
Character Name _____

Druid 8

CLASS

8 (8)

Character Level (CR)

33940 / 36000

Character Level (CR)	EXP/NEXT LEVEL
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ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD
STR Strength	21	+5	21	+5		
DEX Dexterity	16	+3	16	+3		
CON Constitution	14	+2	14	+2		
INT Intelligence	12	+1	12	+1		
WIS Wisdom	18	+4	18	+4		
CHA Charisma	9	-1	9	-1		

SAVING THROWS	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP
FORTITUDE (constitution)	+8 =	+6	+2	+0	+0	+0	
REFLEX (dexterity)	+5 =	+2	+3	+0	+0	+0	
WILL (wisdom)	+10 =	+6	+4	+0	+0	+0	

	TOTAL		BASE ATTACK BONUS		STAT		SIZE		MISC		EPIC		TEMP
MELEE attack bonus	+11/+6	=	+6/+1	+	+5	+	+0	+	+0	+	0	+	
RANGED attack bonus	+9/+4	=	+6/+1	+	+3	+	+0	+	+0	+	0	+	
GRAPPLE attack bonus	+11/+6	=	+6/+1	+	+5	+	+0	+	+0	+	+0	+	

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	REACH
(nonlethal only)	+11/+6	1d3+5	20/x2	5 ft.
Special Properties:				

*+1 Spear				HAND	TYPE	SIZE	CRITICAL	REACH
				Both	P	M	20/x3	5 ft.
TOTAL ATTACK BONUS				DAMAGE				
+12/+7				1d8+8				
Range: 20 ft.		To Hit: +10/+5			Damage: 1d8+6			
	30 ft.	40 ft.	60 ft.	80 ft.	100 ft.			
TH	+8/+3	+8/+3	+6/+1	+4/-1	+2/-3			
Dam	1d8+6	1d8+6	1d8+6	1d8+6	1d8+6			

+1 Longbow (Composite/+4)			HAND	TYPE	SIZE	CRITICAL	REACH
			Carried	P	M	20/x3	5 ft.
Range: 30 ft.		To Hit: +10/+5		Damage: 1d8+5			
	110 ft.	220 ft.	330 ft.	440 ft.	550 ft.		
TH	+10/+5	+8/+3	+6/+1	+4/-1	+2/-3		
Dam	1d8+5	1d8+5	1d8+5	1d8+5	1d8+5		
	660 ft.	770 ft.	880 ft.	990 ft.	1100 ft.		
TH	+0/-5	-2/-7	-4/-9	-6/-11	-8/-13		
Dam	1d8+5	1d8+5	1d8+5	1d8+5	1d8+5		

Special Properties: STR bonus to damage

Kang				HAND	TYPE	SIZE	CRITICAL	REACH
				Carried	PS	M	19-20/x2	5 ft.
TOTAL ATTACK BONUS				DAMAGE				
+12/+7				1d4+6				
	10 ft.	20 ft.	30 ft.	40 ft.	50 ft.			
TH	+10/+5	+8/+3	+6/+1	+4/-1	+2/-3			
Dam	1d4+6	1d4+6	1d4+6	1d4+6	1d4+6			

Special Properties: (+1 Dagger (Stiletto/Adamantine/Intelligent)), Ignore 20 hardness, Empathy, 60' vision and hearing, Cha 13, Int 13, Neutral Evil, Wis 10, Lesser Power - Deathwatch, Lesser Power - Hold Person

*: 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
*Rhino Hide (Wild)	Medium	+5	+4	-2	20
Allows the wearer to deal 2d6 add damage on any successful charge attack, Preserve armor and enhancement bonus while in wild shape					
+1 Hide	Medium	+4	+4	-2	20

Druid Wildshape

Uses per day ☐ ☐ ☐ ☐

Duration = 8 Hours

Player Name

Harqualian Half-Orc / Humanoid

RACE

23

Male

AGE GENDER

HP hit points	49	WOUNDS/CURRENT HP					SUBDUAL DAMAGE					DAMAGE REDUCTION			SPEED Walk 20 ft.			
AC armor class	18	15	13	= 10	+ 5	+ 0	+ 3	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	
	TOTAL	FLAT	TOUCH	BASE	ARMOR BONUS	SHIELD BONUS	STAT	SIZE	NATURAL ARMOR	DEFLECTION	DODGE	Morale	Insight	Sacred	Profane	MISC		
INITIATIVE modifier	+3	= +3	+0			20	-2	0										
	TOTAL	DEX MODIFIER	MISC MODIFIER			MISS CHANCE	Arcane Spell	ARMOR CHECK	SPELL RESIST	ACID RESIST	COLD RESIST	ELECT. RESIST	FIRE RESIST					

Encumbrance	Light
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None	Strandlands	True Neutral
Deity	Region	Alignment
Medium / 5 ft.	6' 4" / 220 lbs.	Darkvision (60 ft.)
SIZE / FACE	HEIGHT / WEIGHT	VISION
Black	Black, Short	
EYES	HAIR	Points

TOTAL SKILLPOINTS: 55		SKILLS		MAX RANKS: 11/53		
SKILL NAME		KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
✓	Appraise	INT	1	= 1		
✓	Balance	DEX	1	= 3		+ -2
✓	Bluff	CHA	-1	= -1		
✓	Bluff (Flattery)	CHA	-1	= -1		
✓	City Lore	WIS	4	= 4		
✓	Climb	STR	3	= 5		+ -2
✓	Climb (Swarm Huge Monster)	STR	3	= 5		+ -2
✓	Concentration	CON	13	= 2 + 11		
✓	Craft (Maps)	INT	1	= 1		
✓	Craft (Untrained)	INT	1	= 1		
✓	Diplomacy	CHA	-1	= -1		
✓	Diplomacy (Wild Empathy (Animals))	CHA	8	= -1		+ 9
✓	Diplomacy (Wild Empathy (Magical Beasts))	CHA	4	= -1		+ 5
✓	Diplomacy (Dragon Protocol)	CHA	-1	= -1		
✓	Disguise	CHA	-1	= -1		
✓	Escape Artist	DEX	1	= 3		+ -2
✓	Forgery	INT	1	= 1		
✓	Gather Information	CHA	-1	= -1		
	Handle Animal	CHA	10	= -1 + 11		
✓	Heal	WIS	4	= 4		
✓	Hide	DEX	1	= 3		+ -2
✓	Intimidate	CHA	-1	= -1		
✓	Jump	STR	-3	= 5		+ -8
✓	Jump (Leap into the Saddle)	STR	3	= 5		+ -2
	Knowledge (Nature)	INT	14	= 1 + 11 + 2		
✓	Listen	WIS	9	= 4 + 5		
✓	Lore of the North	WIS	4	= 4		
✓	Move Silently	DEX	1	= 3		+ -2
✓	Perform (Lore-Chant)	CHA	-1	= -1		
✓	Perform (Untrained)	CHA	-1	= -1		
✓	Ride	DEX	5	= 3		+ 2
✓	Sapper	STR	5	= 5		
✓	Sea Legs	DEX	3	= 3		
✓	Search	INT	1	= 1		
✓	Search (Stash Item)	INT	1	= 1		
✓	Sense Motive	WIS	4	= 4		
✓	Spot	WIS	10	= 4 + 6		
✓	Strategy	INT	1	= 1		
✓	Survival	WIS	15	= 4 + 11		
✓	Survival (Natural environments)	WIS	17	= 4 + 11 + 2		
✓	Swim	STR	1	= 5		+ -4
✓	Tactics	INT	1	= 1		
✓	Use Rope	DEX	3	= 3		
				=	+	+
				=	+	+

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

Conditional Skill Modifiers:

Wild Empathy is +9 for Animals and +5 for Magical Beasts

EQUIPMENT				
ITEM	LOCATION	QTY	WT / COST	
+1 Spear	Equipped	1	6 / 2,302	
Ring of Sustenance	Equipped	1	0 / 2,500	
Vestment, Druid's	Equipped	1	0 / 10,000	
Rhino Hide (Wild)	Equipped	1	25 / 26,165	
Allows the wearer to deal 2d6 add damage on any successful charge attack, Preserve armor and enhancement bonus while in wild shape				
Efficient Quiver	Equipped	1	2 / 1,800	
18 lbs., 2 Arrows (50), 1 Arrows (20)				
Arrows (50)	Efficient Quiver	2	7.5 (15) / 2.5 (5)	
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Arrows (20)	Efficient Quiver	1	3 / 1	
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+1 Longbow (Composite/+4)	Carried	1	3 / 2,800	
STR bonus to damage				
Backpack	Carried	1	2 / 2	
41.54 lbs., 1 Holly and Mistletoe, 1 Spell Component Pouch, 221 Coin (Gold), 3 Coin (Silver), 1 Potion of Cure Light Wounds, 1 Wand (Cure Light Wounds), 4 Rations (Trail/Per Day), 1 +1 Hide, 1 Traveler's Outfit, 1 Kang				
Holly and Mistletoe	Backpack	1	0 / 0	
Spell Component Pouch	Backpack	1	2 / 5	
Potion of Cure Light Wounds	Backpack	1	0 / 50	
□				
Wand (Cure Light Wounds)	Backpack	1	0.1 / 660	
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Rations (Trail/Per Day)	Backpack	4	1 (4) / 0.5 (2)	
□□□□				
+1 Hide	Backpack	1	25 / 1,165	
Traveler's Outfit	Backpack	1	5 / 1	
Kang	Backpack	1	1 / 16,202	
(+1 Dagger (Stiletto/Adamantine/Intelligent)), Ignore 20 hardness, Empathy, 60' vision and hearing, Cha 13, Int 13, Neutral Evil, Wis 10, Lesser Power - Deathwatch, Lesser Power - Hold Person				
TOTAL WEIGHT CARRIED/VALUE		79.54 lbs.	63,660gp	

WEIGHT ALLOWANCE					
Light	153	Medium	306	Heavy	460
Lift over head	460	Lift off ground	920	Push / Drag	2300

MONEY	
Coin (Gold): 221[Backpack]	
Coin (Silver): 3[Backpack]	
Total= 221.3 gp	

MAGIC	
Kang ("Mercy/Murder" in Orc) [AL NE; Ego: 6 (7); Int 13, Cha 13, Wis 10; Star Arm (adds to Ego)] > +1 adamantine stiletto dagger (+4 to Ego)	
— Empathy; 60 ft. vision and hearing	
— Deathwatch 30 ft. (Continually Active) [Lesser Power] (+1 to Ego)	
— Hold Person (3/day; CL 1st, save DC 12) [Lesser Power] (+1 to Ego)	

Languages	
Common, Druidic, Orc, Sylvan	

Other Companions	
Screech, Animal Companion	
N Tiny Animal (owl)	
HD: 5d8+3 (toughness)	
HP: 24 (8+4d8+3=24)	
Speed: 10 feet, fly 40 feet (average)	
Base attack: +3	
Melee attack: +7 talons (1d4-2)	
Armor class: 22 (+2 size, +4 Dex, +6 natural), touch 16, flat-footed 18	
Space/reach: 2-1/2ft/0ft	
Special attacks: Flyby Attack	
Special qualities: low-light vision, link, share spells, evasion, devotion	
Saves: Fort +4, Ref +7, Will +3	
Abilities: STR 6, DEX 19, CON 10, INT 2, WIS 14, CHA 4	
Skills: Listen +15, Move silently +20, Spot +8 (in shadows +16)	
Feats: Weapon Finesse, Toughness (racial sub level 1), Flyby Attack	
Tricks known (max 9): Attack, Come, Down, Fetch, Seek, Stay, Work, Defend, Heel	

Special Qualities	
Augmented Nature's Allies (Ex)	[worldofk]
Any nature's ally that you summon gains a +4 to Strength and Constitution. This benefit replaces one of your daily Wild Shape turns.	
Bully Animal (Ex)	[worldofk]
When using wild empathy, add your Strength modifier rather than Charisma.	
Animal Companion (Ex)	[RSRD]

A druid may begin play with an animal companion selected from the following list: badger, camel, dire rat, dog, riding dog, eagle, hawk, horse (light or heavy), owl, pony, snake (Small or Medium viper), or wolf. If the campaign takes place wholly or partly in an aquatic environment, the following creatures are also available: crocodile, porpoise, Medium shark, and squid. This animal is a loyal companion that accompanies the druid on her adventures as appropriate for its kind. A 1st-level druid's companion is completely typical for its kind except as noted below. As a druid advances in level, the animal's power increases as shown on the table. If a druid releases her companion from service, she may gain a new one by performing a ceremony requiring 24 uninterrupted hours of prayer. This ceremony can also replace an animal companion that has perished. A druid of 4th level or higher may select from alternative lists of animals (see below). Should she select an animal companion from one of these alternative lists, the creature gains abilities as if the character's druid level were lower than it actually is. Subtract the value indicated in the appropriate list header from the character's druid level and compare the result with the druid level entry on the table to determine the animal companion's powers. (If this adjustment would reduce the druid's effective level to 0 or lower, she can't have that animal as a companion.)

Nature Sense (Ex)	[RSRD]
A druid gains a +2 bonus on Knowledge (nature) and Survival checks.	

Spells	[RSRD]
A druid casts divine spells, which are drawn from the druid spell list. Her alignment may restrict her from casting certain spells opposed to her moral or ethical beliefs; see Chaotic, Evil, Good, and Lawful Spells, below. A druid must choose and prepare her spells in advance (see below). To prepare or cast a spell, the druid must have a Wisdom score equal to at least 10 + the spell level. The Difficulty Class for a saving throw against a druid's spell is 10 + the spell level + the druid's Wisdom modifier. Like other spellcasters, a druid can cast only a certain number of spells of each spell level per day. Her base daily spell allotment is given on Table: The Druid. In addition, she receives bonus spells per day if she has a high Wisdom score. She does not have access to any domain spells or granted powers, as a cleric does. A druid prepares and casts spells the way a cleric does, though she cannot lose a prepared spell to cast a cure spell in its place (but see Spontaneous Casting, below). A druid may prepare and cast any spell on the druid spell list, provided that she can cast spells of that level, but she must choose which spells to prepare during her daily meditation.	

Spontaneous Casting	[RSRD]
A druid can channel stored spell energy into summoning spells that she hasn't prepared ahead of time. She can "lose" a prepared spell in order to cast any summon nature's ally spell of the same level or lower. Chaotic, Evil, Good, and Lawful Spells: A druid can't cast spells of an alignment opposed to her own or her deity's (if she has one). Spells associated with particular alignments are indicated by the chaos, evil, good, and law descriptors in their spell descriptions.	

Trackless Step (Ex)	[RSRD]
Starting at 3rd level, a druid leaves no trail in natural surroundings and cannot be tracked. She may choose to leave a trail if so desired.	

Weapon and Armor Proficiency	[RSRD]
Druids are proficient with the following weapons: club, dagger, dart, quarterstaff, scimitar, sickle, shortspear, sling, and spear. They are also proficient with all natural attacks (claw, bite, and so forth) of any form they assume with wild shape (see below). Druids are proficient with light and medium armor but are prohibited from wearing metal armor; thus, they may wear only padded, leather, or hide armor. (A druid may also wear wooden armor that has been altered by the ironwood spell so that it functions as though it were steel. See the ironwood spell description) Druids are proficient with shields (except tower shields) but must use only wooden ones. A druid who wears prohibited armor or carries a prohibited shield is unable to cast druid spells or use any of her supernatural or spell-like class abilities while doing so and for 24 hours thereafter.	

Wild Empathy (Ex)	[RSRD]
A druid can improve the attitude of an animal. This ability functions just like a Diplomacy check made to improve the attitude of a person. The druid rolls 1d20 and adds her druid level and her Charisma modifier to determine the wild empathy check result. The typical domestic animal has a starting attitude of indifferent, while wild animals are usually unfriendly. To use wild empathy, the druid and the animal must be able to study each other, which means that they must be within 30 feet of one another under normal conditions. Generally, influencing an animal in this way takes 1 minute but, as with influencing people, it might take more or less time. A druid can also use this ability to influence a magical beast with an Intelligence score of 1 or 2, but she takes a -4 penalty on the check.	

Wild Shape (Su)	[RSRD]
At 5th level, a druid gains the ability to turn herself into any Small or Medium animal and back again once per day. Her options for new forms include all creatures with the animal type. This ability functions like the polymorph spell, except as noted here. The effect lasts for 1 hour per druid level, or until she changes back. Changing form (to animal or back) is a standard action and doesn't provoke an attack of opportunity. The form chosen must be that of an animal the druid is familiar with. A druid loses her ability to speak while in animal form because she is limited to the sounds that a normal, untrained animal can make, but she can communicate normally with other animals of the same general grouping as her new form. (The normal sound a wild parrot makes is a squawk, so changing to this form does not permit speech.) A druid can use this ability more times per day at 6th, 7th, 10th, 14th, and 18th level, as noted on Table: The Druid. In addition, she gains the ability to take the shape of a Large animal at 8th level, a Tiny animal at 11th level, and a Huge animal at 15th level. The new form's Hit Dice can't exceed the character's druid level. At 12th level, a druid becomes able to use wild shape to change into a plant creature with the same size restrictions as for	

animal forms. (A druid can't use this ability to take the form of a plant that isn't a creature.) At 16th level, a druid becomes able to use wild shape to change into a Small, Medium, or Large elemental (air, earth, fire, or water) once per day. These elemental forms are in addition to her normal wild shape usage. In addition to the normal effects of wild shape, the druid gains all the elemental's extraordinary, supernatural, and spell-like abilities. She also gains the elemental's feats for as long as she maintains the wild shape, but she retains her own creature type. At 18th level, a druid becomes able to assume elemental form twice per day, and at 20th level she can do so three times per day. At 20th level, a druid may use this wild shape ability to change into a Huge elemental.

Woodland Stride (Ex) [RSRD]

Starting at 2nd level, a druid may move through any sort of undergrowth (such as natural thorns, briars, overgrown areas, and similar terrain) at her normal speed and without taking damage or suffering any other impairment. However, thorns, briars, and overgrown areas that have been magically manipulated to impede motion still affect her.

Darkvision (Ex) [RSRD]

Range 60; Darkvision is the extraordinary ability to see with no light source at all, out to a range specified for the creature. Darkvision is black and white only (colors cannot be discerned). It does not allow characters to see anything that they could not see otherwise-invisible objects are still invisible, and illusions are still visible as what they seem to be. Likewise, darkvision subjects a creature to gaze attacks normally. The presence of light does not spoil darkvision.

Half-Orc Racial Traits (Ex) [RSRD]

Half-orcs (and orcs) can see in the dark up to 60 feet. Darkvision is black and white only, but it is otherwise like normal sight, and half-orcs can function just fine with no light at all.

For all effects related to race, a half-orc is considered an orc. Half-orcs, for example, are just as vulnerable to special effects that affect orcs as their orc ancestors are, and they can use magic items that are only usable by orcs. (See the Monster Manual for more information about orcs, and the Dungeon Master's Guide for more on magic items.)

Humanoid Traits [RSRD]

Humanoids eat/sleep/breathe

Nature's Bounty [Empire]

The druid triples his realm's food production as long as half the areas under his control are left uninhabited and not used to produce more resources.

Orc Blood [RSRD]

For all effects related to race, a half-orc is considered an orc. Half-orcs, for example, are just as vulnerable to special effects that affect orcs as their orc ancestors are, and they can use magic items that are only usable by orcs. (See the Monster Manual for more information about orcs, and the Dungeon Master's Guide for more on magic items.)

Tough Animal Companion (Ex) [worldofk]

Your animal companion gains the Toughness feat.

Wild Empathy +9 [RSRD]

You can improve the attitude of an animal. This ability functions just like a Diplomacy check made to improve the attitude of a person. The typical domestic animal has a starting attitude of indifferent, while wild animals are usually unfriendly. To use wild empathy, you and the animal must be able to study each other, which means that they must be within 30 feet of one another under normal conditions. Generally, influencing an animal in this way takes 1 minute but, as with influencing people, it might take more or less time. You can also use this ability to influence a magical beast with an Intelligence score of 1 or 2, but you take a -4 penalty on the check.

Feats

Martial Weapon Proficiency (Longbow) [RSRD]

Choose a type of martial weapon. You understand how to use that type of martial weapon in combat.

Natural Spell [RSRD]

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.

Track [RSRD]

To find tracks or to follow them for 1 mile requires a successful Survival check. You must make another Survival check every time the tracks become difficult to follow.

Proficiencies

Club, Dagger, Dart, Gauntlet, Grapple, Longbow, Quarterstaff, Scimitar, Shortspear, Sickle, Sling, Spear, Spells (Ray), Spells (Touch), Unarmed Strike

Templates

Base Race Type

Base Race Type ~ Humanoid

Prepared Spell List: Prepared Spells

Druid

Level 0

Level 1

Level 2

Level 3

Level 4

❑❑Create Water

❑Detect Magic

❑Detect Poison

❑Purify Food and Drink (DC:14)

❑Read Magic

❑❑Cure Light Wounds (DC:15)

❑Entangle (DC:15)

❑Obscuring Mist

❑Speak with Animals

❑Barkskin

❑Gust of Wind (DC:16)

❑Restoration, Lesser (DC:16)

❑Warp Wood (DC:16)

❑Call Lightning (DC:17)

❑Cure Moderate Wounds (DC:17)

❑Dominate Animal (DC:17)

❑Plant Growth

❑Ice Storm

❑Scrying (DC:18)

Druid Spells

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

LEVEL 0 / Per Day:6 / Caster Level:8

Name	School	Time	Duration	Range	Source
❑❑❑❑Adhere to Wood	Transmutation	1 action	Concentration	Personal	worldofk:p.47
[V, S, M] TARGET: Personal; <i>EFFECT</i> : Caster's skin sticks to wooden surfaces [SR:Yes (harmless); DC:14, Fortitude negates (harmless)]					
❑❑❑❑Antihistamine	Conjuration (Healing)	1 action	16 hours	Touch	ittg:p.87
[V, S, DF] TARGET: Living creature touched; <i>EFFECT</i> : You temporarily relieve the symptoms of any allergic reaction. [SR:No]					
❑❑❑❑Chill/Warmth	Transmutation	1 action	See Text	Touch	worldofk:p.58
[V] TARGET: One object or creature touched; <i>EFFECT</i> : Slowly raises or lowers temperature [SR:Yes (harmless,object); DC:14, Will negates (harmless,object)]					
❑❑❑❑Clearwater	Divination	1 action	8 hours	Personal	SFHB:p.32
[V, S, DF] TARGET: The character; <i>EFFECT</i> : The character can see through cloudy water [SR:None]					
❑❑❑❑Create Water	Conjuration (Creation) [Water]	1 standard action	Instantaneous	Close (45 ft.)	RSRD:SpellsC
[V, S] TARGET: Up to 16 gallons of water; <i>EFFECT</i> : Creates 16 gallons of pure water. [SR:No]					
❑❑❑❑Cure Minor Wounds	Conjuration (Healing)	1 standard action	Instantaneous	Touch	RSRD:SpellsC
[V, S] TARGET: Creature touched; <i>EFFECT</i> : Cures 1 point of damage. [SR:Yes (harmless); see text; DC:14, Will half (harmless); see text]					
❑❑❑❑Dawn	Abjuration	1 swift action	Instantaneous	15 ft.	SC:p.59
[V] TARGET: All creatures within a 15-ft.-radius burst centered on you; <i>EFFECT</i> : Awakens sleeping creatures and those knocked out from nonlethal damage [but staggered]. [SR:Yes [harmless]; DC:14, Fortitude negates [harmless]]					
❑❑❑❑Detect Disease	Divination	Standard action	Concentration, up to 8 minutes [D]	60 feet	BoEMC:p.118
[V, S] TARGET: A quarter circle emanating from you to the extreme of the range; <i>EFFECT</i> : Detects the presence and type of disease [SR:No]					
❑❑❑❑Detect Fey	Divination	1 action	Concentration, up to 8 minutes [D]	60 ft.	ittg:p.88
[V, S, M/DF] TARGET: Quarter circle emanating from you to the extreme of the range; <i>EFFECT</i> : You can detect the aura of creatures of the fey type within a one-quarter circle emanating out from you in whatever direction you face. [SR:No]					
❑❑❑❑Detect Magic	Divination	1 standard action	Concentration, up to 8 minutes [D]	60 ft.	RSRD:SpellsD-E
[V, S] TARGET: Cone-shaped emanation; <i>EFFECT</i> : Detects spells and magic items within 60 ft. [SR:No]					
❑❑❑❑Detect Poison	Divination	1 standard action	Instantaneous	Close (45 ft.)	RSRD:SpellsD-E
[V, S] TARGET: One creature, one object, or a 5-ft. cube; <i>EFFECT</i> : Detects poison in one creature or small object. [SR:No]					
❑❑❑❑Flare	Evocation (Light) [Light]	1 standard action	Instantaneous	Close (45 ft.)	RSRD:SpellsF-G
[V] TARGET: Burst of light; <i>EFFECT</i> : Dazzles one creature [-1 on attack rolls]. [SR:Yes; DC:14, Fortitude negates]					
❑❑❑❑Guidance	Divination	1 standard action	1 minute or until discharged	Touch	RSRD:SpellsF-G
[V, S] TARGET: Creature touched; <i>EFFECT</i> : +1 on one attack roll, saving throw, or skill check. [SR:Yes; DC:14, Will negates (harmless)]					
❑❑❑❑Hygiene	Transmutation	Standard action	Instantaneous	Touch	BoEMC:p.130
[V, S] TARGET: One creature; <i>EFFECT</i> : Cleans creature of dirt and odors [SR:Yes; DC:14, Fortitude Negates]					
❑❑❑❑Keep Dry	Abjuration	Standard action	8 hours [D]	Touch	BoEMC:p.133
[V, S, M] TARGET: One object; <i>EFFECT</i> : One object resists water [SR:No]					
❑❑❑❑Keep Fresh	Abjuration	Standard action	24 hours	Touch	BoEMC:p.133
[V, S, M] TARGET: 1 lb. of food; <i>EFFECT</i> : 1 lb. of food does not spoil [SR:No]					
❑❑❑❑Know Direction	Divination	1 standard action	Instantaneous	Personal	RSRD:SpellsH-L
[V, S] TARGET: You; <i>EFFECT</i> : You discern north. [SR:No]					
❑❑❑❑Learn Heritage	Divination	Standard action	Instantaneous	Close (45 ft.)	BoEMC:p.135
[V, S] TARGET: One creature; <i>EFFECT</i> : Conveys details about family and ancestry of subject [SR:Yes; DC:14, Will negates]					
❑❑❑❑Light	Evocation (Light) [Light]	1 standard action	80 minutes [D]	Touch	RSRD:SpellsH-L
[V, M/DF] TARGET: Object touched; <i>EFFECT</i> : Object shines like a torch. [SR:No]					
❑❑❑❑Mending	Transmutation	1 standard action	Instantaneous	10 ft.	RSRD:SpellsM-O
[V, S] TARGET: One object of up to 1 lb.; <i>EFFECT</i> : Makes minor repairs on an object. [SR:Yes (harmless, object); DC:14, Will negates (harmless, object)]					
❑❑❑❑Naturewatch	Necromancy	1 standard action	10 minutes/level	30 ft.	SC:p.146
[S] TARGET: Cone-shaped emanation; <i>EFFECT</i> : Same as deathwatch but only functions on plants and animals; see text. [SR:No]					
❑❑❑❑Predict Weather	Divination	1 minute	Instantaneous	Personal	SeasoFBI:p.78
[V, S] TARGET: 1 mile/level; <i>EFFECT</i> : See text [SR:No]					
❑❑❑❑Purify Food and Drink	Transmutation	1 standard action	Instantaneous	10 ft.	RSRD:SpellsP-R
[V, S] TARGET: 8 cu. ft. of contaminated food and water; <i>EFFECT</i> : Purifies 8 cu. ft. of food or water. [SR:Yes (object); DC:14, Will negates (object)]					
❑❑❑❑Read Magic	Divination	1 standard action	80 minutes	Personal	RSRD:SpellsP-R
[V, S, F] TARGET: You; <i>EFFECT</i> : Read scrolls and spellbooks. [SR:No]					
❑❑❑❑Resistance	Abjuration	1 standard action	1 minute	Touch	RSRD:SpellsP-R
[V, S, M/DF] TARGET: Creature touched; <i>EFFECT</i> : Subject gains +1 on saving throws. [SR:Yes (harmless); DC:14, Will negates (harmless)]					
❑❑❑❑Shade	Evocation [Force]	1 action	8 hours	Personal	ittg:p.90
[V, S] TARGET: 20-foot radius circle centered 20 feet above your location; <i>EFFECT</i> : You create a transparent, insubstantial circle of energy that floats 20 feet above your head. [SR:No]					
❑❑❑❑Shockwave	Evocation	1 action	Instantaneous	Close (45 ft.)	worldofk:p.113
[V, S] TARGET: One creature; <i>EFFECT</i> : Knock a foe prone from a distance by punching the ground [SR:Yes; DC:14, Reflex negates]					
❑❑❑❑Sneeze	Enchantment (Compulsion) [Mind-Affecting]	1 action	1 round	Close (45 ft.)	worldofk:p.114
[S, M] TARGET: One creature within range; <i>EFFECT</i> : Causes target to sneeze [SR:Yes; DC:14, Fortitude negates]					
❑❑❑❑Snow Walk	Transmutation	1 standard action	80 minutes	20 ft	LoL-WE:p.33
[V, S, M] TARGET: The caster and all allies within a 20 ft burst, centered on the caster; <i>EFFECT</i> : See text [SR:Yes]					
❑❑❑❑Spark	Evocation [Fire]	1 action	Instantaneous	Close (45 ft.)	worldofk:p.116
[V, S] TARGET: One flammable object; <i>EFFECT</i> : Creates a tiny spark [SR:Yes (object); DC:14, Reflex negates (object)]					
❑❑❑❑Virtue	Transmutation	1 standard action	1 min.	Touch	RSRD:SpellsT-Z
[V, S, DF] TARGET: Creature touched; <i>EFFECT</i> : Subject gains 1 temporary hp. [SR:Yes (harmless); DC:14, Fortitude negates (harmless)]					

LEVEL 1 / Per Day:5 / Caster Level:8

Name	School	Time	Duration	Range	Source
❑❑❑❑Animate Fire	Transmutation [Fire]	1 round	Concentration, up to 1 round/level [D]	Close (45 ft.)	SC:p.12
[V,S,M] TARGET: One Small fire; <i>EFFECT</i> : Create a small fire elemental. [SR:No]					
❑❑❑❑Animate Water	Transmutation [Water]	1 round	Concentration, up to 1 round/level [D]	Close (45 ft.)	SC:p.13
[V,S,M] TARGET: Cube of water up to 5 ft on a side; <i>EFFECT</i> : Create a small water elemental. [SR:No]					
* =Domain/Specialty Spell					

Druid Spells						
■■■■■ Animate Wood	Transmutation	1 round	Concentration, up to 1 round/level [D]	Touch		SC:p.13
[V,S,M] TARGET: One Small or smaller wooden object; EFFECT: Animates a wooden object to attack who you designate. [SR:No]						
■■■■■ Aspect of the Wolf	Transmutation	1 standard action	10 minutes/level	Personal		SC:p.16
[V,S,M/DF] TARGET: You; EFFECT: You assume the physical appearance and many of the qualities of a wolf.						
■■■■■ Aura Against Flame	Abjuration	1 standard action	1 round/level	Personal		SC:p.18
[V,S] TARGET: You; EFFECT: Protects against first 10 points of fire damage, it also extinguishes flames; see text.						
■■■■■ Babau Slime	Transmutation	1 standard action	1 minute/level	Touch		SC:p.22
[V,S,M/DF] TARGET: Creature touched; EFFECT: Layer of slime coats you, inflicting 1d8 damage to any creature hitting you with unarmed strikes, a touch attack or natural weapon. [SR:Yes [harmless]]; DC: 15, Fortitude negates [harmless]]						
■■■■■ Beast Claws	Transmutation	1 Standard Action	1 hour/level	Personal		SC:p.25
[V,S,M] TARGET: You; EFFECT: Change your hands into claws. Damage 1d4; Threat range 19-20. See text.						
■■■■■ Beastland Ferocity	Evocation [Electricity]	1 standard action	1 minute/level	Touch		SC:p.25
[V,S,DF] TARGET: Creature touched; EFFECT: Subject continues to fight even at -1 to -9 and gains +4 enhancement to Str. [SR:Yes [harmless]]; DC: 15, Fortitude negates [harmless]]						
■■■■■ Beget Bogun	Conjuration (Creation)	1 standard action	Instantaneous	Touch		SC:p.26
[V,S,M,XP] TARGET: Tiny Construct; EFFECT: Creates a natural homunculus. [SR:No]						
■■■■■ Bellamy's Monstrous Musk	Illusion (Glamer)	1 standard action	8 hours	Touch		7Illu:p.2
[V, S, M] TARGET: 4 creatures; EFFECT: Imbues each target touched with an odor that mimics that of another specific type of creature. [SR:Yes; DC: 15, Will disbelief (if interacted with)]						
■■■■■ Betray the Years	Abjuration	Standard action	Permanent	Touch		BoEMC:p.109
[V, S, M] TARGET: One nonmagical object of no more than 80 lbs; EFFECT: Object becomes immune to aging [SR:No]						
■■■■■ Blissful Sleep	Abjuration	Standard action	8 hours	Touch		BoEMC:p.109
[V, S, M] TARGET: One willing, living creature; EFFECT: Target can sleep even in poor conditions [SR:Yes]						
■■■■■ Branch to Branch	Transmutation	1 standard action	1 hour/level [D]	Personal		SC:p.38
[V,S] TARGET: You; EFFECT: Gain +10 competence bonus on Climb checks made in trees, also allows for brachiation.						
■■■■■ Breath of the Jungle	Transmutation	1 standard action	1 minute/level	Medium (180 ft.)		SC:p.39
[V,S,DF] TARGET: Mist spreads in a 40-ft. radius, 20 ft. high; EFFECT: DC of saves vs. poison or disease increases by 2 [SR:No]						
■■■■■ Buoyancy Net	Conjuration (Creation)	1 action	1 round/level [D]	Medium (180 ft.)		worldofk:p.55
[S, M/DF] TARGET: One target creature or object; EFFECT: Target is forced to the water's surface [SR:Yes (harmless); DC: 15, Reflex negates (harmless)]						
■■■■■ Buoyant Lifting	Evocation	1 immediate action	1 minute/level [D]; see text	Close (45 ft.)		SC:p.40
[S,DF] TARGET: One willing creature/level, no two of which are more than 20 ft. apart; EFFECT: Travel to the surface at 60 ft/round. [SR:No]						
■■■■■ Calm Animals	Enchantment (Compulsion) [Mind-Affecting]	1 standard action	8 minutes	Close (45 ft.)		RSRD:SpellsC
[V, S] TARGET: Animals within 30 ft. of each other; EFFECT: Calms 2d4 + 8 HD of animals. [SR:Yes; DC: 15, Will negates; see text]						
■■■■■ Camouflage	Transmutation	1 standard action	10 minutes/level	Personal		SC:p.43
[V,S] TARGET: You; EFFECT: Gain +10 circumstance bonus on Hide checks.						
■■■■■ Chameleon Skin	Illusion (Glamer)	1 action	1 hour/level [D]	Personal		worldofk:p.57-58
[S, F] TARGET: You; EFFECT: Gives +1 bonus per level to Hide 10 [SR:No]						
■■■■■ Charm Animal	Enchantment (Charm) [Mind-Affecting]	1 standard action	8 hours	Close (45 ft.)		RSRD:SpellsC
[V, S] TARGET: One animal; EFFECT: Makes one animal your friend. [SR:Yes; DC: 15, Will negates]						
■■■■■ Claws of the Bear	Transmutation	1 standard action	1 round/level	Personal		SC:p.47
[V,S] TARGET: You; EFFECT: Your hands become natural weapons that deal 1d8 with each attack.						
■■■■■ Clear Path	Transmutation	1 action	8 minutes	60 ft.		ittg:p.87
[V, S, DF] TARGET: 5-ft. wide path emanating from you to the extreme of the range; EFFECT: All non-sentient plant life within the area of effect moves out of your way, clearing a 5-foot wide path. [SR:No]						
■■■■■ Climb Walls	Transmutation	1 standard action	1 minute/level [D]	Touch		SC:p.47
[V,S,M] TARGET: Creature touched; EFFECT: Gain +10 enhancement bonus on climb check. Bonus increases to +20 @5th level and +30 @9th level. [SR:Yes [harmless]; DC: 15, Will negates [harmless]]						

Druid Spells					
Floral Bouquet	Evocation	1 action	8 minutes	0 ft.	itblk:p.86
[V, S, M/DF] TARGET: 20 ft. radius centered on you; EFFECT: Provides a +2 resistance bonus against attacks and effects dependent upon smell. [SR:No]					
Foundation of Stone	Transmutation [Earth]	1 standard action	1 round/level	Close (45 ft.)	SC:p.95
[V,M] TARGET: One creature/level, no two of which are more than 30 ft. apart; EFFECT: As long as subjects don't move they gain +2 AC and +4 to Str against bull rush. [SR:Yes {harmless}]					
Gentle Cut	Abjuration	1 round	Ten minutes/level	Personal	QR:p.103
[V, S, F] TARGET: Self; EFFECT: See text					
Goodberry	Transmutation	1 standard action	8 days	Touch	RSRD:SpellsF-G
[V, S, DF] TARGET: 2d4 fresh berries touched; EFFECT: 2d4 berries each cure 1 hp [max 8 hp/24 hours]. [SR:Yes]					
Hawkeye	Transmutation	1 standard action	10 minutes/level [D]	Personal	SC:p.110
[V] TARGET: You; EFFECT: Increases range increment by 50% and +5 competence bonus on Spot checks.					
Healthful Rest	Conjuration (Healing)	10 minutes	24 hours	Close (45 ft.)	SC:p.111
[V,S] TARGET: One creature/level, no two of which can be more than 30 feet apart; EFFECT: Doubles the natural healing rate. [SR:Yes {harmless}; DC:15, Will negates {harmless}]					
Hibernation	Transmutation	30 minutes	Up to 3 months	Personal	Dragons:p.73
[V S M] TARGET: You; EFFECT: See text [SR:No]					
Hide from Animals	Abjuration	1 standard action	80 minutes [D]	Touch	RSRD:SpellsH-L
[S, DF] TARGET: 8 creatures touched; EFFECT: Animals can't perceive 8 subjects. [SR:Yes; DC:15, Will negates {harmless}]					
Horrible Taste	Transmutation	1 standard action	10 minutes/level	Touch	SC:p.116
[V,S,M] TARGET: Creature or object touched; EFFECT: Animals must save after biting or refuse to bite the subject. [SR:No; DC:15, Fortitude negates; see text]					
Impeding Stones	Transmutation	1 standard action	8 minutes [D]	Medium (180 ft.)	Cip:66
[V,S,DF] TARGET: Brick, stone, or earthen surface in a 40-ft.-radius spread; EFFECT: Earthen ground and cobblestones crack and shift, hampering foes. Targets must make a Reflex save [each round] or be knocked prone. Success allows movement at half-speed. Forces Concentration checks. [SR:No; DC:15, Reflex partial]					
Joint Freeze	Evocation [Cold]	1 standard action	Instantaneous [D]	Close (45 ft.)	LoL-WE:p.33
[V, S] TARGET: ; EFFECT: See text [SR:Yes]					
Jump	Transmutation	1 standard action	8 minutes [D]	Touch	RSRD:SpellsH-L
[V, S, M] TARGET: Creature touched; EFFECT: Subject gets +20 enhancement bonus on Jump checks. [SR:Yes; DC:15, Will negates {harmless}]					
Junglerazer	Necromancy	1 standard action	Instantaneous	120 ft.	SC:p.127
[V,S,M] TARGET: 120-ft. line; EFFECT: Fey, vermin, plants and plant creatures and animals caught in the area take 1d10/caster level [max 10d10] negative energy. [SR:Yes; DC:15, Reflex half]					
Keen Ear	Transmutation	1 action	80 minutes	Personal	Spellcra:p.31
[V, S, M/DF] TARGET: You; EFFECT: See text [SR:No]					
Longstrider	Transmutation	1 standard action	8 hours [D]	Personal	RSRD:SpellsH-L
[V, S, M] TARGET: You; EFFECT: Increases your speed. [SR:No]					
Low-Light Vision	Transmutation	1 standard action	1 hour/level	Touch	SC:p.134
[V,M] TARGET: Creature touched; EFFECT: Target gains low-light vision. [SR:Yes {harmless}; DC:15, Will negates {harmless}]					
Lucius's Rustling Leaves	Abjuration	1 action	16 hours	Close (45 ft.)	Spellcra:p.32
[V, S, M/DF] TARGET: 50' radius; EFFECT: See text [SR:No]					
Magic Fang	Transmutation	1 standard action	8 minutes	Touch	RSRD:SpellsM-O
[V, S, DF] TARGET: Living creature touched; EFFECT: One natural weapon of subject creature gets +1 on attack and damage rolls. [SR:Yes {harmless}; DC:15, Will negates {harmless}]					
Magic Stone	Transmutation	1 standard action	30 minutes or until discharged	Touch	RSRD:SpellsM-O
[V, S, DF] TARGET: Up to three pebbles touched; EFFECT: Three stones gain +1 on attack rolls, deal 1d6+1 damage. [SR:Yes {harmless, object}; DC:15, Will negates {harmless, object}]					
Miner's Hunch	Divination	1 action	8 minutes	Close (45 ft.)	itblk:p.88
[V, S, M/DF] TARGET: Circle with a 45 radius centered around you; EFFECT: Detects the presence of a specific rock, metal or mineral. [SR:No]					
Minor Symbol of Divinity	Abjuration	2 rounds	1 day/level	Touch	worldofk:p.93
[V, S, DF] TARGET: 5-ft. radius/level emanation; EFFECT: Creates minor magical protections within a small area [SR:No]					
Murk and Gloom	Transmutation	1 action	1 round/level	Medium (180 ft.)	SeasoFB!p.77
[V S M] TARGET: 10 ft./level radius; EFFECT: See text [SR:No]					
Obscuring Mist	Conjuration (Creation)	1 standard action	8 minutes	20 ft.	RSRD:SpellsM-O
[V, S] TARGET: Cloud spreads in 20-ft. radius from you, 20 ft. high; EFFECT: Fog surrounds you. [SR:No]					
Omen of Peril	Divination	1 round	Instantaneous	Personal	SC:p.149
[V,F] TARGET: You; EFFECT: Brief supplication gives you a vision that hints at how dangerous the immediate future is likely to be.; see text.					
Pass without Trace	Transmutation	1 standard action	8 hours [D]	Touch	RSRD:SpellsP-R
[V, S, DF] TARGET: 8 creatures touched; EFFECT: 8 subjects leaves no tracks. [SR:Yes {harmless}; DC:15, Will negates {harmless}]					
Produce Flame	Evocation [Fire]	1 standard action	8 minutes [D]	0 ft.	RSRD:SpellsP-R
[V, S] TARGET: Flame in your palm; EFFECT: 1d6+5 damage, touch or thrown. [SR:Yes]					
Protection from Fey	Abjuration	1 Action	8 minutes	Touch	Fey Magi:p.38
[V S M] TARGET: Creature touched; EFFECT: +2 bonus to AC and saves against fey [SR:No; DC:15, Will Negates]					
Rabbit Feet	Illusion (Glamer)	1 action	1 minute/level [D]	Personal	worldofk:p.95
[S, F/DF] TARGET: You; EFFECT: Gives +2 bonus/level to Move Silently [SR:No]					
Raging Flame	Transmutation [Fire]	1 standard action	1 minute	Medium (180 ft.)	SC:p.164
[V,S] TARGET: 30-ft.-radius spread; EFFECT: Causes existing fire to double their heat and radiance; see text. [SR:No]					
Ram's Might	Transmutation	1 standard action	1 minute/level	Personal	SC:p.166
[V,S] TARGET: You; EFFECT: Your hands harden +2 bonus to Str, inflict lethal damage, and you are considered armed.					
Rapid Burrowing	Transmutation	1 standard action	10 minutes/level	Touch	SC:p.166
[V,S,DF] TARGET: Creature touched; EFFECT: Improves existing burrow speed by 20 ft. [SR:Yes {harmless}; DC:15					

Druid Spells

00000	Slow Burn	Transmutation [Fire]	1 standard action	1 minute	Medium (180 ft.)	SC:p.192
[V,S,M/DF]	TARGET: 30-ft.-radius spread; EFFECT: Doubles the amount of time to put out a fire; see text. [SR:No]					
00000	Snake's Swiftess	Transmutation	1 standard action	Instantaneous	Close (45 ft.)	SC:p.193
[V,S,M/DF]	TARGET: One allied creature; EFFECT: Subject may make another single attack melee or ranged; see text. [SR:Yes [harmless]; DC:15, Will negates [harmless]]					
00000	Snowshoes	Transmutation	1 standard action	1 hour/level [D]	Touch	SC:p.194
[V,S]	TARGET: Creature touched; EFFECT: Speed increases by 10 ft. and no Balance checks or Reflex required to walk on snow. [SR:Yes [harmless]; DC:15, Will negates [harmless]]					
00000	Speak with Animals	Divination	1 standard action	8 minutes	Personal	RSRD:Spell5
[V, S]	TARGET: You; EFFECT: You can communicate with animals. [SR:No]					
00000	Summon Nature's Ally I	Conjuration (Summoning)	1 round	8 rounds [D]	Close (45 ft.)	RSRD:Spell5
[V, S, DF]	TARGET: One summoned creature; EFFECT: Calls creature to fight. [SR:No]					
00000	Surefooted Stride	Transmutation	1 standard action	1 minute/level	Personal	SC:p.216
[V,S]	TARGET: You; EFFECT: Move through difficult terrain at full speed. Gain +2 Climb checks. [SR:No]					
00000	Thunderhead	Evocation [Electricity]	1 standard action	1 round/level	Close (45 ft.)	SC:p.219
[V,S,M]	TARGET: One creature; EFFECT: Miniature thundercloud follows creature unerringly each round [even if it goes invisible or leaves the region] striking it with lightning that deals 1 pt of damage. [SR:Yes; DC:15, Reflex negates; see text]					
00000	Traveler's Mount	Transmutation	1 standard action	1 hour/level	Touch	SC:p.223
[V,S]	TARGET: Animal or magical beast touched; EFFECT: +10 feet enhancement bonus to speed but cannot attack during the duration of the spell. [SR:Yes; DC:15, Will negates]					
00000	Udraft	Conjuration (Creation) [Air]	1 swift action	Instantaneous	Personal	SC:p.228
[V,S,M]	TARGET: You; EFFECT: Gain 10 ft. per level of altitude, and then gently float back to the ground.					
00000	Vigor, Lesser	Conjuration (Healing)	1 standard action	10 rounds + 1 round/level [max 15]	Touch	SC:p.229
[V,S]	TARGET: Living creature touched; EFFECT: Grants target fast healing ability for the duration of the spell. Heals 1 hp automatically per round. [SR:Yes [harmless]; DC:15, Will negates [harmless]]					
00000	Vine Strike	Divination	1 swift action	1 round	Personal	SC:p.230
[V,DF]	TARGET: You; EFFECT: Allows sneak attacks against plants if you already have the ability.					
00000	Wall of Smoke	Conjuration (Creation)	1 standard action	1 round/level	Close (45 ft.)	SC:p.235
[V,S]	TARGET: A straight wall whose area is up to one 10-ft. square/level [S]; EFFECT: Makes a wall of black smoke, causes nausea; see text. [SR:No; DC:15, Fortitude partial; see text]					
00000	Web Walking	Transmutation	1 action	8 rounds	Personal	Spellcra:p.49
[V, S, M/DF]	TARGET: You; EFFECT: See text [SR:No]					
00000	Whirlwind of Ice	Evocation [Cold]	1 action	8 rounds [D]	5 feet	Spellcra:p.49
[V]	TARGET: 5' radius sphere centered on you; EFFECT: See text [SR:Yes; DC:15, Reflex half]					
00000	Whispering Branches	Divination	1 action	80 minutes	Personal	Spellcra:p.50
[V, S, M/DF]	TARGET: You; EFFECT: See text [SR:No]					
00000	Wings of the Sea	Transmutation	1 standard action	1 minute/level	Touch	SC:p.240
[S,M]	TARGET: Creature touched; EFFECT: Increases creatures swim speed by 30 ft. [SR:Yes [harmless]; DC:15, Fortitude negates [harmless]]					
00000	Winter Chill	Transmutation [Cold]	1 standard action	Instantaneous	Close (45 ft.)	SC:p.241
[V,S]	TARGET: One creature; EFFECT: Creature must succeed on save or take 1d6 points of cold damage and become fatigued. [SR:Yes; DC:15, Fortitude negates]					
00000	Wood Wose	Conjuration (Creation)	1 standard action	1 hour/level	Close (45 ft.)	SC:p.242
[V,S,DF]	TARGET: One nature servant; EFFECT: Summon minor nature spirit to perform simple natural tasks. [SR:No]					

LEVEL 2 / Per Day:4 / Caster Level:8

Name	School	Time	Duration	Range	Source
Align Fang [V,S,DF] TARGET: Living creature touched; EFFECT: Aligns a creature's natural weapon to good-,evil-,lawful-,or chaotic. [SR:Yes [harmless]; DC:16, Will negates [harmless]]	Transmutation	1 standard action	1 minute/level	Touch	SC:p.9
Animal Infusion [V, S, M] TARGET: You; EFFECT: Gain a power of an animal [SR:No]	Transmutation	1 action	1 minute/level	Personal	worldofk:p.47-48
Animal Messenger [V, S, M] TARGET: One Tiny animal; EFFECT: Sends a Tiny animal to a specific place. [SR:Yes; DC:16, None; see text]	Enchantment (Compulsion) [Mind-Affecting]	1 standard action	8 days	Close (45 ft.)	RSRD:SpellsA-B
Animal Trance [V, S] TARGET: Animals or magical beasts with Intelligence 1 or 2; EFFECT: Fascinates 2d6 HD of animals. [SR:Yes; DC:16, Will negates; see text]	Enchantment (Compulsion) [Mind-Affecting]	1 standard action	Concentration	Close (45 ft.)	RSRD:SpellsA-B
Arboreal Archer [V, S, DF] TARGET: One living tree or shrub [see below]; EFFECT: On your command, the tree pulls back its branches and fires a volley of acorns, branches, or other debris at any target that you designate [SR:No]	Transmutation	1 action	Concentration, up to 8 minutes [D]	Medium (180 ft.)	ittg:p.87
Avoid Planar Effects [V] TARGET: One creature/level in a 20-ft. radius burst centered on you; EFFECT: Gain temporary respite from the natural effects of a specific plane. [SR:Yes [harmless]]	Abjuration	1 immediate action	1 minute/level	20 ft.	SC:p.19
Balancing Lorecall [V,S,M/DF] TARGET: You; EFFECT: Gain +4 insight bonus to balance bonus; see text.	Divination	1 standard action	1 minute/level [D]	Personal	SC:p.23
Barkskin [V, S, DF] TARGET: Living creature touched; EFFECT: Grants +3 enhancement to natural armor. [SR:Yes (harmless)]	Transmutation	1 standard action	80 minutes	Touch	RSRD:SpellsA-B
Bear's Endurance [V, S, DF] TARGET: Creature touched; EFFECT: Subject gains +4 to Con for 8 minutes. [SR:Yes; DC:16, Will negates (harmless)]	Transmutation	1 standard action	8 minutes	Touch	RSRD:SpellsA-B
Binding Winds [V,S] TARGET: One creature; EFFECT: Subject can act normally, but it cannot move from it's current location. [SR:Yes; DC:16, Reflex negates]	Evocation [Air]	1 standard action	Concentration	Medium (180 ft.)	SC:p.27
Bite of the Wererat [V,S,M] TARGET: You; EFFECT: Gain +6 bonus to Dex, +2 Con, +3 natural armor.	Transmutation	1 standard action	1 round/level	Personal	SC:p.28
Blinding Spittle [V,S] TARGET: One missile of spit; EFFECT: Spit caustic saliva into foes eyes on successful ranged touch attack. Causes -4 penalty to attack roll. [SR:Yes]	Transmutation	1 standard action	Instantaneous	Close (45 ft.)	SC:p.32
Blood Frenzy [V,S] TARGET: Any creature with the rage ability; EFFECT: Target enters a rage, as its rage special ability, but this rage doesn't count against it's total. [SR:Yes; DC:16, Will negates]	Transmutation	1 standard action	Special; see text	Touch	SC:p.33
Body of the Sun [V,S,DF] TARGET: 5 ft.-radius emanation centered on you; EFFECT: Fire and light extend 5ft. from caster's body inflicting 1d4/2 levels [max 5d4] points of fire damage [Reflex save for half]. [SR:Yes; DC:16, Reflex half]	Transmutation [Fire]	1 standard action	1 round/level	5 ft.	SC:p.35
Boost Immunity [V, S, DF] TARGET: Up to 8 creatures, no two of which can be more than 30 ft. apart; EFFECT: You create a large buoy weighted down by a massive anchor that is always just long enough to touch the bottom of the water. [SR:No]	Conjuration (Healing)	1 action	8 hours	Close (45 ft.)	ittg:p.87
Brambles [V,S,M] TARGET: Wooden weapon touched; EFFECT: Small magical thorns/spikes protrude from wooden weapon; gains a +1 to hit enhancement and deals +1/level [max +10] damage. [SR:No]	Transmutation	1 standard action	1 round/level	Touch	SC:p.38
Briar Web [V,S,DF] TARGET: 40-ft-radius spread.; EFFECT: As entangle, but thorns deal damage each round. [SR:No]	Transmutation	1 standard action	1 minute/level	Medium (180 ft.)	SC:p.39
Bull's Strength [V, S, M/DF] TARGET: Creature touched; EFFECT: Subject gains +4 to Str for 8 minutes. [SR:Yes (harmless); DC:16, Will negates (harmless)]	Transmutation	1 standard action	8 minutes	Touch	RSRD:SpellsA-B
Burrow [V,S,F/DF] TARGET: Creature touched; EFFECT: Burrow through earth at 30 ft unless wearing Medium or heavier armor or a Medium load than it is 20 ft. [SR:Yes [harmless]; DC:16, Will negates [harmless]]	Transmutation	1 standard action	1 minute/level [D]	Touch	SC:p.41
Call Aquatic Animal I [V, S, DF] TARGET: One or more summoned creatures, no two of which can be more than 30 ft. apart; EFFECT: Calls aquatic animals to fight for the spellcaster [SR:No]	Conjuration (Summoning)	1 full round	1 round/level [D]	Close (45 ft.)	worldofk:p.55-56
Camouflage, Mass [V,S] TARGET: Any number of creatures, no two of which can be more than 60 ft. apart; EFFECT: As camouflage, except the effect is mobile within the group. [Broken for creatures who more than 60 ft apart]. [SR:Yes [harmless]; DC:16, Will negates [harmless]]	Transmutation	1 standard action	10 minutes/level	Medium (180 ft.)	SC:p.43
Cat's Grace [V, S, M] TARGET: Creature touched; EFFECT: Subject gains +4 to Dex for 8 minutes. [SR:Yes; DC:16, Will negates (harmless)]	Transmutation	1 standard action	8 minutes	Touch	RSRD:SpellsC
Chameleon Skin [S, F] TARGET: You; EFFECT: Gives +1 bonus per level to Hide 10 [SR:No]	Illusion (Glamour)	1 action	1 hour/level [D]	Personal	worldofk:p.57-58

* =Domain/Speciality Spell

Druid Spells

☐☐☐☐☐ Chill Metal	Transmutation [Cold]	1 standard action	7 rounds	Close (45 ft.)	RSRD:SpellsC
[V, S, DF] TARGET: Metal equipment of 4 creatures, no two of which can be more than 30 ft. apart; or 200 lbs of metal; EFFECT: Cold metal damages those who touch it. [SR:Yes (object); DC:16, Will negates (object)]					
☐☐☐☐☐ Circle of Sounds	Divination	1 action	10 minutes/level	Touch	worldofk:p.58
[V, S, M] TARGET: One creature/level; EFFECT: Allows those touched to speak via bird or animal sounds [SR:Yes (harmless); DC:16, Will negates (harmless)]					
☐☐☐☐☐ Cloud Wings	Transmutation	1 standard action	1 hour/level	Touch	SC:p.49
[V,S] TARGET: Creature touched; EFFECT: Increases fly speed by 30 ft. [SR:Yes (harmless); DC:16, Fortitude negates (harmless)]					
☐☐☐☐☐ Cold Snap	Transmutation [Cold]	1 minute	2d4 hours	1 mile	SC:p.50
[V,S] TARGET: 1-mile-radius circle centered on you; EFFECT: Lowers temperature by 5 degrees per level [Max 50 degrees] [SR:No]					
☐☐☐☐☐ Commanding Presence	Transmutation [Mind-Affecting]	1 action	1 hour/level	Touch	worldofk:p.59
[V, S, M/DF] TARGET: Creature touched; EFFECT: Subject gains 1d4+1 Cha for 1hr./lvl [SR:No]					
☐☐☐☐☐ Countermoon	Abjuration	1 standard action	12 hours	Close (45 ft.)	SC:p.53
[V,S,M] TARGET: One lycanthrope; EFFECT: Stops lycanthropic shapechanging for 12 hours. [SR:Yes; DC:16, Will negates [D]]					
☐☐☐☐☐ Creeping Cold	Transmutation [Cold]	1 standard action	3 rounds	Close (45 ft.)	SC:p.55
[V,S,F] TARGET: One creature; EFFECT: Deals progressive damage from cold [+1d6/round]. [SR:Yes; DC:16, Fortitude half]					
☐☐☐☐☐ Daggerspell Stance	Abjuration	1 swift action	1 round/level [D]	Personal	SC:p.57
[V,F] TARGET: You; EFFECT: Gain +2 insight bonus to hit and damage when you make a full attack wielding two daggers. Can deflect spells [SR 5+level] and gain DR 5/magic when full defense.					
☐☐☐☐☐ Decomposition	Necromancy	1 standard action	1 round/level	50 ft.	SC:p.61
[V,S,DF] TARGET: Living enemies within a 50-ft.-radius emanation centered on you; EFFECT: Wounded creatures suffer 3 extra hp/round. [SR:Yes]					
☐☐☐☐☐ Delay Poison	Conjuration (Healing)	1 standard action	8 hours	Touch	RSRD:SpellsD-E
[V, S, DF] TARGET: Creature touched; EFFECT: Stops poison from harming subject for 8 hours. [SR:Yes (harmless); DC:16, Fortitude negates (harmless)]					
☐☐☐☐☐ Dig	Transmutation	1 action	Instantaneous	Medium (180 ft.)	Spellcra:p.18
[V, S, M/DF] TARGET: Up to one 20 ft by 20 ft by 20 ft cube; EFFECT: See text [SR:Yes (see text); DC:16, See text]					
☐☐☐☐☐ Distil Water	Transmutation	1 action	Instantaneous	Close (45 ft.)	SeasofBl:p.76
[V S DF] TARGET: 20 ft radius; EFFECT: See text [SR:No; DC:16, None or Fortitude half]					
☐☐☐☐☐ Divine Wisdom	Transmutation	1 action	1 hour/level	Touch	worldofk:p.67-68
[V, S, DF] TARGET: Creature touched; EFFECT: Subject gains 1d4+1 Wis for 1hr./level [SR:No]					
☐☐☐☐☐ Earthbind	Transmutation	1 standard action	1 minute/level [D]	Medium (180 ft.)	SC:p.76
[V,S] TARGET: One creature; EFFECT: Reduce a creatures fly speed to 0, airborne creatures fall to the ground as if by featherfall. [SR:Yes; DC:16, Fortitude negates]					
☐☐☐☐☐ Earthfast	Transmutation	1 standard action	10 minutes/level [D]	Close (45 ft.)	SC:p.76
[V,S] TARGET: One stone structure or rock formation, up to 25 cu. ft./level; EFFECT: Doubles Structures HP and increases Hardness to 10. [SR:Yes (object)]					
☐☐☐☐☐ Easy Trail	Abjuration	1 standard action	1 hour/level [D]	40 ft.	SC:p.76
[V,S] TARGET: 40-ft. radius emanation centered on you; EFFECT: Removes movement penalties through dense brush and increases track DC by 5 for any pursurers. [SR:Yes]					
☐☐☐☐☐ Embrace the Wild	Transmutation	1 standard action	10 minutes/level [D]	Personal	SC:p.79
[V] TARGET: You; EFFECT: The caster gains an animal's sensory and skills, low-light vision and Scent or Blindsense 30' your choice. +2 spot and listen checks.					
☐☐☐☐☐ Farstroke	Abjuration	1 action	1 round/level	Touch	SeasofBl:p.77
[V S M] TARGET: One living creature; EFFECT: See text [SR:Yes (harmless); DC:16, Will negates (harmless)]					
☐☐☐☐☐ Fins to Feet	Transmutation	1 standard action	1 hour/level	Touch	SC:p.92
[V,S] TARGET: Willing creature touched; EFFECT: Creatures lose swim speed but gain walk speed of 30 ft. [SR:Yes (harmless); DC:16, Fortitude negates (harmless)]					
☐☐☐☐☐ Fire Trap	Abjuration [Fire]	10 minutes	Permanent until discharged [D]	Touch	RSRD:SpellsF-G
[V, S, M] TARGET: Object touched; EFFECT: Opened object deals 1d4+8 fire damage. [SR:Yes; DC:16, Reflex half; see text]					
☐☐☐☐☐ Flame/Frost Weapon	Evocation [Fire, Cold]	1 action	1 round/level [D]	Touch	worldofk:p.73
[V, S, M] TARGET: One weapon or creature; EFFECT: Sheaths a weapon in fire or ice [SR:Yes (harmless,object); DC:16, Reflex negates (harmless, object)]					
☐☐☐☐☐ Flame Blade	Evocation [Fire]	1 standard action	8 minutes [D]	0 ft.	RSRD:SpellsF-G
[V, S, DF] TARGET: Sword-like beam; EFFECT: Touch attack deals 1d8 +4 fire damage. [SR:Yes]					
☐☐☐☐☐ Flaming Sphere	Evocation (Fire) [Fire]	1 standard action	8 rounds	Medium (180 ft.)	RSRD:SpellsF-G
[V, S, M/DF] TARGET: 5-ft.-diameter sphere; EFFECT: Creates rolling ball of fire, 2d6 damage, lasts 8 rounds. [SR:Yes; DC:16, Reflex negates]					
☐☐☐☐☐ Fleet Feet	Transmutation	1 action	8 rounds	Close (45 ft.)	Spellcra:p.24
[V, S, M/DF] TARGET: 8 creature2; EFFECT: See text [SR:Yes (harmless); DC:16, Will negates (harmless)]					
☐☐☐☐☐ Fog Cloud	Conjuration (Creation)	1 standard action	80 minutes	Medium (180 ft.)	RSRD:SpellsF-G
[V, S] TARGET: Fog spreads in 20-ft. radius, 20 ft. high; EFFECT: Fog obscures vision; [SR:No]					
☐☐☐☐☐ Frog Tongue	Transmutation	1 round	1 round/level	Close (45 ft.)	worldofk:p.74-75
[V, S, M/DF] TARGET: One creature per three levels of the caster; EFFECT: Transforms tongues into those of giant frogs, which may be used to attack enemies [SR:No]					
☐☐☐☐☐ Frostbite	Evocation [Cold]	1 standard action	Instantaneous	Touch	LoL-WE:p.32
[V, S] TARGET: Creature touched; EFFECT: See text [SR:Yes; DC:16, Fortitude partial (see text)]					
☐☐☐☐☐ Frost Breath	Evocation [Cold]	1 standard action	Instantaneous	30 ft.	SC:p.100
[V,S,M] TARGET: Cone-shaped burst; EFFECT: Breath a cone of cold that deal 1d4/2 caster levels [max 5d4] and creatures are also dazed if they failed the Reflex save. [SR:Yes; DC:16, Reflex half]					
☐☐☐☐☐ Geological Treasure	Divination	10 minutes	Instantaneous	Touch	itblk:p.87
[V, S, M/DF] TARGET: Inorganic metal, mineral or rock touched; EFFECT: Reveals the specific magical uses for inorganic material. [SR:No; DC:16, None (harmless)]					
☐☐☐☐☐ Glass Shape	Transmutation	1 action	Instantaneous	Touch	7Trans:p.2
[V, S, M/DF] TARGET: Glass or glass object touched, up to 18 cu. ft.; EFFECT: Forms an existing piece of glass into any shape that suits the caster's purpose. [SR:No]					
☐☐☐☐☐ Gust of Wind	Evocation [Air]	1 standard action	1 round	60 ft.	RSRD:SpellsF-G
[V, S] TARGET: Line-shaped gust of severe wind emanating out from you to the extreme of the range; EFFECT: Blows away or knocks down smaller creatures. [SR:Yes; DC:16, Fortitude negates]					
☐☐☐☐☐ Healing Lorecall	Divination	1 standard action	10 minutes/level	Personal	SC:p.110
[V,S,M] TARGET: You; EFFECT: Allows caster with Heal ranks to remove other ailments when using Conjuration [Healing] spells. Can also heal more; see text.					
☐☐☐☐☐ Healing Sting	Necromancy	1 standard action	Instantaneous	Touch	SC:p.110
[V,S,M] TARGET: You and one living creature; EFFECT: Inflict 1d12 +1/caster level [max +10] to a living creature and gain an equal amount of HP. [SR:Yes]					
☐☐☐☐☐ Heartfire	Evocation [Light, Fire]	1 standard action	1 round/level	Close (45 ft.)	SC:p.112
[V,S,DF] TARGET: living creatures within a 5-ft.-radius burst; EFFECT: Subjects do benefit from concealment, on failed save they also take 1d4 fire damage each round [half damage on save]. [SR:Yes; DC:16, Fortitude partial]					
☐☐☐☐☐ Heat Metal	Transmutation [Fire]	1 standard action	7 rounds	Close (45 ft.)	RSRD:SpellsH-L
[V, S, DF] TARGET: Metal equipment of 4 creatures, no two of which can be more than 30 ft. apart; or 200 lb. of metal, all of which must be within a 30-ft. circle; EFFECT: Make metal so hot it damages those who touch it. [SR:Yes (object); DC:16, Will negates (object)]					
☐☐☐☐☐ Hidden Lore	Divination	10 minutes	Instantaneous	Touch	itblk:p.87
[V, S, M/DF] TARGET: Creature or plant touched; EFFECT: Reveals the specific magical uses for organic material. [SR:No]					
☐☐☐☐☐ Hold Animal	Enchantment (Compulsion) [Mind-Affecting]	1 standard action	8 rounds [D]; see text	Medium (180 ft.)	RSRD:SpellsH-L
[V, S] TARGET: One animal; EFFECT: Paralyzes one animal for 8 rounds. [SR:Yes; DC:16, Will negates; see text]					
☐☐☐☐☐ Hunter's Stalk	Illusion (Glamer)	1 action	1 minute/level	See Text	worldofk:p.84
[V, DF] TARGET: You or one creature; EFFECT: Provides concealment in rustic surroundings [SR:Yes (harmless); DC:16, Will negates (harmless)]					
☐☐☐☐☐ Icebolt	Evocation [Cold]	One action	Instantaneous	Medium (180 ft.)	BoEMC:p.130
[V, S] TARGET: One creature; EFFECT: Ranged attack inflicts 10d6 points of cold damage [SR:Yes]					
☐☐☐☐☐ Kelpstrand	Conjuration (Creation)	1 standard action	1 round/level	Close (45 ft.)	SC:p.128
[V,S,M] TARGET: One creature/3 levels, no two of which are more than 30 ft. apart; EFFECT: Make ranged attacks against each target; see text [SR:No]					
☐☐☐☐☐ Listening Lorecall	Divination	1 standard action	10 minutes/level	Personal	SC:p.133
[V,S,DF] TARGET: You; EFFECT: Gain +4 insight bonus on Listen checks; see text.					
☐☐☐☐☐ Magnetic Resonance	Divination	1 action	Concentration, up to 8 minutes [D]	60 ft.	ittg:p.89
[V, S, DF] TARGET: One-quarter circle emanating from you to the extreme of the range penetrating 30 feet underground; EFFECT: Your body attunes itself to the magnetic fields emitted by natural sources. [SR:No]					
☐☐☐☐☐ Mark of the Outcast	Necromancy	1 standard action	Permanent	Close (45 ft.)	SC:p.138
[V,S,DF] TARGET: One creature; EFFECT: Creates an indelible mark on the subjects face; see text. [SR:Yes; DC:16, Will negates]					
* =Domain/Specialty Spell					

Druid Spells

████████ Master Air	Transmutation	1 standard action	1 round/level	Personal	SC:p.139
[V,S,F] TARGET: You; EFFECT: Fly at 90 ft. [or 60 if med or hvy armor].					
████████ Mountain Stance	Transmutation	1 standard action	1 minute/level	Touch	SC:p.144
[V,S] TARGET: One creature; EFFECT: As a free action you can root yourself to the ground. Gain bonus equal to the caster level against grapple, lift, push, bull rush, over-run, throw, trip or otherwise force the creature to move. [SR:No; DC:16, Will negates [harmless]]					
████████ Nature's Favor	Evocation	1 swift action	1 minute	Touch	SC:p.146
[V,S,DF] TARGET: Animal touched; EFFECT: Target animal gains attack and damage bonus of +1 for every 3 caster levels max of +5 at 15th level. [SR:Yes [harmless]; DC:16, Will negates [harmless]]					
████████ One with the Land	Transmutation	1 standard action	1 hour/level	Personal	SC:p.149
[V,S] TARGET: You; EFFECT: Gain +2 insight bonus to Move Silently, Search, Hide, Survival and Handle Animal checks.					
████████ Owl's Wisdom	Transmutation	1 standard action	8 minutes	Touch	RSRD:SpellsM-O
[V, S, M/DF] TARGET: Creature touched; EFFECT: Subject gains +4 to Wis for 8 minutes. [SR:Yes; DC:16, Will negates (harmless)]					
████████ Pollen	Evocation	1 action	Instantaneous [see below]	20 ft.	ittg:p.90
[V, S, DF] TARGET: Cone; EFFECT: You cup your hands in front of your mouth and exhale, releasing a massive cone of visible and invisible airborne pollen particles. [SR:Yes; DC:16, Fortitude negates]					
████████ Protect Mount	Enchantment	1 round	8 minutes	Touch	War:p.118
[V, S] TARGET: 1 animals; EFFECT: Affords cavalry warhorses a measure of protection, something they usually receive only as an afterthought. [SR:No]					
████████ Reduce Animal	Transmutation	1 standard action	8 hours [D]	Touch	RSRD:SpellsP-R
[V, S] TARGET: One willing animal of Small, Medium, Large, or Huge size; EFFECT: Shrinks one willing animal. [SR:No]					
████████ Repair Ship	Transmutation	1 minute	Instantaneous	Touch	SeasoofBI:p.79
[V S M] TARGET: One ship touched; EFFECT: See text [SR:No]					
████████ Resist Energy	Abjuration	1 standard action	80 minutes	Touch	RSRD:SpellsP-R
[V, S, DF] TARGET: Creature touched; EFFECT: Ignores first 20 points of damage/attack from specified energy type. [SR:Yes (harmless); DC:16, Fortitude negates (harmless)]					
████████ Restoration, Lesser	Conjuration (Healing)	3 rounds	Instantaneous	Touch	RSRD:SpellsP-R
[V, S] TARGET: Creature touched; EFFECT: Dispers magical ability penalty or repairs 1d4 ability damage. [SR:Yes (harmless); DC:16, Will negates (harmless)]					
████████ Reveal Tracks	Divination	1 standard action	1d4 rounds	Close (45 ft.)	7Div:p.2
[V, M] TARGET: 30-ft. radius spread; EFFECT: The last set of tracks created in an area glow with a faint luminescence for the duration. [SR:Yes]					
████████ Saltray	Evocation	1 standard action	Instantaneous	Close (45 ft.)	SC:p.179
[V,S] TARGET: Ray; EFFECT: Ranged touch attack deals 1d6 per two caster levels [max 5d6] and make a save or be stunned for 1 round. [SR:Yes; DC:16, Fortitude partial]					
████████ Scent	Transmutation	1 standard action	10 minutes/level	Touch	SC:p.180
[V,S,M] TARGET: Creature touched; EFFECT: Bestows Scent ability with all the same powers. [SR:Yes [harmless]]					
████████ Scent of the Beast	Transmutation	1 action	8 minute[s]	Personal	Gods:p.119
[V, S] TARGET: Self; EFFECT: grants you the ability to detect odors similar to a bloodhound. [SR:Yes (harmless); DC:16, Will negates (harmless)]					
████████ Sense Fey Portal	Divination	1 Action	8 minutes	Long (720 ft.)	Fey Magi:p.39
[V S DF] TARGET: 720ft. radius circle; EFFECT: Sense the direction of any fey portal [SR:No]					
████████ Sethel's Stick Servant	Conjuration (Summoning)	1 full round	1 hour/level [D]	Touch	worldofk:p.107-108
[V, S, M] TARGET: 1 pile of sticks; EFFECT: Create a servant out of sticks [SR:No]					
████████ Share Husk	Divination	1 standard action	1 minute/level	Touch	SC:p.187
[V,S,M] TARGET: Animal touched; EFFECT: You can sense all the stimuli the target animal senses. [SR:Yes; DC:16, Will negates [harmless]]					
████████ Snake's Swiftness, Mass	Transmutation	1 standard action	Instantaneous	Medium (180 ft.)	SC:p.193
[V,S,M/DF] TARGET: Allied creatures in a 20-ft.-radius burst; EFFECT: Subjects may make another single attack melee or ranged; see text. [SR:Yes [harmless]; DC:16, Will negates [harmless]]					
████████ Soften Earth and Stone	Transmutation [Earth]	1 standard action	Instantaneous	Close (45 ft.)	RSRD:SpellsS
[V, S, DF] TARGET: 80 ft. square; see text; EFFECT: Turns stone to clay or dirt to sand or mud. [SR:No]					
████████ Sphere of Pure Air	Conjuration (Creation)	1 action	1 minute/level	Long (720 ft.)	Dungeons:p.86
[V S] TARGET: 15-ft radius emanation centered on a creature, object, or point in space; EFFECT: See text [SR:No]					
████████ Spider Climb	Transmutation	1 standard action	80 minutes	Touch	RSRD:SpellsS
[V, S, M] TARGET: Creature touched; EFFECT: Grants ability to walk on walls and ceilings. [SR:Yes (harmless); DC:16, Will negates (harmless)]					
████████ Splinterbolt	Conjuration (Creation)	1 standard action	Instantaneous	Close (45 ft.)	SC:p.203
[V,S,M] TARGET: One or more streams of splinters; EFFECT: Make ranged attack to hit, on hit deal 4d6 piercing damage and threatens on 18-20. See text. [SR:No]					
████████ Stonetell	Divination	1 full round	Instantaneous	Personal	Dungeons:p.86
[V S M] TARGET: One dungeon wall; EFFECT: See text [SR:No]					
████████ Storm Cellar	Transmutation	1 action	80 minutes [D]	Close (45 ft.)	ittg:p.91
[V, S, DF] TARGET: 30-square-foot area roughly equivalent to the size of a normal door; EFFECT: When you cast this spell, a sturdy trapdoor appears at the intended location, opening up into extradimensional space beneath the ground. [SR:No]					
████████ Summon Nature's Ally II	Conjuration (Summoning)	1 round	8 rounds [D]	Close (45 ft.)	RSRD:SpellsS
[V, S, DF] TARGET: One or more creatures, no two of which can be more than 30 ft. apart; EFFECT: Calls creature to fight. [SR:No]					
████████ Summon Swarm	Conjuration (Summoning)	1 round	Concentration + 2 rounds	Close (45 ft.)	RSRD:SpellsS
[V, S, M/DF] TARGET: One swarm of bats, rats, or spiders; EFFECT: Summons swarm of bats, rats, or spiders. [SR:No]					
████████ Surface	Transmutation	1 action	8 rounds	Long (720 ft.)	Spellcra:p.43
[V, S, DF] TARGET: One creature; EFFECT: See text [SR:Yes; DC:16, Fortitude negates]					
████████ Swift Water	Transmutation	1 full round	1 hour/level	Touch	worldofk:p.117-118
[V, S] TARGET: One ship not longer than 10 feet/level of spell caster; EFFECT: Enhances the speed of boats and ships [SR:No]					
████████ Swim	Transmutation [Water]	1 round	10 minutes/level [D]	Medium (180 ft.)	SC:p.217
[V,S,M] TARGET: One creature; EFFECT: Gain swim speed and +8 to Swim checks. [SR:Yes [harmless]]					
████████ Tiger's Tooth	Transmutation	1 swift action	1 round	Living creature touch	SC:p.221
[V] TARGET: You; EFFECT: As greater magic fang. [SR:No]					
████████ Train Animal	Enchantment (Charm) [Mind-Affecting]	10 minutes	1 hour/level	Touch	SC:p.221
[V,S,DF] TARGET: Animal touched; EFFECT: You temporarily boost the number of tricks that an animal knows. [SR:Yes [harmless]; DC:16, Will negates [harmless]]					
████████ Tree Shape	Transmutation	1 standard action	8 hours [D]	Personal	RSRD:SpellsT-Z
[V, S, DF] TARGET: You; EFFECT: You look exactly like a tree for 8 hours. [SR:No]					
████████ Warp Wood	Transmutation	1 standard action	Instantaneous	Close (45 ft.)	RSRD:SpellsT-Z
[V, S] TARGET: 8 Small wooden objects, all within a 20-ft. radius; EFFECT: Bends wood [shaft, handle, door, plank]. [SR:Yes (object); DC:16, Will negates (object)]					
████████ Water Crush	Transmutation	1 action	1 round/level	Close (45 ft.)	SeasoofBI:p.81
[V S M] TARGET: One creature or object; EFFECT: See text [SR:Yes; DC:16, Fortitude half]					
████████ Wings of Air	Transmutation	1 standard action	1 minute/level	Touch	SC:p.240
[V] TARGET					

LEVEL 3 / Per Day:4 / Caster Level:8

Name	School	Time	Duration	Range	Source
<div> <div> <div></div> <div></div> <div></div> <div></div> </div> <div> <div></div> <div></div> <div></div> <div></div> </div> </div> Activate Bloodline Power	Transmutation	Standard action	8 rounds	Close (45 ft.)	BoEMC:p.106
[V] TARGET: One creature with a bloodline power; EFFECT: Certain subjects gain ability based on heritage. [SR: Yes (harmless); DC: 17, Will negates (harmless)]					
* =Domain/Specialty Spell					

Druid Spells

Air Breathing [S,M,DF] TARGET: Living creatures touched; EFFECT: Grants creatures the ability to breath air. [SR:Yes [harmless]; DC:17, Will negates [harmless]]	Transmutation	1 standard action	2 hours/level; see text	Touch	SC:p.8
Align Fang, Mass [V,S,DF] TARGET: One or more creatures, no two of which are more than 30 ft. apart; EFFECT: Same as algin fang, but on multiple creatures. [SR:Yes [harmless]; DC:17, Will negates [harmless]]	Transmutation	1 standard action	1 minute/level	Close (45 ft.)	SC:p.9
Animal Spy [V, S, M] TARGET: One Tiny animal; EFFECT: Send a Tiny animal on a 3-step mission [SR:Yes]	Enchantment (Compulsion)	1 action	1 day/level	Close (45 ft.)	worldofk:p.48
Attune Form [V,S,M,DF] TARGET: One creature/3 levels; EFFECT: Attunes the affected creatures to the plane you are currently on, negating harmful effects.	Transmutation	1 standard action	24 hours	Touch	SC:p.17
Beast Soul [V, S, DF] TARGET: One willing animal touched; EFFECT: Borrows the abilities of a willing animal [SR:No]	Transmutation	1 full round	1 hour/level [12 max]	Touch	worldofk:p.52
Bite of the Werewolf [V,S,M] TARGET: You; EFFECT: Gain +2 bonus to Str, +4 Dex, +4 Con, +4 natural armor. Gain Bite attack.	Transmutation	1 standard action	1 round/level	Personal	SC:p.29
Blindsight [V,S] TARGET: Creature touched; EFFECT: Grant blindsight to 30 ft. This spell grants the subject the blindsight ability [MM 306] effective out to 30 feet. [SR:Yes [harmless]; DC:17, Will negates [harmless]]	Transmutation	1 standard action	1 minute/level	Touch	SC:p.32
Breath of Power [V, S] TARGET: One winter wolf; EFFECT: See text [SR:Yes; DC:17, Will negates]	Transmutation	1 standard action	80 minutes	Touch	LoL-WE:p.32
Call Lightning [V, S] TARGET: 5-ft.-diameter; EFFECT: Ball of swirling dust and air that bull rush attacks with a +6 any creature it encounters as directed by caster. Movement 30 ft.; see text [SR:Yes; DC:17, None and Reflex partial; see text]	Evocation [Electricity]	1 round	8 minutes	Medium (180 ft.)	RSRD:SpellsC
Capricious Zephyr [V,S,DF] TARGET: 20-ft.-radius spread; EFFECT: Gain fire resistance 10, and deal 1d12 damage to all in your area of effect. Creatures so affected have -2 to Str & Dex, move at half speed for as ong as they remain in the area. [SR:Yes; DC:17, Fortitude negates]	Evocation [Air]	1 standard action	1 round/level	Medium (180 ft.)	SC:p.43
Charge of the Triceratops [V,S,DF] TARGET: Living creature touched; EFFECT: Gain natural gore attack [S=1d6, M=1d8, L=2d6]. If gore is used as part of a charge it does double damage. Also gain +4 Natural Armor. [SR:Yes; DC:17, Will negates [harmless]]	Transmutation	1 standard action	1 round/level [D]	Touch	SC:p.45
Circle Dance [V,S] TARGET: You; EFFECT: Get direction and general status of a known target.	Divination	1 minute	Instantaneous	Personal	SC:p.46
Contagion [V, S] TARGET: Living creature touched; EFFECT: Infects subject with chosen disease. [SR:Yes; DC:17, Fortitude negates]	Necromancy [Evil]	1 standard action	Instantaneous	Touch	RSRD:SpellsC
Corona of Cold [V,S,DF] TARGET: 20-ft.-radius spread; EFFECT: Gain fire resistance 10, and deal 1d12 damage to all in your area of effect. Creatures so affected have -2 to Str & Dex, move at half speed for as ong as they remain in the area. [SR:Yes; DC:17, Fortitude negates]	Evocation [Cold]	1 standard action	1 round/level [D]	10 ft.	SC:p.52
Creaking Cacophony [V,S] TARGET: 40-ft.-radius spread; EFFECT: All who are in the effect have -4 to listen. Spellcasters are distracted. [SR:Yes]	Illusion (Figment) [Sonic]	1 standard action	1 round/level	Medium (180 ft.)	SC:p.55
Crumble [V,S] TARGET: One structure or construct; EFFECT: Deal 1d8/level [max 10d8] damage to structure, ignoring hardness; see text. [SR:Yes [object]; DC:17, Fortitude half [object]]	Transmutation	1 standard action	Instantaneous	Medium (180 ft.)	SC:p.56
Cure Moderate Wounds [V, S] TARGET: Creature touched; EFFECT: Cures 2d8+8 damage. [SR:Yes [harmless]; see text; DC:17, Will half [harmless]; see text]	Conjuration (Healing)	1 standard action	Instantaneous	Touch	RSRD:SpellsC
Daylight [V, S] TARGET: Object touched; EFFECT: 60-ft. radius of bright light. [SR:No]	Evocation [Light]	1 standard action	80 minutes [D]	Touch	RSRD:SpellsD-E
Dehydrate [V,S,DF] TARGET: One living creature; EFFECT: Deal 1d6 plus 1/3 caster levels [max +5]. [SR:Yes; DC:17, Fortitude negates]	Necromancy	1 standard action	Instantaneous	Medium (180 ft.)	SC:p.62
Denev's Exile from Nature [V, S, DF] TARGET: Creature touched; EFFECT: Subject is cursed so that wilderness activities are more difficult [SR:Yes; DC:17, Will negates]	Transmutation	1 action	Permanent	Touch	worldofk:p.65-66
Diminish Plants [V, S, DF] TARGET: See text; EFFECT: Reduces size or blights growth of normal plants. [SR:No]	Transmutation	1 standard action	Instantaneous	See text	RSRD:SpellsD-E
Dominate Animal [V, S] TARGET: One animal; EFFECT: Subject animal obeys silent mental commands. [SR:Yes; DC:17, Will negates]	Enchantment (Compulsion) [Mind-Affecting]	1 round	8 rounds	Close (45 ft.)	RSRD:SpellsD-E
Doom Fog [V, S] TARGET: Cloud that spreads in a 30 ft radius and is 20 ft high; EFFECT: See text [SR:Yes; DC:17, Will negates]	Conjuration (Creation) [Fear, Mind-Affecting]	1 action	80 minutes	Medium (180 ft.)	Spellcra:p.20
Downdraft [V,S,M] TARGET: Cylinder [20-ft. radius, 100 ft. high]; EFFECT: Either send a flying creature down 50 ft. or 100 ft. They take fall damage if they collide with the ground [1d6 per 10 ft.]. [SR:Yes; DC:17, Reflex partial; see text]	Evocation [Air]	1 standard action	Instantaneous	Long (720 ft.)	SC:p.72
Earthen Grace [V,S,M] TARGET: Living creature touched; EFFECT: Earth and stone damage is treated as nonlethal [includes creatures with the subtype of earth/stone, falling onto stone]; see text. [SR:Yes [harmless]; DC:17, Will negates [harmless]]	Abjuration [Earth]	1 standard action	1 minute/level	Touch	SC:p.76
Energy Vortex [V,S] TARGET: All creatures within a 20-ft.-radius burst centered on you; EFFECT: Choose a energy type and it causes 1d8 +1/caster level [max +20]. You may double the damage if you forgoe a save and take the damage as well. [SR:Yes; DC:17, Reflex half]	Evocation [Choose:Acid, Cold, Fire, Electrici]	1 standard action	Instantaneous	20 ft.	SC:p.81
Entangling Staff [V,S,F] TARGET: Quarterstaff touched; EFFECT: Each time you successfully strike foe you can start a grapple as a free action, +8 grapple check. Deals an additional 2d6 damage for grapple [lethal or nonlethal]; see text [SR:Yes [harmless]; DC:17, Fortitude negates [harmless,object]]	Transmutation	1 swift action	1 round/level [D]	Touch	SC:p.83
Fey Ward [V, S] TARGET: 20-foot-radius globe centered around you; EFFECT: Barrier keeps out fey creatures [SR:No]	Abjuration	Standard action	8 rounds [D]	Personal	BoEMC:p.124
Fire Wings [V,S,M,F] TARGET: You; EFFECT: Attack or Fly; see text.	Transmutation [Fire]	1 round	1 minute/level	Personal	SC:p.93
Fly, Swift [V] TARGET: You; EFFECT: This spell functions like fly, except as noted. Fly [Swift].MOD	Transmutation	1 swift action	1 round	Personal	SC:p.96
Forestfold [V,S] TARGET: You; EFFECT: Grants +10 competence bonus on Hide and Move Silently checks.	Transmutation	1 standard action	1 hour/level [D]	Personal	SC:p.98
Ganest's Farstrike [V, S] TARGET: One creature or object; EFFECT: Creates a bolt of flame with exceptional range, the trajectory is parabolic [SR:Yes (object); DC:17, Reflex negates (object)]	Evocation [Fire]	1 action	Instantaneous	See Text	worldofk:p.75
Gas Mask [V, S, M/DF] TARGET: Living creatures touched; EFFECT: Enables the creature to safely breath noxious fumes, inhaled poisons, or other scents that may otherwise be debilitating in one manner or another. [SR:Yes (harmless); DC:17, Will negates (harmless)]	Abjuration	1 action	8 hours [see text]	Touch	7Abjur:p.2
Giant's Wrath [V,S,M] TARGET: One pebble/3 levels; EFFECT: Pebbles become boulders; see text [SR:No]	Transmutation [Earth]	1 swift action	1 round/level	Personal	SC:p.105
Girallon's Blessing [V,S,M] TARGET: Creature touched; EFFECT: Gain an additional pair of arms; see text [SR:Yes [harmless]; DC:17, Fortitude negates [harmless]]	Transmutation	1 standard action	10 minutes/level	Touch	SC:p.106
Heatstroke [V,S] TARGET: One Creature; EFFECT: Target becomes fatigued [if fatigued it becomes exhausted], takes 2d6 nonlethal heat [with or without save]. [SR:Yes [harmless]; DC:17, Fortitude partial]	Transmutation	1 standard action	Instantaneous	Medium (180 ft.)	SC:p.113
Hypothermia [V,S] TARGET: One creature; EFFECT: Deals 1d6 per caster level [max 10d6] and becomes fatigued. Save halves damage and negates fatigue. [SR:Yes; DC:17, Fortitude partial]	Evocation [Cold]	1 standard action	Instantaneous	Close (45 ft.)	SC:p.118
Icelance [V,S,F] TARGET: One lance of ice; EFFECT: Creates an ice lance; ranged touched attack at +4, if it hit causes 6d6 points, make save or be stunned for 1d4 rounds. [SR:Yes; DC:17, Fortitude partial]	Conjuration (Creation)	1 standard action	Instantaneous	Medium (180 ft.)	SC:p.119
Infestation of Maggots [V,S,M] TARGET: Creature touched; EFFECT: Deal 1d4 constitution per round. Save ends the spell and the effect. [SR:Yes; DC:17, Fortitude negates]	Necromancy	1 standard action	1 round/2 levels	Touch	SC:p.123
Jagged Tooth [V,S] TARGET: One natural slashing or piercing weapon of target creatures; EFFECT: Doubles the critical threat range of one natural weapon. [SR:Yes [harmless]; DC:17, Will negates [harmless]]	Transmutation	1 standard action	10 minutes/level	Close (45 ft.)	SC:p.127
Lion's Charge [V] TARGET: You; EFFECT: Gain pounce ability [make full attack after a charge].	Transmutation	1 swift action	1 round	Personal	SC:p.133
Listening Ringworm [V, S, DF] TARGET: Magical sensor; EFFECT: Creates a worm parasite in the target that transmits sound to the caster [SR:Yes (harmless); DC:17, Fortitude negates (harmless)]	Conjuration (Creation)	1 action	1 hour/level [D]	Touch	worldofk:p.89-90

* =Domain/Specialty Spell

Druid Spells					
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[V, S, DF] TARGET: Creature touched and up to two weapons; EFFECT: The spell imbues the creature touched with a tremendous knowledge of plants, making him more effective at combating them. [SR:Yes; DC:17, Will negates (harmless)]					
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[None] TARGET: Emanates 10 ft. from touched creature; EFFECT: As Protection from Fey with a larger area [SR:No]					
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[V, S, DF] TARGET: One living creature; EFFECT: One natural weapon of subject creature gets +2 on attack and damage rolls. [SR:Yes (harmless); DC:17, Will negates (harmless)]					
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[V, S] TARGET: One creature; EFFECT: Subject has +2 Dexterity plus other power [SR:Yes; DC:17, Will negates (harmless)]					
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[V, S] TARGET: One creature; EFFECT: Subject has +2 Strength plus other power [SR:Yes; DC:17, Will negates (harmless)]					
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[V, S] TARGET: One creature; EFFECT: Subject has +2 Dexterity plus other power [SR:Yes; DC:17, Will negates (harmless)]					
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[V, S] TARGET: One creature; EFFECT: Subject has +1 AC plus other power [SR:Yes; DC:17, Will negates (harmless)]					
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[V, S] TARGET: One creature; EFFECT: Subject has +2 Constitution plus other power [SR:Yes; DC:17, Will negates (harmless)]					
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[V, S, DF] TARGET: You; EFFECT: You and your gear merge with stone. [SR:No]					
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[V,S] TARGET: Creature touched; EFFECT: Take -4 to one ability score [Str, Dex, Con] and target gains like amount. [SR:Yes [harmless]; DC:17, Fortitude negates [harmless]]					
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[V,S,F] TARGET: Structure up to 40 ft. square; EFFECT: Shapes natural setting into a formidable defense. [SR:No]					
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[V, S, M/DF] TARGET: Creature or object of up to 8 cu. ft. touched; EFFECT: Immunizes subject against poison, detoxifies venom in or on subject. [SR:Yes (harmless, object); DC:17, Will negates (harmless, object)]					
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[V S M] TARGET: 1 mile centered on ship touched; EFFECT: See text [SR:No]					
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[V, S, DF] TARGET: See text; EFFECT: Grows vegetation, improves crops. [SR:No]					
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[V, S, DF] TARGET: Living creature touched; EFFECT: Touch deals 1d10 Con damage, repeats in 1 minute. [SR:Yes; DC:17, Fortitude negates; see text]					
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[S, M] TARGET: 20-ft. radius; EFFECT: Increases water pressure to damage targets [SR:Yes; DC:17, Fortitude half]					
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[V,S,DF] TARGET: You; EFFECT: You assume the physical appearance and many of the qualities and abilities of a chosen elemental [fire, water, earth, air]; see text					
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[V, S, DF] TARGET: Creature touched; EFFECT: The spell imbues the creature touched with an extensive knowledge of the strengths and weaknesses of the fey, improving his combat prowess against these adversaries. [SR:Yes; DC:17, Will negates (harmless)]					
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[V, S, DF] TARGET: Creature touched; EFFECT: Absorb 96 points of damage from one kind of energy. [SR:Yes (harmless); DC:17, Fortitude negates (harmless)]					
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[V, S, DF] TARGET: 8 20-ft. cubes [S] or one fire-based magic item; EFFECT: Extinguishes nonmagical fires or one magic item. [SR:No or Yes (object); DC:17, None or Will negates (object)]					
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[V,S] TARGET: You; EFFECT: Quills inflict 1d8 or thrown range 10 ft; see text.					
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[V, S] TARGET: Creature touched; EFFECT: Cures all diseases affecting subject. [SR:Yes (harmless); DC:17, Fortitude negates (harmless)]					
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[V, S, DF] TARGET: One defenseless ally; EFFECT: See text [SR:No]					
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[V, S, DF] TARGET: One creature; EFFECT: You conjure a small sphere of sticky, viscous resin that you hurl at any creature within the spell's range, treating the attack as a ranged touch attack. [SR:Yes; DC:17, See text]					
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[V,S,DF] TARGET: One creature/level, no two of which can be more than 30 ft. apart; EFFECT: As resist energy, except that it affects all targeted creatures. [SR:Yes [harmless]; DC:17, Fortitude negates [harmless]]					
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[V, S, DF] TARGET: 8 creatures; EFFECT: Creature is immune to normal extremes of heat and cold [SR:Yes; DC:17, Will negates]					
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[V,S,DF] TARGET: One creature/level, no two of which are more than 30 ft. apart; EFFECT: Affect creatures sink 100 ft./round; see text. [SR:Yes; DC:17, Will negates]					
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[V, S, M/DF] TARGET: Cylinder 40'; EFFECT: Hampers vision and movement. [SR:No]					
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[V,S] TARGET: You; EFFECT: Turns one of your arms into a venomous snake; see text.					
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[V, S, DF] TARGET: Touched nonmagical circle of vine, rope, or thong with a 2 ft. diameter + 2 ft./level; EFFECT: Creates a magic booby trap. [SR:No]					
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[V,S] TARGET: One creature/level, no two of which are more than 30 ft. apart; EFFECT: Same as Snowshoes, except as noted. [SR:Yes [harmless]; DC:17, Will negates [harmless]]					
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[V, S] TARGET: You; EFFECT: You can talk to normal plants and plant creatures. [SR:No]					
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[V,S,M/DF] TARGET: Creature touched; EFFECT: Grants recipient +1 to natural AC, +1 save against poison and +1 bonus to Hide checks for every three caster levels [max +5]. [SR:Yes [harmless]; DC:17, Will negates [harmless]]					
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[V, S, DF] TARGET: 8 20-ft. squares; EFFECT: Creatures in area take 1d4 damage, may be slowed. [SR:Yes; DC:17, Reflex partial]					
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[V,S,M] TARGET: Wooden weapon touched; EFFECT: As brambles, except affected weapon gains +2 enhancement bonus and threat range doubled. [SR:No]					
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[V,S,M] TARGET: Jaws of force; EFFECT: Jaws attempt to grapple the target; see text [SR:Yes]					
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[V, S, M/DF] TARGET: You; EFFECT: Temporarily renders natural explosives inert. [SR:No]					
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[V,S,DF] TARGET: Waves under a creature or object within range; EFFECT: Transports across water; see text. [SR:Yes; DC:17, Reflex negates]					
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[V, S, M, DF] TARGET: Personal; EFFECT: See text [SR:Yes (harmless); DC:17, Will negates (harmless)]					
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[V, S, M/DF] TARGET: Stone or stone object touched, up to 18 cu. ft.; EFFECT: Sculpts stone into any shape. [SR:No]					
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[V, S, DF] TARGET: You; EFFECT: See text [SR:No]					
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[V, S, DF] TARGET: One or more creatures, no two of which can be more than 30 ft. apart; EFFECT: Calls creature to fight. [SR:No]					
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Thornskin	Transmutation	1 standard action	1 round/level [D]	Personal	SC:p.219
[V,S,M] TARGET: You; EFFECT: Sprout thorns from your skin that makes your unarmed deal lethal plus an extra 1d6 piercing damage on unarmed attacks.					
* =Domain/Specialty Spell					

Druid Spells

□□□□	Thorn Throw	Evocation	1 action	Instantaneous	Medium (180 ft.)	worldofk:p.119-120
[V, S, M]	TARGET: Cone; EFFECT: A cone of thorns causes 1d6 hit points/level minus AC [SR:Yes; DC:17, Reflex half]					
□□□□	Thunderous Roar	Evocation [Sonic]	1 standard action	Instantaneous	Long (720 ft.)	SC:p.220
[V,S,DF]	TARGET: 20-ft.-radius burst; EFFECT: All creatures in the area take 1d6 sonic damage per two caster levels; see text. [SR:Yes; DC:17, Fortitude partial; see text]					
□□□□	Treasure Scent	Divination	1 standard action	1 hour/level	Personal	SC:p.223
[V,S]	TARGET: You; EFFECT: Detect copper, silver, gold, platinum, and gems within 30 feet. See text.					
□□□□	Tremor	Evocation [Earth]	1 standard action	1 round/3 levels	Medium (180 ft.)	SC:p.223
[V,S,DF]	TARGET: 40-ft.-radius spread; EFFECT: Disrupts concentration; see text. [SR:No; DC:17, See text]					
□□□□	Vigor	Conjuration (Healing)	1 standard action	10 rounds + 1 round/level [max 25]	Touch	SC:p.229
[V,S]	TARGET: Living creature touched; EFFECT: Same as lesser vigor except it grants target fast healing ability for the duration of the spell at 2 hp automatically healed per round. [SR:Yes [harmless]; DC:17, Will negates [harmless]]					
□□□□	Vigor, Mass Lesser	Conjuration (Healing)	1 standard action	10 rounds + 1 round/level [max 25]	20 ft.	SC:p.229
[V,S]	TARGET: One creature/2 levels, no two of which can be more than 30 ft. apart; EFFECT: Same as lesser vigor except it grants all targets fast healing ability for the duration of the spell at 1 hp automatically healed per round. [SR:Yes [harmless]; DC:17, Will negates [harmless]]					
□□□□	Vine Mine	Conjuration (Creation)	1 standard action	10 minutes/level	Medium (180 ft.)	SC:p.230
[V,S,M]	TARGET: 10-ft.-radius/level spread; EFFECT: Creates a rapid growth of vines, see text. [SR:Yes; DC:17, See text]					
□□□□	Wall of Hornets	Conjuration (Summoning)	1 action	1 minute/level [D]	Medium (180 ft.)	worldofk:p.124
[V, S, DF]	TARGET: Area up to one 5-ft. square/level; EFFECT: You summon a wall of stinging, poisonous hornets [SR:Yes; DC:17, See Text]					
□□□□	Water Breathing	Transmutation	1 standard action	16 hours; see text	Touch	RSRD:SpellsT-Z
[V, S, M/DF]	TARGET: Living creatures touched; EFFECT: Subjects can breathe underwater. [SR:Yes (harmless); DC:17, Will negates (harmless)]					
□□□□	Water Breathing (Self Only)	Transmutation	1 standard action	16 hours; see text	Touch	RSRD:SpellsT-Z
[V, S, M/DF]	TARGET: Living creatures touched; EFFECT: Subjects can breathe underwater. [SR:Yes (harmless); DC:17, Will negates (harmless)]					
□□□□	Weather Eye	Divination	1 hour	Instantaneous	1 mile + 1 mile/level	SC:p.238
[V,S,M,F]	TARGET: 1-mile radius +1-mile/level centered on you; EFFECT: You may accurately predict the natural weather up to one week into the future. If unnatural forces currently affect the weather then the spell acts as detect magic. [SR:No]					
□□□□	Wind Wall	Evocation (Force) [Air]	1 standard action	8 rounds	Medium (180 ft.)	RSRD:SpellsT-Z
[V, S, M/DF]	TARGET: Wall up to 80 ft. long and 40 ft. high [S]; EFFECT: Deflects arrows, smaller creatures, and gases. [SR:Yes; DC:17, None; see text]					
□□□□	Yaral's Totemic Transformation	Transmutation	1 action	1 round/level	Touch	worldofk:p.126
[V, S, DF]	TARGET: One living creature; EFFECT: Grants caster powers of totem animal [SR:Yes (harmless); DC:17, Will negates (harmless)]					

LEVEL 4 / Per Day:3 / Caster Level:8

Name	School	Time	Duration	Range	Source
□□□□□Air Walk	Transmutation [Air]	1 standard action	80 minutes	Touch	RSRD:SpellsA-B
[V, S, Df] TARGET: Creature [Gargantuan or smaller] touched; EFFECT: Subject treads on air as if solid [climb at 45-degree angle]. [SR:Yes (harmless)]					
□□□□□Antiplant Shell	Abjuration	1 standard action	80 minutes [D]	10 ft.	RSRD:SpellsA-B
[V, S, Df] TARGET: 10-ft.-radius emanation, centered on you; EFFECT: Keeps animated plants at bay. [SR:Yes]					
□□□□□Arc of Lightning	Conjuration (Creation) [Electricity]	1 standard action	Instantaneous	Close (45 ft.)	SC:p.15
[V, S, M/Df] TARGET: A line between two creatures; EFFECT: Create a bolt of electricity between two creatures causing 1d6/level [max 15d6] to both creatures and anything in between them. [SR:No; DC:18, Reflex half]					
□□□□□Bite of the Wereboar	Transmutation	1 standard action	1 round/level	Personal	SC:p.28
[V, S, M] TARGET: You; EFFECT: Gain +4 bonus to Str, +6 Con, +8 natural armor. Gain Bite attack; see text					
□□□□□Black Lung	Necromancy	One action	8 rounds	Close (45 ft.)	itblk:p.85
[V, S, M/Df] TARGET: Ray; EFFECT: Ray inhabits target's breathing, imposing penalties to certain skill checks while causing Constitution damage. [SR:Yes; DC:18, Fortitude partial (see text)]					
□□□□□Black Mulching	Necromancy	Standard action	8 rounds	Medium (180 ft.)	BoEMC:p.109
[V, S, M] TARGET: 20-foot-diameter sphere; EFFECT: Plants 3 HD or less die, others take 1d10 points of damage [SR:Yes]					
□□□□□Blight	Necromancy	1 standard action	Instantaneous	Touch	RSRD:SpellsA-B
[V, S, Df] TARGET: one plant/plant-creature; EFFECT: Withers one plant or deals 8d6 damage to plant creature. [SR:Yes; DC:18, Fortitude half; see text]					
□□□□□Blindsight, Greater	Transmutation	1 standard action	1 minute/level	Touch	SC:p.32
[V, S] TARGET: Creature touched; EFFECT: Grant blindsight to 30 ft. [SR:Yes [harmless]; DC:18, Will negates [harmless]]					
□□□□□Bottle of Smoke	Conjuration (Creation)	10 minutes	1 hour/level	Touch	SC:p.37
[V, S, F] TARGET: One smoky, horselike creature; EFFECT: Creates a steed made of smoke. [SR:No]					
□□□□□Burrow, Mass	Transmutation	1 standard action	1 minute/level [D]	Touch	SC:p.41
[V, S, F/Df] TARGET: One creature/level, no two of which can be more than 30 ft. apart; EFFECT: Same as Burrow, except effects multiple creatures. [SR:Yes [harmless]; DC:18, Will negates [harmless]]					
□□□□□Call Aquatic Animal II	Conjuration (Summoning)	1 full round	1 round/level [D]	Close (45 ft.)	worldofk:p.56
[V, S, F/Df] TARGET: One or more summoned creatures, no two of which can be more than 30 ft. apart; EFFECT: Calls aquatic animals to fight for the spellcaster [SR:No]					
□□□□□Chain of Eyes	Divination	1 standard action	1 hour/level	Touch	SC:p.45
[V, S] TARGET: Living creature touched; EFFECT: Scrying sensor passed along by touch. [SR:Yes; DC:18, Will negates]					
□□□□□Command Plants	Transmutation	1 standard action	8 days	Close (45 ft.)	RSRD:SpellsC
[V] TARGET: Up to 16 HD of plant creatures, no two of which can be more than 30 ft. apart; EFFECT: Sway the actions of one or more plant creatures. [SR:Yes; DC:18, Will negates]					
□□□□□Contagious Touch	Necromancy	1 standard action	1 round/level	Touch	SC:p.52
[V, S] TARGET: You; EFFECT: Any creature you hit with melee touch is afflicted with contagion and the selected disease; see text. [SR:Yes; DC:18, Fortitude negates]					
□□□□□Contingent Energy Resistance	Abjuration	1 minute	1 hour/level [D]	Personal	SC:p.52
[V, S, M] TARGET: You; EFFECT: Same as Contingency, except it is more limited.					
□□□□□Control Creature of the Mist	Enchantment (Compulsion) [Mind-Affecting]	Standard action	8 hours	Touch	BoEMC:p.117
[V, S, M] TARGET: One creature of the mist; EFFECT: Creature of the mist obeys caster's commands [SR:Yes; DC:18, Will negates]					
□□□□□Control Water	Transmutation [Water]	1 standard action	80 minutes [D]	Long (720 ft.)	RSRD:SpellsC
[V, S, M/Df] TARGET: Water in a volume of 80 ft by 80 ft by 16 ft [S]; EFFECT: Raises or lowers bodies of water. [SR:No; DC:18, None; see text]					
□□□□□Coralskin	Abjuration	1 action	10 minutes/level or until discharged	Touch	QR:p.103
[V, S, M] TARGET: Creature touched; EFFECT: See text [SR:Yes (harmless); DC:18, Will negates (harmless)]					
□□□□□Create Lesser Creature of the Mist	Conjuration (Creation)	1 hour	Instantaneous	Touch	BoEMC:p.117
[V, S, F, M] TARGET: One creature of the mist up to CR 5; EFFECT: Creates creature of the mist up to CR 5 [SR:No]					
□□□□□Creeping Cold, Greater	Transmutation [Cold]	1 standard action	See text	Close (45 ft.)	SC:p.56
[V, S, F] TARGET: One creature; EFFECT: As creeping cold, but has a higher damage cap with additional rounds. [SR:Yes; DC:18, Fortitude half]					
□□□□□Cure Serious Wounds	Conjuration (Healing)	1 standard action	Instantaneous	Touch	RSRD:SpellsC
[V, S] TARGET: Creature touched; EFFECT: Cures 3d8+8 damage. [SR:Yes (harmless); see text; DC:18, Will half (harmless); see text]					
□□□□□Dispel Magic	Abjuration	1 standard action	Instantaneous	Medium (180 ft.)	RSRD:SpellsD-E
[V, S] TARGET: One spellcaster, creature, or object; or 20-ft.-radius burst; EFFECT: Cancels magical spells and effects. [SR:No]					
□□□□□Enhance Wild Shape	Transmutation	1 minute	1 hour/level	Personal	SC:p.81
[V, S] TARGET: You; EFFECT: Gain enhancement to your next wild shape; See text.					
□□□□□Essence of the Raptor	Transmutation	1 standard action	10 minutes/level [D]	Personal	SC:p.84
[V, S] TARGET: You; EFFECT: Speed increases to 60 ft. Gain +8 bonus to Hide, Jump, Listen, Spot and Survival checks. Gain Scent ability.					
□□□□□Eye of the Hurricane	Abjuration [Air]	1 standard action	Instantaneous	40 ft.	SC:p.86
[V, S] TARGET: 40-ft.-radius emanation centered on you, with 10-ft.-radius quiet area centered on you; EFFECT: Creates a hurricane with you unaffected at the center; see text [SR:Yes; DC:18, Fortitude negates]					
□□□□□Flame Strike	Evocation [Fire]	1 standard action	Instantaneous	Medium (180 ft.)	RSRD:SpellsF-G
[V, S, Df] TARGET: Cylinder 10; EFFECT: Smite foes with divine fire for 8d6 damage. [SR:Yes; DC:18, Reflex half]					
□□□□□Floor of Fire	Evocation [Fire]	1 action	8 rounds	Medium (180 ft.)	Spellcra:p.24
[V, S, M/Df] TARGET: Horizontal sheet of flames with a radius up to 30 ft; EFFECT: See text [SR:Yes; DC:18, Fortitude half]					
□□□□□Freedom of Movement	Abjuration	1 standard action	80 minutes	Personal or touch	RSRD:SpellsF-G
[V, S, M, Df] TARGET: You or creature touched; EFFECT: Subject moves normally despite impediments. [SR:Yes (harmless); DC:18, Will negates (harmless)]					
* =Domain/Specialty Spell					

Druid Spells						
<div> <div> <div></div> <div></div> <div></div> <div></div> </div> <div> <div></div> <div></div> <div></div> <div></div> </div> </div> <div>Giant Vermin</div>	Transmutation	1 standard action	8 minutes	Close (45 ft.)	RSRD:SpellsF-G	
[V, S, DF] TARGET: Up to three vermin, no two of which can be more than 30 ft. apart; EFFECT: Turns centipedes, scorpions, or spiders into giant vermin. [SR:Yes]						
<div> <div> <div></div> <div></div> <div></div> <div></div> </div> <div> <div></div> <div></div> <div></div> <div></div> </div> </div> <div>Gluttony</div>	Enchantment (Compulsion) [Mind-Affecting]	1 action	1 round/level	Medium (180 ft.)	worldofk:p.77	
[V, M/DF] TARGET: 30 ft.-radius burst; EFFECT: Fills targets with ravenous hunger for 1 minute/level [SR:Yes; DC:18, Will negates]						
<div> <div> <div></div> <div></div> <div></div> <div></div> </div> <div> <div></div> <div></div> <div></div> <div></div> </div> </div> <div>Ice Storm</div>	Evocation (Cold) [Cold]	1 standard action	1 full round	Long (720 ft.)	RSRD:SpellsH-L	
[V, S, M/DF] TARGET: Cylinder 20; EFFECT: Hail deals 5d6 damage in cylinder 40 ft. across. [SR:Yes]						
<div> <div> <div></div> <div></div> <div></div> <div></div> </div> <div> <div></div> <div></div> <div></div> <div></div> </div> </div> <div>Improved Water Breathing</div>	Transmutation	1 action	24 hours	Touch	SFHB:p.32	
[V, S, M/DF] TARGET: Living creatures touched; EFFECT: The creature can freely breath water and suffers no ill effects from pressure [SR:Yes; DC:18, Will negates]						
<div> <div> <div></div> <div></div> <div></div> <div></div> </div> <div> <div></div> <div></div> <div></div> <div></div> </div> </div> <div>Jaws of the Wolf</div>	Transmutation	1 standard action	1 round/level [D]	Close (45 ft.)	SC:p.127	
[V,S,F] TARGET: One or more created worgs; EFFECT: Transform small wooden carvings into real worgs equal to one for every two caster levels. [SR:No]						
<div> <div> <div></div> <div></div> <div></div> <div></div> </div> <div> <div></div> <div></div> <div></div> <div></div> </div> </div> <div>Land Womb</div>	Abjuration	1 standard action	10 minutes/level [D]	Touch	SC:p.130	
[V,S] TARGET: You and one other creature/level; EFFECT: Descend into a protective bubble in the earth below, others see you descend as if the earth opened up and swallowed you. [SR:Yes; DC:18, Will negates]						
<div> <div> <div></div> <div></div> <div></div> <div></div> </div> <div> <div></div> <div></div> <div></div> <div></div> </div> </div> <div>Languor</div>	Transmutation	1 standard action	1 round/level	Close (45 ft.)	SC:p.130	
[V,S] TARGET: Ray; EFFECT: Ranged touch attack. Causes short term Strength loss and slowing; See text. [SR:Yes; DC:18, Will partial]						
<div> <div> <div></div> <div></div> <div></div> <div></div> </div> <div> <div></div> <div></div> <div></div> <div></div> </div> </div> <div>Last Breath</div>	Transmutation	1 standard action	Instantaneous	Touch	SC:p.130	
[V,S] TARGET: Dead creature touched; EFFECT: Creature killed within 1 round returns to 0 hp. [SR:Yes [harmless]]						
<div> <div> <div></div> <div></div> <div></div> <div></div> </div> <div> <div></div> <div></div> <div></div> <div></div> </div> </div> <div>Lay of the Land</div>	Divination	3 rounds	Instantaneous	Personal	SC:p.131	
[V,S,F/DF] TARGET: You; EFFECT: Learn area of 50 miles radius; see text						
<div> <div> <div></div> <div></div> <div></div> <div></div> </div> <div> <div></div> <div></div> <div></div> <div></div> </div> </div> <div>Live Wood</div>	Transmutation	1 full round	1 hour/level [D]	Touch	worldofk:p.90	
[V, S] TARGET: One or more wooden items or creatures, which must be touching and all be within a 10-ft. radius of the spell caster.; EFFECT: Regenerates damage done to wooden items or creatures [SR:Yes (harmless); DC:18, Will negates (harmless)]						
<div> <div> <div></div> <div></div> <div></div> <div></div> </div> <div> <div></div> <div></div> <div></div> <div></div> </div> </div> <div>Magic Fang, Superior</div>	Abjuration	1 standard action	1 round/level	Personal	SC:p.136	
[V,S] TARGET: You; EFFECT: Every natural weapon you possess becomes enchanted to +1 per four caster levels [max +5 level 20].						
<div> <div> <div></div> <div></div> <div></div> <div></div> </div> <div> <div></div> <div></div> <div></div> <div></div> </div> </div> <div>Miasma of Entropy</div>	Necromancy	1 standard action	Instantaneous	30 ft.	SC:p.141	
[V,S] TARGET: Cone-shaped burst or one solid object; see text; EFFECT: Accelerates decay in natural substances; see text [SR:Yes [object]; DC:18, Fortitude half or Will negates [object]]						
<div> <div> <div></div> <div></div> <div></div> <div></div> </div> <div> <div></div> <div></div> <div></div> <div></div> </div> </div> <div>Mind Over Matter</div>	Transmutation	1 action	1 round/level	Personal	worldofk:p.91-92	
[V, S] TARGET: You; EFFECT: Aids concentration to ignore distractions [SR:No]						
<div> <div> <div></div> <div></div> <div></div> <div></div> </div> <div> <div></div> <div></div> <div></div> <div></div> </div> </div> <div>Moon Bolt</div>	Evocation	1 standard action	Instantaneous	Long (720 ft.)	SC:p.143	
[V,S] TARGET: One living or undead creature, or two living or undead creatures, that are <15 ft. apart; EFFECT: Bolt unerringly strikes dealing 1d4 Str damage per three caster levels [max 5d4]. Undead instead fall helpless for 1d4 rounds; see text. [SR:Yes; DC:18, Fortitude half[living] Will negates[undead]]						
<div> <div> <div></div> <div></div> <div></div> <div></div> </div> <div> <div></div> <div></div> <div></div> <div></div> </div> </div> <div>Murderous Mist</div>	Conjuration (Creation)	1 standard action	1 round/level	Close (45 ft.)	SC:p.145	
[V,S] TARGET: Cloud spreads in 30-ft. radius, 20 ft. high; EFFECT: Create cloud of scalding hot steam; see text. [SR:No; DC:18, Reflex partial; see text]						
<div> <div> <div></div> <div></div> <div></div> <div></div> </div> <div> <div></div> <div></div> <div></div> <div></div> </div> </div> <div>Nymph's Blessing</div>	Evocation	1 Action	8 rounds	Personal	Fey Magi:p.38	
[V S DF] TARGET: The character; EFFECT: Charisma becomes 19 and can Charm Person 1/rd. [SR:No]						

Druid Spells					
<div> <div></div> <div></div> <div></div> <div></div> </div> Venomous Spray [S, M/DF] TARGET: You; EFFECT: See text [SR:No; DC:18, Fortitude negate]	Transmutation	1 action	4 rounds	Personal	Spellcra:p.46-47
<div> <div></div> <div></div> <div></div> <div></div> </div> Vortex of Teeth [V,S,M] TARGET: Hollow cylinder [40-ft. radius, 20-ft. high, with a 5-ft.-radius safe zone in center]; EFFECT: Creatures in the area take 3d8 damage per round, it also harms incorporeal creatures. [SR:Yes]	Evocation [Force]	1 standard action	1 round/level [D]	Medium (180 ft.)	SC:p.232
<div> <div></div> <div></div> <div></div> <div></div> </div> Wall of Earth [V, S] TARGET: Earth wall whose area is up to 8 5 ft squares; EFFECT: See text [SR:No]	Conjuration (Creation)	1 action	Instantaneous	Medium (180 ft.)	Spellcra:p.48
<div> <div></div> <div></div> <div></div> <div></div> </div> Wall of Sand [V,S,M/DF] TARGET: A straight wall whose area is up to one 10-ft. square/level [S]; EFFECT: Creates a churning wall of sand. [SR:No]	Conjuration (Creation) [Earth]	1 standard action	Concentration +1 round/level	Medium (180 ft.)	SC:p.235
<div> <div></div> <div></div> <div></div> <div></div> </div> Wall of Water [V,S,M] TARGET: A straight wall whose area is up to one 10-ft. square/level [S]; EFFECT: Creates a vertical wall of swirling water. [SR:No; DC:18, Reflex negates; see text]	Conjuration (Creation) [Water]	1 standard action	10 minutes/level	Medium (180 ft.)	SC:p.235
<div> <div></div> <div></div> <div></div> <div></div> </div> Wanda's Crawling Force Missile [V, S, M] TARGET: Up to five creatures, no two of which can be more than 15 ft. apart; EFFECT: A force missile of magical energy darts forth from your fingertip, unerringly strikes its target, and makes the victim believe insects are crawling on her. The force missile deals 1d4+1 points of damage. [SR:Yes; DC:18, Will partial negates]	Evocation [Fear, Force, Mind-Affecting]	Standard Action	Instantaneous	Medium (180 ft.)	worldofkulan(spells_3.5.odt)
<div> <div></div> <div></div> <div></div> <div></div> </div> Wild Runner [V,S,DF] TARGET: You; EFFECT: Assume the physical appearance and many abilities of a centaur [MM 32]; see text.	Transmutation	1 standard action	10 minutes/level	Personal	SC:p.239
<div> <div></div> <div></div> <div></div> <div></div> </div> Wind at Back [V,S] TARGET: One creature/level, no two of which can be more than 30 ft. apart; EFFECT: Doubles overland speed of all targets. [SR:Yes [harmless]; DC:18, Fortitude negates [harmless]]	Evocation	1 standard action	12 hours	Medium (180 ft.)	SC:p.239
<div> <div></div> <div></div> <div></div> <div></div> </div> Wings of Air, Greater [V] TARGET: Winged creature touched; EFFECT: Manuverability improves by two steps. [SR:No]	Transmutation	1 standard action	1 minute/level	Touch	SC:p.240
<div> <div></div> <div></div> <div></div> <div></div> </div> Wood Rot [V,S,M] TARGET: One nonmagical wooden object or a volume of wood; or one plant creature; EFFECT: Deal damage to plants or destroy wooden objects. [SR:No]	Transmutation	1 standard action	Instantaneous or 1 round/level; see text	Touch	SC:p.241
* =Domain/Specialty Spell					

Caerth Heart-of-Oak

Harqualian Half-Orc

RACE

23

AGE

Male

GENDER

Darkvision (60 ft.)

VISION

True Neutral

ALIGNMENT

Right

DOMINANT HAND

6' 4"

HEIGHT

220 lbs.

WEIGHT

Black

EYE COLOUR

Grayish

SKIN COLOUR

Black, Short

HAIR / HAIR STYLE

PHOBIAS

PERSONALITY TRAITS

INTERESTS

SPOKEN STYLE / CATCH PHRASE

RESIDENCE

LOCATION

Strandlands

REGION

None

DEITY

Humanoid

Race Type

Race Sub Type

Description:

A tall, muscular man with grayish skin and small tusks jutting from his lower jaw, there is no mistaking the orcish ancestry of Caerth Heart-of-Oak. Unlike many half-orcs, however, he bears no obvious scars apart from several old scratch marks on his forearms; lessons learned early about carefully handling wild animals.

Though usually dressed in sturdy brown hide armor underneath a moss green, fur lined vestment, Caerth often goes barefooted so he can 'feel the land' he travels. When this is not convenient, he carries a pair of boots in his ragged backpack, along with several seeds, berries and the occasional small dead animal. His weapons of choice, a finely crafted bone-tipped spear and a massive black longbow, are never far from his side, even when visited the so-called civilized places. Apart from a small, faded bronze ring, Caerth wears no jewelry or other impractical trinkets.

The large brown horned owl that Caerth refers to as Screech, is often found nearby, even in daylight when most owls are asleep.

Personality:

Most people expect half-orcs to be dumb, but Caerth is wise and rather clever. He has never learned the art of diplomacy, however, so when he speaks his mind it is blunt and completely honest. Run-ins with the local villagers have taught him to keep his mouth shut unless in the company of those people he trusts, which are few.

Instead, Caerth prefers the company of animals and the quiet companionship of trees and vegetation. As a druid, he cares for all natural life and strives to maintain the balance of nature, hunting down or chasing away those who threaten the equilibrium.

Every once in a while, though, he takes the form an inconspicuous animal and spends his time in town, observing the mysterious people of his mother's race; wanting to belong, yet unable to understand.

Biography:

In his earliest childhood memories, Caerth was playing outside the hut of the hermit Aeron, trying to catch the small animals that lived around it. Some of them fought desperately to escape the boy's grasping hands, scratching the skin of his hands and arms. Gently at first but sternly when necessary, Aeron corrected the young half-orc and showed him how kindness worked

better at gaining the creatures' trust. This took him a long time; apparently his orcish blood urged Caerth to a more violent path even at that age.

As he grew up in the forest amongst the woodland creatures, Caerth learned to suppress his inherent violence and eventually channel it into curiosity about nature and its ancient magic. He became a fierce hunter, a gentle protector, and after many years, a promising young druid under the guidance of the hermit Aeron.

Upon entering the druidic circle, the aging hermit gave Caerth a new name: Heart-of-Oak. It was a title of respect for his loyalty to the natural balance of the world; of goodness of heart, and wise decisions. Caerth was also given a magical bronze ring. While wearing it, he would need only a few hours of rest, and no food at all; this enabled the young druid to travel to otherwise inhospitable wild places. It was in such a place, far from the familiar forest of home, where the half-orc rescued an owl chick from a hungry young manticores. He named the owl Screech, for the high sounds it makes when excited, and it has followed him around ever since.

A few times Caerth accompanied Aeron to the nearby town of Carnell, and although he was intrigued by the human people living there, they were not pleased by his presence. Attempts at conversation went very bad very quickly, and only the timely intervention by Aeron prevented an all-out fight.

When he asked his mentor about it, Aeron told Caerth how many years ago a young noblewoman had come to the hermit with a newborn wrapped in cloth. The infant, obviously a half-orc, was the result of one hedonistic night with an orc slave in a faraway brothel, and it would make a huge scandal if anyone found out. Better that the babe would die in childbirth. Yet the woman could not bring herself to take his life; instead she sneaked out and came pleading to the hermit druid to raise him and forever keep her secret.

The fact that his mother's family was uncomfortable about him living nearby, and the general human suspicion about orcs and their violent nature, was the reason why most people would never fully trust Caerth. It was not fair, but being angry about would only confirm their suspicions.

Only once has Caerth seen his mother; in the shape of a large bird, he flew to her house and watched from a nearby tree as the woman he knew to be his mother was going about her chores. There was so much he wanted to say to her, to ask her, to comfort her, but in the end, he did not dare to enter the house; did not know if she would welcome him, or be proud; if she would recognize him at all.

He did not return.