

Lutea

NAME
Drd10 49805
CLASS EXPERIENCE
10 55000
Character Level NEXT LEVEL

Lynda

PLAYERNAME
Human Medium
RACE SIZE
22 Female
AGE GENDER

Ehlonna

DEITY
5' 6" 130 lbs.
HEIGHT WEIGHT
Green Auburn, Straight
EYES HAIR

True Neutral

ALIGNMENT
VISION
POINTS



ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD
STR Strength	15	+2	15	+2	15	+2
DEX Dexterity	17	+3	17	+3	17	+3
CON Constitution	14	+2	14	+2	14	+2
INT Intelligence	16	+3	16	+3	16	+3
WIS Wisdom	18	+4	18	+4	18	+4
CHA Charisma	12	+1	12	+1	12	+1
APP Appearance	10	+0	10	+0	10	+0

HP hit points	85	WOUNDS/CURRENT HP				SUBDUAL DAMAGE				DAMAGE REDUCTION				SPEED Walk 30 ft.			
AC armor class	15	12	13	10	2	0	3	0	0	0	0	0	0	0	10	+0	0
TOTAL		FLAT	TOUCH	BASE	ARMOR BONUS	SHIELD BONUS	STAT	SIZE	NATURAL ARMOR	DEFLECTION	MISC	MISS CHANCE	ARCANE SPELL FAILURE	ARMOR CHECK PENALTY	SPELL RESIST		

INITIATIVE modifier	+7	+3	+4
TOTAL			
DEX MODIFIER		MISC MODIFIER	
BASE ATTACK bonus			
+7/+2			

SAVING THROWS	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP	conditional modifiers
FORTITUDE (constitution)	+9	+7	+2	+0	+0	+0		
REFLEX (dexterity)	+6	+3	+3	+0	+0	+0		
WILL (wisdom)	+11	+7	+4	+0	+0	+0		

	TOTAL	BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP
MELEE attack bonus	+9/+4	+7/+2	+2	+0	+0	+0	
RANGED attack bonus	+10/+5	+7/+2	+3	+0	+0	+0	
GRAPPLE attack bonus	+9/+4	+7/+2	+2	+0	+0	+0	

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	REACH
	+9/+4	1d3+2	20/x2	5 ft.

*Masterwork Quarterstaff	HAND	TYPE	SIZE	CRITICAL	REACH
	Both	B/B	M	20/x2	5 ft.
TOTAL ATTACK BONUS		DAMAGE			
+10/+5		1d6+3			

*: 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
*Owlfeather Armor	Light	+2	+6	+0	10
(Leather +1)					

DRUID WILDSHAPE	
Uses per day	□□□□
Duration = 10 Hours	

SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	MAX RANKS	13/6.5	MISC MODIFIER
✓ Appraise	INT	3	= 3	+	+	
✓ Balance	DEX	5	= 3	+	2.0	+
✓ Bluff	CHA	1	= 1	+	+	
✓ Climb	STR	8	= 2	+	1.0	+
✓ Concentration	CON	9	= 2	+	7.0	+
✓ Concentration (Cast defensively)	CON	13	= 2	+	7.0	+
✓ Craft (Untrained)	INT	3	= 3	+	+	
Decipher Script	INT	4	= 3	+	1.5	+
✓ Diplomacy	CHA	13	= 1	+	10.0	+
✓ Disguise	CHA	1	= 1	+	+	
✓ Escape Artist	DEX	3	= 3	+	+	
✓ Forgery	INT	3	= 3	+	+	
✓ Gather Information	CHA	1	= 1	+	+	
Handle Animal	CHA	10	= 1	+	7.0	+
✓ Heal	WIS	10	= 4	+	6.0	+
✓ Hide	DEX	4	= 3	+	1.0	+
✓ Intimidate	CHA	1	= 1	+	+	
✓ Jump	STR	3	= 2	+	1.0	+
Knowledge (History)	INT	4	= 3	+	1.0	+
Knowledge (Local)	INT	5	= 3	+	2.0	+
Knowledge (Nature)	INT	10	= 3	+	5.0	+
Knowledge (Religion)	INT	6	= 3	+	3.5	+
Knowledge (The Planes)	INT	8	= 3	+	5.0	+
✓ Listen	WIS	4	= 4	+	+	
✓ Move Silently	DEX	4	= 3	+	1.5	+
Profession (Herbalist)	WIS	11	= 4	+	7.0	+
✓ Ride	DEX	8	= 3	+	1.0	+
✓ Search	INT	3	= 3	+	+	
✓ Sense Motive	WIS	9	= 4	+	3.0	+
Speak Language(Elven, Orc)		2	= 0	+	2.0	+
Spellcraft	INT	5	= 3	+	2.0	+
✓ Spot	WIS	4	= 4	+	+	
✓ Survival	WIS	9	= 4	+	3.0	+
Survival (Natural environments)	WIS	11	= 4	+	3.0	+
Survival (The Planes)	WIS	11	= 4	+	3.0	+
✓ Swim	STR	10	= 2	+	3.0	+
Tumble	DEX	4	= 3	+	1.0	+
✓ Use Rope	DEX	4	= 3	+	1.0	+
			=	+	+	
			=	+	+	

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

EQUIPMENT					
ITEM	LOCATION	QTY	WT	COST	
Backpack 18 lbs., 1 Bedroll, 1 Blanket (Winter), 1 Traveler's Outfit, 1 Rope (Silk/50 Ft.)	Carried	1	2.0	2.0	
Bedroll	Backpack	1	5.0	0.1	
Blanket (Winter)	Backpack	1	3.0	0.5	
Gloves of Thorns These gloves function as standard Gloves of Swimming and Climbing, but can also fire 10 sleep thorns with a DC 15 Fort save and 20ft range. Thorns must be targetted and they regrow each week.	Equipped	1	0.01	6250.0	
Holy Symbol (Wooden)	Carried	1	0.0	1.0	
Masterwork Quarterstaff	Equipped	1	4.0	600.0	
Cold Weather Outfit +5 circumstance bonus on Fort saves vs cold	Equipped	1	7.0	8.0	
Traveler's Outfit	Backpack	1	5.0	0.0	
Owlfeather Armor (Leather +1)	Equipped	1	15.0	10.0	
Rope (Silk/50 Ft.)	Backpack	1	5.0	10.0	
Waterskin (Filled)	Carried	1	4.0	1.0	
TOTAL WEIGHT CARRIED/VALUE			43.01	6882.6	
			lbs.	gp	

WEIGHT ALLOWANCE					
Light	66	Medium	133	Heavy	200
Lift over head	200	Lift off ground	400	Push / Drag	1000

Special Qualities	
Animal Companion (Ex)	[Wizards of the Coast - Revised (v.3.5) System Reference Document, Classes1.rtf]
Nature Sense (Ex)	[Wizards of the Coast - Revised (v.3.5) System Reference Document, Classes1.rtf]
Resist Nature's Lure (Ex)	[Wizards of the Coast - Revised (v.3.5) System Reference Document, Classes1.rtf]
Spontaneous casting - Summon Nature's Ally	[Wizards of the Coast - Revised (v.3.5) System Reference Document, Classes1.rtf]
Trackless Step (Ex)	[Wizards of the Coast - Revised (v.3.5) System Reference Document, Classes1.rtf]
Venom Immunity (Ex)	[Wizards of the Coast - Revised (v.3.5) System Reference Document, Classes1.rtf]
Wild Empathy (Ex) +13 (+9 on Magical Beasts)	[Wizards of the Coast - Revised (v.3.5) System Reference Document, Classes1.rtf]
Wild Shape (Su) 4/day for 10 hours (Large)	[Wizards of the Coast - Revised (v.3.5) System Reference Document]
Woodland Stride (Ex) You may move through any sort of undergrowth at your normal speed and without taking damage or suffering any other impairment.	[Wizards of the Coast - Revised (v.3.5) System Reference Document, Classes1.rtf]

Feats	
Animal Affinity You get a +2 bonus on all Handle Animal checks and Ride checks.	[Wizards of the Coast - Revised (v.3.5) System Reference Document, Feats.rtf]
Combat Casting You get a +4 bonus on Concentration checks made to cast a spell or use a spell-like ability while on the defensive or while you are grappling or pinned.	[Wizards of the Coast - Revised (v.3.5) System Reference Document, Feats.rtf]
Extend Spell An extended spell lasts twice as long as normal.	[Wizards of the Coast - Revised (v.3.5) System Reference Document, Feats.rtf]
Improved Initiative You get a +4 bonus on initiative checks.	[Wizards of the Coast - Revised (v.3.5) System Reference Document, Feats.rtf]
Negotiator You get a +2 bonus on all Diplomacy checks and Sense Motive checks.	[Wizards of the Coast - Revised (v.3.5) System Reference Document, Feats.rtf]
Armor Proficiency (Light) When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble checks.	[Wizards of the Coast - Revised (v.3.5) System Reference Document, Feats.rtf]
Armor Proficiency (Medium) When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble checks.	[Wizards of the Coast - Revised (v.3.5) System Reference Document, Feats.rtf]
Shield Proficiency You can use a shield and take only the standard penalties.	[Wizards of the Coast - Revised (v.3.5) System Reference Document, Feats.rtf]

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

LANGUAGES
Common, Druidic, Elven, Orc

Druid Spells

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

LEVEL 0

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□ Create Water <i>Effect:</i> Creates 20 gallons of pure water.		None	1 standard action	Instantaneous	Close (50 ft.)	V, S	No	Conjuration (Creation) [Water] <i>Caster Level:</i> 10	RSRD: SpellsC.rtf
□□□□ Cure Minor Wounds <i>Effect:</i> Cures 1 point of damage.	14	Will half (harmless); see text	1 standard action	Instantaneous	Touch	V, S	Yes (harmless); see text	Conjuration (Healing) <i>Caster Level:</i> 10	RSRD: SpellsC.rtf
□□□□ Dawn <i>Effect:</i> Sleeping/unconscious creatures in area awaken.	14	Fortitude negates (harmless)	1 swift action	Instantaneous	15 ft.	V	Yes (harmless)	Abjuration <i>Caster Level:</i> 10	splcmp: p,59
□□□□ Detect Magic <i>Effect:</i> Detects spells and magic items within 60 ft.		None	1 standard action	Concentration, up to 10 minutes [D]	60 ft.	V, S	No	Divination <i>Caster Level:</i> 10	RSRD: SpellsD-E.rtf
□□□□ Detect Poison <i>Effect:</i> Detects poison in one creature or small object.		None	1 standard action	Instantaneous	Close (50 ft.)	V, S	No	Divination <i>Caster Level:</i> 10	RSRD: SpellsD-E.rtf
□□□□ Flare <i>Effect:</i> Dazzles one creature [-1 on attack rolls].	14	Fortitude negates	1 standard action	Instantaneous	Close (50 ft.)	V	Yes	Evocation [Light] <i>Caster Level:</i> 10	RSRD: SpellsF-G.rtf
□□□□ Guidance <i>Effect:</i> +1 on one attack roll, saving throw, or skill check.	14	Will negates (harmless)	1 standard action	1 minute or until discharged	Touch	V, S	Yes	Divination <i>Caster Level:</i> 10	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> 10	RSRD: SpellsH-L.rtf
□□□□ Light <i>Effect:</i> Object shines like a torch.		None	1 standard action	100 minutes [D]	Touch	V, MDF	No	Evocation [Light] <i>Caster Level:</i> 10	RSRD: SpellsH-L.rtf
□□□□ Mending <i>Effect:</i> Makes minor repairs on an object.	14	Will negates (harmless, object)	1 standard action	Instantaneous	10 ft.	V, S	Yes (harmless, object)	Transmutation <i>Caster Level:</i> 10	RSRD: SpellsM-O.rtf
□□□□ Naturewatch <i>Effect:</i> As deathwatch, but on animals and plants.		None	1 standard action	100 minutes	30 ft.	S	No	Necromancy <i>Caster Level:</i> 10	splcmp: p,146
□□□□ Purify Food and Drink <i>Effect:</i> Purifies 10 cu. ft. of food or water.	14	Will negates (object)	1 standard action	Instantaneous	10 ft.	V, S	Yes (object)	Transmutation <i>Caster Level:</i> 10	RSRD: SpellsP-R.rtf
□□□□ Read Magic <i>Effect:</i> Read scrolls and spellbooks.		None	1 standard action	100 minutes	Personal	V, S, F	No	Divination <i>Caster Level:</i> 10	RSRD: SpellsP-R.rtf
□□□□ Resistance <i>Effect:</i> Subject gains +1 on saving throws.	14	Will negates (harmless)	1 standard action	1 minute	Touch	V, S, MDF	Yes (harmless)	Abjuration <i>Caster Level:</i> 10	RSRD: SpellsP-R.rtf
□□□□ Virtue <i>Effect:</i> Subject gains 1 temporary hp.	14	Fortitude negates (harmless)	1 standard action	1 min.	Touch	V, S, DF	Yes (harmless)	Transmutation <i>Caster Level:</i> 10	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 10 rounds [D]	Close (50 ft.)	V, S, M	No	Transmutation [Fire] <i>Caster Level:</i> 10	splcmp: p,12
□□□□ Animate Water <i>Effect:</i> Turn quantity of water into Small elemental.		None	1 round	Concentration, up to 10 rounds [D]	Close (50 ft.)	V, S, M	No	Transmutation [Water] <i>Caster Level:</i> 10	splcmp: p,13
□□□□ Animate Wood <i>Effect:</i> Turn Small or smaller wooden item into animated object.		None	1 round	Concentration, up to 10 rounds [D]	Touch	V, S, M	No	Transmutation <i>Caster Level:</i> 10	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	100 minutes [D]	Personal	V, S, MDF	No	Transmutation <i>Caster Level:</i> 10	splcmp: p,16
□□□□ Aura Against Flame <i>Effect:</i> Ignores 10 fire damage/round and extinguishes fires.		None	1 standard action	10 rounds	Personal	V, S	No	Abjuration <i>Caster Level:</i> 10	splcmp: p,18
□□□□ Babau Slime <i>Effect:</i> Secrete a body-covering acid that damages attacking foes.	15	Fortitude negates (harmless)	1 standard action	10 minutes	Touch	V, S, MDF	Yes (harmless)	Transmutation <i>Caster Level:</i> 10	splcmp: p,22
□□□□ Beast Claws <i>Effect:</i> Your hands become slashing natural weapons.		None	1 standard action	10 hours	Personal	V, S, M	No	Transmutation <i>Caster Level:</i> 10	splcmp: p,25
□□□□ Beastland Ferocity <i>Effect:</i> Subject fights without penalty while disabled or dying.	15	Fortitude negates (harmless)	1 standard action	10 minutes	Touch	V, S, DF	Yes (harmless)	Enchantment (Compulsion) [Mind-Affecting] <i>Caster Level:</i> 10	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> 10	splcmp: p,26

* =Domain/Speciality Spell

Druid Spells

□□□□□	Branch to Branch		1 standard action	10 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	10 minutes	Medium (200 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	10 minutes [D]; see text	Close (50 ft.)	S, DF	No	Evocation	splcmp: p.40
<i>Effect:</i> Underwater creatures rise to surface.									
□□□□□	Calm Animals	15	Will negates; see text	1 standard action	10 minutes	Close (50 ft.)	V, S	Yes	Enchantment (Compulsion) [Mind-Affecting] Caster Level: 10 RSRD: SpellsC.rtf
<i>Effect:</i> Calms 2d4 + 10 HD of animals.									
□□□□□	Camouflage		1 standard action	100 minutes	Personal	V, S		Transmutation	splcmp: p.43
<i>Effect:</i> Grants +10 bonus on Hide checks.									
□□□□□	Charm Animal	15	Will negates	1 standard action	10 hours	Close (50 ft.)	V, S	Yes	Enchantment (Charm) [Mind-Affecting] Caster Level: 10 RSRD: SpellsC.rtf
<i>Effect:</i> Makes one animal your friend.									
□□□□□	Claws of the Bear		1 standard action	10 rounds	Personal	V, S		Transmutation	splcmp: p.47
<i>Effect:</i> Your hands become weapons that deal 1d8 damage.									
□□□□□	Climb Walls	15	Will negates (harmless)	10 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	100 minutes [D]	Long (800 ft.)	V, S	No	Evocation [Water]	splcmp: p.49
<i>Effect:</i> Hampers vision and ranged attacks, puts out normal fires.									
□□□□□	Cold Fire	15	No (fire source) or Fortitude half (creature)	1 standard action	10 minutes [D] [fire source] or Instantaneous [creature]	Close (50 ft.)	V, S, DF	No (fire source) or [Cold]	Transmutation Caster Level: 10 splcmp: p.50
<i>Effect:</i> Fire becomes blue and white, emits cold.									
□□□□□	Crabwalk	None	1 standard action	10 minutes	Touch	V, S, M	No	Transmutation	splcmp: p.53
<i>Effect:</i> Touched creature gains bonus while charging.									
□□□□□	Cure Light Wounds	15	Will half (harmless); see text	1 standard action	Instantaneous	Touch	V, S	Yes (harmless); see text	Conjuration (Healing) Caster Level: 10 RSRD: SpellsC.rtf
<i>Effect:</i> Cures 1d8+5 damage.									
□□□□□	Deep Breath		1 immediate action	10 rounds	Personal	V		Conjuration (Creation) [Air]	splcmp: p.61
<i>Effect:</i> Your lungs are filled with air.									
□□□□□	Delay Disease	15	Will negates (harmless)	1 standard action	24 hours	Touch	V, S, DF	Yes (harmless)	Conjuration (Healing) Caster Level: 10 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 100 minutes [D]	Long (800 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 100 minutes [D]	60 ft.	V, S	No	Divination	RSRD: SpellsD-E.rtf
<i>Effect:</i> Reveals natural or primitive traps.									
□□□□□	Endure Elements	15	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 +10 rounds	Medium (200 ft.)	V, S	Yes	Enchantment (Compulsion) [Mind-Affecting] Caster Level: 10 splcmp: p.82	
<i>Effect:</i> Animal rages like barbarian, not fatigued.									
□□□□□	Entangle	15	Reflex partial; see text	1 standard action	10 minutes [D]	Long (800 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	10 minutes [D]	Long (800 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	10 rounds	Close (50 ft.)	V, S, DF	No	Transmutation [Earth] Caster Level: 10 splcmp: p.99	
<i>Effect:</i> +2 AC, +4 bonus to resist bull rush and trip attacks.									
□□□□□	Goodberry	None	1 standard action	10 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	100 minutes [D]	Personal	V		Transmutation	splcmp: p.110
<i>Effect:</i> Increase range increments by 50%, +5 on Spot checks.									
□□□□□	Healthful Rest	15	Will negates (harmless)	10 minutes	24 hours	Close (50 ft.)	V, S	Yes (harmless)	Conjuration (Healing) Caster Level: 10 splcmp: p.111
<i>Effect:</i> Subjects heal at twice the normal rate.									
□□□□□	Hide from Animals	15	Will negates (harmless)	1 standard action	100 minutes [D]	Touch	S, DF	Yes	Abjuration RSRD: SpellsH-L.rtf
<i>Effect:</i> Animals can't perceive 10 subjects.									
□□□□□	Horrible Taste	15	Fortitude negates; see text	1 standard action	100 minutes	Touch	V, S, M	No	Transmutation splcmp: p.116
<i>Effect:</i> Touched creature or object nauseates biting or swallowing foes.									
□□□□□	Jump	15	Will negates	1 standard action	10 minutes [D]	Touch	V, S, M	Yes	Transmutation RSRD: SpellsH-L.rtf

* =Domain/Specialty Spell

Druid Spells

<i>Effect:</i> Subject gets +[10*[floor(3.3)] enhancement bonus on Jump checks.	(harmless)	action						<i>Target:</i> Creature touched	<i>Caster Level:</i> 10
▣▣▣▣▣ Lesser Vigor	15	Will negates (harmless)	1 standard 10 rounds + 10 rounds [max 15 rounds]	Touch	V, S	Yes (harmless)		Conjuration (Healing)	splcmp: p,229
<i>Effect:</i> Creature heals 1 hp/round [max 15 rounds].								<i>Target:</i> Living creature touched	<i>Caster Level:</i> 10
▣▣▣▣▣ Longstrider		None	1 standard 10 hours [D] action	Personal	V, S, M	No		Transmutation	RSRD: SpellsH-L.rtf
<i>Effect:</i> Increases your speed.								<i>Target:</i> You	<i>Caster Level:</i> 10
▣▣▣▣▣ Low-Light Vision	15	Will negates (harmless)	1 standard 10 hours action	Touch	V, M	Yes (harmless)		Transmutation	splcmp: p,134
<i>Effect:</i> See twice as far as a human in poor illumination.								<i>Target:</i> Creature touched	<i>Caster Level:</i> 10
▣▣▣▣▣ Magic Fang	15	Will negates (harmless)	1 standard 10 minutes action	Touch	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> Living creature touched	<i>Caster Level:</i> 10
▣▣▣▣▣ Magic Stone	15	Will negates (harmless, object)	1 standard 30 minutes or until discharged action	Touch	V, S, DF	Yes (harmless, object)		Transmutation	RSRD: SpellsM-O.rtf
<i>Effect:</i> Three stones gain +1 on attack rolls, deal 1d6+1 damage.								<i>Target:</i> Up to three pebbles touched	<i>Caster Level:</i> 10
▣▣▣▣▣ Obscuring Mist		None	1 standard 10 minutes action	20 ft.	V, S	No		Conjuration (Creation)	RSRD: SpellsM-O.rtf
<i>Effect:</i> Fog surrounds you.								<i>Target:</i> Cloud spreads in 20-ft. radius from you, 20 ft. high	<i>Caster Level:</i> 10
▣▣▣▣▣ Omen of Peril			1 round Instantaneous	Personal	V, F			Divination	splcmp: p,149
<i>Effect:</i> You know how dangerous the future will be.								<i>Target:</i> You	<i>Caster Level:</i> 10
▣▣▣▣▣ Pass Without Trace	15	Will negates (harmless)	1 standard 10 hours [D] action	Touch	V, S, DF	Yes (harmless)		Transmutation	RSRD: SpellsP-R.rtf
<i>Effect:</i> 10 subjects leave no tracks.								<i>Target:</i> 10 creatures touched	<i>Caster Level:</i> 10
▣▣▣▣▣ Produce Flame		None	1 standard 10 minutes [D] action	0 ft.	V, S	Yes		Evocation [Fire]	RSRD: SpellsP-R.rtf
<i>Effect:</i> 1d6+5 damage, touch or thrown.								<i>Target:</i> Flame in your palm	<i>Caster Level:</i> 10
▣▣▣▣▣ Raging Flame		None	1 standard 1 minute action	Medium (200 ft.)	V, S	No		Transmutation [Fire]	splcmp: p,164
<i>Effect:</i> Fires burn twice as hot, half as long.								<i>Target:</i> 30-ft.-radius spread	<i>Caster Level:</i> 10
▣▣▣▣▣ Ram's Might			1 standard 10 minutes action	Personal	V, S			Transmutation	splcmp: p,166
<i>Effect:</i> Gain +2 to Strength and your unarmed attacks deal normal damage.								<i>Target:</i> You	<i>Caster Level:</i> 10
▣▣▣▣▣ Rapid Burrowing	15	Fortitude negates (harmless)	1 standard 100 minutes action	Touch	V, S, DF	Yes (harmless)		Transmutation	splcmp: p,166
<i>Effect:</i> +20 ft. to subject's burrow speed.								<i>Target:</i> Creature touched	<i>Caster Level:</i> 10
▣▣▣▣▣ Remove Scent	15	Will negates	1 standard 100 minutes action	Touch	V, S, M	Yes		Transmutation	splcmp: p,173
<i>Effect:</i> Hides touched creature's scent.								<i>Target:</i> Creature touched	<i>Caster Level:</i> 10
▣▣▣▣▣ Resist Planar Alignment	15	Fortitude negates (harmless)	1 standard 100 minutes action	Touch	V, S, DF	Yes (harmless)		Abjuration	splcmp: p,174
<i>Effect:</i> Subject can resist penalties for being of an opposed alignment on an aligned Outer Plane.								<i>Target:</i> Creature touched	<i>Caster Level:</i> 10
▣▣▣▣▣ Sandblast	15	Reflex half	1 standard Instantaneous action	10 ft.	V, S, DF	Yes		Evocation	splcmp: p,180
<i>Effect:</i> You fire hot sand that deals 1d6 nonlethal damage, stuns enemies.								<i>Target:</i> 10-ft.-radius burst centered on you	<i>Caster Level:</i> 10
▣▣▣▣▣ Shillelagh	15	Will negates (object)	1 standard 10 minutes action	Touch	V, S, DF	Yes (object)		Transmutation	RSRD: SpellsS.rtf
<i>Effect:</i> Cudgel or quarterstaff becomes +1 weapon dealing damage as if two size categories larger for 10 minutes.								<i>Target:</i> One touched nonmagical oak club or quarterstaff	<i>Caster Level:</i> 10
▣▣▣▣▣ Slow Burn		None	1 standard 1 minute action	Medium (200 ft.)	V, S, M/DF	No		Transmutation [Fire]	splcmp: p,192
<i>Effect:</i> Fires burn twice as long.								<i>Target:</i> 30-ft.-radius spread	<i>Caster Level:</i> 10
▣▣▣▣▣ Snake's Swiftiness	15	Will negates (harmless)	1 standard Instantaneous action	Close (50 ft.)	V, S, M/DF	Yes (harmless)		Transmutation	splcmp: p,193
<i>Effect:</i> Subject immediately makes one attack.								<i>Target:</i> One allied creature	<i>Caster Level:</i> 10
▣▣▣▣▣ Snowshoes	15	Will negates (harmless)	1 standard 10 hours [D] action	Touch	V, S	Yes (harmless)		Transmutation	splcmp: p,194
<i>Effect:</i> Subject walks easily on ice and snow.								<i>Target:</i> Creature touched	<i>Caster Level:</i> 10
▣▣▣▣▣ Speak with Animals		None	1 standard 10 minutes action	Personal	V, S	No		Divination	RSRD: SpellsS.rtf
<i>Effect:</i> You can communicate with animals.								<i>Target:</i> You	<i>Caster Level:</i> 10
▣▣▣▣▣ Summon Nature's Ally I		None	1 round 10 rounds [D]	Close (50 ft.)	V, S, DF	No		Conjuration (Summoning)	RSRD: SpellsS.rtf
<i>Effect:</i> Calls creature to fight.								<i>Target:</i> One summoned creature	<i>Caster Level:</i> 10
▣▣▣▣▣ Surefooted Stride		None	1 standard 10 minutes action	Personal	V, S	No		Transmutation	splcmp: p,216
<i>Effect:</i> You can move over rubble as easily as you can over open ground.								<i>Target:</i> You	<i>Caster Level:</i> 10
▣▣▣▣▣ Thunderhead	15	Reflex negates; see text	1 standard 10 rounds action	Close (50 ft.)	V, S, M	Yes		Evocation [Electricity]	splcmp: p,219
<i>Effect:</i> Small lightning bolts deal 1d6 damage/round.								<i>Target:</i> One creature	<i>Caster Level:</i> 10
▣▣▣▣▣ Traveler's Mount	15	Will negates	1 standard 10 hours action	Touch	V, S	Yes		Transmutation	splcmp: p,223
<i>Effect:</i> Creature moves faster but can't attack.								<i>Target:</i> Animal or magical beast touched	<i>Caster Level:</i> 10
▣▣▣▣▣ Updraft			1 swift action Instantaneous	Personal	V, S, M			Conjuration (Creation) [Air]	splcmp: p,228
<i>Effect:</i> Column of wind lifts you aloft.								<i>Target:</i> You	<i>Caster Level:</i> 10
▣▣▣▣▣ Vine Strike			1 swift action 1 round	Personal	V, DF			Divination	splcmp: p,230
<i>Effect:</i> You can sneak attack plant creatures for 1 round.								<i>Target:</i> You	<i>Caster Level:</i> 10
▣▣▣▣▣ Wall of Smoke	15	Fortitude partial; see text	1 standard 10 rounds action	Close (50 ft.)	V, S	No		Conjuration (Creation)	splcmp: p,235
<i>Effect:</i> Wall of black smoke obscures vision and nauseates those who pass through.								<i>Target:</i> A straight wall whose area is up to one 10-ft. square/level [S]	<i>Caster Level:</i> 10

* =Domain/Speciality Spell

Druid Spells

□□□□□ Wings of the Sea	15	Fortitude negates (harmless)	1 standard action	10 minutes	Touch	S, M	Yes (harmless)	Transmutation	splcmp: p,240
<i>Effect:</i> +30 ft. to subject's swim speed.									
□□□□□ Winter Chill	15	Fortitude negates	1 standard action	Instantaneous	Close (50 ft.)	V, S	Yes	Transmutation [Cold]	splcmp: p,241
<i>Effect:</i> Creature takes 1d6 cold damage and is fatigued.									
□□□□□ Wood Wose		None	1 standard action	10 hours	Close (50 ft.)	V, S, DF	No	Conjuration (Creation)	splcmp: p,242
<i>Effect:</i> Nature spirit does simple tasks for you.									

LEVEL 2

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□□ Align Fang	16	Will negates (harmless)	1 standard action	10 minutes	Touch	V, S, DF	Yes (harmless)	Transmutation [see text]	splcmp: p,9
<i>Effect:</i> Natural weapon becomes good, evil, lawful, or chaotic.									
□□□□□ Animalistic Power	16	Will negates	1 standard action	10 minutes	Touch	V,S,M	Yes	Transmutation	phb2: PHB2 page 101
<i>Effect:</i> Subject gains +2 bonus to Str, Dex, and Con.									
□□□□□ Animal Messenger	16	None; see text	1 standard action	10 days	Close (50 ft.)	V, S, M	Yes	Enchantment (Compulsion) [Mind-Affecting]	RSRD: SpellsA-B.rtf
<i>Effect:</i> Sends a Tiny animal to a specific place.									
□□□□□ Animal Trance	16	Will negates; see text	1 standard action	Concentration	Close (50 ft.)	V, S	Yes	Enchantment (Compulsion) [Mind-Affecting, Sonic]	RSRD: SpellsA-B.rtf
<i>Effect:</i> Fascinates 2d6 HD of animals.									
□□□□□ Avoid Planar Effects		None	1 immediate action	10 minutes	20 ft.	V	Yes (harmless)	Abjuration	splcmp: p,19
<i>Effect:</i> Provides temporary protection against overtly damaging planar traits.									
□□□□□ Balancing Lorecall			1 standard action	10 minutes [D]	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.									
□□□□□ Barkskin		None	1 standard action	100 minutes	Touch	V, S, DF	Yes (harmless)	Transmutation	RSRD: SpellsA-B.rtf
<i>Effect:</i> Grants +4 enhancement to natural armor.									
□□□□□ Bear's Endurance	16	Will negates (harmless)	1 standard action	10 minutes	Touch	V, S, DF	Yes	Transmutation	RSRD: SpellsA-B.rtf
<i>Effect:</i> Subject gains +4 to Con for 10 minutes.									
□□□□□ Binding Winds	16	Reflex negates	1 standard action	Concentration	Medium (200 ft.)	V, S	Yes	Evocation [Air]	splcmp: p,27
<i>Effect:</i> Air prevents subject from moving, hinders ranged attacks.									
□□□□□ Bite of the Wererat			1 standard action	10 rounds	Personal	V, S, M		Transmutation	splcmp: p,28
<i>Effect:</i> You gain the Dexterity and attacks of a wererat.									
□□□□□ Blinding Spittle		None	1 standard action	Instantaneous	Close (50 ft.)	V, S	Yes	Transmutation	splcmp: p,32
<i>Effect:</i> Ranged touch attack blinds subject.									
□□□□□ Blood Frenzy	16	Will negates	1 standard action	Special; see text	Touch	V, S	Yes	Transmutation	splcmp: p,33
<i>Effect:</i> Grants extra use of rage.									
□□□□□ Body of the Sun	16	Reflex half	1 standard action	10 rounds	5 ft.	V, S, DF	Yes	Transmutation [Fire]	splcmp: p,35
<i>Effect:</i> Your body emanates fire, dealing 1d4 fire damage/2 levels.									
□□□□□ Brambles		None	1 standard action	10 rounds	Touch	V, S, M	No	Transmutation	splcmp: p,38
<i>Effect:</i> Wooden weapon grows spikes that deal +10 damages 10.									
□□□□□ Briar Web		None	1 standard action	10 minutes	Medium (200 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.									
□□□□□ Bull's Strength	16	Will negates (harmless)	1 standard action	10 minutes	Touch	V, S, M/DF	Yes (harmless)	Transmutation	RSRD: SpellsA-B.rtf
<i>Effect:</i> Subject gains +4 to Str for 10 minutes.									
□□□□□ Burrow	16	Will negates (harmless)	1 standard action	10 minutes [D]	Touch	V, S, F/DF	Yes (harmless)	Transmutation	splcmp: p,41
<i>Effect:</i> Subject can burrow with a speed of 30 feet.									
□□□□□ Cat's Grace	16	Will negates (harmless)	1 standard action	10 minutes	Touch	V, S, M	Yes	Transmutation	RSRD: SpellsC.rtf
<i>Effect:</i> Subject gains +4 to Dex for 10 minutes.									
□□□□□ Chill Metal	16	Will negates (object)	1 standard action	7 rounds	Close (50 ft.)	V, S, DF	Yes (object)	Transmutation [Cold]	RSRD: SpellsC.rtf
<i>Effect:</i> Cold metal damages those who touch it.									
□□□□□ Cloud Wings	16	Fortitude negates (harmless)	1 standard action	10 hours	Touch	V, S	Yes (harmless)	Transmutation	splcmp: p,49
<i>Effect:</i> +30 ft. to subject's fly speed.									
□□□□□ Countermoon	16	Will negates (D)	1 standard action	12 hours	Close (50 ft.)	V, S, M	Yes	Abjuration	splcmp: p,53
<i>Effect:</i> Forces lycanthrope to its natural form.									
□□□□□ Creeping Cold	16	Fortitude half	1 standard action	3 rounds	Close (50 ft.)	V, S, F	Yes	Transmutation [Cold]	splcmp: p,55
<i>Effect:</i> Creature feels chill that increases with each round.									

* =Domain/Speciality Spell

Druid Spells

□□□□□	Daggerspell Stance			1 swift action	10 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	10 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	16	Fortitude negates (harmless)	1 standard action	10 hours	Touch	V, S, DF	Yes (harmless)	Conjuration (Healing)	RSRD: SpellsD-E.rtf
<i>Effect:</i> Stops poison from harming subject for 10 hours.										
□□□□□	Earthbind	16	Fortitude negates	1 standard action	10 minutes [D]	Medium (200 ft.)	V, S	Yes	Transmutation	splcmp: p,76
<i>Effect:</i> Subject creature can't fly.										
□□□□□	Earthen Grace	16	Will negates (harmless)	1 standard action	10 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 (50 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	10 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	100 minutes [D]	Personal	V		Transmutation	splcmp: p,79
<i>Effect:</i> You gain an animal's senses for 100 minutes.										
□□□□□	Fins to Feet	16	Fortitude negates (harmless)	1 standard action	10 hours	Touch	V, S	Yes (harmless)	Transmutation	splcmp: p,92
<i>Effect:</i> Transforms tails and fins into legs and feet.										
□□□□□	Fire Trap	16	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+10 fire damage.										
□□□□□	Flame Blade	None		1 standard action	10 minutes [D]	0 ft.	V, S, DF	Yes	Evocation [Fire]	RSRD: SpellsF-G.rtf
<i>Effect:</i> Touch attack deals 1d8 +5 fire damage.										
□□□□□	Flaming Sphere	16	Reflex negates	1 standard action	10 rounds	Medium (200 ft.)	V, S, M/DF	Yes	Evocation [Fire]	RSRD: SpellsF-G.rtf
<i>Effect:</i> Creates rolling ball of fire, 2d6 damage, lasts 10 rounds.										
□□□□□	Fog Cloud	None		1 standard action	100 minutes	Medium (200 ft.)	V, S	No	Conjuration (Creation)	RSRD: SpellsF-G.rtf
<i>Effect:</i> Fog obscures vision.										
□□□□□	Frost Breath	16	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	16	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	100 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	16	Fortitude partial	1 standard action	10 rounds	Close (50 ft.)	V, S, DF	Yes	Evocation [Light, Fire]	splcmp: p,112
<i>Effect:</i> Subjects outlined by fire, take 1d4 damage/round.										
□□□□□	Heat Metal	16	Will negates (object)	1 standard action	7 rounds	Close (50 ft.)	V, S, DF	Yes (object)	Transmutation [Fire]	RSRD: SpellsH-L.rtf
<i>Effect:</i> Make metal so hot it damages those who touch it.										
□□□□□	Hold Animal	16	Will negates; see text	1 standard action	10 rounds [D]; see text	Medium (200 ft.)	V, S	Yes	Enchantment (Compulsion) [Mind-Affecting]	RSRD: SpellsH-L.rtf
<i>Effect:</i> Paralyzes one animal for 10 rounds.										
□□□□□	Kelpstrand	None		1 standard action	10 rounds	Close (50 ft.)	V, S, M	No	Conjuration (Creation)	splcmp: p,128
<i>Effect:</i> Strands of kelp grapple foes.										
□□□□□	Listening Lorecall			1 standard action	100 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	16	Will negates	1 standard action	Permanent	Close (50 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	16	Will negates (harmless)			Medium (200 ft.)		Yes (harmless)	Transmutation	splcmp: p,43
<i>Effect:</i> As camouflage, but multiple subjects.										
□□□□□	Mass Snake's Swiftess					Medium (200 ft.)			Transmutation	splcmp: p,193
<i>Effect:</i> Allies each immediately make one attack.										
□□□□□	Master Air			1 standard action	10 rounds	Personal	V, S, F		Transmutation	splcmp: p,139
<i>Effect:</i> You sprout insubstantial wings and can fly.										
□□□□□	Mountain Stance	16	Will negates (harmless)	1 standard action	10 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	16	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	10 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	16	Will negates (harmless)	1 standard action	10 minutes	Touch	V, S, M/DF	Yes	Transmutation	RSRD: SpellsM-O.rtf
<i>Effect:</i> Subject gains +4 to Wis for 10 minutes.									
□□□□□ Reduce Animal		None	1 standard action	10 hours [D]	Touch	V, S	No	Transmutation	RSRD: SpellsP-R.rtf
<i>Effect:</i> Shrinks one willing animal.									
□□□□□ Resist Energy	16	Fortitude negates (harmless)	1 standard action	100 minutes	Touch	V, S, DF	Yes (harmless)	Abjuration	RSRD: SpellsP-R.rtf
<i>Effect:</i> Ignores first 20 points of damage/attack from specified energy type.									
□□□□□ Restoration, Lesser	16	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	16	Fortitude partial	1 standard action	Instantaneous	Close (50 ft.)	V, S	Yes	Evocation	splcmp: p,179
<i>Effect:</i> Ray deals 1d6 damage/2 levels and stuns.									
□□□□□ Scent		None	1 standard action	100 minutes	Touch	V, S, M	Yes (harmless)	Transmutation	splcmp: p,180
<i>Effect:</i> Grants the scent special ability.									
□□□□□ Share Husk	16	Will negates (harmless)	1 standard action	10 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 (50 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	16	Will negates (harmless)	1 standard action	100 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 (50 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	10 rounds [D]	Close (50 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 (50 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	100 minutes [D]	Medium (200 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	16	Will negates (harmless)		10 minutes 10 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 10 hours.									
□□□□□ Tree Shape		None	1 standard action	10 hours [D]	Personal	V, S, DF	No	Transmutation	RSRD: SpellsT-Z.rtf
<i>Effect:</i> You look exactly like a tree for 10 hours.									
□□□□□ Warp Wood	16	Will negates (object)	1 standard action	Instantaneous	Close (50 ft.)	V, S	Yes (object)	Transmutation	RSRD: SpellsT-Z.rtf
<i>Effect:</i> Bends wood [shaft, handle, door, plank].									
□□□□□ Wings of Air	16	None (harmless)	1 standard action	10 minutes	Touch	V	No (harmless)	Transmutation	splcmp: p,240
<i>Effect:</i> Subject's flight maneuverability improves by one step.									
□□□□□ Winter's Embrace	16	Fortitude negates	1 standard action	10 rounds	Close (50 ft.)	V, S	Yes	Evocation [Cold]	splcmp: p,241
<i>Effect:</i> Creature takes 1d8 cold damage/round and might become exhausted.									
□□□□□ Wood Shape	16	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	16	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	17	Will negates (harmless)	1 standard action	20 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 (50 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 action	10 rounds	Personal	V, S, M		Transmutation	splcmp: p,29
<i>Effect:</i> You gain the Strength and attacks of a werewolf.										
□□□□□	Blindsight	17	Will negates (harmless)	1 standard action	10 minutes	Touch	V, S	Yes (harmless)	Transmutation	splcmp: p,32
<i>Effect:</i> Subject gains blindsight 30 ft. for 10 minutes.										
□□□□□	Bottle of Smoke		None		10 minutes 10 hours	Touch	V, S, F	No	Conjuration (Creation)	splcmp: p,37
<i>Effect:</i> Uncorking bottle creates fast horse made of smoke.										
□□□□□	Call Lightning	17	Reflex half		1 round 10 minutes	Medium (200 ft.)	V, S	Yes	Evocation [Electricity]	RSRD: SpellsC.rtf Caster Level: 10
<i>Effect:</i> Calls down 10 lightning bolts over duration [3d6 per bolt] from sky; 3d10 in outdoors stormy area.										
□□□□□	Capricious Zephyr	17	None or Reflex partial; see text	1 standard action	10 rounds	Medium (200 ft.)	V, S	Yes	Evocation [Air]	splcmp: p,43
<i>Effect:</i> Gale-force winds push creatures.										
□□□□□	Charge of the Triceratops	17	Will negates (harmless)	1 standard action	10 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.										
□□□□□	Corona of Cold	17	Fortitude negates	1 standard action	10 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 action	10 rounds	Medium (200 ft.)	V, S	Yes	Illusion (Figment) [Sonic]	splcmp: p,55
<i>Effect:</i> Sound distracts and makes foes vulnerable to sonic damage.										
□□□□□	Crumble	17	Fortitude half (object)	1 standard action	Instantaneous	Medium (200 ft.)	V, S	Yes (object)	Transmutation	splcmp: p,56
<i>Effect:</i> You erode building or other structure.										
□□□□□	Cure Moderate Wounds	17	Will half (harmless); see text	1 standard action	Instantaneous	Touch	V, S	Yes (harmless); see text	Conjuration (Healing)	RSRD: SpellsC.rtf Caster Level: 10
<i>Effect:</i> Cures 2d8+10 damage.										
□□□□□	Daylight		None	1 standard action	100 minutes [D]	Touch	V, S	No	Evocation [Light]	RSRD: SpellsD-E.rtf Caster Level: 10
<i>Effect:</i> 60-ft. radius of bright light.										
□□□□□	Dehydrate	17	Fortitude negates	1 standard action	Instantaneous	Medium (200 ft.)	V, S, DF	Yes	Necromancy	splcmp: p,62
<i>Effect:</i> Deals Con damage to subject.										
□□□□□	Diminish Plants		None	1 standard action	Instantaneous	See text	V, S, DF	No	Transmutation	RSRD: SpellsD-E.rtf Caster Level: 10
<i>Effect:</i> Reduces size or blights growth of normal plants.										
□□□□□	Dominate Animal	17	Will negates	1 round action	10 rounds	Close (50 ft.)	V, S	Yes	Enchantment (Compulsion) [Mind-Affecting]	RSRD: SpellsD-E.rtf Caster Level: 10
<i>Effect:</i> Subject animal obeys silent mental commands.										
□□□□□	Downdraft	17	Reflex partial; see text	1 standard action	Instantaneous	Long (800 ft.)	V, S, M		Evocation [Air]	splcmp: p,72
<i>Effect:</i> Flying creatures knocked down.										
□□□□□	Energy Vortex	17	Reflex half	1 standard action	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	17	Yes (harmless, object)	1 swift action	10 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 action	10 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 action	10 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 action	10 rounds	Personal	V, S, M	None	Transmutation [Earth]	splcmp: p,105
<i>Effect:</i> Pebbles you throw become boulders.										
□□□□□	Girallon's Blessing	17	Fortitude negates (harmless)	1 standard action	100 minutes	Touch	V, S, M	Yes (harmless)	Transmutation	splcmp: p,106
<i>Effect:</i> Subject gains one additional pair of arms.										
□□□□□	Heatstroke	17	Fortitude partial	1 standard action	Instantaneous	Medium (200 ft.)	V, S	Yes	Transmutation	splcmp: p,113
<i>Effect:</i> Subject creature takes nonlethal damage and becomes fatigued.										
□□□□□	Hypothermia	17	Fortitude partial	1 standard action	Instantaneous	Close (50 ft.)	V, S	Yes	Evocation [Cold]	splcmp: p,118
<i>Effect:</i> Causes 1d6 cold damage/level, fatigue.										
□□□□□	Icelance	17	Fortitude partial		Instantaneous	Medium (200 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	17	Fortitude negates	1 standard action	1 round/2 levels	Touch	V, S, M		Necromancy	splcmp: p,123
<i>Effect:</i> Touch attack deals 1d4 Con damage/round.										
□□□□□	Jagged Tooth	17	Will negates (harmless)	1 standard action	100 minutes	Close (50 ft.)	V, S	Yes (harmless)	Transmutation	splcmp: p,126
<i>Effect:</i> Doubles the critical threat range of natural weapons.										

* =Domain/Speciality Spell

Druid Spells

□□□□	Junglerazer	17	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 1d100 damages.									
□□□□	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.									
□□□□	Magic Fang, Greater	17	Will negates (harmless)	1 standard 10 hours action	Close (50 ft.)	V, S, DF	Yes (harmless)	Transmutation	RSRD: SpellsM-O.rtf
<i>Effect:</i> One natural weapon of subject creature gets +2 on attack and damage rolls.									
□□□□	Mass Align Fang				Close (50 ft.)			Transmutation [see text]	splcmp: p,9
<i>Effect:</i> Allies' natural weapons become good, evil, lawful, or chaotic.									
□□□□	Mass Lesser Vigor				20 ft.			Conjuration (Healing)	splcmp: p,229
<i>Effect:</i> As lesser vigor, but multiple subjects [max 25 rounds].									
□□□□	Mass Resist Energy				Close (50 ft.)			Abjuration	splcmp: p,174
<i>Effect:</i> Creatures ignore damage from specified energy type.									
□□□□	Mass Snowshoes				Close (50 ft.)			Transmutation	splcmp: p,194
<i>Effect:</i> As snowshoes, affects one creature/level.									
□□□□	Meld into Stone		None	1 standard 100 minutes action	Personal	V, S, DF	No	Transmutation [Earth]	RSRD: SpellsM-O.rtf
<i>Effect:</i> You and your gear merge with stone.									
□□□□	Nature's Balance	17	Fortitude negates (harmless)	1 standard 100 minutes action	Touch	V, S	Yes (harmless)	Transmutation	splcmp: p,145
<i>Effect:</i> You transfer 4 ability score points to the subject for 100 minutes.									
□□□□	Nature's Rampart		None	10 minutes Instantaneous	Medium (200 ft.)	V, S, F	No	Transmutation	splcmp: p,146
<i>Effect:</i> You mold the terrain to provide fortifications.									
□□□□	Neutralize Poison	17	Will negates (harmless, object)	1 standard 100 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.									
□□□□	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.									
□□□□	Poison	17	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.									
□□□□	Primal Form			1 standard 10 minutes [D] action	Personal	V, S, DF		Transmutation	splcmp: p,161
<i>Effect:</i> You change into elemental, gain some abilities.									
□□□□	Protection from Energy	17	Fortitude negates (harmless)	1 standard 100 minutes or until discharged action	Touch	V, S, DF	Yes (harmless)	Abjuration	RSRD: SpellsP-R.rtf
<i>Effect:</i> Absorb 120 points of damage from one kind of energy.									
□□□□	Quench	17	None or Will negates (object)	1 standard Instantaneous action	Medium (200 ft.)	V, S, DF	No or Yes (object)	Transmutation	RSRD: SpellsP-R.rtf
<i>Effect:</i> Extinguishes nonmagical fires or one magic item.									
□□□□	Quillfire			1 standard 10 rounds action	Personal	V, S		Transmutation	splcmp: p,164
<i>Effect:</i> Your hand sprouts poisonous quills useful for melee or ranged attacks.									
□□□□	Remove Disease	17	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.									
□□□□	Sink	17	Will negates	1 standard 1 round action	Close (50 ft.)	V, S, DF	Yes	Transmutation	splcmp: p,190
<i>Effect:</i> Subject sinks in water, must make Swim checks.									
□□□□	Sleet Storm		None	1 standard 10 rounds action	Long (800 ft.)	V, S, M/DF	No	Conjuration (Creation) [Cold]	RSRD: SpellsS.rtf
<i>Effect:</i> Hampers vision and movement.									
□□□□	Snakebite			1 standard 10 rounds [D] action	Personal	V, S		Transmutation	splcmp: p,193
<i>Effect:</i> Your arm turns into poisonous snake you can use to attack.									
□□□□	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.									
□□□□	Speak with Plants		None	1 standard 10 minutes action	Personal	V, S	No	Divination	RSRD: SpellsS.rtf
<i>Effect:</i> You can talk to normal plants and plant creatures.									
□□□□	Spiderskin	17	Will negates (harmless)	1 standard 100 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.									
□□□□	Spike Growth	17	Reflex partial	1 standard 10 hours [D] action	Medium (200 ft.)	V, S, DF	Yes	Transmutation	RSRD: SpellsS.rtf
<i>Effect:</i> Creatures in area take 1d4 damage, may be slowed.									
□□□□	Spikes							Transmutation	splcmp: p,202
<i>Effect:</i> As brambles, but weapon gains +2 bonus and doubled threat range.									
□□□□	Spirit Jaws		None	1 standard 10 rounds [D] action	Medium (200 ft.)	V, S, M	Yes	Evocation [Force]	splcmp: p,202
<i>Effect:</i> Ghostly jaws grapple creature, deal 2d6 damage.									
□□□□	Standing Wave	17	Reflex negates	1 standard 100 minutes [D] action	Close (50 ft.)	V, S, DF	Yes	Transmutation	splcmp: p,204
<i>Effect:</i> Magically propels boat or swimming creature.									

* =Domain/Speciality Spell

Druid Spells

□□□□□	Stone Shape	None	1 standard action	Instantaneous	Touch	V, S, M/DF	No	Transmutation [Earth]	RSRD: SpellsS.rtf
<i>Effect:</i> Sculpts stone into any shape.									
□□□□□	Summon Nature's Ally III	None	1 round	10 rounds [D]	Close (50 ft.)	V, S, DF	No	Conjuration (Summoning)	RSRD: SpellsS.rtf
<i>Effect:</i> Calls creature to fight.									
<i>Target:</i> One or more creatures, no two of which can be more than 30 ft. apart									
□□□□□	Swift Fly		1 round		Personal	V		Transmutation	splcmp: p,96
<i>Effect:</i> Gain fly speed of 60 ft. for 1 round.									
□□□□□	Thornskin		1 standard action	10 rounds [D]	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.									
□□□□□	Thunderous Roar	17	Fortitude partial; see text	1 standard action	Long (800 ft.)	V, S, DF	Yes	Evocation [Sonic]	splcmp: p,220
<i>Effect:</i> Roar deals 1d6 damage/2 levels, deafens.									
□□□□□	Treasure Scent		1 standard action	10 hours	Personal	V, S		Divination	splcmp: p,223
<i>Effect:</i> You detect valuable metals and gems.									
□□□□□	Tremor	17	See text	1 standard action	Medium (200 ft.)	V, S, DF	No	Evocation [Earth]	splcmp: p,223
<i>Effect:</i> Subjects knocked prone.									
□□□□□	Vigor			10 rounds + 10 rounds [max 25 rounds]				Conjuration (Healing)	splcmp: p,229
<i>Effect:</i> As lesser vigor, but 2 hp/round [max 25 rounds].									
□□□□□	Vine Mine	17	See text	1 standard action	Medium (200 ft.)	V, S, M	Yes	Conjuration (Creation)	splcmp: p,230
<i>Effect:</i> Vines grow rapidly, giving various effects.									
□□□□□	Water Breathing	17	Will negates (harmless)	1 standard action	Touch	V, S, M/DF	Yes (harmless)	Transmutation	RSRD: SpellsT-Z.rtf
<i>Effect:</i> Subjects can breathe underwater.									
□□□□□	Weather Eye	None		1 hour Instantaneous	1 mile + 10 miles	V, S, M, F	No	Divination	splcmp: p,238
<i>Effect:</i> You accurately predict weather up to one week ahead.									
□□□□□	Wind Wall	17	None; see text	1 standard action	Medium (200 ft.)	V, S, M/DF	Yes	Evocation [Air]	RSRD: SpellsT-Z.rtf
<i>Effect:</i> Deflects arrows, smaller creatures, and gases.									

LEVEL 4

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□□	Air Walk	None	1 standard action	100 minutes	Touch	V, S, DF	Yes (harmless)	Transmutation [Air]	RSRD: SpellsA-B.rtf
<i>Effect:</i> Subject treads on air as if solid [climb at 45-degree angle].									
□□□□□	Antiplant Shell	None	1 standard action	100 minutes [D]	10 ft.	V, S, DF	Yes	Abjuration	RSRD: SpellsA-B.rtf
<i>Effect:</i> Keeps animated plants at bay.									
□□□□□	Arc of Lightning	18	Reflex half	1 standard action	Close (50 ft.)	V, S, M/DF	No	Conjuration (Creation) [Electricity]	splcmp: p,15
<i>Effect:</i> Line of electricity arcs between two creatures [10d6 damage].									
□□□□□	Bite of the Wereboar		1 standard action	10 rounds	Personal	V, S, M		Transmutation	splcmp: p,28
<i>Effect:</i> You gain the Strength and attacks of a wereboar.									
□□□□□	Blight	18	Fortitude half; see text	1 standard action	Touch	V, S, DF	Yes	Necromancy	RSRD: SpellsA-B.rtf
<i>Effect:</i> Withers one plant or deals 10d6 damage to plant creature.									
□□□□□	Chain of Eyes	18	Will negates	1 standard action	Touch	V, S	Yes	Divination	splcmp: p,45
<i>Effect:</i> See through other creatures' eyes.									
□□□□□	Command Plants	18	Will negates	1 standard action	Close (50 ft.)	V	Yes	Transmutation	RSRD: SpellsC.rtf
<i>Effect:</i> Sway the actions of one or more plant creatures.									
□□□□□	Contagious Touch	18	Fortitude negates	1 standard action	Touch	V, S	Yes	Necromancy	splcmp: p,52
<i>Effect:</i> You infect one creature/round with chosen disease.									
□□□□□	Contingent Energy Resistance		1 minute	10 hours [D]		V, S, M		Abjuration	splcmp: p,52
<i>Effect:</i> Energy damage triggers a resist energy spell.									
□□□□□	Control Water	18	None; see text	1 standard action	Long (800 ft.)	V, S, M/DF	No	Transmutation [Water]	RSRD: SpellsC.rtf
<i>Effect:</i> Raises or lowers bodies of water.									
□□□□□	Cure Serious Wounds	18	Will half (harmless); see text	1 standard action	Touch	V, S	Yes (harmless); see text	Conjuration (Healing)	RSRD: SpellsC.rtf
<i>Effect:</i> Cures 3d8+10 damage.									
□□□□□	Dispels Magic	None	1 standard action	Instantaneous	Medium (200 ft.)	V, S	No	Abjuration	RSRD: SpellsD-E.rtf
<i>Effect:</i> Cancels magical spells and effects.									
□□□□□	Enhance Wild Shape		1 minute	10 hours	Personal	V, S		Transmutation	splcmp: p,82
<i>Effect:</i> Your wild shape ability gains a bonus.									
□□□□□	Essence of the Raptor		1 standard action	100 minutes [D]	Personal	V, S		Transmutation	splcmp: p,84
<i>Effect:</i> Base speed becomes 60 feet, gain skill bonuses and scent.									
□□□□□	Eye of the Hurricane	18	Fortitude negates; see text	1 standard action	40 ft.	V, S	Yes	Abjuration [Air]	splcmp: p,86
<i>Effect:</i> Storm pushes creatures, calm at center.									

* =Domain/Specialty Spell

Druid Spells

□□□□□	Flame Strike	18	Reflex half	1 standard	Instantaneous	Medium (200 ft.)	V, S, DF	Yes	Evocation [Fire]	RSRD: SpellsF-G.rtf
<i>Effect:</i> Smite foes with divine fire for 10d6 damage.										
□□□□□	Freedom of Movement	18	Will negates (harmless)	1 standard	100 minutes	Personal or touch	V, S, M, DF	Yes (harmless)	Abjuration	RSRD: SpellsF-G.rtf
<i>Effect:</i> Subject moves normally despite impediments.										
□□□□□	Giant Vermin		None	1 standard	10 minutes	Close (50 ft.)	V, S, DF	Yes	Transmutation	RSRD: SpellsF-G.rtf
<i>Effect:</i> Turns centipedes, scorpions, or spiders into giant vermin.										
□□□□□	Greater Blindsight								Transmutation	splcmp: p,32
<i>Effect:</i> Subject gains blindsight 60 ft. for 10 minutes.										
□□□□□	Greater Creeping Cold				See text				Transmutation [Cold]	splcmp: p,56
<i>Effect:</i> As creeping cold, but longer duration and more damage.										
□□□□□	Greater Resistance				24 hours				Abjuration	splcmp: p,174
<i>Effect:</i> Subject gains +3 on saving throws.										
□□□□□	Greater Wings of Air								Transmutation	splcmp: p,240
<i>Effect:</i> Subject's flight maneuverability improves by two steps.										
□□□□□	Ice Storm		None	1 standard	1 full round	Long (800 ft.)	V, S, M/DF	Yes	Evocation [Cold]	RSRD: SpellsH-L.rtf
<i>Effect:</i> Hail deals 5d6 damage in cylinder 40 ft. across.										
□□□□□	Jaws of the Wolf		None	1 standard	10 rounds [D]	Close (50 ft.)	V, S, F	No	Transmutation	splcmp: p,127
<i>Effect:</i> One carving/2 levels turns into a worg.										
□□□□□	Land Womb	18	Will negates	1 standard	100 minutes [D]	Touch	V, S	Yes	Abjuration	splcmp: p,130
<i>Effect:</i> You and one creature/level hide within the earth.										
□□□□□	Languor	18	Will partial	1 standard	10 rounds	Close (50 ft.)	V, S	Yes	Transmutation	splcmp: p,130
<i>Effect:</i> Ray slows subject and diminishes its Strength.										
□□□□□	Last Breath		None	1 standard	Instantaneous	Touch	V, S	Yes (harmless)	Transmutation	splcmp: p,130
<i>Effect:</i> Reincarnate recently deceased creature with no level loss.										
□□□□□	Lay of the Land			3 rounds	Instantaneous	Personal	V, S, F/DF		Divination	splcmp: p,131
<i>Effect:</i> You gain an overview of the geography around you.										
□□□□□	Mass Burrow								Transmutation	splcmp: p,41
<i>Effect:</i> As burrow, but affects 1/level subjects.										
□□□□□	Mass Surefooted Stride					Close (50 ft.)			Transmutation	splcmp: p,216
<i>Effect:</i> As surefooted stride but multiple subjects.										
□□□□□	Mass Swim								Transmutation [Water]	splcmp: p,217
<i>Effect:</i> As swim, but one creature/level.										
□□□□□	Miasma of Entropy	18	Fortitude half or Will negates (object); see text	1 standard	Instantaneous	30 ft.	V, S	Yes (object)	Necromancy	splcmp: p,141
<i>Effect:</i> Rot all natural materials in 30-ft. cone-shaped burst.										
□□□□□	Moon Bolt	18	Fortitude half (living target) or Will negates (undead target)	1 standard	Instantaneous	Long (800 ft.)	V, S	Yes	Evocation	splcmp: p,143
<i>Effect:</i> 1d4 Strength damage/3 levels; undead made helpless.										
□□□□□	Murderous Mist	18	Reflex partial; see text	1 standard	10 rounds	Close (50 ft.)	V, S	No	Conjuration (Creation)	splcmp: p,145
<i>Effect:</i> Steam deals 2d6 damage, blinds creatures.										
□□□□□	Perinarch	18	None (object) and Reflex negates; see text	1 standard	10 rounds; see text	Close (50 ft.)	V, S, DF	No	Transmutation	splcmp: p,153
<i>Effect:</i> Gain greater control over Limbo's morphic essence.										
□□□□□	Planar Tolerance				10 hours				Abjuration	splcmp: p,159
<i>Effect:</i> Provides long-term protection against overtly damaging planar traits.										
□□□□□	Poison Vines	18	Fortitude negates; see text					Yes	Conjuration (Creation)	splcmp: p,160
<i>Effect:</i> Vines grow and poison creatures stuck within them.										
□□□□□	Reincarnate	18	None; see text	10 minutes	Instantaneous	Touch	V, S, M, DF	Yes (harmless)	Transmutation	RSRD: SpellsP-R.rtf
<i>Effect:</i> Brings dead subject back in a random body.										
□□□□□	Repel Vermin	18	None or Will negates; see text	1 standard	100 minutes [D]	10 ft.	V, S, DF	Yes	Abjuration	RSRD: SpellsP-R.rtf
<i>Effect:</i> Insects, spiders, and other vermin stay 10 ft. away.										
□□□□□	Rushing Waters	18	None; see text	1 standard	Instantaneous	Medium (200 ft.)	V, S, DF	No	Conjuration (Creation) [Water]	splcmp: p,178
<i>Effect:</i> Wave makes bull rush attack.										
□□□□□	Rusting Grasp		None	1 standard	See text	Touch	V, S, DF	No	Transmutation	RSRD: SpellsP-R.rtf
<i>Effect:</i> Your touch corrodes iron and alloys.										
□□□□□	Scrying	18	Will negates	1 hour	10 minutes	See text	V, S, M/DF, F	Yes	Divination (Scrying)	RSRD: SpellsS.rtf
<i>Effect:</i> Spies on subject from a distance.										
□□□□□	Shadowblast	18	Fortitude negates	1 standard	Instantaneous	Long (800 ft.)	V, S, M	Yes	Evocation [Light]	splcmp: p,186

* =Domain/Specialty Spell

Druid Spells

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
<i>Effect:</i> Blast of light stuns and damages natives to the Plane of Shadow.			action		Target: 20-ft.-radius spread			Caster Level: 10	
□□□□ Sheltered Vitality	18	Fortitude negates (harmless)	1 standard action	10 minutes	Touch	V, S, DF	Yes	Abjuration	splcmp: p,188
<i>Effect:</i> Subject gains immunity to fatigue, exhaustion, ability damage, and ability drain.					Target: Living creature touched			Caster Level: 10	
□□□□ Spark of Life	18	Will negates	1 standard action	10 rounds	Touch	V, S	Yes	Necromancy	splcmp: p,196
<i>Effect:</i> Undead creature loses most immunities.					Target: Undead creature touched			Caster Level: 10	
□□□□ Spike Stones	18	Reflex partial	1 standard action	10 hours [D]	Medium (200 ft.)	V, S, DF	Yes	Transmutation [Earth]	RSRD: SpellsS.rtf
<i>Effect:</i> Creatures in area take 1d8 damage, may be slowed.					Target: 10 20-ft. squares			Caster Level: 10	
□□□□ Starvation	18	Fortitude partial	1 standard action	Instantaneous	Close (50 ft.)	V, S, M	Yes	Transmutation	splcmp: p,206
<i>Effect:</i> Hunger pangs deal 1d60 damages, cause fatigue.					Target: One living creature			Caster Level: 10	
□□□□ Sudden Stalagmite	18	Reflex half	1 standard action	Instantaneous	Medium (200 ft.)	V, S	No	Conjuration (Creation) [Earth]	splcmp: p,213
<i>Effect:</i> Impaling stalagmite damages and holds foes.					Target: One creature			Caster Level: 10	
□□□□ Summon Elementite Swarm	None		1 round	Concentration, up to 10 rounds + 1 round	Close (50 ft.)	V, S	No	Conjuration (Summoning) [see text]	splcmp: p,214
<i>Effect:</i> Summon an elementite swarm to follow your commands.					Target: One summoned elementite swarm			Caster Level: 10	
□□□□ Summon Nature's Ally IV	None		1 round	10 rounds [D]	Close (50 ft.)	V, S, DF	No	Conjuration (Summoning)	RSRD: SpellsS.rtf
<i>Effect:</i> Calls creature to fight.					Target: One or more creatures, no two of which can be more than 30 ft. apart			Caster Level: 10	
□□□□ Superior Magic Fang			1 standard action	10 rounds	Personal	V, S		Transmutation	splcmp: p,136
<i>Effect:</i> Your natural weapons gain +1 enhancement bonus/4 levels.					Target: You			Caster Level: 10	
□□□□ Vortex of Teeth	None		1 standard action	10 rounds [D]	Medium (200 ft.)	V, S, M	Yes	Evocation [Force]	splcmp: p,232
<i>Effect:</i> 3d8 points of damage due to force per round to all creatures in the area.					Target: Hollow cylinder 40			Caster Level: 10	
□□□□ Wall of Water	18	Reflex negates; see text	1 standard action	100 minutes	Medium (200 ft.)	V, S, M	No	Conjuration (Creation) [Water]	splcmp: p,235
<i>Effect:</i> Creates shapeable transparent wall of water.					Target: A straight wall whose area is up to one 10-ft. square/level [S]			Caster Level: 10	
□□□□ Wild Runner			1 standard action	100 minutes [D]	Personal	V, S, DF		Transmutation	splcmp: p,239
<i>Effect:</i> Change into centaur, gain some abilities.					Target: You			Caster Level: 10	
□□□□ Wind at Back	18	Fortitude negates (harmless)	1 standard action	12 hours	Medium (200 ft.)	V, S	Yes (harmless)	Evocation	splcmp: p,239
<i>Effect:</i> Doubles overland speed of subjects for 12 hours.					Target:			Caster Level: 10	
□□□□ Wood Rot	None			Instantaneous or 10 rounds; see text	Touch	V, S, M	No	Transmutation	splcmp: p,241
<i>Effect:</i> Destroy wooden items or deal 3d6 damage + 1/level 15 to plant creatures.					Target:			Caster Level: 10	

LEVEL 5

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□ Animal Growth	19	Fortitude negates	1 standard action	10 minutes	Medium (200 ft.)	V, S	Yes	Transmutation	RSRD: SpellsA-B.rtf
<i>Effect:</i> One animal/two levels doubles in size.					Target: Up to 5 animals [Gargantuan or smaller], no two of which can be more than 30 ft. apart			Caster Level: 10	
□□□□ Anticold Sphere	None		1 standard action	100 minutes [D]	10 ft.	V, S	Yes	Abjuration [Cold]	splcmp: p,13
<i>Effect:</i> Sphere hedges out cold creatures and protects you from cold.					Target: 10-ft.-radius emanation centered on you			Caster Level: 10	
□□□□ Atonement	None		1 hour	Instantaneous	Touch	V, S, M, F, DF, XP	Yes	Abjuration	RSRD: SpellsA-B.rtf
<i>Effect:</i> Removes burden of misdeeds from subject.					Target: Living creature touched			Caster Level: 10	
□□□□ Awaken	19	Will negates	24 hours	Instantaneous	Touch	V, S, DF, XP	Yes	Transmutation	RSRD: SpellsA-B.rtf
<i>Effect:</i> Animal or tree gains human intellect.					Target: Animal or tree touched			Caster Level: 10	
□□□□ Baleful Polymorph	19	Fortitude negates, Will partial; see text	1 standard action	Permanent	Close (50 ft.)	V, S	Yes	Transmutation	RSRD: SpellsA-B.rtf
<i>Effect:</i> Transforms subject into harmless animal.					Target: One creature			Caster Level: 10	
□□□□ Bite of the Weretiger			1 standard action	10 rounds	Personal	V, S, M		Transmutation	splcmp: p,28
<i>Effect:</i> You gain the Strength and attacks of a weretiger.					Target: You			Caster Level: 10	
□□□□ Blood Creepers	19	Fortitude negates	1 standard action	10 rounds	Medium (200 ft.)	V,S,DF	Yes	Conjuration (Creation)	phb2: PHB2 page 104
<i>Effect:</i> Vines deal 1/level damage for multiple rounds and entangle one creature					Target: One creature			Caster Level: 10	
□□□□ Call Lightning Storm	19	Reflex half	1 round	10 minutes	Long (800 ft.)	V, S	Yes	Evocation [Electricity]	RSRD: SpellsC.rtf
<i>Effect:</i> Calls down 10 lightning bolts over duration [5d6 per bolt] from sky; 5d10 in outdoors stormy area.					Target: One or more 30-ft.-long vertical lines of lightning			Caster Level: 10	
□□□□ Cloak of the Sea	19	Will negates (harmless)	1 standard action	10 hours [D]	Touch	V, S, DF	Yes (harmless)	Transmutation	splcmp: p,48
<i>Effect:</i> Gain blur, freedom of movement, and water breathing while in water.					Target: Creature touched			Caster Level: 10	
□□□□ Cold Snap	None		1 minute	24 hours	1 mile	V, S	No	Transmutation [Cold]	splcmp: p,50
<i>Effect:</i> You lower temperature in area.					Target: 1-mile-radius circle centered on you			Caster Level: 10	
□□□□ Commune with Nature	None		10 minutes	Instantaneous	Personal	V, S	No	Divination	RSRD: SpellsC.rtf
<i>Effect:</i> Learn about terrain for 10 miles.					Target: You			Caster Level: 10	
□□□□ Control Winds	19	Fortitude negates	1 standard action	100 minutes	40 ft./level	V, S	No	Transmutation [Air]	RSRD: SpellsC.rtf
<i>Effect:</i> Change wind direction and speed.					Target: 400 ft radius cylinder 40 ft. high			Caster Level: 10	
□□□□ Cure Critical Wounds	19	Will half (harmless); see text	1 standard action	Instantaneous	Touch	V, S	Yes (harmless); see text	Conjuration (Healing)	RSRD: SpellsC.rtf
<i>Effect:</i> Cures 4d8+10 damage.					Target: Creature touched			Caster Level: 10	

* =Domain/Specialty Spell

Druid Spells

□□□□□	Dance of the Unicorn	None	1 standard action	10 minutes [D]	5 ft./level	V, S	No	Abjuration	splcmp: p,58
<i>Effect:</i> Purifying mist washes the air clean of smoke, dust, and poisons.									
□□□□□	Death Ward	19 Will negates (harmless)	1 standard action	10 minutes	Touch	V, S, DF	Yes (harmless)	Necromancy	RSRD: SpellsD-E.rtf
<i>Effect:</i> Grants immunity to death spells and negative energy effects.									
□□□□□	Dire Hunger	19 Fortitude negates	1 standard action	10 rounds	Close (50 ft.)	V, S	Yes	Transmutation	splcmp: p,65
<i>Effect:</i> Subject grows fangs, attacks creatures near it.									
□□□□□	Echo Skull	None	1 standard action	10 hours [D]	Touch	V, S, F	Yes (object)	Divination	splcmp: p,77
<i>Effect:</i> See, hear, and speak through a prepared animal skull for 10 hours.									
□□□□□	Fireward	None	1 standard action	10 hours	Medium (200 ft.)	V, S, DF	No	Transmutation	splcmp: p,94
<i>Effect:</i> As quench, but also suppresses magical fire effects in affected area.									
□□□□□	Greater Stone Shape							Transmutation [Earth]	splcmp: p,208
<i>Effect:</i> Sculpts 10 cu. ft. + 10 cu. ft./level of stone into any shape.									
□□□□□	Greater Vigor			10 rounds + 10 rounds [max 35 rounds]				Conjuration (Healing)	splcmp: p,229
<i>Effect:</i> As lesser vigor, but 4 hp/round.									
□□□□□	Hallow	19 See text	24 hours	Instantaneous	Touch	V, S, M, DF	See text	Evocation [Good]	RSRD: SpellsH-L.rtf
<i>Effect:</i> Designates location as holy.									
□□□□□	Heal Animal Companion	19 Will negates (harmless)	1 standard action	Instantaneous	Touch	V, S	Yes (harmless)	Conjuration (Healing)	splcmp: p,110
<i>Effect:</i> As heal on your animal companion.									
□□□□□	Ice Flowers	19 Reflex half	1 standard action	Instantaneous	Long (800 ft.)	V, S	No	Transmutation [Cold]	splcmp: p,119
<i>Effect:</i> Ice and earth deal 1d60 damages.									
□□□□□	Inferno	19 Fortitude negates and Reflex partial; see text	1 standard action	6 rounds; see text	Close (50 ft.)	V, S, M	Yes	Transmutation [Fire]	splcmp: p,123
<i>Effect:</i> Creature bursts into flames and takes fire damage per round.									
□□□□□	Insect Plague	None	1 round	10 minutes	Long (800 ft.)	V, S, DF	No	Conjuration (Summoning)	RSRD: SpellsH-L.rtf
<i>Effect:</i> Locust swarms attack creatures.									
□□□□□	Jungle's Rapture	19 Will negates	1 standard action	Permanent [D]	Close (50 ft.)	V, S	Yes	Transmutation	splcmp: p,128
<i>Effect:</i> Curse causes 1d6 Dexterity drain.									
□□□□□	Mantle of the Icy Soul	19 Will negates	1 standard action	10 hours	Touch	V, S, M	Yes	Transmutation [Cold]	splcmp: p,138
<i>Effect:</i> Touched creature gains the cold subtype.									
□□□□□	Memory Rot	19 Fortitude negates	1 standard action	Instantaneous	Close (50 ft.)	V, S	Yes	Evocation	splcmp: p,140
<i>Effect:</i> Spores deal 1d6 Int damage to subject, plus 1 Int drain/round.									
□□□□□	Owl's Insight	19 Fortitude negates (harmless)	1 standard action	1 hour	Touch	V, S	Yes (harmless)	Transmutation	splcmp: p,152
<i>Effect:</i> Subject gains Wis bonus equal to half your level for 1 hour.									
□□□□□	Panacea	19 Will half (harmless); see text	1 standard action	Instantaneous	Touch	V, S	Yes (harmless)	Conjuration (Healing)	splcmp: p,152
<i>Effect:</i> Removes most afflictions.									
□□□□□	Phantom Stag	19 None; see text	1 standard action	10 hours [D]	0 ft.	V, S	No	Conjuration (Creation)	splcmp: p,157
<i>Effect:</i> Magic stag appears for 10 hours.									
□□□□□	Plant Body		1 standard action	100 minutes	Personal	V, S, DF		Transmutation	splcmp: p,159
<i>Effect:</i> Subject's type changes to plant.									
□□□□□	Poison Thorns							Transmutation	splcmp: p,159
<i>Effect:</i> You grow thorns that poison your attackers.									
□□□□□	Quill Blast	19 Reflex half; see text	1 standard action	Instantaneous	20 ft.	V, S, M	Yes	Conjuration (Creation)	splcmp: p,164
<i>Effect:</i> You fling quills in spread, dealing damage and imposing penalties.									
□□□□□	Rejuvenation Cocoon	19 Will negates (harmless)	1 standard action	2 rounds	Touch	V, S, M	Yes (harmless)	Conjuration (Healing)	splcmp: p,172
<i>Effect:</i> Energy cocoon shields creature, then heals it.									
□□□□□	Sirine's Grace		1 standard action	10 rounds	Personal	V, S, M		Evocation	splcmp: p,191
<i>Effect:</i> You gain bonuses to Charisma and Dexterity, AC, and Perform checks, and can breathe water.									
□□□□□	Stoneskin	19 Will negates (harmless)	1 standard action	100 minutes or until discharged	Touch	V, S, M	Yes (harmless)	Abjuration	RSRD: SpellsS.rtf
<i>Effect:</i> Ignore 10 points of damage per attack.									
□□□□□	Summon Nature's Ally V	None	1 round	10 rounds [D]	Close (50 ft.)	V, S, DF	No	Conjuration (Summoning)	RSRD: SpellsS.rtf
<i>Effect:</i> Calls creature to fight.									
□□□□□	Swamp Stride		1 standard action	10 hours or until expended; see text	Personal	V, S, DF		Conjuration (Teleportation)	splcmp: p,217
<i>Effect:</i> As tree stride, but with bodies of water.									
□□□□□	Transmute Mud to Rock	19 See text	1 standard action	Permanent	Medium (200 ft.)	V, S, M/DF	No	Transmutation [Earth]	RSRD: SpellsT-Z.rtf
<i>Effect:</i> Transforms 20 10-ft. cubes.									

* =Domain/Specialty Spell

Druid Spells

□□□□□	Transmute Rock to Mud	19	See text	1 standard Permanent; see text action	Medium (200 ft.)	V, S, M/DF	No	Transmutation [Earth]	RSRD: SpellsT-Z.rtf
<i>Effect:</i> Transforms 20 10-ft. cubes.									
□□□□□	Tree Stride		None	1 standard 10 hours or until expended; see text action	Personal	V, S, DF	No	Conjuration (Teleportation)	RSRD: SpellsT-Z.rtf
<i>Effect:</i> Step from one tree to another far away.									
□□□□□	Wall of Fire		None	1 standard Concentration + 10 rounds action	Medium (200 ft.)	V, S, M/DF	Yes	Evocation [Fire]	RSRD: SpellsT-Z.rtf
<i>Effect:</i> Deals 2d4 fire damage out 10 ft. and 1d4 out 20 ft. Passing through wall deals 2d6+10 damage									
□□□□□	Wall of Sand		None	Concentration + 10 rounds	Medium (200 ft.)	V, S, M/DF	No	Conjuration (Creation) [Earth]	splcmp: p,235
<i>Effect:</i> Swirling sand blocks ranged attacks, slows movement through.									
□□□□□	Wall of Thorns		None	1 standard 100 minutes [D] action	Medium (200 ft.)	V, S	No	Conjuration (Creation)	RSRD: SpellsT-Z.rtf
<i>Effect:</i> Thorns damage anyone who tries to pass.									
□□□□□	Wind Tunnel	19	Fortitude negates (harmless)	1 standard 10 rounds action	Close (50 ft.)	V, S	Yes (harmless)	Evocation	splcmp: p,239
<i>Effect:</i> Ranged weapons gain +5 bonus and double range increment.									
* =Domain/Speciality Spell									

Notes:

Gloves of Thorns:

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

Philter of Truthfulness:

The Philter is a small bottle containing a blood red liquid. The liquid must be swallowed or entered into the bloodstream to take effect. If swallowed there is no save, if injected the save is Will based at DC25. The effects are: 1 drop – subject will fall into a trance and answer 3 questions truthfully (as they know the truth). Questions must be specific in nature, and cannot be “tell us everything about” style. Answers will not exceed 1 minute, and after 5 minutes the subject will awake regardless of whether the questions have all been used. The subject will have no memory of having answered. 2 drops – subject will fall into a deep sleep for 24 hours, and can only be awakened by a Druid of lvl 6, or an Herbalist with a skill roll of 25. 3 drops – subject will appear dead, and requires no food, water, or air for up to 1 week. The subject can only be awakened early by the owner of the Philter.

Owlfeather Cloak:

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

The Armor grants the following benefits:

- While wearing this +1 leather, you gain a +2 competence bonus on Listen and Move Silently checks.
- Once per day, you can activate the armor to gain a +4 enhancement bonus to Wisdom for 9 minutes.
- Twice per day, you can activate the armor to gain a +5 competence bonus on Spot checks for 10 minutes; this effect functions only while in shadowy illumination.
- Three times per day, you can cause the armor to sprout wings, allowing you to fly at a speed of 40 feet (good maneuverability) for 5 rounds.

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

Book of Nature Rituals:

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