Stella Luna		Sophia		-		True Neutral	
IAME		PLAYERNAME		DEITY		ALIGNMENT	
Ord5	10001	Human	Medium	6' 3"	188 lbs.		
CLASS	EXPERIENCE	RACE	SIZE	HEIGHT	WEIGHT	VISION	
5	15000	21	Male		,	0	
Character Level	NEXT LEVEL	AGE	GENDER	EYES	HAIR	POINTS	
ABILITY NAME BASE BASE SCORE MOD	ABILITY ABILITY T SCORE MOD SO	MP TEMP ORE MOD	WOUNDS/CUR	RENT HP	SUBDUAL DAMAGE	DAMAGE REDUCTION	SPEED
<b>STR</b> 12 +1	12 +1	2 +1 HP	47				Walk 30 ft.
DEX 14 +2	14 +2	4 +2 AC armor class	14 : 12 : 12 TOTAL FLAT TOUCH	= 10 + 2 + C	-     -     -	0+0	MISS ARCANE ARMOR SPELL CHECK RESIS
CON 14 +2	14 +2	4 +2		BONUS BON	US ARMOR	TION	CHANCE SPELL CHECK RESIS FAILURE PENALTY
INT 12 +1	12 +1	2 +1 INITIA	TOTAL DEX	+0	SKILL NAME	SKILLS KEY ABILITY	MAX RANKS 8/4 SKILL ABILITY MISC MODIFIER MODIFIER RANKS MODIFIER
<b>WIS</b> 17 +3	17 +3	7 13 BASE AT	MODIFIER	MODIFIER ✓ Appra	ise	INT	1 = 1 + +
Wisdom	17 +3	7 +3 BASE AT		✓ Balan	ce	DEX	2 = 2 + +
CHA 12 +1	12 +1	2 +1		✓ Bluff		CHA	1 = 1 + +
Charisma				✓ Climb		STR	3 = 1 + 2.0 +
<b>APP</b> 16 +3	16 +3	6 +3		✓ Conce	entration	CON	7 = 2 + 5.0 +
		DUITE MADE AND A	PIC TEMP   conditional modifiers		Untrained)	INT	1 = 1 + +
SAVING THROWS	TOTAL SAVE	BILITY MAGIC MISC E	PIC TEMP conditional modifiers	✓ Diplon	•	CHA	1 = 1 + +
FORTITUDE	+6 = +4 +	+2  +  +0  +  +0  +  -	+O  +	✓ Disgui		CHA	1 = 1 + +
REFLEX	+3 = +1 +	+2 + +0 + +0 + -	+0 +	· ·	e Artist	DEX	2 = 2 + +
(dexterity)	+3 = +1 +	+2 + +0 + +0 + -	FU +	✓ Forge	•	INT	1 = 1 + +
WILL	+7 = +4 +	+3  +  +0  +  +0  +  -	+0		r Information	CHA	1 = 1 + +
(wisdom)					e Animal	CHA	8 = 1 + 5.0 + 2
	TOTAL	BASE ATTACK BONUS	STAT SIZE MISC EPIC			WIS	8 = 3 + 5.0 +
MELEE attack bonus	+4	= +3 +	+1 + +0 + +0 + +0		1-1-	DEX	2 = 2 + +
RANGED	. <i>E</i>	.2		/ Intimic	ate	CHA	1 = 1 + +
attack bonus	+5	= +3 +	+2 + +0 + +0 + +0		a daya (Niatawa)	STR	1 = 1 + +
RAPPLE	+4	= +3 +	+1 + +0 + +0 + +0		edge (Nature)	INT	8 = 1 + 5.0 + 2 8 = 3 + 5.0 +
attack bonus				Listen	Cil a sadi.	WIS DEX	
UNARMED	TOTAL ATTA	CK BONUS DAMAG			Silently		2 = 2 + +
	+4	103+	20/x2 5	rt. Profes	ssion (Herbalist)	WIS DEX	6 = 3 + 3.0 + 11 = 2 + 5.0 + 4
*Qı	arterstaff	HAND		REACH	h	INT	
	TTACK BONUS	Both	B/B M 20/x2 DAMAGE	J IL.	n · Motive	WIS	- 1 + +
TOTALA	+4		1d6+1	✓ Spot	: IVIOUVE	WIS	3 = 3 + +
Special Properties				✓ Spot	al	WIS	9 = 3 + 4.0 + 2
weapon is equipped	hand 1H-O: One bander	in off hand 2H: Two handed 2	W-P-(OH): 2 weapons, primary hand		al (Natural environmer	_	11 = 3 + 4.0 + 4
	One natice	o., nana. Li. I wo nanded. Z	<b>DH</b> : 2 weapons, primary riand	var riuriu   Oui VIV	ai tivataiai Ciivii Oiiiilei	ito, vvio	- J 7 4.U 7 4

AC MAXDEX CHECK SPELL FAILURE

10

+6 +0

+2

Light

**DRUID WILDSHAPE** 

Swim

Use Rope

ARMOR \*Leather

Uses per day 📋 Duration = 5 Hours

6 = 1 + 5.0 +

DEX 3 = 2 + 1.0 +

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

EQUIPM	ENT			
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/\	/ALUE		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	
Animal Companion (Ex)	[Wizards of the Coast - Revised (v.3.5) System Reference Document, Classesl.rtf]
Nature Sense (Ex)	[Wizards of the Coast - Revised (v.3.5) System Reference Document, ClassesI.rtf]
Resist Nature's Lure (Ex)	[Wizards of the Coast - Revised (v.3.5) System Reference Document, ClassesI.rtf]
Spontaneous casting - Summon Nature's Ally	[Wizards of the Coast - Revised (v.3.5) System Reference Document, ClassesI.rtf]
Trackless Step (Ex)	[Wizards of the Coast - Revised (v.3.5) System Reference Document, ClassesI.rtf]
Wild Empathy (Ex)	[Wizards of the Coast - Revised (v.3.5) System Reference Document, ClassesI.rtf]
+8 (+4 on Magical Beasts)	
Wild Shape (Su)	[Wizards of the Coast - Revised (v.3.5) System Reference Document]
1/day for 5 hours	
Woodland Stride (Ex)	[Wizards of the Coast - Revised (v.3.5) System Reference Document, Classesl.rtf]

You may move through any sort of undergrowth at your normal speed and without

	Feats
Animal Affinity	[Wizards of the Coast - Revised (v.3.5) System Reference Document, Feats.rtfl

You get a +2 bonus on all Handle Animal checks and Ride checks.

# Natural Bond [xxx - Complete Adventurer, p.111]

Your bond with your animal companion is exceptionally strong.

Natural Spell [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.

### Armor Proficiency (Light)

[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.

# Armor Proficiency (Medium)

[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.

#### Shield Proficiency

[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

taking damage or suffering any other impairment.

# **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		None	1 standard action	Instantaneous	Close (35 ft.)	V, S	No	Conjuration (Creation) [Water]	RSRD: SpellsC.rtf
Effect: Creates 10 gallons of pure water.					Target: Up to 10 ga	llons of wat	er	Caster Level: 5	
Creates to gallons of pure water.  Cure Minor Wounds	13	Will half (harmless);		Instantaneous	Touch	V, S	Yes (harmless); see	Conjuration	RSRD: SpellsC.rtf
Effect:		see text	action		Target: Creature to	ichad	text	(Healing) Caster Level: 5	
Cures 1 point of damage.					-				
□□□□□ Dawn	13	Fortitude negates (harmless)	1 swift action	Instantaneous	15 ft.	V	Yes (harmless)	Abjuration	splcmp: p,59
Effect:		,				s in a 15-ft.	radius burst centered	Caster Level: 5	
Sleeping/unconscious creatures in area awaken.  Detect Magic		None	1 standard	Concentration, up to 5 minutes [D]	on you 60 ft.	V, S	No	Divination	RSRD: SpellsD-E.rtf
Effect:			action		Target: Cone-shape	ad emanatio	ממ	Caster Level: 5	
Detects spells and magic items within 60 ft.									
Detect Poison		None	1 standard action	Instantaneous	Close (35 ft.)	V, S	No	Divination	RSRD: SpellsD-E.rtf
Effect:					Target: One creatur	e, one obje	ct, or a 5-ft. cube	Caster Level: 5	
Detects poison in one creature or small object.  DDDDDFlare	13	Fortitude negates	1 standard	Instantaneous	Close (35 ft.)	V	Yes	Evocation [Light]	RSRD: SpellsF-G.rtf
Effect:		· ·	action						·
Dazzles one creature [-1 on attack rolls].					Target: Burst of ligh	ıt		Caster Level: 5	
□□□□ Guidance	13	Will negates (harmless)	1 standard action	1 minute or until discharged	Touch	V, S	Yes	Divination	RSRD: SpellsF-G.rtf
Effect:			2011011		Target: Creature to	uched		Caster Level: 5	
+1 on one attack roll, saving throw, or skill check.  The content of the check of t		None	1 standard	Instantaneous	Personal	V, S	No	Divination	RSRD: SpellsH-L.rtf
			action					Caster Level: 5	
Effect: You discern north.					Target: You				
□□□□□Light		None	1 standard action	50 minutes [D]	Touch	V, M/DF	No	Evocation [Light]	RSRD: SpellsH-L.rtf
Effect:			2011011		Target: Object touc	hed		Caster Level: 5	
Object shines like a torch.	13	Will negates	1 standard	Instantaneous	10 ft.	V, S	Yes (harmless, object)	Transmutation	RSRD: SpellsM-O.rtf
•		(harmless, object)	action						
Effect: Makes minor repairs on an object.					Target: One object			Caster Level: 5	
□□□□□ Naturewatch		None	1 standard action	50 minutes	30 ft.	S	No	Necromancy	splcmp: p,146
Effect:			action		Target: Cone-shape	ed emanatio	on	Caster Level: 5	
As deathwatch, but on animals and plants.	13	Will negates (object)	1 standard	Instantaneous	10 ft.	V, S	Yes (object)	Transmutation	RSRD: SpellsP-R.rtf
□□□□□ Purify Food and Drink	.0	TTIII TIOGUIOO (ODJOOI)	action						TOTAL OPONOT TANK
Effect: Purifies 5 cu. ft of food or water.					Target: 5 cu. ft. of c	ontaminate	d food and water	Caster Level: 5	
□□□□□ Read Magic		None		50 minutes	Personal	V, S, F	No	Divination	RSRD: SpellsP-R.rtf
Effect:			action		Target: You			Caster Level: 5	
Read scrolls and spellbooks.	13	Will negates	1 standard	1 minute	Touch	V S M/D	Yes (harmless)	Abjuration	RSRD: SpellsP-R.rtf
	10	(harmless)	action	Timilate			res (namicss)	•	NOND. Opensi Kitti
Effect: Subject gains +1 on saving throws.					Target: Creature to	uched		Caster Level: 5	
□□□□□Virtue	13	Fortitude negates (harmless)	1 standard action	1 min.	Touch	V, S, DF	Yes (harmless)	Transmutation	RSRD: SpellsT-Z.rtf
Effect:		(Hallilless)	action		Target: Creature to	uched		Caster Level: 5	
Subject gains 1 temporary hp.									
				LEVEL 1					
Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
Animate Fire		None	1 round	Concentration, up to 5 rounds [D]	Close (35 ft.)	V, S, M	No	Transmutation [Fire]	splcmp: p,12
Effect:					Target: One Small	ïre		Caster Level: 5	
Turn campfire into Small elemental. Animate Water					Close (35 ft.)			Transmutation	splcmp: p,13
						torus to 5	t on a side	[Water] Caster Level: 5	
Effect: Turn quantity of water into Small elemental.					Target: Cube of wa				
□□□□□Animate Wood		None	1 round	Concentration, up to 5 rounds [D]	Touch	V, S, M		Transmutation	splcmp: p,13
Effect: Turn Small or smaller wooden item into animated object.					Target: One Small	or smaller v	vooden object	Caster Level: 5	
Aspect of the Wolf				50 minutes [D]	Personal	V, S, M/D	=	Transmutation	splcmp: p,16
Effect:			action		Target: You			Caster Level: 5	
You change into a wolf and gain some of its abilities.			1 oto	E roundo	Personal	V 6			anlama: n 40
Aura Against Flame			1 standard action	o rounds		V, S		Abjuration	splcmp: p,18
Effect: Ignores 10 fire damage/round and extinguishes fires.					Target: You			Caster Level: 5	
Babau Slime	14	Fortitude negates	1 standard	5 minutes	Touch	V, S, M/D	Yes (harmless)	Transmutation	splcmp: p,22
Effect:		(harmless)	action		Target: Creature to	uched		Caster Level: 5	
Secrete a body-covering acid that damages attacking foes.									
Beast Claws			1 standard action	5 hours	Personal	V, S, M		Transmutation	splcmp: p,25
Effect:			-		Target: You			Caster Level: 5	
Your hands become slashing natural weapons.  DDDDDBeastland Ferocity	14	Fortitude negates	1 standard	5 minutes	Touch	V, S, DF	Yes (harmless)	Enchantment	splcmp: p,25
		(harmless)	action				,	(Compulsion) [Mind-Affecting]	
Effect:					Target: Creature to	uched		Caster Level: 5	
Subject fights without penalty while disabled or dying.		None	1 standard	Instantaneous	Touch	V, S, M,	No	Conjuration	splcmp: p,26
Beget Bogun			action			XP	-	(Creation)	
Effect: You create a Tiny nature servant.					Target: Tiny constru	uct		Caster Level: 5	
				* =Domain/Speciality Spell					

				Druid Spells					
□□□□□Branch to Branch			1 standard		Personal	V, S		Transmutation	splcmp: p,38
ffect:		Maria di Santa di A	action		Target: You			Caster Level: 5	
You gain +10 competence bonus on Climb checks in trees and can Breath of the Jungle	n brac	hiate through forest. None	1 standard	5 minutes	Medium (150 ft.)	V, S, DF	No	Transmutation	splcmp: p,39
ffect:			action		Target: Mist spreads	s in a 40-ft.	radius, 20 ft. high	Caster Level: 5	
Fog makes poison and diseases harder to resist.		None	1	5 minutes [D]; see text	Close (35 ft.)	S, DF	No	Evocation	splcmp: p,40
Jana Buoyant Enting			immediate action	- ····· [- ], ·-···	()	-,			
iffect: Underwater creatures rise to surface.					Target: One willing of more than 20 ft. apa		el, no two of which are	Caster Level: 5	
	14	Will negates; see text		5 minutes	Close (35 ft.)	V, S	Yes		RSRD: SpellsC.rtf
_			action					(Compulsion) [Mind-Affecting]	
ffect: Calms 2d4 + 5 HD of animals.					Target: Animals with		each other	Caster Level: 5	
□□□□□ Camouflage			1 standard action	50 minutes	Personal	V, S		Transmutation	splcmp: p,43
iffect: Grants +10 bonus on Hide checks.					Target: You			Caster Level: 5	
Charm Animal	14	Will negates	1 standard action	5 hours	Close (35 ft.)	V, S	Yes	Enchantment (Charm)	RSRD: SpellsC.rtf
Effect:			_00.1		Target: One animal			[Mind-Affecting] Caster Level: 5	
Makes one animal your friend.			4 -4 - 1 - 1	C anomala	-	V C			
□□□□□Claws of the Bear			1 standard action	S rounds	Personal	V, S			splcmp: p,47
ffect: Your hands become weapons that deal 1d8 damage.					Target: You			Caster Level: 5	
	14	Will negates (harmless)		5 minutes [D]	Touch	V, S, M	Yes (harmless)	Transmutation	splcmp: p,47
iffect: Touched creature gains increased climbing ability.		,			Target: Creature tou	iched		Caster Level: 5	
Cloudburst		None	1 round	50 minutes [D]	Long (600 ft.)	V, S	No	Evocation [Water]	splcmp: p,49
iffect: Hampers vision and ranged attacks, puts out normal fires.					Target: 100-ftradiu	s emanatio	n	Caster Level: 5	
	14	No (fire source) or Fortitude half		5 minutes [D] [fire source] or Instantaneous [creature]	Close (35 ft.)	V, S, DF	No (fire source) or	Transmutation [Cold]	splcmp: p,50
Stock		(creature)	aouon		Tomot: One "	roo for to	20 ft au-t-1		
ffect: Fire becomes blue and white, emits cold.					Target: One fire sou creature; see text		•	Caster Level: 5	
□□□□ Crabwalk		None	1 standard action	5 minutes	Touch	V, S, M	No	Transmutation	splcmp: p,53
iffect: Touched creature gains bonus while charging.					Target: Creature tou	iched		Caster Level: 5	
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
ffect: Cures 1d8+5 damage.			-		Target: Creature tou	iched		Caster Level: 5	
Deep Breath			1 immediate	5 rounds	Personal	V		Conjuration (Creation) [Air]	splcmp: p,61
			action		T				
ffect: Your lungs are filled with air.					Target: You			Caster Level: 5	
IIIIII Delay Disease	14	Will negates (harmless)	1 standard action	24 hours			Yes (harmless)	(Healing)	splcmp: p,63
ffect: Ravages of disease staved off for a day.					Target: Creature tou	iched		Caster Level: 5	
Detect Animals or Plants		None	1 standard action	Concentration, up to 50 minutes [D]	Long (600 ft.)	V, S	No	Divination	RSRD: SpellsD-E.r
					Target: Cone-shape	d emanatio	n	Caster Level: 5	
				0			No		RSRD: SpellsD-E.r
Detects kinds of animals or plants.		None		Concentration, up to 50 minutes [D]	60 ft.	V, S		Divination	
Detects kinds of animals or plants.  Detect Snares and Pits  ffect:		None	1 standard action	Concentration, up to 50 minutes [D]	60 ft.  Target: Cone-shape		n	Divination  Caster Level: 5	
Detects kinds of animals or plants.  Dipipipipipipipipipipipipipipipipipipi	14	None Will negates					n Yes (harmless)	Caster Level: 5	·
Detects kinds of animals or plants.  Dipipipipipipipipipipipipipipipipipipi	14		action		Target: Cone-shape	d emanatio		Caster Level: 5	·
Detects kinds of animals or plants.  Detect Snares and Pits  ffect:  Reveals natural or primitive traps.  Dipinitive Elements  1  ffect:  Exist comfortably in hot or cold environments.	14	Will negates (harmless)	action  1 standard action	24 hours	Target: Cone-shape Touch Target: Creature tou	d emanatio	Yes (harmless)	Caster Level: 5 Abjuration Caster Level: 5	RSRD: SpellsD-E.r
Detects kinds of animals or plants.  Detect Snares and Pits  ffect:  Reveals natural or primitive traps.  Dipplication Elements  ffect:  Exist comfortably in hot or cold environments.	14	Will negates	action  1 standard action		Target: Cone-shape Touch Target: Creature tou	d emanatio		Caster Level: 5 Abjuration Caster Level: 5 Enchantment (Compulsion)	·
Detects kinds of animals or plants.  Detect Snares and Pits  ffect:  Reveals natural or primitive traps.  Defect:  Exist comfortably in hot or cold environments.  Enrage Animal	14	Will negates (harmless)	action  1 standard action  1 standard	24 hours	Target: Cone-shape Touch Target: Creature tou	d emanatio	Yes (harmless)	Caster Level: 5 Abjuration Caster Level: 5 Enchantment	RSRD: SpellsD-E.r
Detects kinds of animals or plants.  Detect Snares and Pits  ffect:  Exist comfortably in hot or cold environments.  Enrage Animal  ffect:  Animal rages like barbarian, not fatigued.	14	Will negates (harmless)	action  1 standard action  1 standard action  1 standard	24 hours  Concentration +5 rounds	Target: Cone-shape Touch Target: Creature tou Medium (150 ft.)	d emanatio	Yes (harmless) Yes	Caster Level: 5  Abjuration  Caster Level: 5  Enchantment (Compulsion) [Mind-Affecting]  Caster Level: 5	RSRD: SpellsD-E.r splcmp: p,82
Detects kinds of animals or plants.  Detect Snares and Pits  ffect: Reveals natural or primitive traps.  Defect: Exist comfortably in hot or cold environments.  Defect: Exist comfortably in hot or cold environments.  Fiect: Animal rages like barbarian, not fatigued.		Will negates (harmless)	action  1 standard action  1 standard action	24 hours  Concentration +5 rounds	Target: Cone-shape Touch Target: Creature tou Medium (150 ft.) Target: One animal	d emanation V, S sched V, S	Yes (harmless)  Yes	Caster Level: 5  Abjuration  Caster Level: 5  Enchantment (Compulsion) [Mind-Affecting]  Caster Level: 5	RSRD: SpellsD-E.r splcmp: p,82
Detects kinds of animals or plants.  DDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDD		Will negates (harmless)	action  1 standard action	24 hours  Concentration +5 rounds	Target: Cone-shape Touch Target: Creature tou Medium (150 ft.) Target: One animal Long (600 ft.)	d emanation V, S sched V, S	Yes (harmless)  Yes  No spread	Caster Level: 5 Abjuration Caster Level: 5 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 5 Transmutation Caster Level: 5	RSRD: SpellsD-E.r splcmp: p,82 RSRD: SpellsD-E.r
Detects kinds of animals or plants.  Detect Snares and Pits  ffect: Reveals natural or primitive traps.  Evist comfortably in hot or cold environments.  Enrage Animal  ffect: Animal rages like barbarian, not fatigued.  Detect: Plants entangle everyone in 40-ftradius circle.		Will negates (harmless)  None  Reflex partial; see text	action  1 standard action  1 standard action  1 standard action	24 hours  Concentration +5 rounds  5 minutes [D]	Target: Cone-shape Touch Target: Creature tou Medium (150 ft.) Target: One animal Long (600 ft.) Target: Plants in a 4 Long (600 ft.)	d emanation V, S Inched V, S V, S, DF O-ftradius V, S, DF	Yes (harmless)  Yes  No spread Yes	Caster Level: 5 Abjuration Caster Level: 5 Enchantment (Compulsion) (Mind-Affecting) Caster Level: 5 Transmutation Caster Level: 5 Evocation [Light]	RSRD: SpellsD-E.r splcmp: p,82 RSRD: SpellsD-E.r
Detects kinds of animals or plants.	14	Will negates (harmless)  None  Reflex partial; see text	action  1 standard action	24 hours  Concentration +5 rounds  5 minutes [D]  5 minutes [D]	Target: Cone-shape Touch Target: Creature tou Medium (150 ft.) Target: One animal Long (600 ft.) Target: Plants in a 4 Long (600 ft.) Target: Creatures arburst	d emanation V, S Inched V, S V, S, DF Ofter-radius V, S, DF Ind objects V	Yes (harmless)  Yes  No spread  Yes within a 5-ftradius	Caster Level: 5 Abjuration Caster Level: 5 Enchantment (Compulsion) (Mind-Affecting) Caster Level: 5 Transmutation Caster Level: 5 Evocation [Light] Caster Level: 5	RSRD: SpellsD-E.r splcmp: p,82 RSRD: SpellsD-E.r RSRD: SpellsF-G.r
Detects kinds of animals or plants.  Detect Snares and Pits  ffect: Reveals natural or primitive traps.  Endure Elements  ffect: Exist comfortably in hot or cold environments.  Enrage Animal  ffect: Animal rages like barbarian, not fatigued.  Entangle  ffect: Plants entangle everyone in 40-ftradius circle.  Faerie Fire  ffect: Outlines subjects with light, canceling blur, concealment, and the like	14	Will negates (harmless)  None  Reflex partial; see text	action  1 standard action	24 hours  Concentration +5 rounds  5 minutes [D]  5 minutes [D]	Target: Cone-shape Touch Target: Creature tou Medium (150 ft.)  Target: One animal Long (600 ft.)  Target: Plants in a 4 Long (600 ft.)  Target: Creatures as burst Close (35 ft.)	d emanation V, S tiched V, S V, S, DF O-ftradius V, S, DF and objects v V, S, DF	Yes (harmless)  Yes  No spread  Yes within a 5-ftradius	Caster Level: 5 Abjuration Caster Level: 5 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 5 Transmutation Caster Level: 5 Evocation [Light] Caster Level: 5 Transmutation [Earth]	RSRD: SpellsD-E.r splcmp: p,82 RSRD: SpellsD-E.r
Detects kinds of animals or plants.  DDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDD	14	Will negates (harmless)  None  Reflex partial; see text  None	action  1 standard action	24 hours  Concentration +5 rounds  5 minutes [D]  5 minutes [D]  5 rounds	Target: Cone-shape Touch Target: Creature tou Medium (150 ft.)  Target: One animal Long (600 ft.)  Target: Plants in a 4 Long (600 ft.)  Target: Creatures an burst Close (35 ft.)  Target: One creatur than 30 ft. apart	d emanation V, S sched V, S V, S, DF Oftradius V, S, DF nd objects v V, S, DF	Yes (harmless)  Yes  No spread  Yes within a 5-ftradius  No wo of which are more	Caster Level: 5 Abjuration Caster Level: 5 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 5 Transmutation Caster Level: 5 Evocation [Light] Caster Level: 5 Transmutation [Earth] Caster Level: 5	RSRD: SpellsD-E.r splcmp: p,82 RSRD: SpellsD-E.r RSRD: SpellsF-G.r splcmp: p,99
Detects kinds of animals or plants.  Diplication Detect Snares and Pits  Iffect: Reveals natural or primitive traps.  Evist comfortably in hot or cold environments.  Exist comfortably in hot or cold environments.  Exist comfortably in hot or cold environments.  Exist comfortably in hot or cold environments.  Iffect: Animal rages like barbarian, not fatigued.  Iffect: Plants entangle everyone in 40-ftradius circle.  Iffect: Plants entangle everyone in 40-ftradius circle.  Iffect: Plants entangle subjects with light, canceling blur, concealment, and the like in the concealment in i	14	Will negates (harmless)  None  Reflex partial; see text	action  1 standard action	24 hours  Concentration +5 rounds  5 minutes [D]  5 minutes [D]  5 rounds	Target: Cone-shape Touch Target: Creature tou Medium (150 ft.)  Target: One animal Long (600 ft.)  Target: Plants in a 4 Long (600 ft.)  Target: Creatures an burst Close (35 ft.)  Target: One creatur than 30 ft. apart Touch	d emanation V, S Loched V, S V, S, DF O-ftradius V, S, DF nd objects v V, S, DF e/level, no t V, S, DF	Yes (harmless)  Yes  No spread  Yes within a 5-ftradius  No wo of which are more  Yes	Caster Level: 5 Abjuration Caster Level: 5 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 5 Transmutation Caster Level: 5 Evocation [Light] Caster Level: 5 Transmutation [Earth] Caster Level: 5 Transmutation	RSRD: SpellsD-E.r splcmp: p,82 RSRD: SpellsD-E.r RSRD: SpellsF-G.r splcmp: p,99
Detects kinds of animals or plants.	14	Will negates (harmless)  None  Reflex partial; see text  None	action  1 standard action	24 hours  Concentration +5 rounds  5 minutes [D]  5 minutes [D]  5 rounds	Target: Cone-shape Touch Target: Creature tou Medium (150 ft.) Target: One animal Long (600 ft.) Target: Plants in a 4 Long (600 ft.) Target: Creatures an burst Close (35 ft.) Target: One creatur than 30 ft. apart Touch Target: 2d4 fresh be	d emanation V, S Liched V, S V, S, DF O-ftradius V, S, DF nd objects v V, S, DF e/level, no t V, S, DF erries touch	Yes (harmless)  Yes  No spread  Yes within a 5-ftradius  No wo of which are more  Yes	Caster Level: 5 Abjuration Caster Level: 5 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 5 Transmutation Caster Level: 5 Evocation [Light] Caster Level: 5 Transmutation [Earth] Caster Level: 5	RSRD: SpellsD-E.r splcmp: p,82 RSRD: SpellsD-E.r RSRD: SpellsF-G.r splcmp: p,99
Detects kinds of animals or plants.	14	Will negates (harmless)  None  Reflex partial; see text  None	action  1 standard action	24 hours  Concentration +5 rounds  5 minutes [D]  5 minutes [D]  5 rounds	Target: Cone-shape Touch Target: Creature tou Medium (150 ft.)  Target: One animal Long (600 ft.)  Target: Plants in a 4 Long (600 ft.)  Target: Creatures an burst Close (35 ft.)  Target: One creatur than 30 ft. apart Touch	d emanation V, S Loched V, S V, S, DF O-ftradius V, S, DF nd objects v V, S, DF e/level, no t V, S, DF	Yes (harmless)  Yes  No spread  Yes within a 5-ftradius  No wo of which are more  Yes	Caster Level: 5 Abjuration Caster Level: 5 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 5 Transmutation Caster Level: 5 Evocation [Light] Caster Level: 5 Transmutation [Earth] Caster Level: 5 Transmutation Caster Level: 5	RSRD: SpellsD-E.r splcmp: p,82 RSRD: SpellsD-E.r RSRD: SpellsF-G.r splcmp: p,99
Detects kinds of animals or plants.  Detect Snares and Pits  ffect: Reveals natural or primitive traps.  Everage and Pits  ffect: Exist comfortably in hot or cold environments.  Exist comfortably in hot or cold environments.  Exist comfortably in hot or cold environments.  Fect: Exist comfortably in hot or cold environments.  Fect: Animal rages like barbarian, not fatigued.  Fect: Plants entangle everyone in 40-ftradius circle.  Fect: Plants entangle everyone in 40-ftradius circle.  Fect: Plants entangle everyone in 40-ftradius circle.  Fect: Plants entangle everyone in 5 tone  Fect: Fect: Plants entangle everyone in 40-ftradius circle.  Goodberry  Fect: Fect: Plants entangle everyone in 40-ftradius circle.	14	Will negates (harmless)  None  Reflex partial; see text  None	action  1 standard action	24 hours  Concentration +5 rounds  5 minutes [D]  5 minutes [D]  5 rounds  5 days	Target: Cone-shape Touch Target: Creature tou Medium (150 ft.) Target: One animal Long (600 ft.) Target: Plants in a 4 Long (600 ft.) Target: Creatures an burst Close (35 ft.) Target: One creatur than 30 ft. apart Touch Target: 2d4 fresh be	d emanation V, S Liched V, S V, S, DF O-ftradius V, S, DF nd objects v V, S, DF e/level, no t V, S, DF erries touch	Yes (harmless)  Yes  No spread  Yes within a 5-ftradius  No wo of which are more  Yes	Caster Level: 5 Abjuration Caster Level: 5 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 5 Transmutation Caster Level: 5 Evocation [Light] Caster Level: 5 Transmutation [Earth] Caster Level: 5 Transmutation Caster Level: 5	RSRD: SpellsD-E.rl splcmp: p,82 RSRD: SpellsD-E.rl RSRD: SpellsF-G.rl splcmp: p,99
Detects kinds of animals or plants.	14	Will negates (harmless)  None  Reflex partial; see text  None  None  Will negates	action  1 standard action	24 hours  Concentration +5 rounds  5 minutes [D]  5 minutes [D]  5 rounds  5 days  50 minutes [D]	Target: Cone-shape Touch Target: Creature tou Medium (150 ft.) Target: One animal Long (600 ft.) Target: Plants in a 4 Long (600 ft.) Target: Creatures an burst Close (35 ft.) Target: One creatur than 30 ft. apart Touch Target: 2d4 fresh be Personal	d emanation V, S Liched V, S V, S, DF O-ftradius V, S, DF nd objects v V, S, DF e/level, no t V, S, DF erries touch	Yes (harmless)  Yes  No spread  Yes within a 5-ftradius  No wo of which are more  Yes	Caster Level: 5 Abjuration Caster Level: 5 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 5 Transmutation Caster Level: 5 Evocation [Light] Caster Level: 5 Transmutation [Earth] Caster Level: 5 Transmutation Caster Level: 5 Transmutation Caster Level: 5 Transmutation Caster Level: 5 Conjuration	RSRD: SpellsD-E.rl splcmp: p,82 RSRD: SpellsD-E.rl RSRD: SpellsF-G.rl splcmp: p,99
Detects kinds of animals or plants.  Detect Snares and Pits  ffect: Reveals natural or primitive traps.  Defect: Exist comfortably in hot or cold environments.  Fiect: Exist comfortably in hot or cold environments.  Defect: Animal rages like barbarian, not fatigued.  Defect: Plants entangle everyone in 40-ftradius circle.  Defect:	14	Will negates (harmless)  None  Reflex partial; see text  None  None	action  1 standard action	24 hours  Concentration +5 rounds  5 minutes [D]  5 minutes [D]  5 rounds  5 days  50 minutes [D]	Target: Cone-shape Touch Target: Creature tou Medium (150 ft.)  Target: One animal Long (600 ft.)  Target: Plants in a 4 Long (600 ft.)  Target: Creatures at burst Close (35 ft.)  Target: One creature than 30 ft. apart Touch  Target: 2d4 fresh be Personal  Target: You	d emanation V, S inched V, S V, S, DF O-ftradius V, S, DF dobjects V V, S, DF e/level, no t V, S, DF erries touche V	Yes (harmless)  Yes  No spread  Yes within a 5-ftradius  No wo of which are more  Yes ed	Caster Level: 5 Abjuration Caster Level: 5 Enchantment (Compulsion) (Mind-Affecting) Caster Level: 5 Transmutation Caster Level: 5 Evocation [Light] Caster Level: 5 Transmutation [Earth] Caster Level: 5 Transmutation Caster Level: 5 Transmutation Caster Level: 5 Transmutation Caster Level: 5	RSRD: SpellsD-E.r splcmp: p,82 RSRD: SpellsD-E.r RSRD: SpellsF-G.r splcmp: p,99 RSRD: SpellsF-G.r splcmp: p,110
Detects kinds of animals or plants.	14	Will negates (harmless)  None  Reflex partial; see text  None  None  Will negates (harmless)  Will negates	action  1 standard action	24 hours  Concentration +5 rounds  5 minutes [D]  5 minutes [D]  5 rounds  5 days  50 minutes [D]	Target: Cone-shape Touch Target: Creature tou Medium (150 ft.)  Target: One animal Long (600 ft.)  Target: Plants in a 4 Long (600 ft.)  Target: Creatures as burst Close (35 ft.)  Target: One creature than 30 ft. apart Touch  Target: 2d4 fresh be Personal  Target: You Close (35 ft.)	d emanation V, S inched V, S V, S, DF O-ftradius V, S, DF dobjects V V, S, DF e/level, no t V, S, DF erries touche V	Yes (harmless)  Yes  No spread  Yes within a 5-ftradius  No wo of which are more  Yes ed	Caster Level: 5 Abjuration Caster Level: 5 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 5 Transmutation Caster Level: 5 Transmutation [Earth] Caster Level: 5 Transmutation (Earth) Caster Level: 5 Transmutation Caster Level: 5 Transmutation Caster Level: 5 Conjuration (Healing) Caster Level: 5	RSRD: SpellsD-E.r splcmp: p,82 RSRD: SpellsD-E.r RSRD: SpellsF-G.r splcmp: p,99 RSRD: SpellsF-G.r splcmp: p,110 splcmp: p,111
Detects kinds of animals or plants.  Detect Snares and Pits  Iffect: Reveals natural or primitive traps.  Detect: Exist comfortably in hot or cold environments.  Exist comfortably in hot or cold environments.  Enrage Animal  Iffect: Animal rages like barbarian, not fatigued.  Detect: Plants entangle everyone in 40-ftradius circle.	14 14 14	Will negates (harmless)  None  Reflex partial; see text  None  None  Will negates (harmless)	action  1 standard action  1 of minutes	24 hours  Concentration +5 rounds  5 minutes [D]  5 minutes [D]  5 rounds  5 days  50 minutes [D]  24 hours	Target: Cone-shape Touch Target: Creature tou Medium (150 ft.)  Target: One animal Long (600 ft.)  Target: Plants in a 4 Long (600 ft.)  Target: Creatures an burst Close (35 ft.)  Target: 2d4 fresh be Personal Target: You Close (35 ft.)  Target: You	d emanation V, S Liched V, S V, S, DF O-ftradius V, S, DF Ind objects to V, S, DF erries toucher V V, S, DF	Yes (harmless)  Yes  No spread  Yes within a 5-ftradius  No wo of which are more  Yes ed  Yes (harmless)	Caster Level: 5 Abjuration Caster Level: 5 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 5 Transmutation Caster Level: 5 Transmutation [Earth] Caster Level: 5 Transmutation (Earth) Caster Level: 5 Transmutation Caster Level: 5 Transmutation Caster Level: 5 Conjuration (Healing) Caster Level: 5	RSRD: SpellsD-E.rl splcmp: p,82 RSRD: SpellsD-E.rl RSRD: SpellsF-G.rl splcmp: p,99 RSRD: SpellsF-G.rl splcmp: p,110 splcmp: p,111
Detects kinds of animals or plants.	14 14 14	Will negates (harmless)  None  Reflex partial; see text  None  None  Will negates (harmless)  Will negates (harmless)	action  1 standard action	24 hours  Concentration +5 rounds  5 minutes [D]  5 minutes [D]  5 rounds  5 days  50 minutes [D]  24 hours  50 minutes [D]	Target: Cone-shape Touch Target: Creature tou Medium (150 ft.) Target: One animal Long (600 ft.) Target: Plants in a 4 Long (600 ft.) Target: Creatures an burst Close (35 ft.) Target: One creatur than 30 ft. apart Touch Target: You Close (35 ft.) Target: You Close (35 ft.) Target: Touch Target: 5 creatures and	d emanation V, S Liched V, S V, S, DF Lo-ftradius V, S, DF nd objects to V, S, DF Lo-ft-redius L	Yes (harmless)  Yes  No spread  Yes within a 5-ftradius  No wo of which are more  Yes ed  Yes (harmless)	Caster Level: 5 Abjuration Caster Level: 5 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 5 Transmutation Caster Level: 5 Evocation [Light] Caster Level: 5 Transmutation [Earth] Caster Level: 5 Transmutation Caster Level: 5 Transmutation Caster Level: 5 Conjuration (Healing) Caster Level: 5 Abjuration Caster Level: 5	RSRD: SpellsD-E.r splcmp: p,82 RSRD: SpellsD-E.r RSRD: SpellsF-G.r splcmp: p,99 RSRD: SpellsF-G.r splcmp: p,110 splcmp: p,111 RSRD: SpellsH-L.rl
Detects kinds of animals or plants.  Detect Snares and Pits  Iffect: Reveals natural or primitive traps.  Detect Eight comfortably in hot or cold environments.  Detect: Exist comfortably in hot or cold environments.  Detect: Exist comfortably in hot or cold environments.  Iffect: Exist comfortably in hot or cold environments.  Detect: Exist comfortably in hot or cold environments.  Iffect: Animal rages like barbarian, not fatigued.  Detect: Detect: Exist entangle everyone in 40-ftradius circle.  Detect: Plants entangle everyone in 40-ftradius circle.  Detect: P	14 14 14	Will negates (harmless)  None  Reflex partial; see text  None  None  Will negates (harmless)  Will negates	action  1 standard action	24 hours  Concentration +5 rounds  5 minutes [D]  5 minutes [D]  5 rounds  5 days  50 minutes [D]  24 hours  50 minutes [D]	Target: Cone-shape Touch Target: Creature tou Medium (150 ft.) Target: One animal Long (600 ft.) Target: Plants in a 4 Long (600 ft.) Target: Creatures an burst Close (35 ft.) Target: One creatur than 30 ft. apart Touch Target: You Close (35 ft.) Target: You Close (35 ft.) Target: Touch Target: 5 creatures touch	d emanation V, S Iched V, S V, S, DF Io-ft-radius V, S, DF Idelevel, no to V, S, DF Idelevel, no	Yes (harmless)  Yes  No spread  Yes within a 5-ftradius  No wo of which are more  Yes ed  Yes (harmless)  Yes	Caster Level: 5 Abjuration Caster Level: 5 Enchantment (Compulsion) (Mind-Affecting) Caster Level: 5 Transmutation Caster Level: 5 Evocation [Light] Caster Level: 5 Transmutation [Earth] Caster Level: 5 Transmutation Caster Level: 5 Transmutation Caster Level: 5 Conjuration (Healing) Caster Level: 5 Abjuration Caster Level: 5 Transmutation	RSRD: SpellsD-E.rl splcmp: p,82 RSRD: SpellsD-E.rl RSRD: SpellsF-G.rl splcmp: p,99 RSRD: SpellsF-G.rl splcmp: p,110 splcmp: p,111
Detect Snares and Pits	14 14 14 14	Will negates (harmless)  None  Reflex partial; see text  None  None  Will negates (harmless)  Will negates (harmless)	action  1 standard action	24 hours  Concentration +5 rounds  5 minutes [D]  5 minutes [D]  5 rounds  5 days  50 minutes [D]  24 hours  50 minutes [D]	Target: Cone-shape Touch Target: Creature tou Medium (150 ft.) Target: One animal Long (600 ft.) Target: Plants in a 4 Long (600 ft.) Target: Creatures an burst Close (35 ft.) Target: One creatur than 30 ft. apart Touch Target: You Close (35 ft.) Target: You Close (35 ft.) Target: Touch Target: 5 creatures and	d emanation V, S Iched V, S V, S, DF Io-ft-radius V, S, DF Idelevel, no to V, S, DF Idelevel, no	Yes (harmless)  Yes  No spread  Yes within a 5-ftradius  No two of which are more  Yes ed  Yes (harmless)  Yes  No hoed	Caster Level: 5 Abjuration Caster Level: 5 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 5 Transmutation Caster Level: 5 Evocation [Light] Caster Level: 5 Transmutation [Earth] Caster Level: 5 Transmutation Caster Level: 5 Transmutation Caster Level: 5 Conjuration (Healing) Caster Level: 5 Abjuration Caster Level: 5 Transmutation Caster Level: 5 Transmutation Caster Level: 5 Transmutation Caster Level: 5 Transmutation Caster Level: 5	RSRD: SpellsD-E.rl splcmp: p,82  RSRD: SpellsD-E.rl RSRD: SpellsF-G.rl splcmp: p,99  RSRD: SpellsF-G.rl splcmp: p,110  splcmp: p,111  RSRD: SpellsH-L.rl

				Druid Spells					
ffect:		(harmless)	action		Target: Creature tou	ched		Caster Level: 5	
Subject gets +[10*[floor2,3]] enhancement bonus on Jump checks	i. 14	Will negates	1 standard	10 rounds + 5 rounds [max 15 rounds]	-	V, S	Yes (harmless)	Conjuration	splcmp: p,229
ffect:		(harmless)	action		Target: Living creatu	ire touched	ı	(Healing) Caster Level: 5	
Creature heals 1 hp/round [max 15 rounds].		None	1 etandard	5 hours [D]	Personal	V, S, M	No	Transmutation	RSRD: SpellsH-L.r
Congstrider		None	action	3 riodis [D]		v, 3, IVI	140		NOND. Spellsi I-L.I
ffect: Increases your speed.					Target: You			Caster Level: 5	
Low-Light Vision	14	Will negates (harmless)	1 standard action	5 hours	Touch	V, M	Yes (harmless)	Transmutation	splcmp: p,134
ffect: See twice as far as a human in poor illumination.					Target: Creature tou	ched		Caster Level: 5	
□□□□ Magic Fang	14	Will negates (harmless)	1 standard action	5 minutes	Touch	V, S, DF	Yes (harmless)	Transmutation	RSRD: SpellsM-O
iffect:			action		Target: Living create	ire touched	ı	Caster Level: 5	
One natural weapon of subject creature gets +1 on attack and dai	nage 14	Will negates		30 minutes or until discharged	Touch	V, S, DF	Yes (harmless, object)	) Transmutation	RSRD: SpellsM-O.
ffect:		(harmless, object)	action		Target: Up to three p	ebbles tou	iched	Caster Level: 5	
Three stones gain +1 on attack rolls, deal 1d6+1 damage.		None	1 standard	5 minutes	20 ft.	V, S	No	Conjuration	RSRD: SpellsM-O
□□□□□ Obscuring Mist		None	action	Jillilates				(Creation)	NOND. Spellsivi-O
ffect: Fog surrounds you.					high		radius from you, 20 ft.	Caster Level: 5	
Omen of Peril			1 round	Instantaneous		V, F		Divination	splcmp: p,149
ffect: You know how dangerous the future will be.					Target: You			Caster Level: 5	
□□□□□ Pass Without Trace	14	Will negates (harmless)	1 standard action	5 hours [D]	Touch	V, S, DF	Yes (harmless)	Transmutation	RSRD: SpellsP-R.
iffect: 5 subjects leaves no tracks.					Target: 5 creatures	ouched		Caster Level: 5	
Subjects leaves no tracks.		None		5 minutes [D]	0 ft.	V, S	Yes	Evocation [Fire]	RSRD: SpellsP-R.
Effect:			action		Target: Flame in you	ır palm		Caster Level: 5	
1d6+5 damage, touch or thrown.		None	1 standard	1 minute	-	V, S	No	Transmutation	splcmp: p,164
IIIIIRaging Flame			action					[Fire]	эр.ор. р, 10 <del>4</del>
Fires burn twice as hot, half as long.					Target: 30-ftradius			Caster Level: 5	
□□□□ Ram's Might			1 standard action	5 minutes	Personal	V, S		Transmutation	splcmp: p,166
iffect: Gain +2 to Strength and your unarmed attacks deal normal dama	ne.				Target: You			Caster Level: 5	
☐☐☐☐☐Rapid Burrowing	14	Fortitude negates	1 standard action	50 minutes	Touch	V, S, DF	Yes (harmless)	Transmutation	splcmp: p,166
iffect:		(harmless)	action		Target: Creature tou	ched		Caster Level: 5	
+20 ft. to subject's burrow speed.	14	Will negates	1 standard	50 minutes	Touch	V, S, M	Yes	Transmutation	splcmp: p,173
Effect:		· ·	action		Target: Creature tou	ched		Caster Level: 5	
Hides touched creature's scent.		Form to control	4 -1 1 1	50 1- 1	-		Var (Laurelaur)		
Resist Planar Alignment	14	Fortitude negates (harmless)	1 standard action	50 minutes	Touch	V, S, DF	Yes (harmless)	Abjuration	splcmp: p,174
Effect: Subject can resist penalties for being of an opposed alignment on	an ali	igned Outer Plane.			Target: Creature tou	ched		Caster Level: 5	
⊒⊒⊒⊒Sandblast	14	Reflex half	1 standard action	Instantaneous	10 ft.	V, S, DF	Yes	Evocation	splcmp: p,180
iffect: You fire hot sand that deals 1d6 nonlethal damage, stuns enemie:					Target: 10-ftradius	burst cente	ered on you	Caster Level: 5	
DDDDDShillelagh	14	Will negates (object)	1 standard	5 minutes	Touch	V, S, DF	Yes (object)	Transmutation	RSRD: SpellsS.rtf
Effect:			action		Target: One touched	d nonmagic	al oak club or	Caster Level: 5	
Cudgel or quarterstaff becomes +1 weapon dealing damage as if	two si	ze categories larger for None	5 minutes. 1 standard	1 minute	quarterstaff Medium (150 ft.)	V. S. M/DF	- No	Transmutation	splcmp: p,192
Effect:			action		Target: 30-ftradius			[Fire] Caster Level: 5	
Fires burn twice as long.									
□□□□Snake's Swiftness	14	Will negates (harmless)	1 standard action	Instantaneous	Close (35 ft.)	V, S, M/DF	Yes (harmless)	Transmutation	splcmp: p,193
iffect: Subject immediately makes one attack.					Target: One allied of	reature		Caster Level: 5	
DDDDDSnowshoes	14	Will negates (harmless)	1 standard action	5 hours [D]	Touch	V, S	Yes (harmless)	Transmutation	splcmp: p,194
Effect:		(11011111055)	audun		Target: Creature tou	ched		Caster Level: 5	
Subject walks easily on ice and snow.  DDDDDSpeak with Animals		None	1 standard	5 minutes	Personal	V, S	No	Divination	RSRD: SpellsS.rtf
Effect:			action		Target: You			Caster Level: 5	
You can communicate with animals.		None	1	F rounds [D]	-	V C DE	No		DODD: 0=-#-0 -:
□□□□□Summon Nature's Ally I		None	1 round	5 rounds [D]	Close (35 ft.)	V, S, DF		Conjuration (Summoning)	RSRD: SpellsS.rtf
Effect: Calls creature to fight.					Target: One summo	ned creatu	re	Caster Level: 5	
□□□□□ Surefooted Stride		None	1 standard action	5 minutes	Personal	V, S	No	Transmutation	splcmp: p,216
iffect:			addon		Target: You			Caster Level: 5	
You can move over rubble as easily as you can over open ground  Thunderhead	1. 14	Reflex negates; see	1 standard	5 rounds	Close (35 ft.)	V, S, M	Yes	Evocation	splcmp: p,219
iffect:		text	action		Target: One creature			[Electricity] Caster Level: 5	
Small lightning bolts deal 1d6 damage/round.	14	Will negates	1 standard	5 hours	Touch	V, S	Yes	Transmutation	enlemn: n 222
☐☐☐☐ Traveler's Mount	14	vviii negates	action	Uniouis					splcmp: p,223
ffect: Creature moves faster but can't attack.					Target: Animal or m		t touched	Caster Level: 5	
□□□□□Updraft			1 swift action	Instantaneous	Personal	V, S, M		Conjuration (Creation) [Air]	splcmp: p,228
oparan			addon		Target: You			Caster Level: 5	
Effect:						V DE		Divination	splcmp: p,230
ffect: Column of wind lifts you aloft.				1 round	Personal	V, DF		Divination	- P
Effect:			1 swift action	1 round		V, DF			
iffect: Column of wind lifts you aloft.	14	Fortifued portiols and	action		Target: You		No	Caster Level: 5	
effect: Column of wind lifts you aloft.	14	Fortitude partial; see text	action		Target: You Close (35 ft.)	V, S	No rea is up to one 10-ft.		splcmp: p,235

			Druid Spells					
□□□□Wings of the Sea	14	Fortitude negates	1 standard 5 minutes	Touch	S, M	Yes (harmless)	Transmutation	splcmp: p,240
Effect: +30 ft. to subject's swim speed.		(harmless)	action	Target: Creature to	uched		Caster Level: 5	
+30 ft. to subject's swim speed.	14	Fortitude negates	1 standard Instantaneous action	Close (35 ft.)	V, S	Yes	Transmutation [Cold]	splcmp: p,241
Effect:			autUll	Target: One creatu	re		Caster Level: 5	
Creature takes 1d6 cold damage and is fatigued.		None	1 standard 5 hours	Close (35 ft.)	V, S, DF	No	Conjuration	splcmp: p,242
Effect:			action	Target: One nature	servant		(Creation) Caster Level: 5	
Nature spirit does simple tasks for you.			L EV (EL 0					
			LEVEL 2					
Name □□□□□ Align Fang	<b>DC</b>	Saving Throw Will negates	Time Duration 1 standard 5 minutes	Range Touch	Comp. V, S, DF	Spell Resistance Yes (harmless)	School Transmutation	Source splcmp: p,9
Effect:		(harmless)	action	Target: Living crea	ture touched		[see text] Caster Level: 5	
Natural weapon becomes good, evil, lawful, or chaotic.	15	Will negates	1 standard 5 minutes	Touch	V,S,M	Yes	Transmutation	phb2: PHB2 page 101
Effect:		g	action	Target: Creature to			Caster Level: 5	Fire Frederick
Subject gains +2 bonus to Str, Dex, and Con.	15	None; see text	1 standard 5 days	Close (35 ft.)	V, S, M	Yes	Enchantment	RSRD: SpellsA-B.rtf
□□□□ Animal Messenger	13	None, see text	action	Close (35 It.)	v , 3, IVI	165	(Compulsion) [Mind-Affecting]	KSKD. SpellsA-B.Iti
Effect: Sends a Tiny animal to a specific place.				Target: One Tiny a	nimal		Caster Level: 5	
☐☐☐☐Animal Trance	15	Will negates; see text	1 standard Concentration	Close (35 ft.)	V, S	Yes	Enchantment	RSRD: SpellsA-B.rtf
			action				(Compulsion) [Mind-Affecting,	
Effect:					magical bea	sts with Intelligence 1	Sonic] Caster Level: 5	
Fascinates 2d6 HD of animals.  Graph Avoid Planar Effects		None	1 5 minutes	or 2 20 ft.	٧	Yes (harmless)	Abjuration	splcmp: p,19
			immediate action	_				
Effect: Provides temporary protection against overtly damaging planar tr	aits.			Target:			Caster Level: 5	
□□□□□ Balancing Lorecall			1 standard 5 minutes [D] action	Personal	V, S, M/DF	:	Divination	splcmp: p,23
Effect: You gain a +4 bonus on Balance checks and can balance on diffi	icult su	urfaces if you have 5 or	more ranks in Balance.	Target: You			Caster Level: 5	
□□□□□ Barkskin		None	1 standard 50 minutes action	Touch	V, S, DF	Yes (harmless)	Transmutation	RSRD: SpellsA-B.rtf
Effect: Grants +2 enhancement to natural armor.				Target: Living crea	ture touched	I	Caster Level: 5	
□□□□□Bear's Endurance	15	Will negates (harmless)	1 standard 5 minutes action	Touch	V, S, DF	Yes	Transmutation	RSRD: SpellsA-B.rtf
Effect: Subject gains +4 to Con for 5 minutes.		(namioso)	dollori	Target: Creature to	uched		Caster Level: 5	
DDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDD	15	Reflex negates	1 standard Concentration	Medium (150 ft.)	V, S	Yes	Evocation [Air]	splcmp: p,27
Effect:			action	Target: One creatu	re		Caster Level: 5	
Air prevents subject from moving, hinders ranged attacks.  Bite of the Wererat			1 standard 5 rounds	Personal	V, S, M		Transmutation	splcmp: p,28
Effect:			action	Target: You			Caster Level: 5	
You gain the Dexterity and attacks of a wererat.  DDDDDBlinding Spittle		None	1 standard Instantaneous	Close (35 ft.)	V, S	Yes	Transmutation	splcmp: p,32
Effect:			action	Target: One missile	e of spit		Caster Level: 5	
Ranged touch attack blinds subject.  Blood Frenzy	15	Will negates	1 standard Special; see text	Touch	V, S	Yes	Transmutation	splcmp: p,33
Effect:			action	Target: Any creatur			Caster Level: 5	1 1 1 7 2 2
Grants extra use of rage.	15	Reflex half	1 standard 5 rounds	5 ft.	V, S, DF	,	Transmutation	splcmp: p,35
□□□□□Body of the Sun  Effect:	10	Reliex Hall	action				[Fire] Caster Level: 5	зритр. р,оо
Your body emanates fire, dealing 1d4 fire damage/2 levels.		Ness	4 standard Communication	Target: 5-ftradius				
□□□□□ Brambles		None	1 standard 5 rounds action	Touch	V, S, M		Transmutation	splcmp: p,38
Effect: Wooden weapon grows spikes that deal +5 damages 10.				Target: Wooden we			Caster Level: 5	
□□□□□Briar Web		None	1 standard 5 minutes action	Medium (150 ft.)		NO .	Transmutation	splcmp: p,39
Effect: Area slows creatures and thorns deal 1 point of damage/5 ft. move				Target: 40-ftradiu			Caster Level: 5	
□□□□□Bull's Strength	15	Will negates (harmless)	1 standard 5 minutes action	Touch		Yes (harmless)	Transmutation	RSRD: SpellsA-B.rtf
Effect: Subject gains +4 to Str for 5 minutes.				Target: Creature to			Caster Level: 5	
□□□□□ Burrow	15	Will negates (harmless)	1 standard 5 minutes [D] action	Touch	V, S, F/DF	Yes (harmless)	Transmutation	splcmp: p,41
Effect: Subject can burrow with a speed of 30 feet.		•		Target: Creature to	uched		Caster Level: 5	
Cat's Grace	15	Will negates (harmless)	1 standard 5 minutes action	Touch	V, S, M	Yes	Transmutation	RSRD: SpellsC.rtf
Effect: Subject gains +4 to Dex for 5 minutes.		(		Target: Creature to	uched		Caster Level: 5	
DDDDDChill Metal	15	Will negates (object)	1 standard 7 rounds action	Close (35 ft.)	V, S, DF	Yes (object)	Transmutation [Cold]	RSRD: SpellsC.rtf
Effect: Cold metal damages those who touch it.			action	Target: Metal equip which can be more metal	ment of 2 c than 30 ft. a	reatures, no two of apart; or 125 lbs of	Caster Level: 5	
□□□□□Cloud Wings	15	Fortitude negates (harmless)	1 standard 5 hours action	Touch	V, S	Yes (harmless)	Transmutation	splcmp: p,49
Effect: +30 ft. to subject's fly speed.		(1.0.1.1.000)		Target: Creature to	uched		Caster Level: 5	
+au ii in sunieri s iiv speed	15	Will negates (D)	1 standard 12 hours	Close (35 ft.)	V, S, M	Yes	Abjuration	splcmp: p,53
_			action					
□□□□□ Countermoon  Effect:			action	Target: One lycantl	rope		Caster Level: 5	
□□□□□□ Countermoon  Effect: Forces lycanthrope to its natural form.	15	Fortitude half	1 standard 3 rounds	Target: One lycanti Close (35 ft.)	v, s, F	Yes	Caster Level: 5 Transmutation	splcmp: p,55
Countermoon  Effect:		Fortitude half			V, S, F	Yes		splcmp: p,55

				Druid Spells					
□□□□□Daggerspell Stance				5 rounds [D]	Personal	V, F		Abjuration	splcmp: p,57
Effect: You gain +2 insight bonus on attack rolls and damage rolls if you	u mak	e a full attack, SR 5 + c	action aster level i	f you fight defensively, and DR 5/magic	Target: You if			Caster Level: 5	
you use the total defense action.  DDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDD		None	1 standard		50 ft.	V, S, DF	Yes	Necromancy	splcmp: p,61
Effect: Wounds deal 3 extra points of damage each round.					Target: Living enem	ies within a	50-ft.radius emanation	Caster Level: 5	
Delay Poison	15	Fortitude negates (harmless)	1 standard action	5 hours			Yes (harmless)	Conjuration (Healing) Caster Level: 5	RSRD: SpellsD-E.rtf
Stops poison from harming subject for 5 hours.	15	Fortitude negates	1 standard	5 minutes [D]	-	V, S	Yes	Transmutation	splcmp: p,76
Effect: Subject creature can't fly.	15	Will negates	1 standard	5 minutes	Target: One creatur		Yes (harmless)	Caster Level: 5 Abjuration [Earth]	enlemp: p. 76
Effect: Subject takes only nonlethal damage from stone and earth.	15	(harmless)	action	3 minutes	Target: Living creat		,	Caster Level: 5	зрістр. р,70
□□□□□ Earthfast		None	1 standard action	Instantaneous	Close (35 ft.)	V, S	Yes (object)	Transmutation	splcmp: p,76
Effect:  Doubles the hit points of stone structure or rock formation and inc	rease				cubic ft./level		rock formation, up to 29		
⊒⊒⊒⊒⊒ Easy Trail <sup>Effect:</sup>		None	1 standard action	5 hours [D]	40 ft.  Target: 40-ftradius	V, S emanation	Yes centered on you	Abjuration  Caster Level: 5	splcmp: p,76
You make a temporary trail through any kind of undergrowth.			1 standard	50 minutes [D]	Personal	V	contored on you	Transmutation	splcmp: p,79
Effect:			action		Target: You			Caster Level: 5	
You gain an animal's senses for 50 minutes.	15	Fortitude negates (harmless)	1 standard action	5 hours	Touch	V, S	Yes (harmless)	Transmutation	splcmp: p,92
Effect: Transforms tails and fins into legs and feet.	45	·			Target: Willing crea			Caster Level: 5	DODD 0. " = 0 :
□□□□□Fire Trap  Effect: Opened object deals 1d4+5 fire damage.	15	Reflex half; see text	10 minutes	Permanent until discharged [D]	Touch Target: Object touch	V, S, M ned	Yes	Abjuration [Fire] Caster Level: 5	RSRD: SpellsF-G.rtf
□□□□□Flame Blade		None	1 standard action	5 minutes [D]	0 ft.	V, S, DF	Yes	Evocation [Fire]	RSRD: SpellsF-G.rtf
Touch attack deals 1d8 +2 fire damage.	15	Reflex negates	1 standard	5 rounds	Target: Sword-like b		Yes	Caster Level: 5 Evocation [Fire]	RSRD: SpellsF-G.rtf
□□□□□ Flaming Sphere  Effect:	13	Nonex negates	action	o rounds	Target: 5-ftdiamete		100	Caster Level: 5	NOND. OPERST-G.RI
Creates rolling ball of fire, 2d6 damage, lasts 5 rounds.		None	1 standard action	50 minutes	, ,	V, S	No	Conjuration (Creation)	RSRD: SpellsF-G.rtf
Effect: Fog obscures vision.	15	Reflex half	1 atandard	Instantaneous	Target: Fog spreads		dius, 20 ft. high Yes	Caster Level: 5	anlama: n 100
□□□□□ Frost Breath  Effect:	15	Reliex riali	action	instantaneous	Target: Cone-shape		res	Evocation [Cold]  Caster Level: 5	splcmp: p,100
lcy breath deals 1d4 damage/2 levels. □□□□□□ Gust of Wind	15	Fortitude negates	1 standard	1 round	60 ft.	V, S	Yes	Evocation [Air]	RSRD: SpellsF-G.rtf
Effect: Blows away or knocks down smaller creatures.			1 standard	50 minutes	Target: Line-shaped out from you to the Personal		vere wind emanating the range	Caster Level: 5 Divination	splcmp: p,110
LUUUU Healing Lorecall  Effect:			action		Target: You	., -,		Caster Level: 5	
If you have 5 or more ranks in Heal, you can remove harmful con-	ditions	with conjuration [healing None		Instantaneous	Touch	V, S, M	Yes	Necromancy	splcmp: p,110
Effect: Touch deals 1d12 damage +1/level; caster gains damage as hp.					Target:			Caster Level: 5	
Heartfire  Effect:	15	Fortitude partial	1 standard action	5 rounds	Close (35 ft.)  Target: Living creat	V, S, DF ures within a		Evocation [Light, Fire] Caster Level: 5	splcmp: p,112
Subjects outlined by fire, take 1d4 damage/round.	15	Will negates (object)	1 standard	7 rounds	Close (35 ft.)		Yes (object)	Transmutation	RSRD: SpellsH-L.rtf
Effect:  Make metal so hot it damages those who touch it.			auuUII		Target: Metal equip	than 30 ft. a	apart; or 125 lb. of	[Fire] Caster Level: 5	
□□□□□ Hold Animal	15	Will negates; see text	1 standard action	5 rounds [D]; see text	metal, all of which n Medium (150 ft.)		Yes	Enchantment (Compulsion)	RSRD: SpellsH-L.rtf
Effect: Paralyzes one animal for 5 rounds.					Target: One animal			[Mind-Affecting] Caster Level: 5	
Kelpstrand		None	1 standard action	5 rounds	Close (35 ft.)	V, S, M	No	Conjuration (Creation)	splcmp: p,128
Effect: Strands of kelp grapple foes.  DDDDDListening Lorecall			1 standard	50 minutes	Target: Personal	V, S, DF		Caster Level: 5 Divination	splcmp: p,133
Effect:	hove	5 or more replicated to the	action		Target: You			Caster Level: 5	
You gain +4 on Listen checks, plus blindsense or blindsight if you		Will negates		Permanent	Close (35 ft.)	V, S, DF	Yes	Necromancy	splcmp: p,138
Effect: Subject takes -5 penalty on Bluff and Diplomacy checks and -2 pe	enalty 15	Will negates			Target: One creatur Medium (150 ft.)	e	Yes (harmless)	Caster Level: 5 Transmutation	splcmp: p,43
Effect: As camouflage, but multiple subjects.		(harmless)				of creature	es, no two of which are		
□□□□□Mass Snake's Swiftness <sup>Effect:</sup>					Medium (150 ft.)  Target:			Transmutation Caster Level: 5	splcmp: p,193
Allies each immediately make one attack.			1 standard	5 rounds	Personal	V, S, F		Transmutation	splcmp: p,139
Effect: You sprout insubstantial wings and can fly.			action		Target: You			Caster Level: 5	
Mountain Stance	15	Will negates (harmless)	1 standard action	5 minutes	Touch	V, S	No	Transmutation	splcmp: p,144
Effect: Subject becomes hard to move.				* =Domain/Speciality Spell	Target: One creatur	e		Caster Level: 5	
				* =Domain/Speciality Spell					

				Druid Spells					
□□□□□Nature's Favor	15	Will negates	1 swift	1 minute	Touch	V, S, DF	Yes (harmless)	Evocation	splcmp: p,146
Effect:		(harmless)	action		Target: Animal tou	ched		Caster Level: 5	
Animal touched gains luck bonus on attack rolls and damage rolls  One with the Land	or +1	/3 levels.	1 standard	5 hours	Personal	V, S		Transmutation	splcmp: p,149
Effect:			action		Target: You			Caster Level: 5	
Link with nature gives a +2 bonus on nature-related skill checks.  Owl's Wisdom	15	Will negates	1 standard	5 minutes	Touch	V, S, M/D	Yes	Transmutation	RSRD: SpellsM-O.rtf
Effect:		(harmless)	action		Target: Creature to	uched		Caster Level: 5	
Subject gains +4 to Wis for 5 minutes.		None	1 standard	5 hours [D]	Touch	V, S	No	Transmutation	RSRD: SpellsP-R.rtf
Effect:			action		Target: One willing	animal of S	mall, Medium, Large, o	r Caster Level: 5	
Shrinks one willing animal.  DDDDDResist Energy	15	Fortitude negates	1 standard	50 minutes	Huge size Touch		Yes (harmless)	Abjuration	RSRD: SpellsP-R.rtf
Effect:		(harmless)	action		Target: Creature to		,	Caster Level: 5	
Ignores first 10 points of damage/attack from specified energy typ	e. 15	Will negates	3 rounds	Instantaneous	Touch	V, S	Yes (harmless)	Conjuration	RSRD: SpellsP-R.rtf
□□□□□ Restoration, Lesser  Effect:	10	(harmless)	o rourius	Instantaneous	Target: Creature to		res (namiess)	(Healing) Caster Level: 5	NONE. Opensi Tenti
Dispels magical ability penalty or repairs 1d4 ability damage.	15	Fortitude partial	1 atandard	Instantaneous	-		Voo		onlown; p 170
□□□□□ Saltray	15	Fortilude partial	action	Instantaneous	Close (35 ft.)	V, S	Yes	Evocation	splcmp: p,179
Effect: Ray deals 1d6 damage/2 levels and stuns.					Target: Ray			Caster Level: 5	
□□□□□Scent		None	1 standard action	50 minutes	Touch	V, S, M	Yes (harmless)	Transmutation	splcmp: p,180
Effect: Grants the scent special ability.					Target: Creature to			Caster Level: 5	
□□□□□Share Husk	15	Will negates (harmless)	1 standard action	5 minutes	Touch	V, S, M	Yes	Divination	splcmp: p,187
Effect: See and hear through the senses of a touched animal.					Target: Animal tou			Caster Level: 5	
□□□□□ Soften Earth and Stone		None	1 standard action	Instantaneous	Close (35 ft.)	V, S, DF	No	Transmutation [Earth]	RSRD: SpellsS.rtf
Effect: Turns stone to clay or dirt to sand or mud.					Target: 50 ft. squa	re; see text		Caster Level: 5	
Spider Climb	15	Will negates (harmless)	1 standard action	50 minutes	Touch	V, S, M	Yes (harmless)	Transmutation	RSRD: SpellsS.rtf
Effect: Grants ability to walk on walls and ceilings.		(			Target: Creature to	uched		Caster Level: 5	
Splinterbolt		None	1 standard	Instantaneous	Close (35 ft.)	V, S, M	No	Conjuration (Creation)	splcmp: p,203
Effect: 4d6 piercing damage to subjects hit by ranged attack.			action		Target: One or mo	re streams o	of splinters	Caster Level: 5	
Summon Nature's Ally II		None	1 round	5 rounds [D]	Close (35 ft.)	V, S, DF	No	Conjuration	RSRD: SpellsS.rtf
Effect:							, no two of which can b	(Summoning) e Caster Level: 5	
Calls creature to fight.		None	1 round	Concentration + 2 rounds	more than 30 ft. ap Close (35 ft.)	V, S, M/D	= No	Conjuration	RSRD: SpellsS.rtf
Effect:					Target: One swarn	of bats, rat	s, or spiders	(Summoning) Caster Level: 5	
Summons swarm of bats, rats, or spiders.		None	1 round	50 minutes [D]	Medium (150 ft.)	V, S, M	Yes (harmless)	Transmutation	splcmp: p,217
Effect:					Target: One creatu	re		[Water] Caster Level: 5	
Subject gains swim speed, +8 bonus on Swim checks. Tiger's Tooth			1 swift	1 round		V		Transmutation	splcmp: p,221
Effect:			action		Target:			Caster Level: 5	
One natural weapon of subject gets +1/4 levels on attack rolls an	d dam	age rolls 5 for 1 round. Will negates	10 minutes	5 hours	Touch	V. S. DF	Yes (harmless)	Enchantment	splcmp: p,221
UUUU Hain Anima		(harmless)	10 1111110100		100011	1, 0, 5.	r de (namiede)	(Charm) [Mind-Affecting]	opionip. p,zz
Effect: Affected animal gains additional tricks equal to 1/2 caster level fo	r 5 hou	ırs			Target: Animal tou	ched		Caster Level: 5	
Tree Shape	0 1100	None	1 standard action	5 hours [D]	Personal	V, S, DF	No	Transmutation	RSRD: SpellsT-Z.rtf
Effect: You look exactly like a tree for 5 hours.			action		Target: You			Caster Level: 5	
□□□□□Warp Wood	15	Will negates (object)		Instantaneous	Close (35 ft.)	V, S	Yes (object)	Transmutation	RSRD: SpellsT-Z.rtf
Effect:			action		Target: 5 Small wo	oden object	s, all within a 20-ft.	Caster Level: 5	
Bends wood [shaft, handle, door, plank].	15	None (harmless)	1 standard	5 minutes	radius Touch	٧	No (harmless)	Transmutation	splcmp: p,240
Effect:			action		Target: Winged cre	eature touch	ed	Caster Level: 5	
Subject's flight maneuverability improves by one step.  Winter's Embrace	15	Fortitude negates	1 standard	5 rounds	Close (35 ft.)	V, S	Yes	Evocation [Cold]	splcmp: p,241
Effect:			action		Target: One creatu	re		Caster Level: 5	
Creature takes 1d8 cold damage/round and might become exhau	sted. 15	Will negates (object)	1 standard	Instantaneous	Touch		Yes (object)	Transmutation	RSRD: SpellsT-Z.rtf
Effect:		, . ,	action					Caster Level: 5	
Rearranges wooden objects to suit you.	15	Fortitude half	1 standard	Instantaneous	cu. ft. Touch	V, S	Yes	Necromancy	splcmp: p,243
Effect:			action		Target: Creature to			Caster Level: 5	
Deal 1d6 damage +1/level; you also deal sneak attack damage if	you h	ave any.							
				LEVEL 3					
				Dunetien	Range	Comp.	Spell Resistance	School	Source
Name	DC 16		Time 1 standard	Duration 10 hours: see text		S. M/DF	Yes (harmless)	I ransmutation	
Air Breathing	<b>DC</b> 16	Saving Throw Will negates (harmless)		10 hours; see text	Touch	S, M/DF	Yes (harmless)	Transmutation  Caster Level: 5	splcmp: p,8
□□□□□ Air Breathing  Effect: Subjects can breathe air freely.		Will negates (harmless)	1 standard	10 hours; see text	Touch  Target: Living crea	tures touche	ed	Caster Level: 5	
□□□□□Air Breathing  Effect:		Will negates	1 standard action  1 immediate		Touch				phb2: PHB2 page 101
Air Breathing      Subjects can breathe air freely.      Alter Fortune      Effect:		Will negates (harmless)	1 standard action	10 hours; see text	Touch  Target: Living crea	V,X	ed	Caster Level: 5	
Air Breathing      Effect:     Subjects can breathe air freely.     Alter Fortune		Will negates (harmless)	1 standard action  1 immediate action  1 standard	10 hours; see text Instantaneous	Touch  Target: Living creat  Close (35 ft.)	V,X	ed No	Caster Level: 5 Divination	
Air Breathing  Effect: Subjects can breathe air freelyAlter Fortune  Effect: Causes one creature to reroll any die roll.	16	Will negates (harmless)  None  None	1 standard action 1 immediate action	10 hours; see text Instantaneous	Touch  Target: Living creat  Close (35 ft.)  Target: One creat	V,X  vre  V,S,M/Di	ed No	Caster Level: 5 Divination Caster Level: 5	phb2: PHB2 page 101

				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: 5	
DDDDBlindsight	16	Will negates (harmless)	1 standard	5 minutes	Touch	V, S	Yes (harmless)	Transmutation	splcmp: p,32
Effect: Subject gains blindsight 30 ft. for 5 minutes.		(namicss)	dollori		Target: Creature to	uched		Caster Level: 5	
DDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDD		None	10 minutes	5 hours	Touch	V, S, F	No	Conjuration (Creation)	splcmp: p,37
Effect: Uncorking bottle creates fast horse made of smoke.					Target: One smoky	, horselike o	creature	Caster Level: 5	
Call Lightning	16	Reflex half	1 round	5 minutes	Medium (150 ft.)	V, S	Yes	Evocation [Electricity]	RSRD: SpellsC.rtf
Effect: Calls down 5 lightning bolts over duration [3d6 per bolt] from sky;	3d10	in outdoors stormy area.			Target: One or mor	e 30-ftlong	yertical lines of	Caster Level: 5	
□□□□□ Capricious Zephyr	16	None or Reflex partial; see text	1 standard action	5 rounds	Medium (150 ft.)	V, S	Yes	Evocation [Air]	splcmp: p,43
Effect: Gale-force winds push creatures.					Target: 5-ftdiame	er sphere		Caster Level: 5	
□□□□□Charge of the Triceratops	16	Will negates (harmless)	1 standard action	5 rounds [D]	Touch	V, S, DF		Transmutation	splcmp: p,45
Effect: Subject grows horns and skull plate, gains gore attack.					Target: Living crea		1	Caster Level: 5	
□□□□□Circle Dance  Effect:			1 minute	Instantaneous	Personal Target: You	V, S		Divination  Caster Level: 5	splcmp: p,46
Indicates direction to known individual.	16	Fortitude negates	1 standard	Instantaneous	Touch	V, S	Yes		RSRD: SpellsC.rtf
Effect:			action		Target: Living crea			Caster Level: 5	
Infects subject with chosen disease.	16	Fortitude negates	1 standard	5 rounds [D]	10 ft.	V, S, DF			splcmp: p,52
Effect:		ů	action		Target: 10-ftradiu			Caster Level: 5	
Aura of cold protects you, damages others.		None	1 standard	5 rounds	Medium (150 ft.)	V, S	Yes	Illusion (Figment)	splcmp: p,55
Effect:			action		Target: 40-ftradiu	s spread		[Sonic] Caster Level: 5	
Sound distracts and makes foes vulnerable to sonic damage.  Crumble	16	Fortitude half (object)		Instantaneous	Medium (150 ft.)	V, S	Yes (object)	Transmutation	splcmp: p,56
Effect: You erode building or other structure.			action		Target: One structu	ire or constr	ruct	Caster Level: 5	
DDDDDCure Moderate Wounds	16	Will half (harmless); see text	1 standard	Instantaneous	Touch	V, S	Yes (harmless); see text	Conjuration (Healing)	RSRD: SpellsC.rtf
Effect: Cures 2d8+5 damage.		See text	action		Target: Creature to	uched	text	Caster Level: 5	
DDaylight		None	1 standard	50 minutes [D]	Touch	V, S	No	Evocation [Light]	RSRD: SpellsD-E.rtf
Effect: 60-ft. radius of bright light.					Target: Object touc	hed		Caster Level: 5	
Dehydrate	16	Fortitude negates	1 standard	Instantaneous	Medium (150 ft.)	V, S, DF	Yes	Necromancy	splcmp: p,62
Effect: Deals Con damage to subject.					Target: One living	creature		Caster Level: 5	
Diminish Plants		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: 5	
Dominate Animal	16	Will negates	1 round	5 rounds	Close (35 ft.)	V, S	Yes	Enchantment (Compulsion)	RSRD: SpellsD-E.rtf
Effect:					Target: One anima	I		[Mind-Affecting] Caster Level: 5	
Subject animal obeys silent mental commands.  DDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDD	16	Reflex partial; see text	1 standard	Instantaneous	Long (600 ft.)	V, S, M		Evocation [Air]	splcmp: p,72
Effect: Flying creatures knocked down.			action		Target: Cylinder [2	Oft. radius, 1	00 ft. high]	Caster Level: 5	
DDDD Energy Vortex	16	Reflex half	1 standard	Instantaneous	20 ft.	V, S	Yes	Evocation [see text]	splcmp: p,81
Effect: Burst of energy centered on you damages nearby creatures.			dollori		Target:			Caster Level: 5	
□□□□□Entangling Staff	16	Yes (harmless, object)	1 swift action	5 rounds [D]	Touch	V, S, F	Yes (harmless)	Transmutation	splcmp: p,83
Effect:  Quarterstaff can grapple and constrict foes.					Target: Quarterstat	f touched		Caster Level: 5	
⊒□□□□ Fire Wings			1 round	5 minutes	Personal	V, S, M, F		Transmutation [Fire]	splcmp: p,93
Effect: Your arms become wings that enable flight, deal 2d6 fire damage	∍.				Target: You			Caster Level: 5	
			1 standard action	5 hours [D]	Personal	V, S		Transmutation	splcmp: p,98
Effect: Gain +10 competence bonus on Hide and Move Silently checks i	n one		1 00:16	Eroundo	Target: You	V C **	None	Caster Level: 5	anlamn: = 405
⊒⊒⊒⊒⊒Giant's Wrath ≣ffect:		None	1 swift action	5 rounds	Personal	V, S, M	None	Transmutation [Earth] Caster Level: 5	splcmp: p,105
Pebbles you throw become boulders.	16	Fortitude negates	1 standard	50 minutes	Target:	V, S, M	Yes (harmless)	Transmutation	splemp: p. 106
⊒□□□□□Girallon's Blessing ≣ffect:	10	(harmless)	action	oo miilules	Target: Creature to		res (namiless)	Caster Level: 5	splcmp: p,106
Subject gains one additional pair of arms.	16	Fortitude partial	1 standard	Instantaneous	Medium (150 ft.)	V, S	Yes	Transmutation	splcmp: p,113
Effect:			action		Target: One creatu			Caster Level: 5	. · inferred
Subject creature takes nonlethal damage and becomes fatigued.	16	Fortitude partial	1 standard	Instantaneous	Close (35 ft.)	V, S	Yes	Evocation [Cold]	splcmp: p,118
Effect:			action		Target: One creatu			Caster Level: 5	
Causes 1d6 cold damage/level, fatigue.	16	Fortitude partial		Instantaneous	Medium (150 ft.)	V, S, F	Yes	Conjuration	splcmp: p,119
Effect:					Target: One lance			(Creation) Caster Level: 5	
Changes ice into lance, which attacks subject for 6d6 damage ar Infestation of Maggots		s for 1d4 rounds. Fortitude negates		1 round/2 levels	Touch	V, S, M		Necromancy	splcmp: p,123
Effect:			action		Target: Creature to	uched		Caster Level: 5	
Touch attack deals 1d4 Con damage/round.									

				Druid Spells					
□□□□Jagged Tooth	16	Will negates (harmless)	1 standard	50 minutes	Close (35 ft.)	V, S	Yes (harmless)	Transmutation	splcmp: p,126
Effect: Doubles the critical threat range of natural weapons.		(namicss)	action		Target: One natural target creature	slashing or	piercing weapon of	Caster Level: 5	
<b>□□□□</b> Junglerazer	16	Reflex half	1 standard action	Instantaneous	120 ft.	V, S, M	Yes	Necromancy	splcmp: p,127
ffect: Fey, vermin, plants, and animals take 1d50 damages.					Target: 120-ft. line			Caster Level: 5	
lLion's Charge			1 swift action	1 round	Personal	V		Transmutation	splcmp: p,133
ffect: You can make a full attack on a charge for 1 round.					Target: You			Caster Level: 5	
□□□□□ Magic Fang, Greater 	16	Will negates (harmless)	1 standard action	5 hours	Close (35 ft.)		Yes (harmless)	Transmutation	RSRD: SpellsM-O.rt
ffect: One natural weapon of subject creature gets +1 on attack and d	damage	rolls.			Target: One living c	reature		Caster Level: 5	
□□□□□Mass Align Fang  ffect:					Close (35 ft.)  Target:			Transmutation [see text] Caster Level: 5	splcmp: p,9
Allies' natural weapons become good, evil, lawful, or chaotic.					20 ft.			Conjuration	splcmp: p,229
ffect:					Target:			(Healing) Caster Level: 5	opionip. p,220
As lesser vigor, but multiple subjects [max 25 rounds].					Close (35 ft.)			Abjuration	splcmp: p,174
iffect: Creatures ignore damage from specified energy type.					Target:			Caster Level: 5	
□□□□ Mass Snowshoes					Close (35 ft.)			Transmutation	splcmp: p,194
Effect: As snowshoes, affects one creature/level.					than 30 ft. apart		two of which are more	Caster Level: 5	
□□□□□Meld into Stone		None	1 standard action	50 minutes	Personal	V, S, DF	No	Transmutation [Earth]	RSRD: SpellsM-O.rt
Fffect: You and your gear merge with stone.	10	Forth Income	4	FO with the	Target: You	V 0	Ver (Leveler)	Caster Level: 5	
□□□□□Nature's Balance	16	Fortitude negates (harmless)	action	50 minutes	Touch	V, S	Yes (harmless)	Transmutation  Caster Level: 5	splcmp: p,145
rrecr: You transfer 4 ability score points to the subject for 50 minutes. □□□□□Nature's Rampart		None	10 minutes	Instantaneous	Target: Creature tou Medium (150 ft.)		No	Transmutation	splcmp: p,146
iffect:		None	TO Illinutes	instantaneous	Target: Structure up			Caster Level: 5	эріспр. р, 140
You mold the terrain to provide fortifications.  DDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDD	16	Will negates		50 minutes	Touch	V, S, M/DF	Yes (harmless, object		RSRD: SpellsM-O.r
iffect:	shipat	(harmless, object)	action		Target: Creature or	object of up	to 5 cu. ft. touched	(Healing) Caster Level: 5	
Immunizes subject against poison, detoxifies venom in or on sul	bject.	None	1 standard	Instantaneous	See text	V, S, DF	No	Transmutation	RSRD: SpellsP-R.rt
ffect: Grows vegetation, improves crops.			action		Target: See text			Caster Level: 5	
Poison	16	Fortitude negates; see text	e 1 standard action	Instantaneous; see text	Touch	V, S, DF	Yes	Necromancy	RSRD: SpellsP-R.rt
Effect: Touch deals 1d10 Con damage, repeats in 1 minute.					Target: Living create	ure touched	I	Caster Level: 5	
□□□□ Primal Form			1 standard action	5 minutes [D]	Personal	V, S, DF		Transmutation	splcmp: p,161
Effect: You change into elemental, gain some abilities.					Target: You			Caster Level: 5	
□□□□ Protection from Energy	16	Fortitude negates (harmless)	1 standard action	50 minutes or until discharged	Touch		Yes (harmless)	Abjuration	RSRD: SpellsP-R.rt
ffect: Absorb 60 points of damage from one kind of energy.					Target: Creature tou			Caster Level: 5	
Quench	16	None or Will negates (object)	1 standard action	Instantaneous	Medium (150 ft.)			Transmutation	RSRD: SpellsP-R.rt
ffect: Extinguishes nonmagical fires or one magic item.			4 -1	E savenda			e fire-based magic item		
□□□□□ Quillfire      Great:   Great			1 standard action	5 rounds	Personal  Target: You	V, S		Transmutation  Caster Level: 5	splcmp: p,164
Your hand sprouts poisonous quills useful for melee or ranged a	attacks.	Fortitude negates	1 standard	Instantaneous	Touch	V, S	Yes (harmless)	Conjuration	RSRD: SpellsP-R.rt
IIIIIII Remove Disease		(harmless)	action				roo (namiooo)	(Healing) Caster Level: 5	TOTAL OPOSION TANK
Cures all diseases affecting subject.					Target: Creature to:	iched			
	16	Will negates	1 standard	1 round	Target: Creature tou Close (35 ft.)	V, S, DF	Yes	Transmutation	splcmp: p,190
Grand Sink	16	Will negates	1 standard action	1 round	-		Yes	Transmutation  Caster Level: 5	splcmp: p,190
□□□□□Sink	16	Will negates	action  1 standard		Close (35 ft.)			Caster Level: 5 Conjuration	splcmp: p,190  RSRD: SpellsS.rtf
□□□□□Sink  iffect: Subject sinks in water, must make Swim checks. □□□□□□Sleet Storm  iffect:	16	·	action		Close (35 ft.)  Target:	V, S, DF		Caster Level: 5	
□□□□□Sink  ##ffect: Subject sinks in water, must make Swim checks. □□□□□Sleet Storm  ###################################	16	·	1 standard action  1 standard		Close (35 ft.)  Target:  Long (600 ft.)	V, S, DF		Caster Level: 5  Conjuration (Creation) [Cold]	
☐☐☐☐ Sink  iffect: Subject sinks in water, must make Swim checks. ☐☐☐☐ Sleet Storm  iffect: Hampers vision and movement. ☐☐☐☐☐ Snakebite	16	·	1 standard action	5 rounds	Close (35 ft.)  Target:  Long (600 ft.)  Target: Cylinder 40	V, S, DF		Caster Level: 5  Conjuration (Creation) [Cold] Caster Level: 5	RSRD: SpellsS.rtf
Sink  iffect: Subject sinks in water, must make Swim checks.  Sleet Storm  iffect: Subject sinks in water, must make Swim checks.  Sleet Storm  iffect: Your arm turns into poisonous snake you can use to attack.	16	·	action  1 standard action  1 standard action	5 rounds	Close (35 ft.)  Target:  Long (600 ft.)  Target: Cylinder 40  Personal  Target: You  Touch	V, S, DF  V, S, M/DF  V, S	" No	Caster Level: 5  Conjuration (Creation) [Cold] Caster Level: 5  Transmutation Caster Level: 5  Transmutation	RSRD: SpellsS.rtf
Sink  iffect: Subject sinks in water, must make Swim checks.  Dincolor Sleet Storm  iffect: Hampers vision and movement.  Snakebite  iffect: Your arm turns into poisonous snake you can use to attack.  Dincolor Snare  iffect: Creates a magic booby trap.	16	None	action  1 standard action  1 standard action  3 rounds	5 rounds 5 rounds [D] Until triggered or broken	Close (35 ft.)  Target: Long (600 ft.)  Target: Cylinder 40 Personal  Target: You Touch  Target: Touched no thong with a 2 ft. die	V, S, DF V, S, M/DF V, S V, S, DF nmagical ci	No role of vine, rope, or t./level	Caster Level: 5 Conjuration (Creation) [Cold] Caster Level: 5 Transmutation Caster Level: 5 Transmutation Caster Level: 5	RSRD: SpellsS.rtf splcmp: p,193 RSRD: SpellsS.rtf
Sink  iffect: Subject sinks in water, must make Swim checks.	16	None	action  1 standard action  1 standard action	5 rounds 5 rounds [D] Until triggered or broken	Close (35 ft.) Target: Long (600 ft.) Target: Cylinder 40 Personal Target: You Touch Target: Touched nothong with a 2 ft. die Personal	V, S, DF V, S, M/DF V, S V, S, DF nmagical ci	No role of vine, rope, or	Caster Level: 5 Conjuration (Creation) [Cold] Caster Level: 5 Transmutation Caster Level: 5 Transmutation Caster Level: 5 Divination	RSRD: SpellsS.rtf splcmp: p,193
Greates a magic booby trap.		None None	action  1 standard action  1 standard action  3 rounds  1 standard action	5 rounds  5 rounds [D]  Until triggered or broken  5 minutes	Close (35 ft.)  Target: Long (600 ft.)  Target: Cylinder 40  Personal  Target: You  Touch  Target: Touched no thong with a 2 ft. die Personal  Target: You	V, S, DF  V, S, M/Df  V, S  V, S, DF  magical ci mater + 21  V, S	No No rcle of vine, rope, or t./level No	Caster Level: 5 Conjuration (Creation) [Cold] Caster Level: 5 Transmutation Caster Level: 5 Transmutation Caster Level: 5 Divination Caster Level: 5	RSRD: SpellsS.rtf splcmp: p,193 RSRD: SpellsS.rtf RSRD: SpellsS.rtf
Greates a magic booby trap.  Speak with Plants  Greates  Solect Storm  Siffect:  Hampers vision and movement.  Greates  Greates a magic booby trap.	16	None	action  1 standard action  1 standard action  3 rounds  1 standard action	5 rounds 5 rounds [D] Until triggered or broken	Close (35 ft.)  Target:  Long (600 ft.)  Target: Cylinder 40  Personal  Target: You  Touch  Target: Touched no thong with a 2 ft. dia Personal  Target: You  Touch	V, S, DF  V, S, M/Df  V, S  V, S, DF  nmagical ci meter + 2 i V, S  V, S, M/Df	No role of vine, rope, or t./level	Caster Level: 5 Conjuration (Creation) [Cold] Caster Level: 5 Transmutation Caster Level: 5 Transmutation Caster Level: 5 Divination Caster Level: 5 Transmutation	RSRD: SpellsS.rtf splcmp: p,193 RSRD: SpellsS.rtf
Greates a magic booby trap.  Greates a magic bordy trap.	16 against p	None  None  Will negates (harmless)	action  1 standard action  1 standard action  3 rounds  1 standard action  1 standard action  1 standard action  3 standard action  3 standard action	5 rounds [D] Until triggered or broken 5 minutes 50 minutes	Close (35 ft.)  Target: Long (600 ft.)  Target: Cylinder 40  Personal  Target: You  Touch  Target: Touched nothong with a 2 ft. dia  Personal  Target: You  Touch  Target: Creature to	V, S, DF  V, S, M/DF  V, S  V, S, DF  nmagical cimeter + 21  V, S  V, S, M/DF	No role of vine, rope, or t./level No Yes (harmless)	Caster Level: 5 Conjuration (Creation) [Cold] Caster Level: 5 Transmutation Caster Level: 5 Transmutation Caster Level: 5 Divination Caster Level: 5 Transmutation Caster Level: 5	RSRD: SpellsS.rtf splcmp: p,193 RSRD: SpellsS.rtf RSRD: SpellsS.rtf splcmp: p,202
Sink  iffect: Subject sinks in water, must make Swim checks.  Julian Sleet Storm  iffect: Hampers vision and movement.  Julian Snakebite  iffect: Your arm turns into poisonous snake you can use to attack.  Julian Snare  iffect: Creates a magic booby trap.  Julian Speak with Plants  iffect: You can talk to normal plants and plant creatures.	16	None  None  Will negates (harmless)	action  1 standard action  1 standard action  3 rounds  1 standard action  1 standard action  1 standard action  3 standard action  3 standard action	5 rounds  5 rounds [D]  Until triggered or broken  5 minutes	Close (35 ft.)  Target: Long (600 ft.)  Target: Cylinder 40  Personal  Target: You  Touch  Target: Touched not shong with a 2 ft. die Personal  Target: You  Touch  Target: Creature tou  Medium (150 ft.)	V, S, DF  V, S, M/Df  V, S  V, S, DF  nmagical ci meter + 2 t V, S  V, S, M/Df  sched  V, S, DF	No role of vine, rope, or t./level No Yes (harmless)	Caster Level: 5 Conjuration (Creation) [Cold] Caster Level: 5 Transmutation Caster Level: 5 Transmutation Caster Level: 5 Divination Caster Level: 5 Transmutation Caster Level: 5 Transmutation Caster Level: 5	RSRD: SpellsS.rtf splcmp: p,193 RSRD: SpellsS.rtf RSRD: SpellsS.rtf
Sink  iffect: Subject sinks in water, must make Swim checks.  Julian Sleet Storm  iffect: Hampers vision and movement.  Julian Snakebite  iffect: Your arm turns into poisonous snake you can use to attack.  Julian Snare  iffect: Creates a magic booby trap.  Julian Speak with Plants  iffect: You can talk to normal plants and plant creatures.  Julian Spiderskin  iffect: Subject gains increasing bonus to natural armor bonus, saves a public treatures in area take 1d4 damage, may be slowed.	16 against p	None  None  Will negates (harmless)	action  1 standard action  1 standard action  3 rounds  1 standard action  1 standard action	5 rounds [D] Until triggered or broken 5 minutes 50 minutes	Close (35 ft.)  Target: Long (600 ft.)  Target: Cylinder 40  Personal  Target: You  Touch  Target: Touched nothong with a 2 ft. dia  Personal  Target: You  Touch  Target: Creature to	V, S, DF  V, S, M/Df  V, S  V, S, DF  nmagical ci meter + 2 t V, S  V, S, M/Df  sched  V, S, DF	No role of vine, rope, or t./level No Yes (harmless)	Caster Level: 5 Conjuration (Creation) [Cold] Caster Level: 5 Transmutation Caster Level: 5 Transmutation Caster Level: 5 Divination Caster Level: 5 Transmutation Caster Level: 5	RSRD: SpellsS.rtf splcmp: p,193 RSRD: SpellsS.rtf RSRD: SpellsS.rtf splcmp: p,202
Great:  You can talk to normal plants and plant creatures.  Subject gains increasing bonus to natural armor bonus, saves a great feet:  Creatures in area take 1d4 damage, may be slowed.	16 against p 16	None  None  Will negates (harmless)	action  1 standard action  1 standard action  3 rounds  1 standard action  1 standard action	5 rounds [D] Until triggered or broken 5 minutes 50 minutes	Close (35 ft.)  Target: Long (600 ft.)  Target: Cylinder 40  Personal  Target: You  Touch  Target: Touched not shong with a 2 ft. die Personal  Target: You  Touch  Target: Creature tou  Medium (150 ft.)	V, S, DF  V, S, M/Df  V, S  V, S, DF  nmagical ci meter + 2 t V, S  V, S, M/Df  sched  V, S, DF	No role of vine, rope, or t./level No Yes (harmless)	Caster Level: 5 Conjuration (Creation) [Cold] Caster Level: 5 Transmutation Caster Level: 5 Transmutation Caster Level: 5 Divination Caster Level: 5 Transmutation Caster Level: 5 Transmutation Caster Level: 5 Transmutation Caster Level: 5	RSRD: SpellsS.rtf splcmp: p,193 RSRD: SpellsS.rtf RSRD: SpellsS.rtf splcmp: p,202 RSRD: SpellsS.rtf
Sink  iffect: Subject sinks in water, must make Swim checks.  Julian Sleet Storm  iffect: Hampers vision and movement.  Julian Snakebite  iffect: Your arm turns into poisonous snake you can use to attack.  Julian Snare  iffect: Creates a magic booby trap.  Julian Speak with Plants  iffect: You can talk to normal plants and plant creatures.  Julian Spiderskin  iffect: Subject gains increasing bonus to natural armor bonus, saves a plant of the company of	16 against p 16	None  None  Will negates (harmless)	action  1 standard action  1 standard action  3 rounds  1 standard action  1 standard action  5 standard action  5 standard action	5 rounds [D] Until triggered or broken 5 minutes 50 minutes	Close (35 ft.)  Target: Long (600 ft.)  Target: Cylinder 40  Personal  Target: You  Touch  Target: Touched no thong with a 2 ft. die Personal  Target: You  Touch  Target: Creature tou  Medium (150 ft.)  Target: 5 20-ft. squa	V, S, DF  V, S, M/Df  V, S, DF  nmagical ci meter + 2 1  V, S  V, S, M/Df  sched  V, S, DF	No role of vine, rope, or t./level No Yes (harmless)	Caster Level: 5 Conjuration (Creation) [Cold] Caster Level: 5 Transmutation Caster Level: 5 Transmutation Caster Level: 5 Divination Caster Level: 5 Transmutation Caster Level: 5 Transmutation Caster Level: 5 Transmutation Caster Level: 5 Transmutation	RSRD: SpellsS.rtf splcmp: p,193 RSRD: SpellsS.rtf RSRD: SpellsS.rtf splcmp: p,202 RSRD: SpellsS.rtf splcmp: p,202

Standing Wave  Effect: Magically propels boat or swimming creature.	16			Druid Spells					
Effect:	16			Didia Spelis					
		Reflex negates	1 standard action	50 minutes [D]	Close (35 ft.)	V, S, DF	Yes	Transmutation	splcmp: p,204
					Target: Waves unde	er a creatur	e or object within range	Caster Level: 5	
□□□□□Stone Shape		None	1 standard action	Instantaneous	Touch	V, S, M/DI	= No	Transmutation [Earth]	RSRD: SpellsS.rtf
Effect: Sculpts stone into any shape.					Target: Stone or sto	ne object t	ouched, up to 15 cu. ft.	Caster Level: 5	
□□□□□Summon Nature's Ally III		None	1 round	5 rounds [D]	Close (35 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 be	e Caster Level: 5	
□□□□□Swift Fly				1 round	Personal	V		Transmutation	splcmp: p,96
Effect: Gain fly speed of 60 ft. for 1 round.					Target: You			Caster Level: 5	
□□□□ Thornskin			1 standard action	5 rounds [D]	Personal	V, S, M		Transmutation	splcmp: p,219
Effect: Your unarmed attacks deal +1d6 damage; natural and unarmed a	attacks	against you take 5 dam	nage.		Target: You			Caster Level: 5	
□□□□□Thunderous Roar	16	Fortitude partial; see text	1 standard action	Instantaneous	Long (600 ft.)	V, S, DF	Yes	Evocation [Sonic]	splcmp: p,220
Effect: Roar deals 1d6 damage/2 levels, deafens.					Target: 20-ftradius	burst		Caster Level: 5	
Treasure Scent			1 standard action	5 hours	Personal	V, S		Divination	splcmp: p,223
Effect: You detect valuable metals and gems.			dottori		Target: You			Caster Level: 5	
Tremor	16	See text	1 standard action	1 round/3 levels	Medium (150 ft.)	V, S, DF	No	Evocation [Earth]	splcmp: p,223
Effect: Subjects knocked prone.					Target: 40-ftradius	spread		Caster Level: 5	
U Vigor				10 rounds + 5 rounds [max 25 rounds]				Conjuration (Healing)	splcmp: p,229
Effect: As lesser vigor, but 2 hp/round [max 25 rounds].					Target:			Caster Level: 5	
As lesser vigor, but 2 riproduit (max 25 rounds).	16	See text		50 minutes	Medium (150 ft.)	V, S, M	Yes	Conjuration (Creation)	splcmp: p,230
Effect:			action		Target: 10-ftradius	/level sprea	ad	Caster Level: 5	
Vines grow rapidly, giving various effects. □□□□□Water Breathing	16	Will negates		10 hours; see text	Touch	V, S, M/DI	Yes (harmless)	Transmutation	RSRD: SpellsT-Z.rtf
Effect:		(harmless)	action		Target: Living creat	ures touche	ed	Caster Level: 5	
Subjects can breathe underwater.		None	1 hour	Instantaneous	1 mile + 5 miles	V, S, M, F	No	Divination	splcmp: p,238
Effect: You accurate predict weather up to one week ahead.					Target: 1-mile radiu	s + 1-mile/l	evel centered on you	Caster Level: 5	
DDDDWind Wall	16	None; see text	1 standard	5 rounds	Medium (150 ft.)	V, S, M/DI	Yes	Evocation [Air]	RSRD: SpellsT-Z.rtf
Effect:			action		Target: Wall up to 5	0 ft. long a	nd 25 ft. high [S]	Caster Level: 5	
Deflects arrows, smaller creatures, and gases.				* =Domain/Speciality Spell					