRD: SpellsS.rtf
<i>Effect:</i>		Creatures in area take 1d4 damage, may be slowed.		<i>Target:</i> 5 20-ft. squares		<i>Caster Level:</i> 5		
□□□□ Spikes							Transmutation	splcmp: p,202
<i>Effect:</i>		As brambles, but weapon gains +2 bonus and doubled threat range.		<i>Target:</i>		<i>Caster Level:</i> 5		
□□□□ Spirit Jaws		None	1 standard 5 rounds [D] action	Medium (150 ft.)	V, S, M	Yes	Evocation [Force]	splcmp: p,202
<i>Effect:</i>		Ghostly jaws grapple creature, deal 2d6 damage.		<i>Target:</i> Jaws of force		<i>Caster Level:</i> 5		

\* =Domain/Speciality Spell

## Druid Spells

□□□□□ Standing Wave	16	Reflex negates	1 standard 50 minutes [D] action	Close (35 ft.)	V, S, DF	Yes	Transmutation	splcmp: p.204
<i>Effect:</i> Magically propels boat or swimming creature.								
<i>Target:</i> Waves under a creature or object within range <i>Caster Level:</i> 5								
□□□□□ Stone Shape		None	1 standard Instantaneous action	Touch	V, S, M/DF	No	Transmutation [Earth]	RSRD: SpellsS.rtf
<i>Effect:</i> Sculpts stone into any shape.								
<i>Target:</i> Stone or stone object touched, up to 15 cu. ft. <i>Caster Level:</i> 5								
□□□□□ Summon Nature's Ally III		None	1 round 5 rounds [D]	Close (35 ft.)	V, S, DF	No	Conjuration (Summoning)	RSRD: SpellsS.rtf
<i>Effect:</i> Calls creature to fight.								
<i>Target:</i> One or more creatures, no two of which can be more than 30 ft. apart <i>Caster Level:</i> 5								
□□□□□ Swift Fly			1 round	Personal	V		Transmutation	splcmp: p.96
<i>Effect:</i> Gain fly speed of 60 ft. for 1 round.								
<i>Target:</i> You <i>Caster Level:</i> 5								
□□□□□ Thornskin			1 standard 5 rounds [D] action	Personal	V, S, M		Transmutation	splcmp: p.219
<i>Effect:</i> Your unarmed attacks deal +1d6 damage; natural and unarmed attacks against you take 5 damage.								
<i>Target:</i> You <i>Caster Level:</i> 5								
□□□□□ Thunderous Roar	16	Fortitude partial; see text	1 standard Instantaneous action	Long (600 ft.)	V, S, DF	Yes	Evocation [Sonic]	splcmp: p.220
<i>Effect:</i> Roar deals 1d6 damage/2 levels, deafens.								
<i>Target:</i> 20-ft.-radius burst <i>Caster Level:</i> 5								
□□□□□ Treasure Scent			1 standard 5 hours action	Personal	V, S		Divination	splcmp: p.223
<i>Effect:</i> You detect valuable metals and gems.								
<i>Target:</i> You <i>Caster Level:</i> 5								
□□□□□ Tremor	16	See text	1 standard 1 round/3 levels action	Medium (150 ft.)	V, S, DF	No	Evocation [Earth]	splcmp: p.223
<i>Effect:</i> Subjects knocked prone.								
<i>Target:</i> 40-ft.-radius spread <i>Caster Level:</i> 5								
□□□□□ Vigor			10 rounds + 5 rounds [max 25 rounds]				Conjuration (Healing)	splcmp: p.229
<i>Effect:</i> As lesser vigor, but 2 hp/round [max 25 rounds].								
<i>Target:</i> <i>Caster Level:</i> 5								
□□□□□ Vine Mine	16	See text	1 standard 50 minutes action	Medium (150 ft.)	V, S, M	Yes	Conjuration (Creation)	splcmp: p.230
<i>Effect:</i> Vines grow rapidly, giving various effects.								
<i>Target:</i> 10-ft.-radius/level spread <i>Caster Level:</i> 5								
□□□□□ Water Breathing	16	Will negates (harmless)	1 standard 10 hours; see text action	Touch	V, S, M/DF	Yes (harmless)	Transmutation	RSRD: SpellsT-Z.rtf
<i>Effect:</i> Subjects can breathe underwater.								
<i>Target:</i> Living creatures touched <i>Caster Level:</i> 5								
□□□□□ Weather Eye		None	1 hour Instantaneous	1 mile + 5 miles	V, S, M, F	No	Divination	splcmp: p.238
<i>Effect:</i> You accurately predict weather up to one week ahead.								
<i>Target:</i> 1-mile radius + 1-mile/level centered on you <i>Caster Level:</i> 5								
□□□□□ Wind Wall	16	None; see text	1 standard 5 rounds action	Medium (150 ft.)	V, S, M/DF	Yes	Evocation [Air]	RSRD: SpellsT-Z.rtf
<i>Effect:</i> Deflects arrows, smaller creatures, and gases.								
<i>Target:</i> Wall up to 50 ft. long and 25 ft. high [S] <i>Caster Level:</i> 5								

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