

# Caerth Heart-of-Oak

Character Name

Druid 8

CLASS

8 (8)

Character Level (CR)

33940 / 36000

EXP/NEXT LEVEL

ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD
<b>STR</b> Strength	21	+5	21	+5		
<b>DEX</b> Dexterity	16	+3	16	+3		
<b>CON</b> Constitution	14	+2	14	+2		
<b>INT</b> Intelligence	12	+1	12	+1		
<b>WIS</b> Wisdom	18	+4	18	+4		
<b>CHA</b> Charisma	9	-1	9	-1		

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

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

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

*+1 Spear		HAND	TYPE	SIZE	CRITICAL	REACH
TOTAL ATTACK BONUS		Both	P	M	20/x3	5 ft.
+12/+7		DAMAGE 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
TOTAL ATTACK BONUS		Carried	P	M	20/x3	5 ft.
+12/+7		DAMAGE 1d8+5				
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		

Kang		HAND	TYPE	SIZE	CRITICAL	REACH
TOTAL ATTACK BONUS		Carried	PS	M	19-20/x2	5 ft.
+12/+7		DAMAGE 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		

\*: 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	

# JustinCase

Player Name

Harqualian Half-Orc / Humanoid

RACE

23

Male

AGE

GENDER

None

Deity

Medium / 5 ft.

SIZE / FACE

Black

EYES

Strandlands

Region

6' 4" / 220 lbs.

HEIGHT / WEIGHT

Black, Short

HAIR

True Neutral

Alignment

Darkvision (60 ft.)

VISION

Points

HP	AC	INITIATIVE	ENCUMBRANCE	WOUNDS/CURRENT HP	SUBDUAL DAMAGE	DAMAGE REDUCTION	SPEED																																
49	18	+3	Light				Walk 20 ft.																																
hit points	armor class	modifier																																					
<table border="0"> <tr> <td>TOTAL</td> <td>FLAT</td> <td>TOUCH</td> <td>BASE</td> <td>ARMOR BONUS</td> <td>SHIELD BONUS</td> <td>STAT</td> <td>SIZE</td> <td>NATURAL ARMOR</td> <td>DEFLECTION</td> <td>DODGE</td> <td>Morale</td> <td>Insight</td> <td>Sacred</td> <td>Profane</td> <td>MISC</td> </tr> <tr> <td>10</td> <td>5</td> <td>0</td> </tr> </table>								TOTAL	FLAT	TOUCH	BASE	ARMOR BONUS	SHIELD BONUS	STAT	SIZE	NATURAL ARMOR	DEFLECTION	DODGE	Morale	Insight	Sacred	Profane	MISC	10	5	0	0	0	0	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																								
10	5	0	0	0	0	0	0	0	0	0	0	0	0	0	0																								
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TOTAL SKILLPOINTS: 55		SKILLS		MAX RANKS: 11/5:5	
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	
= + +					
= + +					

**Conditional Skill Modifiers:**  
 Wild Empathy is +9 for Animals and +5 for Magical Beasts



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



# Druid Spells

□□□□	<b>Animate Wood</b>	Transmutation	1 round	Concentration, up to 1 round/level [D]	Touch	SC:p.13
[V,S,M]	TARGET: One Small or smaller wooden object; <b>EFFECT:</b> Animates a wooden object to attack who you designate. [SR:No]					
□□□□	<b>Aspect of the Wolf</b>	Transmutation	1 standard action	10 minutes/level	Personal	SC:p.16
[V,S,M/DF]	TARGET: You; <b>EFFECT:</b> You assume the physical appearance and many of the qualities of a wolf.					
□□□□	<b>Aura Against Flame</b>	Abjuration	1 standard action	1 round/level	Personal	SC:p.18
[V,S]	TARGET: You; <b>EFFECT:</b> Protects against first 10 points of fire damage, it also extinguishes flames; see text.					
□□□□	<b>Babau Slime</b>	Transmutation	1 standard action	1 minute/level	Touch	SC:p.22
[V,S,M/DF]	TARGET: Creature touched; <b>EFFECT:</b> 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]]					
□□□□	<b>Beast Claws</b>	Transmutation	1 Standard Action	1 hour/level	Personal	SC:p.25
[V,S,M]	TARGET: You; <b>EFFECT:</b> Change your hands into claws. Damage 1d4; Threat range 19-20. See text.					
□□□□	<b>Beastland Ferocity</b>	Evocation [Electricity]	1 standard action	1 minute/level	Touch	SC:p.25
[V,S,DF]	TARGET: Creature touched; <b>EFFECT:</b> Subject continues to fight even at -1 to -9 and gains +4 enhancement to Str. [SR:Yes [harmless]; DC:15, Fortitude negates [harmless]]					
□□□□	<b>Beget Bogun</b>	Conjuration (Creation)	1 standard action	Instantaneous	Touch	SC:p.26
[V,S,M,XP]	TARGET: Tiny Construct; <b>EFFECT:</b> Creates a natural homunculus. [SR:No]					
□□□□	<b>Bellamy's Monstrous Musk</b>	Illusion (Glamer)	1 standard action	8 hours	Touch	7Illu:p.2
[V, S, M]	TARGET: 4 creatures; <b>EFFECT:</b> 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)]					
□□□□	<b>Betray the Years</b>	Abjuration	Standard action	Permanent	Touch	BoEMC:p.109
[V, S, M]	TARGET: One nonmagical object of no more than 80 lbs; <b>EFFECT:</b> Object becomes immune to aging [SR:No]					
□□□□	<b>Blissful Sleep</b>	Abjuration	Standard action	8 hours	Touch	BoEMC:p.109
[V, S, M]	TARGET: One willing, living creature; <b>EFFECT:</b> Target can sleep even in poor conditions [SR:Yes]					
□□□□	<b>Branch to Branch</b>	Transmutation	1 standard action	1 hour/level [D]	Personal	SC:p.38
[V,S]	TARGET: You; <b>EFFECT:</b> Gain +10 competence bonus on Climb checks made in trees, also allows for brachiation.					
□□□□	<b>Breath of the Jungle</b>	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; <b>EFFECT:</b> DC of saves vs. poison or disease increases by 2 [SR:No]					
□□□□	<b>Buoyancy Net</b>	Conjuration (Creation)	1 action	1 round/level [D]	Medium (180 ft.)	worldofk:p.55
[S, M/DF]	TARGET: One target creature or object; <b>EFFECT:</b> Target is forced to the water's surface [SR:Yes (harmless); DC:15, Reflex negates (harmless)]					
□□□□	<b>Buoyant Lifting</b>	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; <b>EFFECT:</b> Travel to the surface at 60 ft/round. [SR:No]					
□□□□	<b>Calm Animals</b>	Enchantment (Compulsion) [Mind-Affecting]	1 standard action	8 minutes	Close (45 ft.)	RSRD:SpellsC
[V, S]	TARGET: Animals within 30 ft. of each other; <b>EFFECT:</b> Calms 2d4 + 8 HD of animals. [SR:Yes; DC:15, Will negates; see text]					
□□□□	<b>Camouflage</b>	Transmutation	1 standard action	10 minutes/level	Personal	SC:p.43
[V,S]	TARGET: You; <b>EFFECT:</b> Gain +10 circumstance bonus on Hide checks.					
□□□□	<b>Chameleon Skin</b>	Illusion (Glamer)	1 action	1 hour/level [D]	Personal	worldofk:p.57-58
[S, F]	TARGET: You; <b>EFFECT:</b> Gives +1 bonus per level to Hide 10 [SR:No]					
□□□□	<b>Charm Animal</b>	Enchantment (Charm) [Mind-Affecting]	1 standard action	8 hours	Close (45 ft.)	RSRD:SpellsC
[V, S]	TARGET: One animal; <b>EFFECT:</b> Makes one animal your friend. [SR:Yes; DC:15, Will negates]					
□□□□	<b>Claws of the Bear</b>	Transmutation	1 standard action	1 round/level	Personal	SC:p.47
[V,S]	TARGET: You; <b>EFFECT:</b> Your hands become natural weapons that deal 1d8 with each attack.					
□□□□	<b>Clear Path</b>	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; <b>EFFECT:</b> All non-sentient plant life within the area of effect moves out of your way, clearing a 5-foot wide path. [SR:No]					
□□□□	<b>Climb Walls</b>	Transmutation	1 standard action	1 minute/level [D]	Touch	SC:p.47
[V,S,M]	TARGET: Creature touched; <b>EFFECT:</b> 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]]					
□□□□	<b>Cloudburst</b>	Evocation (Water)	1 round	10 minutes/level [D]	Long (720 ft.)	SC:p.49
[V,S]	TARGET: 100-ft.-radius emanation; <b>EFFECT:</b> Heavy rain reduces visibility. -4 Spot & Search. [SR:No]					
□□□□	<b>Cold Fire</b>	Transmutation [Cold]	1 standard action	1 minute/level [fire source] or Instantane	Close (45 ft.)	SC:p.50
[V,S,DF]	TARGET: One fire source [up to a 20-ft. cube] or one creature; see text; <b>EFFECT:</b> Flames deal cold damage; see text [SR:Yes [creature]; DC:15, No [fire] or Fortitude half]					
□□□□	<b>Compass</b>	Divination	1 action	80 minutes	Personal	SFHB:p.32
[V, M/DF]	TARGET: The character; <b>EFFECT:</b> The caster can locate any direction he wishes					
□□□□	<b>Crabwalk</b>	Transmutation [Cold]	1 standard action	1 minute/level	Touch	SC:p.53
[V,S,M]	TARGET: Creature touched; <b>EFFECT:</b> When the subject charges, it gains +4 to attack roll and no penalty to AC. Only affects first attack. [SR:No]					
□□□□	<b>Crop Circle</b>	Evocation	1 action	Instantaneous	Medium (180 ft.)	ittg:p.88
[V, S, M/DF]	TARGET: 40-ft. radius spread; <b>EFFECT:</b> You summon an invisible force that instantaneously hacks all grasses and underbrush to the ground, leaving nothing but an empty circle. [SR:Yes; DC:15, Reflex half]					
□□□□	<b>Cure Light Wounds</b>	Conjuration (Healing)	1 standard action	Instantaneous	Touch	RSRD:SpellsC
[V, S]	TARGET: Creature touched; <b>EFFECT:</b> Cures 1d8+5 damage. [SR:Yes (harmless); see text; DC:15, Will half (harmless); see text]					
□□□□	<b>Cure Minor Wound, Mass</b>	Conjuration (Healing)	1 standard action	Instantaneous	see text	GuideMO:p.34
[V,S]	TARGET: see cure light wounds, mass; <b>EFFECT:</b> This spell functions like cure light wounds, mass [PHB Chapter.11], except it only heals 1 point. [SR:Yes (harmless); see text; DC:15, Will half (harmless); see text]					
□□□□	<b>Deep Breath</b>	Conjuration (Creation) [Air]	1 immediate action	1 round/level	Personal	SC:p.61
[V]	TARGET: You; <b>EFFECT:</b> Your lungs are constantly filled with air for the duration of the spell.					
□□□□	<b>Deep Lungs</b>	Transmutation	1 action	8 hours	Touch	itblk:p.85
[V, S, DF]	TARGET: Creature touched; <b>EFFECT:</b> Target creature avoids the effects of oxygen deprivation. [SR:Yes; DC:15, Will negates (harmless)]					
□□□□	<b>Delay Disease</b>	Conjuration (Healing)	1 standard action	24 hours	Touch	SC:p.63
[V,S,DF]	TARGET: Creature touched; <b>EFFECT:</b> Halts any nonmagical disease for the duration of the spell. [SR:Yes [harmless]; DC:15, Will negates [harmless]]					
□□□□	<b>Detect Animals or Plants</b>	Divination	1 standard action	Concentration, up to 80 minutes [D]	Long (720 ft.)	RSRD:SpellsD-E
[V, S]	TARGET: Cone-shaped emanation; <b>EFFECT:</b> Detects kinds of animals or plants. [SR:No]					
□□□□	<b>Detect Fey</b>	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; <b>EFFECT:</b> 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]					
□□□□	<b>Detect Gas</b>	Universal	1 action	Concentration, up to 8 minutes [D]	60 ft.	itblk:p.85
[V, S]	TARGET: Quarter circle emanating from you to the extreme of the range; <b>EFFECT:</b> Spell detects the presence of poisonous and explosive gases. [SR:No]					
□□□□	<b>Detect Snares and Pits</b>	Divination	1 standard action	Concentration, up to 80 minutes [D]	60 ft.	RSRD:SpellsD-E
[V, S]	TARGET: Cone-shaped emanation; <b>EFFECT:</b> Reveals natural or primitive traps. [SR:No]					
□□□□	<b>Eagle Eyes</b>	Transmutation	1 action	80 minutes	Personal	Spellcra:p.21
[V, S, M/DF]	TARGET: You; <b>EFFECT:</b> See text [SR:No]					
□□□□	<b>Endure Elements</b>	Abjuration	1 standard action	24 hours	Touch	RSRD:SpellsD-E
[V, S]	TARGET: Creature touched; <b>EFFECT:</b> Exist comfortably in hot or cold environments. [SR:Yes (harmless); DC:15, Will negates (harmless)]					
□□□□	<b>Enhance Toxicity</b>	Transmutation	1 action	8 hours	Close (45 ft.)	ittg:p.88
[V, S, DF]	TARGET: 1 dose of poison; <b>EFFECT:</b> You enhance the potency of any natural plant or animal poison, increasing its saving throw's difficulty class by +2. [SR:Yes; DC:15, Fortitude negates (harmless)]					
□□□□	<b>Enrage Animal</b>	Enchantment (Compulsion) [Mind-Affecting]	1 standard action	Concentration +1 round/level	Medium (180 ft.)	SC:p.81
[V,S]	TARGET: One animal; <b>EFFECT:</b> Grants +4 morale bonus to Str, Con, Will Saves & -2 penalty to AC to affected animal. [SR:Yes]					
□□□□	<b>Entangle</b>	Transmutation	1 standard action	8 minutes [D]	Long (720 ft.)	RSRD:SpellsD-E
[V, S, DF]	TARGET: Plants in a 40-ft.-radius spread; <b>EFFECT:</b> Plants entangle everyone in 40-ft.-radius circle. [SR:No; DC:15, Reflex partial; see text]					
□□□□	<b>Estivation</b>	Transmutation	30 minutes	Up to 3 months	Personal+	Dragons:p.72
[V S M]	TARGET: You; <b>EFFECT:</b> See text [SR:No]					
□□□□	<b>Eye of the Hawk</b>	Transmutation	1 standard action	8 minutes [D]	Touch	ArcaneAr:p.33
[V, S, DF, F]	TARGET: Creature touched; <b>EFFECT:</b> [SR:Yes; DC:15, Will negates (harmless)]					
□□□□	<b>Faerie Fire</b>	Evocation [Light]	1 standard action	8 minutes [D]	Long (720 ft.)	RSRD:SpellsF-G
[V, S, DF]	TARGET: Creatures and objects within a 5-ft.-radius burst; <b>EFFECT:</b> Outlines subjects with light, canceling blur, concealment, and the like. [SR:Yes]					

\* =Domain/Specialty Spell

# Druid Spells

□□□□	<b>Floral Bouquet</b>	Evocation	1 action	8 minutes	0 ft.	itblk:p.86
[V, S, M/DF]	TARGET: 20 ft. radius centered on you; <b>EFFECT:</b> Provides a +2 resistance bonus against attacks and effects dependent upon smell. [SR:No]					
□□□□	<b>Foundation of Stone</b>	Transmutation [Earth]	1 standard action	1 round/level	Close (45 ft.)	SC:p.99
[V,M]	TARGET: One creature/level, no two of which are more than 30 ft. apart; <b>EFFECT:</b> As long as subjects don't move they gain +2 AC and +4 to Str against bull rush. [SR:Yes [harmless]]					
□□□□	<b>Gentle Cut</b>	Abjuration	1 round	Ten minutes/level	Personal	QR:p.103
[V, S, F]	TARGET: Self; <b>EFFECT:</b> See text					
□□□□	<b>Goodberry</b>	Transmutation	1 standard action	8 days	Touch	RSRD:SpellsF-G
[V, S, DF]	TARGET: 2d4 fresh berries touched; <b>EFFECT:</b> 2d4 berries each cure 1 hp [max 8 hp/24 hours]. [SR:Yes]					
□□□□	<b>Hawkeye</b>	Transmutation	1 standard action	10 minutes/level [D]	Personal	SC:p.110
[V]	TARGET: You; <b>EFFECT:</b> Increases range increment by 50% and +5 competence bonus on Spot checks.					
□□□□	<b>Healthful Rest</b>	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; <b>EFFECT:</b> Doubles the natural healing rate. [SR:Yes [harmless]; DC:15, Will negates [harmless]]					
□□□□	<b>Hibernation</b>	Transmutation	30 minutes	Up to 3 months	Personal	Dragons:p.73
[V S M]	TARGET: You; <b>EFFECT:</b> See text [SR:No]					
□□□□	<b>Hide from Animals</b>	Abjuration	1 standard action	80 minutes [D]	Touch	RSRD:SpellsH-L
[S, DF]	TARGET: 8 creatures touched; <b>EFFECT:</b> Animals can't perceive 8 subjects. [SR:Yes; DC:15, Will negates (harmless)]					
□□□□	<b>Horrible Taste</b>	Transmutation	1 standard action	10 minutes/level	Touch	SC:p.116
[V,S,M]	TARGET: Creature or object touched; <b>EFFECT:</b> Animals must save after biting or refuse to bite the subject. [SR:No; DC:15, Fortitude negates; see text]					
□□□□	<b>Impeding Stones</b>	Transmutation	1 standard action	8 minutes [D]	Medium (180 ft.)	CI:p.66
[V,S,DF]	TARGET: Brick, stone, or earthen surface in a 40-ft.-radius spread; <b>EFFECT:</b> 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]					
□□□□	<b>Joint Freeze</b>	Evocation [Cold]	1 standard action	Instantaneous [D]	Close (45 ft.)	LoL-WE:p.33
[V, S]	TARGET: ; <b>EFFECT:</b> See text [SR:Yes]					
□□□□	<b>Jump</b>	Transmutation	1 standard action	8 minutes [D]	Touch	RSRD:SpellsH-L
[V, S, M]	TARGET: Creature touched; <b>EFFECT:</b> Subject gets +20 enhancement bonus on jump checks. [SR:Yes; DC:15, Will negates (harmless)]					
□□□□	<b>Junglerazer</b>	Necromancy	1 standard action	Instantaneous	120 ft.	SC:p.127
[V,S,M]	TARGET: 120-ft. line; <b>EFFECT:</b> 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]					
□□□□	<b>Keen Ear</b>	Transmutation	1 action	80 minutes	Personal	Spellcra:p.31
[V, S, M/DF]	TARGET: You; <b>EFFECT:</b> See text [SR:No]					
□□□□	<b>Longstrider</b>	Transmutation	1 standard action	8 hours [D]	Personal	RSRD:SpellsH-L
[V, S, M]	TARGET: You; <b>EFFECT:</b> Increases your speed. [SR:No]					
□□□□	<b>Low-Light Vision</b>	Transmutation	1 standard action	1 hour/level	Touch	SC:p.134
[V,M]	TARGET: Creature touched; <b>EFFECT:</b> Target gains low-light vision. [SR:Yes [harmless]; DC:15, Will negates [harmless]]					
□□□□	<b>Lucius's Rustling Leaves</b>	Abjuration	1 action	16 hours	Close (45 ft.)	Spellcra:p.32
[V, S, M/DF]	TARGET: 50' radius; <b>EFFECT:</b> See text [SR:No]					
□□□□	<b>Magic Fang</b>	Transmutation	1 standard action	8 minutes	Touch	RSRD:SpellsM-O
[V, S, DF]	TARGET: Living creature touched; <b>EFFECT:</b> One natural weapon of subject creature gets +1 on attack and damage rolls. [SR:Yes (harmless); DC:15, Will negates (harmless)]					
□□□□	<b>Magic Stone</b>	Transmutation	1 standard action	30 minutes or until discharged	Touch	RSRD:SpellsM-O
[V, S, DF]	TARGET: Up to three pebbles touched; <b>EFFECT:</b> Three stones gain +1 on attack rolls, deal 1d6+1 damage. [SR:Yes (harmless, object); DC:15, Will negates (harmless, object)]					
□□□□	<b>Miner's Hunch</b>	Divination	1 action	8 minutes	Close (45 ft.)	itblk:p.88
[V, S, M/DF]	TARGET: Circle with a 45 radius centered around you; <b>EFFECT:</b> Detects the presence of a specific rock, metal or mineral. [SR:No]					
□□□□	<b>Minor Symbol of Divinity</b>	Abjuration	2 rounds	1 day/level	Touch	worldofk:p.93
[V, S, DF]	TARGET: 5-ft. radius/level emanation; <b>EFFECT:</b> Creates minor magical protections within a small area [SR:No]					
□□□□	<b>Murk and Gloom</b>	Transmutation	1 action	1 round/level	Medium (180 ft.)	SeasofBl:p.77
[V S M]	TARGET: 10 ft./level radius; <b>EFFECT:</b> See text [SR:No]					
□□□□	<b>Obscuring Mist</b>	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; <b>EFFECT:</b> Fog surrounds you. [SR:No]					
□□□□	<b>Omen of Peril</b>	Divination	1 round	Instantaneous	Personal	SC:p.149
[V,F]	TARGET: You; <b>EFFECT:</b> Brief supplication gives you a vision that hints at how dangerous the immediate future is likely to be.; see text.					
□□□□	<b>Pass without Trace</b>	Transmutation	1 standard action	8 hours [D]	Touch	RSRD:SpellsP-R
[V, S, DF]	TARGET: 8 creatures touched; <b>EFFECT:</b> 8 subjects leaves no tracks. [SR:Yes (harmless); DC:15, Will negates (harmless)]					
□□□□	<b>Produce Flame</b>	Evocation [Fire]	1 standard action	8 minutes [D]	0 ft.	RSRD:SpellsP-R
[V, S]	TARGET: Flame in your palm; <b>EFFECT:</b> 1d6+5 damage, touch or thrown. [SR:Yes]					
□□□□	<b>Protection from Fey</b>	Abjuration	1 Action	8 minutes	Touch	Fey Magi:p.38
[V S M]	TARGET: Creature touched; <b>EFFECT:</b> +2 bonus to AC and saves against fey [SR:No; DC:15, Will Negates]					
□□□□	<b>Rabbit Feet</b>	Illusion (Glamer)	1 action	1 minute/level [D]	Personal	worldofk:p.99
[S, F/DF]	TARGET: You; <b>EFFECT:</b> Gives +2 bonus/level to Move Silently [SR:No]					
□□□□	<b>Raging Flame</b>	Transmutation [Fire]	1 standard action	1 minute	Medium (180 ft.)	SC:p.164
[V,S]	TARGET: 30-ft.-radius spread; <b>EFFECT:</b> Causes existing fire to double their heat and radiance; see text. [SR:No]					
□□□□	<b>Ram's Might</b>	Transmutation	1 standard action	1 minute/level	Personal	SC:p.166
[V,S]	TARGET: You; <b>EFFECT:</b> Your hands harden +2 bonus to Str, inflict lethal damage, and you are considered armed.					
□□□□	<b>Rapid Burrowing</b>	Transmutation	1 standard action	10 minutes/level	Touch	SC:p.166
[V,S,DF]	TARGET: Creature touched; <b>EFFECT:</b> Improves existing burrow speed by 20 ft. [SR:Yes [harmless]; DC:15, Fortitude negates [harmless]]					
□□□□	<b>Razor Claws</b>	Transmutation	1 action	16 round[s]	Personal	Gods:p.118
[V, F]	TARGET: Self; <b>EFFECT:</b> causes your natural fingernails to transform into long, sharp claws. [SR:Yes (harmless); DC:15, Fort negates (harmless)]					
□□□□	<b>Recent Occupant</b>	Divination	Standard action	Instantaneous	20 feet	BoEMC:p.147
[V, S]	TARGET: 20-foot radius centered around you; <b>EFFECT:</b> Learn name and race of last creature in area [SR:Yes]					
□□□□	<b>Remove Scent</b>	Transmutation	1 standard action	10 minutes/level	Touch	SC:p.173
[V,S,M]	TARGET: Creature touched; <b>EFFECT:</b> Hides the scent of the affected creature or removes potent affects from creatures such as ghosts or troglodytes. [SR:Yes; DC:15, Will negates]					
□□□□	<b>Resist Natural Poisons</b>	Transmutation	1 action	8 hours	Close (45 ft.)	ittg:p.90
[V, S, DF]	TARGET: Creature touched; <b>EFFECT:</b> Your touch grants the creature a +2 bonus to all saving throws against any natural plant or animal poison. [SR:Yes; DC:15, Fortitude negates (harmless)]					
□□□□	<b>Resist Planar Alignment</b>	Abjuration	1 standard action	1 round/level	Touch	SC:p.174
[V,S,DF]	TARGET: Creature touched; <b>EFFECT:</b> Grants limited protection from a plane's alignment traits; see text. [SR:Yes [harmless]; DC:15, Will negates [harmless]]					
□□□□	<b>Resist Pressure</b>	Abjuration	1 action	1 hour/level	Touch	SeasofBl:p.79
[V S M]	TARGET: One living creature touched; <b>EFFECT:</b> See text [SR:Yes (harmless); DC:15, Will negates (harmless)]					
□□□□	<b>Salamar's Quiet Contemplation</b>	Enchantment (Compulsion) [Mind-Affecting]	1 full round	See Text	Close (45 ft.)	worldofk:p.106
[V, S, M]	TARGET: One creature; <b>EFFECT:</b> Causes enemies to grow passive and philosophical [SR:Yes; DC:15, Will negates]					
□□□□	<b>Sandblast</b>	Evocation	1 standard action	Instantaneous	10 ft.	SC:p.180
[V,S,DF]	TARGET: 10-ft.-radius burst centered on your hands; <b>EFFECT:</b> Creatures in area take 1d6 nonlethal damage, any creature that fails the save is also stunned for 1 round. [SR:Yes; DC:15, Reflex half]					
□□□□	<b>Seavision</b>	Transmutation	1 action	1 hour/level	Touch	SeasofBl:p.80
[V S M]	TARGET: One living creature touched; <b>EFFECT:</b> See text [SR:Yes (harmless)]					
□□□□	<b>Sethris' Potency</b>	Transmutation	1 action	1 minute/level	Touch	worldofk:p.107
[V, S, DF]	TARGET: 1 plant or creature touched/level; <b>EFFECT:</b> Increases a natural poison's DC [SR:Yes (harmless); DC:15, Fortitude negates (harmless)]					
□□□□	<b>Shillelagh</b>	Transmutation	1 standard action	8 minutes	Touch	RSRD:SpellsS
[V, S, DF]	TARGET: One touched nonmagical oak club or quarterstaff; <b>EFFECT:</b> Cudgel or quarterstaff becomes +1 weapon dealing damage as if two size categories larger for 8 minutes. [SR:Yes (object); DC:15, Will negates (object)]					
□□□□	<b>Shockwave Strike</b>	Evocation	1 action	Instantaneous	Close (45 ft.)	worldofk:p.112-113
[V, S, DF]	TARGET: One creature; <b>EFFECT:</b> Transmit the force of a bludgeoning weapon through the ground to an opponent [SR:Yes; DC:15, Reflex partial]					

\* =Domain/Specialty Spell

# Druid Spells

□□□□	<b>Slow Burn</b>	Transmutation [Fire]	1 standard action	1 minute	Medium (180 ft.)	SC:p.192
[V,S,M/DF]	TARGET: 30-ft.-radius spread; <b>EFFECT:</b> Doubles the amount of time to put out a fire; see text. [SR:No]					
□□□□	<b>Snake's Swiftess</b>	Transmutation	1 standard action	Instantaneous	Close (45 ft.)	SC:p.193
[V,S,M/DF]	TARGET: One allied creature; <b>EFFECT:</b> Subject may make another single attack melee or ranged; see text. [SR:Yes [harmless]; DC:15, Will negates [harmless]]					
□□□□	<b>Snowshoes</b>	Transmutation	1 standard action	1 hour/level [D]	Touch	SC:p.194
[V,S]	TARGET: Creature touched; <b>EFFECT:</b> Speed increases by 10 ft. and no Balance checks or Reflex required to walk on snow. [SR:Yes [harmless]; DC:15, Will negates [harmless]]					
□□□□	<b>Speak with Animals</b>	Divination	1 standard action	8 minutes	Personal	RSRD:Spells5
[V, S]	TARGET: You; <b>EFFECT:</b> You can communicate with animals. [SR:No]					
□□□□	<b>Summon Nature's Ally I</b>	Conjuration (Summoning)	1 round	8 rounds [D]	Close (45 ft.)	RSRD:Spells5
[V, S, DF]	TARGET: One summoned creature; <b>EFFECT:</b> Calls creature to fight. [SR:No]					
□□□□	<b>Surefooted Stride</b>	Transmutation	1 standard action	1 minute/level	Personal	SC:p.216
[V,S]	TARGET: You; <b>EFFECT:</b> Move through difficult terrain at full speed. Gain +2 Climb checks. [SR:No]					
□□□□	<b>Thunderhead</b>	Evocation [Electricity]	1 standard action	1 round/level	Close (45 ft.)	SC:p.219
[V,S,M]	TARGET: One creature; <b>EFFECT:</b> Minature 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]					
□□□□	<b>Traveler's Mount</b>	Transmutation	1 standard action	1 hour/level	Touch	SC:p.223
[V,S]	TARGET: Animal or magical beast touched; <b>EFFECT:</b> +10 feet enhancement bonus to speed but cannot attack during the duration of the spell. [SR:Yes; DC:15, Will negates]					
□□□□	<b>Updraft</b>	Conjuration (Creation) [Air]	1 swift action	Instantaneous	Personal	SC:p.228
[V,S,M]	TARGET: You; <b>EFFECT:</b> Gain 10 ft. per level of altitude, and then gently float back to the ground.					
□□□□	<b>Vigor, Lesser</b>	Conjuration (Healing)	1 standard action	10 rounds + 1 round/level [max 15]	Touch	SC:p.229
[V,S]	TARGET: Living creature touched; <b>EFFECT:</b> 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]]					
□□□□	<b>Vine Strike</b>	Divination	1 swift action	1 round	Personal	SC:p.230
[V,DF]	TARGET: You; <b>EFFECT:</b> Allows sneak attacks against plants if you already have the ability.					
□□□□	<b>Wall of Smoke</b>	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]; <b>EFFECT:</b> Makes a wall of black smoke, causes nausea; see text. [SR:No; DC:15, Fortitude partial; see text]					
□□□□	<b>Web Walking</b>	Transmutation	1 action	8 rounds	Personal	Spellcra:p.49
[V, S, M/DF]	TARGET: You; <b>EFFECT:</b> See text [SR:No]					
□□□□	<b>Whirlwind of Ice</b>	Evocation [Cold]	1 action	8 rounds [D]	5 feet	Spellcra:p.49
[V]	TARGET: 5' radius sphere centered on you; <b>EFFECT:</b> See text [SR:Yes; DC:15, Reflex half]					
□□□□	<b>Whispering Branches</b>	Divination	1 action	80 minutes	Personal	Spellcra:p.50
[V, S, M/DF]	TARGET: You; <b>EFFECT:</b> See text [SR:No]					
□□□□	<b>Wings of the Sea</b>	Transmutation	1 standard action	1 minute/level	Touch	SC:p.240
[S,M]	TARGET: Creature touched; <b>EFFECT:</b> Increases creatures swim speed by 30 ft. [SR:Yes [harmless]; DC:15, Fortitude negates [harmless]]					
□□□□	<b>Winter Chill</b>	Transmutation [Cold]	1 standard action	Instantaneous	Close (45 ft.)	SC:p.241
[V,S]	TARGET: One creature; <b>EFFECT:</b> Creature must succeed on save or take 1d6 points of cold damage and become fatigued. [SR:Yes; DC:15, Fortitude negates]					
□□□□	<b>Wood Wose</b>	Conjuration (Creation)	1 standard action	1 hour/level	Close (45 ft.)	SC:p.242
[V,S,DF]	TARGET: One nature servant; <b>EFFECT:</b> 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	
□□□□	<b>Align Fang</b>	Transmutation	1 standard action	1 minute/level	Touch	SC:p.9
[V,S,DF]	TARGET: Living creature touched; <b>EFFECT:</b> Aligns a creature's natural weapon to good,-evil,-lawful,-or chaotic. [SR:Yes [harmless]; DC:16, Will negates [harmless]]					
□□□□	<b>Animal Infusion</b>	Transmutation	1 action	1 minute/level	Personal	worldofk:p.47-48
[V, S, M]	TARGET: You; <b>EFFECT:</b> Gain a power of an animal [SR:No]					
□□□□	<b>Animal Messenger</b>	Enchantment (Compulsion) [Mind-Affecting]	1 standard action	8 days	Close (45 ft.)	RSRD:SpellsA-B
[V, S, M]	TARGET: One Tiny animal; <b>EFFECT:</b> Sends a Tiny animal to a specific place. [SR:Yes; DC:16, None; see text]					
□□□□	<b>Animal Trance</b>	Enchantment (Compulsion) [Mind-Affecting]	1 standard action	Concentration	Close (45 ft.)	RSRD:SpellsA-B
[V, S]	TARGET: Animals or magical beasts with Intelligence 1 or 2; <b>EFFECT:</b> Fascinates 2d6 HD of animals. [SR:Yes; DC:16, Will negates; see text]					
□□□□	<b>Arboreal Archer</b>	Transmutation	1 action	Concentration, up to 8 minutes [D]	Medium (180 ft.)	ittg:p.87
[V, S, DF]	TARGET: One living tree or shrub [see below]; <b>EFFECT:</b> 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]					
□□□□	<b>Avoid Planar Effects</b>	Abjuration	1 immediate action	1 minute/level	20 ft.	SC:p.19
[V]	TARGET: One creature/level in a 20-ft. radius burst centered on you; <b>EFFECT:</b> Gain temporary respite from the natural effects of a specific plane. [SR:Yes [harmless]]					
□□□□	<b>Balancing Lorecall</b>	Divination	1 standard action	1 minute/level [D]	Personal	SC:p.23
[V,S,M/DF]	TARGET: You; <b>EFFECT:</b> Gain +4 insight bonus to balance bonus; see text.					
□□□□	<b>Barkskin</b>	Transmutation	1 standard action	80 minutes	Touch	RSRD:SpellsA-B
[V, S, DF]	TARGET: Living creature touched; <b>EFFECT:</b> Grants +3 enhancement to natural armor. [SR:Yes (harmless)]					
□□□□	<b>Bear's Endurance</b>	Transmutation	1 standard action	8 minutes	Touch	RSRD:SpellsA-B
[V, S, DF]	TARGET: Creature touched; <b>EFFECT:</b> Subject gains +4 to Con for 8 minutes. [SR:Yes; DC:16, Will negates (harmless)]					
□□□□	<b>Binding Winds</b>	Evocation [Air]	1 standard action	Concentration	Medium (180 ft.)	SC:p.27
[V,S]	TARGET: One creature; <b>EFFECT:</b> Subject can act normally, but it cannot move from it's current location. [SR:Yes; DC:16, Reflex negates]					
□□□□	<b>Bite of the Wererat</b>	Transmutation	1 standard action	1 round/level	Personal	SC:p.28
[V,S,M]	TARGET: You; <b>EFFECT:</b> Gain +6 bonus to Dex, +2 Con, +3 natural armor.					
□□□□	<b>Blinding Spittle</b>	Transmutation	1 standard action	Instantaneous	Close (45 ft.)	SC:p.32
[V,S]	TARGET: One missile of spit; <b>EFFECT:</b> Spit caustic saliva into foes eyes on successful ranged touch attack. Causes -4 penalty to attack roll. [SR:Yes]					
□□□□	<b>Blood Frenzy</b>	Transmutation	1 standard action	Special; see text	Touch	SC:p.33
[V,S]	TARGET: Any creature with the rage ability; <b>EFFECT:</b> 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]					
□□□□	<b>Body of the Sun</b>	Transmutation [Fire]	1 standard action	1 round/level	5 ft.	SC:p.35
[V,S,DF]	TARGET: 5 ft.-radius emanation centered on you; <b>EFFECT:</b> 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]					
□□□□	<b>Boost Immunity</b>	Conjuration (Healing)	1 action	8 hours	Close (45 ft.)	ittg:p.87
[V, S, DF]	TARGET: Up to 8 creatures, no two of which can be more than 30 ft. apart; <b>EFFECT:</b> 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]					
□□□□	<b>Brambles</b>	Transmutation	1 standard action	1 round/level	Touch	SC:p.38
[V,S,M]	TARGET: Wooden weapon touched; <b>EFFECT:</b> Small magical thorns/spikes protrude from wooden weapon; gains a +1 to hit enhancement and deals +1/level [max +10] damage. [SR:No]					
□□□□	<b>Briar Web</b>	Transmutation	1 standard action	1 minute/level	Medium (180 ft.)	SC:p.39
[V,S,DF]	TARGET: 40-ft-radius spread.; <b>EFFECT:</b> As entangle, but thorns deal damage each round. [SR:No]					
□□□□	<b>Bull's Strength</b>	Transmutation	1 standard action	8 minutes	Touch	RSRD:SpellsA-B
[V, S, M/DF]	TARGET: Creature touched; <b>EFFECT:</b> Subject gains +4 to Str for 8 minutes. [SR:Yes (harmless); DC:16, Will negates (harmless)]					
□□□□	<b>Burrow</b>	Transmutation	1 standard action	1 minute/level [D]	Touch	SC:p.41
[V,S,F/DF]	TARGET: Creature touched; <b>EFFECT:</b> 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]]					
□□□□	<b>Call Aquatic Animal I</b>	Conjuration (Summoning)	1 full round	1 round/level [D]	Close (45 ft.)	worldofk:p.55-56
[V, S, DF]	TARGET: One or more summoned creatures, no two of which can be more than 30 ft. apart; <b>EFFECT:</b> Calls aquatic animals to fight for the spellcaster [SR:No]					
□□□□	<b>Camouflage, Mass</b>	Transmutation	1 standard action	10 minutes/level	Medium (180 ft.)	SC:p.43
[V,S]	TARGET: Any number of creatures, no two of which can be more than 60 ft. apart; <b>EFFECT:</b> 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]]					
□□□□	<b>Cat's Grace</b>	Transmutation	1 standard action	8 minutes	Touch	RSRD:SpellsC
[V, S, M]	TARGET: Creature touched; <b>EFFECT:</b> Subject gains +4 to Dex for 8 minutes. [SR:Yes; DC:16, Will negates (harmless)]					
□□□□	<b>Chameleon Skin</b>	Illusion (Glamer)	1 action	1 hour/level [D]	Personal	worldofk:p.57-58
[S, F]	TARGET: You; <b>EFFECT:</b> Gives +1 bonus per level to Hide 10 [SR:No]					

\* =Domain/Specialty Spell

# Druid Spells

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

\* =Domain/Specialty Spell

# Druid Spells

□□□□	<b>Master Air</b>	Transmutation	1 standard action	1 round/level	Personal	SC:p.139
[V,S,F]	TARGET: You; <b>EFFECT:</b> Fly at 90 ft. [or 60 if med or hvy armor].					
□□□□	<b>Mountain Stance</b>	Transmutation	1 standard action	1 minute/level	Touch	SC:p.144
[V,S]	TARGET: One creature; <b>EFFECT:</b> 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]]					
□□□□	<b>Nature's Favor</b>	Evocation	1 swift action	1 minute	Touch	SC:p.146
[V,S,DF]	TARGET: Animal touched; <b>EFFECT:</b> 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]]					
□□□□	<b>One with the Land</b>	Transmutation	1 standard action	1 hour/level	Personal	SC:p.149
[V,S]	TARGET: You; <b>EFFECT:</b> Gain +2 insight bonus to Move Silently, Search, Hide, Survival and Handle Animal checks.					
□□□□	<b>Owl's Wisdom</b>	Transmutation	1 standard action	8 minutes	Touch	RSRD:SpellsM-O
[V, S, M/DF]	TARGET: Creature touched; <b>EFFECT:</b> Subject gains +4 to Wis for 8 minutes. [SR:Yes; DC:16, Will negates (harmless)]					
□□□□	<b>Pollen</b>	Evocation	1 action	Instantaneous [see below]	20 ft.	ittg:p.90
[V, S, DF]	TARGET: Cone; <b>EFFECT:</b> 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]					
□□□□	<b>Protect Mount</b>	Enchantment	1 round	8 minutes	Touch	War:p.118
[V, S]	TARGET: 1 animals; <b>EFFECT:</b> Affords cavalry warhorses a measure of protection, something they usually receive only as an afterthought. [SR:No]					
□□□□	<b>Reduce Animal</b>	Transmutation	1 standard action	8 hours [D]	Touch	RSRD:SpellsP-R
[V, S]	TARGET: One willing animal of Small, Medium, Large, or Huge size; <b>EFFECT:</b> Shrinks one willing animal. [SR:No]					
□□□□	<b>Repair Ship</b>	Transmutation	1 minute	Instantaneous	Touch	SeasofBl:p.79
[V S M]	TARGET: One ship touched; <b>EFFECT:</b> See text [SR:No]					
□□□□	<b>Resist Energy</b>	Abjuration	1 standard action	80 minutes	Touch	RSRD:SpellsP-R
[V, S, DF]	TARGET: Creature touched; <b>EFFECT:</b> Ignores first 20 points of damage/attack from specified energy type. [SR:Yes (harmless); DC:16, Fortitude negates (harmless)]					
□□□□	<b>Restoration, Lesser</b>	Conjuration (Healing)	3 rounds	Instantaneous	Touch	RSRD:SpellsP-R
[V, S]	TARGET: Creature touched; <b>EFFECT:</b> Dispels magical ability penalty or repairs 1d4 ability damage. [SR:Yes (harmless); DC:16, Will negates (harmless)]					
□□□□	<b>Reveal Tracks</b>	Divination	1 standard action	1d4 rounds	Close (45 ft.)	7Div:p.2
[V, M]	TARGET: 30-ft. radius spread; <b>EFFECT:</b> The last set of tracks created in an area glow with a faint luminescence for the duration. [SR:Yes]					
□□□□	<b>Saltray</b>	Evocation	1 standard action	Instantaneous	Close (45 ft.)	SC:p.179
[V,S]	TARGET: Ray; <b>EFFECT:</b> 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]					
□□□□	<b>Scent</b>	Transmutation	1 standard action	10 minutes/level	Touch	SC:p.180
[V,S,M]	TARGET: Creature touched; <b>EFFECT:</b> Bestows Scent ability with all the same powers. [SR:Yes [harmless]]					
□□□□	<b>Scent of the Beast</b>	Transmutation	1 action	8 minute[s]	Personal	Gods:p.119
[V, S]	TARGET: Self; <b>EFFECT:</b> grants you the ability to detect odors similar to a bloodhound. [SR:Yes (harmless); DC:16, Will negates (harmless)]					
□□□□	<b>Sense Fey Portal</b>	Divination	1 Action	8 minutes	Long (720 ft.)	Fey Magi:p.39
[V S DF]	TARGET: 720ft. radius circle; <b>EFFECT:</b> Sense the direction of any fey portal [SR:No]					
□□□□	<b>Sethel's Stick Servant</b>	Conjuration (Summoning)	1 full round	1 hour/level [D]	Touch	worldofk:p.107-108
[V, S, M]	TARGET: 1 pile of sticks; <b>EFFECT:</b> Create a servant out of sticks [SR:No]					
□□□□	<b>Share Husk</b>	Divination	1 standard action	1 minute/level	Touch	SC:p.187
[V,S,M]	TARGET: Animal touched; <b>EFFECT:</b> You can sense all the stimuli the target animal senses. [SR:Yes; DC:16, Will negates [harmless]]					
□□□□	<b>Snake's Swiftmess, Mass</b>	Transmutation	1 standard action	Instantaneous	Medium (180 ft.)	SC:p.193
[V,S,M/DF]	TARGET: Allied creatures in a 20-ft.-radius burst; <b>EFFECT:</b> Subjects may make another single attack melee or ranged; see text. [SR:Yes [harmless]; DC:16, Will negates [harmless]]					
□□□□	<b>Soften Earth and Stone</b>	Transmutation [Earth]	1 standard action	Instantaneous	Close (45 ft.)	RSRD:SpellsS
[V, S, DF]	TARGET: 80 ft. square; see text; <b>EFFECT:</b> Turns stone to clay or dirt to sand or mud. [SR:No]					
□□□□	<b>Sphere of Pure Air</b>	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; <b>EFFECT:</b> See text [SR:No]					
□□□□	<b>Spider Climb</b>	Transmutation	1 standard action	80 minutes	Touch	RSRD:SpellsS
[V, S, M]	TARGET: Creature touched; <b>EFFECT:</b> Grants ability to walk on walls and ceilings. [SR:Yes (harmless); DC:16, Will negates (harmless)]					
□□□□	<b>Splinterbolt</b>	Conjuration (Creation)	1 standard action	Instantaneous	Close (45 ft.)	SC:p.203
[V,S,M]	TARGET: One or more streams of splinters; <b>EFFECT:</b> Make ranged attack to hit, on hit deal 4d6 piercing damage and threatens on 18-20. See text. [SR:No]					
□□□□	<b>Stonetell</b>	Divination	1 full round	Instantaneous	Personal	Dungeons:p.86
[V S M]	TARGET: One dungeon wall; <b>EFFECT:</b> See text [SR:No]					
□□□□	<b>Storm Cellar</b>	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; <b>EFFECT:</b> When you cast this spell, a sturdy trapdoor appears at the intended location, opening up into extradimensional space beneath the ground. [SR:No]					
□□□□	<b>Summon Nature's Ally II</b>	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; <b>EFFECT:</b> Calls creature to fight. [SR:No]					
□□□□	<b>Summon Swarm</b>	Conjuration (Summoning)	1 round	Concentration + 2 rounds	Close (45 ft.)	RSRD:SpellsS
[V, S, M/DF]	TARGET: One swarm of bats, rats, or spiders; <b>EFFECT:</b> Summons swarm of bats, rats, or spiders. [SR:No]					
□□□□	<b>Surface</b>	Transmutation	1 action	8 rounds	Long (720 ft.)	Spellcra:p.43
[V, S, DF]	TARGET: One creature; <b>EFFECT:</b> See text [SR:Yes; DC:16, Fortitude negates]					
□□□□	<b>Swift Water</b>	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; <b>EFFECT:</b> Enhances the speed of boats and ships [SR:No]					
□□□□	<b>Swim</b>	Transmutation [Water]	1 round	10 minutes/level [D]	Medium (180 ft.)	SC:p.217
[V,S,M]	TARGET: One creature; <b>EFFECT:</b> Gain swim speed and +8 to Swim checks. [SR:Yes [harmless]]					
□□□□	<b>Tiger's Tooth</b>	Transmutation	1 swift action	1 round	Living creature touche	SC:p.221
[V]	TARGET: You; <b>EFFECT:</b> As greater magic fang. [SR:No]					
□□□□	<b>Train Animal</b>	Enchantment (Charm) [Mind-Affecting]	10 minutes	1 hour/level	Touch	SC:p.221
[V,S,DF]	TARGET: Animal touched; <b>EFFECT:</b> You temporarily boost the number of tricks that an animal knows. [SR:Yes [harmless]; DC:16, Will negates [harmless]]					
□□□□	<b>Tree Shape</b>	Transmutation	1 standard action	8 hours [D]	Personal	RSRD:SpellsT-Z
[V, S, DF]	TARGET: You; <b>EFFECT:</b> You look exactly like a tree for 8 hours. [SR:No]					
□□□□	<b>Warp Wood</b>	Transmutation	1 standard action	Instantaneous	Close (45 ft.)	RSRD:SpellsT-Z
[V, S]	TARGET: 8 Small wooden objects, all within a 20-ft. radius; <b>EFFECT:</b> Bends wood [shaft, handle, door, plank]. [SR:Yes (object); DC:16, Will negates (object)]					
□□□□	<b>Water Crush</b>	Transmutation	1 action	1 round/level	Close (45 ft.)	SeasofBl:p.81
[V S M]	TARGET: One creature or object; <b>EFFECT:</b> See text [SR:Yes; DC:16, Fortitude half]					
□□□□	<b>Wings of Air</b>	Transmutation	1 standard action	1 minute/level	Touch	SC:p.240
[V]	TARGET: Winged creature touched; <b>EFFECT:</b> Manueverability improves by one step. [SR:No]					
□□□□	<b>Winter's Embrace</b>	Evocation [Cold]	1 standard action	1 round/level	Close (45 ft.)	SC:p.241
[V,S]	TARGET: One creature; <b>EFFECT:</b> Creature fails it's save takes 1d8 cold damage each round; see text. [SR:Yes; DC:16, Fortitude negates]					
□□□□	<b>Wolf's Cry</b>	Abjuration [Sonic]	1 action	Instantaneous	Personal	worldofk:p.125-126
[V, S]	TARGET: Living creatures in a 50-ft. radius; <b>EFFECT:</b> Causes animal attackers to flee, imposes -1 attack penalty on intelligent foes [SR:Yes; DC:16, Will negates]					
□□□□	<b>Wood Shape</b>	Transmutation	1 standard action	Instantaneous	Touch	RSRD:SpellsT-Z
[V, S, DF]	TARGET: One touched piece of wood no larger than 18 cu. ft.; <b>EFFECT:</b> Rearranges wooden objects to suit you. [SR:Yes (object); DC:16, Will negates (object)]					
□□□□	<b>Wracking Touch</b>	Necromancy	1 standard action	Instantaneous	Touch	SC:p.243
[V,S]	TARGET: Creature touched; <b>EFFECT:</b> Deal 1d6 +1 per caster level [max +10] plus you get sneak attack damage if you possess the ability. [SR:Yes; DC:16, Fortitude half]					

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

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

\*=Domain/Speciality Spell

# Druid Spells

□□□□□	<b>Air Breathing</b>	Transmutation	1 standard action	2 hours/level; see text	Touch	SC:p.8
[S,M,DF]	TARGET: Living creatures touched; <b>EFFECT:</b> Grants creatures the ability to breathe air. [SR:Yes [harmless]; DC:17, Will negates [harmless]]					
□□□□□	<b>Algin Fang, Mass</b>	Transmutation	1 standard action	1 minute/level	Close (45 ft.)	SC:p.9
[V,S,DF]	TARGET: One or more creatures, no two of which are more than 30 ft. apart; <b>EFFECT:</b> Same as algin fang, but on multiple creatures. [SR:Yes [harmless]; DC:17, Will negates [harmless]]					
□□□□□	<b>Animal Spy</b>	Enchantment (Compulsion)	1 action	1 day/level	Close (45 ft.)	worldofk:p.48
[V, S, M]	TARGET: One Tiny animal; <b>EFFECT:</b> Send a Tiny animal on a 3-step mission [SR:Yes]					
□□□□□	<b>Attune Form</b>	Transmutation	1 standard action	24 hours	Touch	SC:p.17
[V,S,M,DF]	TARGET: One creature/3 levels; <b>EFFECT:</b> Attunes the affected creatures to the plane you are currently on, negating harmful effects.					
□□□□□	<b>Beast Soul</b>	Transmutation	1 full round	1 hour/level [12 max]	Touch	worldofk:p.52
[V, S, DF]	TARGET: One willing animal touched; <b>EFFECT:</b> Borrows the abilities of a willing animal [SR:No]					
□□□□□	<b>Bite of the Werewolf</b>	Transmutation	1 standard action	1 round/level	Personal	SC:p.29
[V,S,M]	TARGET: You; <b>EFFECT:</b> Gain +2 bonus to Str, +4 Dex, +4 Con, +4 natural armor. Gain Bite attack.					
□□□□□	<b>Blindsight</b>	Transmutation	1 standard action	1 minute/level	Touch	SC:p.32
[V,S]	TARGET: Creature touched; <b>EFFECT:</b> 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]]					
□□□□□	<b>Breath of Power</b>	Transmutation	1 standard action	80 minutes	Touch	LoL-WE:p.32
[V, S]	TARGET: One winter wolf; <b>EFFECT:</b> See text [SR:Yes; DC:17, Will negates]					
□□□□□	<b>Call Lightning</b>	Evocation [Electricity]	1 round	8 minutes	Medium (180 ft.)	RSRD:SpellsC
[V, S]	TARGET: One or more 30-ft.-long vertical lines of lightning; <b>EFFECT:</b> Calls down 8 lightning bolts over duration [3d6 per bolt] from sky; 3d10 in outdoors stormy area. [SR:Yes; DC:17, Reflex half]					
□□□□□	<b>Capricious Zephyr</b>	Evocation [Air]	1 standard action	1 round/level	Medium (180 ft.)	SC:p.43
[V,S]	TARGET: 5-ft.-diameter; <b>EFFECT:</b> 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]					
□□□□□	<b>Charge of the Triceratops</b>	Transmutation	1 standard action	1 round/level [D]	Touch	SC:p.45
[V,S,DF]	TARGET: Living creature touched; <b>EFFECT:</b> 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]]					
□□□□□	<b>Circle Dance</b>	Divination	1 minute	Instantaneous	Personal	SC:p.46
[V,S]	TARGET: You; <b>EFFECT:</b> Get direction and general status of a known target.					
□□□□□	<b>Contagion</b>	Necromancy [Evil]	1 standard action	Instantaneous	Touch	RSRD:SpellsC
[V, S]	TARGET: Living creature touched; <b>EFFECT:</b> Infects subject with chosen disease. [SR:Yes; DC:17, Fortitude negates]					
□□□□□	<b>Corona of Cold</b>	Evocation [Cold]	1 standard action	1 round/level [D]	10 ft.	SC:p.52
[V,S,DF]	TARGET: 20-ft.-radius spread; <b>EFFECT:</b> 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 long as they remain in the area. [SR:Yes; DC:17, Fortitude negates]					
□□□□□	<b>Creaking Cacophony</b>	Illusion (Figment) [Sonic]	1 standard action	1 round/level	Medium (180 ft.)	SC:p.55
[V,S]	TARGET: 40-ft.-radius spread; <b>EFFECT:</b> All who are in the effect have -4 to listen. Spellcasters are distracted. [SR:Yes]					
□□□□□	<b>Crumble</b>	Transmutation	1 standard action	Instantaneous	Medium (180 ft.)	SC:p.56
[V,S]	TARGET: One structure or construct; <b>EFFECT:</b> Deal 1d8/level [max 10d8] damage to structure, ignoring hardness; see text. [SR:Yes [object]; DC:17, Fortitude half [object]]					
□□□□□	<b>Cure Moderate Wounds</b>	Conjuration (Healing)	1 standard action	Instantaneous	Touch	RSRD:SpellsC
[V, S]	TARGET: Creature touched; <b>EFFECT:</b> Cures 2d8+8 damage. [SR:Yes (harmless); see text; DC:17, Will half (harmless); see text]					
□□□□□	<b>Daylight</b>	Evocation [Light]	1 standard action	80 minutes [D]	Touch	RSRD:SpellsD-E
[V, S]	TARGET: Object touched; <b>EFFECT:</b> 60-ft. radius of bright light. [SR:No]					
□□□□□	<b>Dehydrate</b>	Necromancy	1 standard action	Instantaneous	Medium (180 ft.)	SC:p.62
[V,S,DF]	TARGET: One living creature; <b>EFFECT:</b> Deal 1d6 plus 1/3 caster levels [max +5]. [SR:Yes; DC:17, Fortitude negates]					
□□□□□	<b>Denev's Exile from Nature</b>	Transmutation	1 action	Permanent	Touch	worldofk:p.65-66
[V, S, DF]	TARGET: Creature touched; <b>EFFECT:</b> Subject is cursed so that wilderness activities are more difficult [SR:Yes; DC:17, Will negates]					
□□□□□	<b>Diminish Plants</b>	Transmutation	1 standard action	Instantaneous	See text	RSRD:SpellsD-E
[V, S, DF]	TARGET: See text; <b>EFFECT:</b> Reduces size or blights growth of normal plants. [SR:No]					
□□□□□	<b>Dominate Animal</b>	Enchantment (Compulsion) [Mind-Affecting]	1 round	8 rounds	Close (45 ft.)	RSRD:SpellsD-E
[V, S]	TARGET: One animal; <b>EFFECT:</b> Subject animal obeys silent mental commands. [SR:Yes; DC:17, Will negates]					
□□□□□	<b>Doom Fog</b>	Conjuration (Creation) [Fear, Mind-Affecting]	1 action	80 minutes	Medium (180 ft.)	Spellcra:p.20
[V, S]	TARGET: Cloud that spreads in a 30 ft radius and is 20 ft high; <b>EFFECT:</b> See text [SR:Yes; DC:17, Will negates]					
□□□□□	<b>Downdraft</b>	Evocation [Air]	1 standard action	Instantaneous	Long (720 ft.)	SC:p.72
[V,S,M]	TARGET: Cylinder [20-ft. radius, 100 ft. high]; <b>EFFECT:</b> 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]					
□□□□□	<b>Earthen Grace</b>	Abjuration [Earth]	1 standard action	1 minute/level	Touch	SC:p.76
[V,S,M]	TARGET: Living creature touched; <b>EFFECT:</b> 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]]					
□□□□□	<b>Energy Vortex</b>	Evocation [Choose:Acid, Cold, Fire, Electricity]	1 standard action	Instantaneous	20 ft.	SC:p.81
[V,S]	TARGET: All creatures within a 20-ft.-radius burst centered on you; <b>EFFECT:</b> Choose an energy type and it causes 1d8 +1/caster level [max +20]. You may double the damage if you forgo a save and take the damage as well. [SR:Yes; DC:17, Reflex half]					
□□□□□	<b>Entangling Staff</b>	Transmutation	1 swift action	1 round/level [D]	Touch	SC:p.83
[V,S,F]	TARGET: Quarterstaff touched; <b>EFFECT:</b> 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]]					
□□□□□	<b>Fey Ward</b>	Abjuration	Standard action	8 rounds [D]	Personal	BoEMC:p.124
[V, S]	TARGET: 20-foot-radius globe centered around you; <b>EFFECT:</b> Barrier keeps out fey creatures [SR:No]					
□□□□□	<b>Fire Wings</b>	Transmutation [Fire]	1 round	1 minute/level	Personal	SC:p.93
[V,S,M,F]	TARGET: You; <b>EFFECT:</b> Attack or Fly; see text.					
□□□□□	<b>Fly, Swift</b>	Transmutation	1 swift action	1 round	Personal	SC:p.96
[V]	TARGET: You; <b>EFFECT:</b> This spell functions like fly, except as noted. Fly [Swift].MOD					
□□□□□	<b>Forestfold</b>	Transmutation	1 standard action	1 hour/level [D]	Personal	SC:p.98
[V,S]	TARGET: You; <b>EFFECT:</b> Grants +10 competence bonus on Hide and Move Silently checks.					
□□□□□	<b>Ganest's Farstrike</b>	Evocation [Fire]	1 action	Instantaneous	See Text	worldofk:p.75
[V, S]	TARGET: One creature or object; <b>EFFECT:</b> Creates a bolt of flame with exceptional range, the trajectory is parabolic [SR:Yes (object); DC:17, Reflex negates (object)]					
□□□□□	<b>Gas Mask</b>	Abjuration	1 action	8 hours [see text]	Touch	7Abjur:p.2
[V, S, M,DF]	TARGET: Living creatures touched; <b>EFFECT:</b> 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)]					
□□□□□	<b>Giant's Wrath</b>	Transmutation [Earth]	1 swift action	1 round/level	Personal	SC:p.105
[V,S,M]	TARGET: One pebble/3 levels; <b>EFFECT:</b> Pebbles become boulders; see text [SR:No]					
□□□□□	<b>Girallon's Blessing</b>	Transmutation	1 standard action	10 minutes/level	Touch	SC:p.106
[V,S,M]	TARGET: Creature touched; <b>EFFECT:</b> Gain an additional pair of arms; see text [SR:Yes [harmless]; DC:17, Fortitude negates [harmless]]					
□□□□□	<b>Heatstroke</b>	Transmutation	1 standard action	Instantaneous	Medium (180 ft.)	SC:p.113
[V,S]	TARGET: One Creature; <b>EFFECT:</b> Target becomes fatigued [if fatigued it becomes exhausted], takes 2d6 nonlethal heat [with or without save]. [SR:Yes [harmless]; DC:17, Fortitude partial]					
□□□□□	<b>Hypothermia</b>	Evocation [Cold]	1 standard action	Instantaneous	Close (45 ft.)	SC:p.118
[V,S]	TARGET: One creature; <b>EFFECT:</b> Deals 1d6 per caster level [max 10d6] and becomes fatigued. Save halves damage and negates fatigue. [SR:Yes; DC:17, Fortitude partial]					
□□□□□	<b>Icelandce</b>	Conjuration (Creation)	1 standard action	Instantaneous	Medium (180 ft.)	SC:p.119
[V,S,F]	TARGET: One lance of ice; <b>EFFECT:</b> 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]					
□□□□□	<b>Infestation of Maggots</b>	Necromancy	1 standard action	1 round/2 levels	Touch	SC:p.123
[V,S,M]	TARGET: Creature touched; <b>EFFECT:</b> Deal 1d4 constitution per round. Save ends the spell and the effect. [SR:Yes; DC:17, Fortitude negates]					
□□□□□	<b>Jagged Tooth</b>	Transmutation	1 standard action	10 minutes/level	Close (45 ft.)	SC:p.127
[V,S]	TARGET: One natural slashing or piercing weapon of target creatures; <b>EFFECT:</b> Doubles the critical threat range of one natural weapon. [SR:Yes [harmless]; DC:17, Will negates [harmless]]					
□□□□□	<b>Lion's Charge</b>	Transmutation	1 swift action	1 round	Personal	SC:p.133
[V]	TARGET: You; <b>EFFECT:</b> Gain pounce ability [make full attack after a charge].					
□□□□□	<b>Listening Ringworm</b>	Conjuration (Creation)	1 action	1 hour/level [D]	Touch	worldofk:p.89-90
[V, S, DF]	TARGET: Magical sensor; <b>EFFECT:</b> Creates a worm parasite in the target that transmits sound to the caster [SR:Yes (harmless); DC:17, Fortitude negates (harmless)]					

\* =Domain/Specialty Spell

# Druid Spells

☐☐☐☐	<b>Lumberjack</b>	Transmutation	1 action	8 minutes	Touch	ittg:p.89
[V, S, DF]	TARGET: Creature touched and up to two weapons; <b>EFFECT:</b> 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)]					
☐☐☐☐	<b>Magic Circle Against Fey</b>	Abjuration	NA	80 minutes	Touch	Fey Magi:p.38
[None]	TARGET: Emanates 10 ft. from touched creature; <b>EFFECT:</b> As Protection from Fey with a larger area [SR:No]					
☐☐☐☐	<b>Magic Fang, Greater</b>	Transmutation	1 standard action	8 hours	Close (45 ft.)	RSRD:SpellsM-O
[V, S, DF]	TARGET: One living creature; <b>EFFECT:</b> One natural weapon of subject creature gets +2 on attack and damage rolls. [SR:Yes (harmless); DC:17, Will negates (harmless)]					
☐☐☐☐	<b>Mark of Air</b>	Evocation	Full round	80 minutes or until discharged	Touch	BoEMC:p.136
[V, S]	TARGET: One creature; <b>EFFECT:</b> Subject has +2 Dexterity plus other power [SR:Yes; DC:17, Will negates (harmless)]					
☐☐☐☐	<b>Mark of Earth</b>	Evocation	Full round	8 hours or until discharged	Touch	BoEMC:p.137
[V, S]	TARGET: One creature; <b>EFFECT:</b> Subject has +2 Strength plus other power [SR:Yes; DC:17, Will negates (harmless)]					
☐☐☐☐	<b>Mark of Fire</b>	Evocation [Fire]	Full round	8 hours or until discharged	Touch	BoEMC:p.138
[V, S]	TARGET: One creature; <b>EFFECT:</b> Subject has +2 Dexterity plus other power [SR:Yes; DC:17, Will negates (harmless)]					
☐☐☐☐	<b>Mark of Frost</b>	Evocation [Cold]	Full round	8 hours or until discharged	Touch	BoEMC:p.138
[V, S]	TARGET: One creature; <b>EFFECT:</b> Subject has +1 AC plus other power [SR:Yes; DC:17, Will negates (harmless)]					
☐☐☐☐	<b>Mark of Water</b>	Evocation	Full round	8 hours or until discharged	Touch	BoEMC:p.138
[V, S]	TARGET: One creature; <b>EFFECT:</b> Subject has +2 Constitution plus other power [SR:Yes; DC:17, Will negates (harmless)]					
☐☐☐☐	<b>Meld into Stone</b>	Transmutation [Earth]	1 standard action	80 minutes	Personal	RSRD:SpellsM-O
[V, S, DF]	TARGET: You; <b>EFFECT:</b> You and your gear merge with stone. [SR:No]					
☐☐☐☐	<b>Nature's Balance</b>	Transmutation	1 standard action	10 minutes/level	Touch	SC:p.145
[V, S]	TARGET: Creature touched; <b>EFFECT:</b> Take -4 to one ability score [Str, Dex, Con] and target gains like amount. [SR:Yes [harmless]; DC:17, Fortitude negates [harmless]]					
☐☐☐☐	<b>Nature's Rampart</b>	Transmutation	10 minutes	Instantaneous	Medium (180 ft.)	SC:p.146
[V, S, F]	TARGET: Structure up to 40 ft. square; <b>EFFECT:</b> Shapes natural setting into a formidable defense. [SR:No]					
☐☐☐☐	<b>Neutralize Poison</b>	Conjuration (Healing)	1 standard action	80 minutes	Touch	RSRD:SpellsM-O
[V, S, M/DF]	TARGET: Creature or object of up to 8 cu. ft. touched; <b>EFFECT:</b> Immunizes subject against poison, detoxifies venom in or on subject. [SR:Yes (harmless, object); DC:17, Will negates (harmless, object)]					
☐☐☐☐	<b>Pacify Storm</b>	Conjuration	1 minute	1 hour/level	Touch	SeasofBl:p.78
[V, S, M]	TARGET: 1 mile centered on ship touched; <b>EFFECT:</b> See text [SR:No]					
☐☐☐☐	<b>Plant Growth</b>	Transmutation	1 standard action	Instantaneous	See text	RSRD:SpellsP-R
[V, S, DF]	TARGET: See text; <b>EFFECT:</b> Grows vegetation, improves crops. [SR:No]					
☐☐☐☐	<b>Poison</b>	Necromancy	1 standard action	Instantaneous; see text	Touch	RSRD:SpellsP-R
[V, S, DF]	TARGET: Living creature touched; <b>EFFECT:</b> Touch deals 1d10 Con damage, repeats in 1 minute. [SR:Yes; DC:17, Fortitude negates; see text]					
☐☐☐☐	<b>Pressure Sphere</b>	Transmutation	1 action	Instantaneous	Medium (180 ft.)	worldofk:p.98
[S, M]	TARGET: 20-ft. radius; <b>EFFECT:</b> Increases water pressure to damage targets [SR:Yes; DC:17, Fortitude half]					
☐☐☐☐	<b>Primal Form</b>	Transmutation	1 standard action	1 minute/level	Personal	SC:p.161
[V, S, DF]	TARGET: You; <b>EFFECT:</b> You assume the physical appearance and many of the qualities and abilities of a chosen elemental [fire, water, earth, air]; see text					
☐☐☐☐	<b>Primeval Insight</b>	Transmutation	1 action	8 minutes	Touch	ittg:p.90
[V, S, DF]	TARGET: Creature touched; <b>EFFECT:</b> 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)]					
☐☐☐☐	<b>Protection from Energy</b>	Abjuration	1 standard action	80 minutes or until discharged	Touch	RSRD:SpellsP-R
[V, S, DF]	TARGET: Creature touched; <b>EFFECT:</b> Absorb 96 points of damage from one kind of energy. [SR:Yes (harmless); DC:17, Fortitude negates (harmless)]					
☐☐☐☐	<b>Quench</b>	Transmutation	1 standard action	Instantaneous	Medium (180 ft.)	RSRD:SpellsP-R
[V, S, DF]	TARGET: 8 20-ft. cubes [S] or one fire-based magic item; <b>EFFECT:</b> Extinguishes nonmagical fires or one magic item. [SR:No or Yes (object); DC:17, None or Will negates (object)]					
☐☐☐☐	<b>Quillfire</b>	Transmutation	1 standard action	1 round/level	Personal	SC:p.164
[V, S]	TARGET: You; <b>EFFECT:</b> Quills inflict 1d8 or thrown range 10 ft; see text.					
☐☐☐☐	<b>Remove Disease</b>	Conjuration (Healing)	1 standard action	Instantaneous	Touch	RSRD:SpellsP-R
[V, S]	TARGET: Creature touched; <b>EFFECT:</b> Cures all diseases affecting subject. [SR:Yes (harmless); DC:17, Fortitude negates (harmless)]					
☐☐☐☐	<b>Rescue</b>	Conjuration (Summoning)	1 action	Instantaneous	Close (45 ft.)	Spellcra:p.38
[V, S, DF]	TARGET: One defenseless ally; <b>EFFECT:</b> See text [SR:No]					
☐☐☐☐	<b>Resin</b>	Transmutation	1 action	8 rounds	Close (45 ft.)	ittg:p.90
[V, S, DF]	TARGET: One creature; <b>EFFECT:</b> 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]					
☐☐☐☐	<b>Resist Energy, Mass</b>	Abjuration	1 standard action	10 minutes/level	Close (45 ft.)	SC:p.174
[V, S, DF]	TARGET: One creature/level, no two of which can be more than 30 ft. apart; <b>EFFECT:</b> As resist energy, except that it affects all targeted creatures. [SR:Yes [harmless]; DC:17, Fortitude negates [harmless]]					
☐☐☐☐	<b>Resist Nature</b>	Transmutation	1 action	8 hours	Touch	SFHb:p.34
[V, S, DF]	TARGET: 8 creatures; <b>EFFECT:</b> Creature is immune to normal extremes of heat and cold [SR:Yes; DC:17, Will negates]					
☐☐☐☐	<b>Sink</b>	Transmutation	1 standard action	1 round	Close (45 ft.)	SC:p.190
[V, S, DF]	TARGET: One creature/level, no two of which are more than 30 ft. apart; <b>EFFECT:</b> Affect creatures sink 100 ft./round; see text. [SR:Yes; DC:17, Will negates]					
☐☐☐☐	<b>Sleet Storm</b>	Conjuration (Creation) [Cold]	1 standard action	8 rounds	Long (720 ft.)	RSRD:SpellsS
[V, S, M/DF]	TARGET: Cylinder 40'; <b>EFFECT:</b> Hampers vision and movement. [SR:No]					
☐☐☐☐	<b>Snakebite</b>	Transmutation	1 standard action	1 round/level [D]	Personal	SC:p.193
[V, S]	TARGET: You; <b>EFFECT:</b> Turns one of your arms into a venomous snake; see text.					
☐☐☐☐	<b>Snare</b>	Transmutation	3 rounds	Until triggered or broken	Touch	RSRD:SpellsS
[V, S, DF]	TARGET: Touched nonmagical circle of vine, rope, or thong with a 2 ft. diameter + 2 ft./level; <b>EFFECT:</b> Creates a magic booby trap. [SR:No]					
☐☐☐☐	<b>Snowshoes, Mass</b>	Transmutation	1 standard action	1 hour/level [D]	Close (45 ft.)	SC:p.194
[V, S]	TARGET: One creature/level, no two of which are more than 30 ft. apart; <b>EFFECT:</b> Same as Snowshoes, except as noted. [SR:Yes [harmless]; DC:17, Will negates [harmless]]					
☐☐☐☐	<b>Speak with Plants</b>	Divination	1 standard action	8 minutes	Personal	RSRD:SpellsS
[V, S]	TARGET: You; <b>EFFECT:</b> You can talk to normal plants and plant creatures. [SR:No]					
☐☐☐☐	<b>Spiderskin</b>	Transmutation	1 standard action	10 minutes/level	Touch	SC:p.202
[V, S, M/DF]	TARGET: Creature touched; <b>EFFECT:</b> 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]]					
☐☐☐☐	<b>Spike Growth</b>	Transmutation	1 standard action	8 hours [D]	Medium (180 ft.)	RSRD:SpellsS
[V, S, DF]	TARGET: 8 20-ft. squares; <b>EFFECT:</b> Creatures in area take 1d4 damage, may be slowed. [SR:Yes; DC:17, Reflex partial]					
☐☐☐☐	<b>Spikes</b>	Transmutation	1 standard action	1 hour/level	Touch	SC:p.202
[V, S, M]	TARGET: Wooden weapon touched; <b>EFFECT:</b> As brambles, except affected weapon gains +2 enhancement bonus and threat range doubled. [SR:No]					
☐☐☐☐	<b>Spiritjaws</b>	Evocation [Force]	1 standard action	1 round/level [D]	Medium (180 ft.)	SC:p.202
[V, S, M]	TARGET: Jaws of force; <b>EFFECT:</b> Jaws attempt to grapple the target; see text [SR:Yes]					
☐☐☐☐	<b>Stabilize</b>	Conjuration	1 action	8 minutes	Personal	itb!k:p.88
[V, S, M/DF]	TARGET: You; <b>EFFECT:</b> Temporarily renders natural explosives inert. [SR:No]					
☐☐☐☐	<b>Standing Wave</b>	Transmutation	1 standard action	10 minutes/level [D]	Close (45 ft.)	SC:p.204
[V, S, DF]	TARGET: Waves under a creature or object within range; <b>EFFECT:</b> Transports across water; see text. [SR:Yes; DC:17, Reflex negates]					
☐☐☐☐	<b>Stonelore</b>	Divination	1 action	80 minutes	Touch	Spellcra:p.41
[V, S, M, DF]	TARGET: Personal; <b>EFFECT:</b> See text [SR:Yes (harmless); DC:17, Will negates (harmless)]					
☐☐☐☐	<b>Stone Shape</b>	Transmutation [Earth]	1 standard action	Instantaneous	Touch	RSRD:SpellsS
[V, S, M/DF]	TARGET: Stone or stone object touched, up to 18 cu. ft.; <b>EFFECT:</b> Sculpt stone into any shape. [SR:No]					
☐☐☐☐	<b>Strongoak's Affinity with Nature</b>	Transmutation	1 action	8 hours [D]	Personal	Spellcra:p.42
[V, S, DF]	TARGET: You; <b>EFFECT:</b> See text [SR:No]					
☐☐☐☐	<b>Summon Nature's Ally III</b>	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; <b>EFFECT:</b> Calls creature to fight. [SR:No]					
☐☐☐☐	<b>Thornskin</b>	Transmutation	1 standard action	1 round/level [D]	Personal	SC:p.219
[V, S, M]	TARGET: You; <b>EFFECT:</b> 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

□□□□	<b>Thorn Throw</b>	Evocation	1 action	Instantaneous	Medium (180 ft.)	worldofk:p.119-120
[V, S, M]	TARGET: Cone; <b>EFFECT:</b> A cone of thorns causes 1d6 hit points/level minus AC [SR:Yes; DC:17, Reflex half]					
□□□□	<b>Thunderous Roar</b>	Evocation [Sonic]	1 standard action	Instantaneous	Long (720 ft.)	SC:p.220
[V,S,DF]	TARGET: 20-ft.-radius burst; <b>EFFECT:</b> All creatures in the area take 1d6 sonic damage per two caster levels; see text. [SR:Yes; DC:17, Fortitude partial; see text]					
□□□□	<b>Treasure Scent</b>	Divination	1 standard action	1 hour/level	Personal	SC:p.223
[V,S]	TARGET: You; <b>EFFECT:</b> Detect copper, silver, gold, platinum, and gems within 30 feet. See text.					
□□□□	<b>Tremor</b>	Evocation [Earth]	1 standard action	1 round/3 levels	Medium (180 ft.)	SC:p.223
[V,S,DF]	TARGET: 40-ft.-radius spread; <b>EFFECT:</b> Disrupts concentration; see text. [SR:No; DC:17, See text]					
□□□□	<b>Vigor</b>	Conjuration (Healing)	1 standard action	10 rounds + 1 round/level [max 25]	Touch	SC:p.229
[V,S]	TARGET: Living creature touched; <b>EFFECT:</b> 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]]					
□□□□	<b>Vigor, Mass Lesser</b>	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; <b>EFFECT:</b> 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]]					
□□□□	<b>Vine Mine</b>	Conjuration (Creation)	1 standard action	10 minutes/level	Medium (180 ft.)	SC:p.230
[V,S,M]	TARGET: 10-ft.-radius/level spread; <b>EFFECT:</b> Creates a rapid growth of vines, see text. [SR:Yes; DC:17, See text]					
□□□□	<b>Wall of Hornets</b>	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; <b>EFFECT:</b> You summon a wall of stinging, poisonous hornets [SR:Yes; DC:17, See Text]					
□□□□	<b>Water Breathing</b>	Transmutation	1 standard action	16 hours; see text	Touch	RSRD:Spells-T-Z
[V, S, M/DF]	TARGET: Living creatures touched; <b>EFFECT:</b> Subjects can breathe underwater. [SR:Yes (harmless); DC:17, Will negates (harmless)]					
□□□□	<b>Water Breathing (Self Only)</b>	Transmutation	1 standard action	16 hours; see text	Touch	RSRD:Spells-T-Z
[V, S, M/DF]	TARGET: Living creatures touched; <b>EFFECT:</b> Subjects can breathe underwater. [SR:Yes (harmless); DC:17, Will negates (harmless)]					
□□□□	<b>Weather Eye</b>	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; <b>EFFECT:</b> 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]					
□□□□	<b>Wind Wall</b>	Evocation (Force) [Air]	1 standard action	8 rounds	Medium (180 ft.)	RSRD:Spells-T-Z
[V, S, M/DF]	TARGET: Wall up to 80 ft. long and 40 ft. high [S]; <b>EFFECT:</b> Deflects arrows, smaller creatures, and gases. [SR:Yes; DC:17, None; see text]					
□□□□	<b>Yaral's Totemic Transformation</b>	Transmutation	1 action	1 round/level	Touch	worldofk:p.126
[V, S, DF]	TARGET: One living creature; <b>EFFECT:</b> 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	
□□□□	<b>Air Walk</b>	Transmutation [Air]	1 standard action	80 minutes	Touch	RSRD:SpellsA-B
[V, S, DF]	TARGET: Creature [Gargantuan or smaller] touched; <b>EFFECT:</b> Subject treads on air as if solid [climb at 45-degree angle]. [SR:Yes (harmless)]					
□□□□	<b>Antiplant Shell</b>	Abjuration	1 standard action	80 minutes [D]	10 ft.	RSRD:SpellsA-B
[V, S, DF]	TARGET: 10-ft.-radius emanation, centered on you; <b>EFFECT:</b> Keeps animated plants at bay. [SR:Yes]					
□□□□	<b>Arc of Lightning</b>	Conjuration (Creation) [Electricity]	1 standard action	Instantaneous	Close (45 ft.)	SC:p.15
[V,S,M/DF]	TARGET: A line between two creatures; <b>EFFECT:</b> 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]					
□□□□	<b>Bite of the Wereboar</b>	Transmutation	1 standard action	1 round/level	Personal	SC:p.28
[V,S,M]	TARGET: You; <b>EFFECT:</b> Gain +4 bonus to Str, +6 Con, +8 natural armor. Gain Bite attack; see text					
□□□□	<b>Black Lung</b>	Necromancy	One action	8 rounds	Close (45 ft.)	itblk:p.85
[V, S, M/DF]	TARGET: Ray; <b>EFFECT:</b> Ray inhabits target's breathing, imposing penalties to certain skill checks while causing Constitution damage. [SR:Yes; DC:18, Fortitude partial (see text)]					
□□□□	<b>Black Mulching</b>	Necromancy	Standard action	8 rounds	Medium (180 ft.)	BoEMC:p.109
[V, S, M]	TARGET: 20-foot-diameter sphere; <b>EFFECT:</b> Plants 3 HD or less die, others take 1d10 points of damage [SR:Yes]					
□□□□	<b>Blight</b>	Necromancy	1 standard action	Instantaneous	Touch	RSRD:SpellsA-B
[V, S, DF]	TARGET: one plant/plant-creature; <b>EFFECT:</b> Withers one plant or deals 8d6 damage to plant creature. [SR:Yes; DC:18, Fortitude half; see text]					
□□□□	<b>Blindsight, Greater</b>	Transmutation	1 standard action	1 minute/level	Touch	SC:p.32
[V,S]	TARGET: Creature touched; <b>EFFECT:</b> Grant blindsight to 30 ft. [SR:Yes [harmless]; DC:18, Will negates [harmless]]					
□□□□	<b>Bottle of Smoke</b>	Conjuration (Creation)	10 minutes	1 hour/level	Touch	SC:p.37
[V,S,F]	TARGET: One smoky, horselike creature; <b>EFFECT:</b> Creates a steed made of smoke. [SR:No]					
□□□□	<b>Burrow, Mass</b>	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; <b>EFFECT:</b> Same as Burrow, except effects multiple creatures. [SR:Yes [harmless]; DC:18, Will negates [harmless]]					
□□□□	<b>Call Aquatic Animal II</b>	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; <b>EFFECT:</b> Calls aquatic animals to fight for the spellcaster [SR:No]					
□□□□	<b>Chain of Eyes</b>	Divination	1 standard action	1 hour/level	Touch	SC:p.45
[V,S]	TARGET: Living creature touched; <b>EFFECT:</b> Scrying sensor passed along by touch. [SR:Yes; DC:18, Will negates]					
□□□□	<b>Command Plants</b>	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; <b>EFFECT:</b> Sway the actions of one or more plant creatures. [SR:Yes; DC:18, Will negates]					
□□□□	<b>Contagious Touch</b>	Necromancy	1 standard action	1 round/level	Touch	SC:p.52
[V,S]	TARGET: You; <b>EFFECT:</b> Any creature you hit with melee touch is afflicted with contagion and the selected disease; see text. [SR:Yes; DC:18, Fortitude negates]					
□□□□	<b>Contingent Energy Resistance</b>	Abjuration	1 minute	1 hour/level [D]	Personal	SC:p.52
[V,S,M]	TARGET: You; <b>EFFECT:</b> Same as Contingency, except it is more limited.					
□□□□	<b>Control Creature of the Mist</b>	Enchantment (Compulsion) [Mind-Affecting]	Standard action	8 hours	Touch	BoEMC:p.117
[V, S, M]	TARGET: One creature of the mist; <b>EFFECT:</b> Creature of the mist obeys caster's commands [SR:Yes; DC:18, Will negates]					
□□□□	<b>Control Water</b>	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]; <b>EFFECT:</b> Raises or lowers bodies of water. [SR:No; DC:18, None; see text]					
□□□□	<b>Coralskin</b>	Abjuration	1 action	10 minutes/level or until discharged	Touch	QR:p.103
[V, S, M]	TARGET: Creature touched; <b>EFFECT:</b> See text [SR:Yes (harmless); DC:18, Will negates (harmless)]					
□□□□	<b>Create Lesser Creature of the Mist</b>	Conjuration (Creation)	1 hour	Instantaneous	Touch	BoEMC:p.117
[V, S, F, M]	TARGET: One creature of the mist up to CR 5 [SR:No]					
□□□□	<b>Creeping Cold, Greater</b>	Transmutation [Cold]	1 standard action	See text	Close (45 ft.)	SC:p.56
[V,S,F]	TARGET: One creature; <b>EFFECT:</b> As creeping cold, but has a higher damage cap with additional rounds. [SR:Yes; DC:18, Fortitude half]					
□□□□	<b>Cure Serious Wounds</b>	Conjuration (Healing)	1 standard action	Instantaneous	Touch	RSRD:SpellsC
[V, S]	TARGET: Creature touched; <b>EFFECT:</b> Cures 3d8+8 damage. [SR:Yes (harmless); see text; DC:18, Will half (harmless); see text]					
□□□□	<b>Dispel Magic</b>	Abjuration	1 standard action	Instantaneous	Medium (180 ft.)	RSRD:SpellsD-E
[V, S]	TARGET: One spellcaster, creature, or object; or 20-ft.-radius burst; <b>EFFECT:</b> Cancels magical spells and effects. [SR:No]					
□□□□	<b>Enhance Wild Shape</b>	Transmutation	1 minute	1 hour/level	Personal	SC:p.81
[V,S]	TARGET: You; <b>EFFECT:</b> Gain enhancement to your next wild shape; See text.					
□□□□	<b>Essence of the Raptor</b>	Transmutation	1 standard action	10 minutes/level [D]	Personal	SC:p.84
[V,S]	TARGET: You; <b>EFFECT:</b> Speed increases to 60 ft. Gain +8 bonus to Hide, Jump, Listen, Spot and Survival checks. Gain Scent ability.					
□□□□	<b>Eye of the Hurricane</b>	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; <b>EFFECT:</b> Creates a hurricane with you unaffected at the center; see text [SR:Yes; DC:18, Fortitude negates]					
□□□□	<b>Flame Strike</b>	Evocation [Fire]	1 standard action	Instantaneous	Medium (180 ft.)	RSRD:SpellsF-G
[V, S, DF]	TARGET: Cylinder 10; <b>EFFECT:</b> Smite foes with divine fire for 8d6 damage. [SR:Yes; DC:18, Reflex half]					
□□□□	<b>Floor of Fire</b>	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; <b>EFFECT:</b> See text [SR:Yes; DC:18, Fortitude half]					
□□□□	<b>Freedom of Movement</b>	Abjuration	1 standard action	80 minutes	Personal or touch	RSRD:SpellsF-G
[V, S, M, DF]	TARGET: You or creature touched; <b>EFFECT:</b> Subject moves normally despite impediments. [SR:Yes (harmless); DC:18, Will negates (harmless)]					

\* =Domain/Specialty Spell

# Druid Spells

□□□□	<b>Giant Vermin</b>	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; <b>EFFECT:</b> Turns centipedes, scorpions, or spiders into giant vermin. [SR:Yes]					
□□□□	<b>Gluttony</b>	Enchantment (Compulsion) [Mind-Affecting]	1 action	1 round/level	Medium (180 ft.)	worldofk:p.77
[V, M/DF]	TARGET: 30 ft.-radius burst; <b>EFFECT:</b> Fills targets with ravenous hunger for 1 minute/level [SR:Yes; DC:18, Will negates]					
□□□□	<b>Ice Storm</b>	Evocation (Cold) [Cold]	1 standard action	1 full round	Long (720 ft.)	RSRD:SpellsH-L
[V, S, M/DF]	TARGET: Cylinder 20; <b>EFFECT:</b> Hail deals 5d6 damage in cylinder 40 ft. across. [SR:Yes]					
□□□□	<b>Improved Water Breathing</b>	Transmutation	1 action	24 hours	Touch	SFHB:p.32
[V, S, M/DF]	TARGET: Living creatures touched; <b>EFFECT:</b> The creature can freely breathe water and suffers no ill effects from pressure [SR:Yes; DC:18, Will negates]					
□□□□	<b>Jaws of the Wolf</b>	Transmutation	1 standard action	1 round/level [D]	Close (45 ft.)	SC:p.127
[V,S,F]	TARGET: One or more created worgs; <b>EFFECT:</b> Transform small wooden carvings into real worgs equal to one for every two caster levels. [SR:No]					
□□□□	<b>Land Womb</b>	Abjuration	1 standard action	10 minutes/level [D]	Touch	SC:p.130
[V,S]	TARGET: You and one other creature/level; <b>EFFECT:</b> 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]					
□□□□	<b>Languor</b>	Transmutation	1 standard action	1 round/level	Close (45 ft.)	SC:p.130
[V,S]	TARGET: Ray; <b>EFFECT:</b> Ranged touch attack. Causes short term Strength loss and slowing; see text. [SR:Yes; DC:18, Will partial]					
□□□□	<b>Last Breath</b>	Transmutation	1 standard action	Instantaneous	Touch	SC:p.130
[V,S]	TARGET: Dead creature touched; <b>EFFECT:</b> Creature killed within 1 round returns to 0 hp. [SR:Yes [harmless]]					
□□□□	<b>Lay of the Land</b>	Divination	3 rounds	Instantaneous	Personal	SC:p.131
[V,S,F/DF]	TARGET: You; <b>EFFECT:</b> Learn area of 50 miles radius; see text					
□□□□	<b>Live Wood</b>	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.; <b>EFFECT:</b> Regenerates damage done to wooden items or creatures [SR:Yes (harmless); DC:18, Will negates (harmless)]					
□□□□	<b>Magic Fang, Superior</b>	Abjuration	1 standard action	1 round/level	Personal	SC:p.136
[V,S]	TARGET: You; <b>EFFECT:</b> Every natural weapon you possess becomes enchanted to +1 per four caster levels [max +5 level 20].					
□□□□	<b>Miasma of Entropy</b>	Necromancy	1 standard action	Instantaneous	30 ft.	SC:p.141
[V,S]	TARGET: Cone-shaped burst or one solid object; see text; <b>EFFECT:</b> Accelerates decay in natural substances; see text [SR:Yes [object]; DC:18, Fortitude half or Will negates [object]]					
□□□□	<b>Mind Over Matter</b>	Transmutation	1 action	1 round/level	Personal	worldofk:p.91-92
[V, S]	TARGET: You; <b>EFFECT:</b> Aids concentration to ignore distractions [SR:No]					
□□□□	<b>Moon Bolt</b>	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; <b>EFFECT:</b> 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]]					
□□□□	<b>Murderous Mist</b>	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; <b>EFFECT:</b> Create cloud of scalding hot steam; see text. [SR:No; DC:18, Reflex partial; see text]					
□□□□	<b>Nymph's Blessing</b>	Evocation	1 Action	8 rounds	Personal	Fey Magi:p.38
[V S DF]	TARGET: The character; <b>EFFECT:</b> Charisma becomes 19 and can Charm Person 1/rd. [SR:No]					
□□□□	<b>Perinarch</b>	Transmutation	1 standard action	1 round/level; see text	Close (45 ft.)	SC:p.153
[V,S,DF]	TARGET: N/A; <b>EFFECT:</b> Grants temporary over the terrain of limbo. [SR:No; DC:18, None [object] and Reflex negates; see text]					
□□□□	<b>Planar Tolerance</b>	Abjuration	1 immediate action	1 hour/level	20 ft.	SC:p.159
[V]	TARGET: One creature/level in a 20-ft. radius burst centered on you; <b>EFFECT:</b> Gain temporary respite from the natural effects of a specific plane. [SR:Yes [harmless]]					
□□□□	<b>Poison Vines</b>	Conjuration (Creation)	1 standard action	10 minutes/level	Medium (180 ft.)	SC:p.160
[V,S,M]	TARGET: 10-ft.-radius/level spread; <b>EFFECT:</b> Creates vines like vine mine except vines have contact poison; see text. [SR:Yes; DC:18, Fortitude negates]					
□□□□	<b>Reincarnate</b>	Transmutation	10 minutes	Instantaneous	Touch	RSRD:SpellsP-R
[V, S, M, DF]	TARGET: Dead creature touched; <b>EFFECT:</b> Brings dead subject back in a random body. [SR:Yes (harmless); DC:18, None; see text]					
□□□□	<b>Repel Vermin</b>	Abjuration	1 standard action	80 minutes [D]	10 ft.	RSRD:SpellsP-R
[V, S, DF]	TARGET: 10 ft. radius emanation centered on you; <b>EFFECT:</b> Insects, spiders, and other vermin stay 10 ft. away. [SR:Yes; DC:18, None or Will negates; see text]					
□□□□	<b>Resistance, Greater</b>	Abjuration	1 standard action	24 hours	Touch	SC:p.174
[V,S,M/DF]	TARGET: Creature touched; <b>EFFECT:</b> As resistance, except you grant the subject +3 resistance bonus. [SR:Yes [harmless]; DC:18, Will negates [harmless]]					
□□□□	<b>Restful Death</b>	Necromancy	1 full round	1 round +1/level	Touch	Undead:p.78
[V S]	TARGET: None; <b>EFFECT:</b> This spell sanctifies and protects a corpse from reanimation. [SR:Yes]					
□□□□	<b>Rumor of the Earth</b>	Divination	1 round	Concentration	Personal	Spellcra:p.39
[V, S]	TARGET: You; <b>EFFECT:</b> See text [SR:No]					
□□□□	<b>Rushing Waters</b>	Conjuration (Creation) [Water]	1 standard action	Instantaneous	Medium (180 ft.)	SC:p.178
[V,S,DF]	TARGET: 15-ft.-radius spread; <b>EFFECT:</b> Wave of water bull rushes from you with a +15 bonus on the opposed Str check; see text. [SR:No; DC:18, None; see text]					
□□□□	<b>Rusting Grasp</b>	Transmutation	1 standard action	See text	Touch	RSRD:SpellsP-R
[V, S, DF]	TARGET: One nonmagical ferrous object [or the volume of the object within 3 ft. of the touched point] or one ferrous creature; <b>EFFECT:</b> Your touch corrodes iron and alloys. [SR:No]					
□□□□	<b>Sailor's Call</b>	Conjuration (Summoning)	1 full round	8 rounds [D]	Close (45 ft.)	SFHB:p.34
[V, S, DF]	TARGET: One summoned creature; <b>EFFECT:</b> Summons a porpoise to fight for the caster [SR:None]					
□□□□	<b>Scrying</b>	Divination (Scrying)	1 hour	8 minutes	See text	RSRD:SpellsS
[V, S, M/DF, F]	TARGET: Magical sensor; <b>EFFECT:</b> Spies on subject from a distance. [SR:Yes; DC:18, Will negates]					
□□□□	<b>Shadowblast</b>	Evocation [Light]	1 standard action	Insta	Long (720 ft.)	SC:p.186
[V,S,M]	TARGET: 20-ft.-radius spread; <b>EFFECT:</b> Creatures stunned for 1d6 rounds; natives of shadow vulnerable take damage; see text. [SR:Yes; DC:18, Fort negates]					
□□□□	<b>Shape Reef</b>	Transmutation	1 action	Instantaneous	Touch	SFHB:p.35
[V, S, DF]	TARGET: Portion of Coral Reef; <b>EFFECT:</b> The caster can shape the reef to suit his porpose [SR:None]					
□□□□	<b>Shellskin</b>	Transmutation	1 action	10 minutes/level	Touch	SeasofBl:p.80
[V S DF]	TARGET: One living creature touched; <b>EFFECT:</b> See text [SR:Yes (harmless)]					
□□□□	<b>Sheltered Vitality</b>	Abjuration	1 standard action	1 minute/level	Touch	SC:p.188
[V,S,DF]	TARGET: Living creature touched; <b>EFFECT:</b> Subject gains immunity to fatigue, exhaustion, and ability damage or drain. [SR:Yes [harmless]; DC:18, Fortitude negates [harmless]]					
□□□□	<b>Spark of Life</b>	Necromancy	1 standard action	1 round/level	Touch	SC:p.196
[V,S]	TARGET: Undead creature touched; <b>EFFECT:</b> Undead touched temporarily acts as if it were alive and vulnerable as if it weren't undead. [SR:Yes; DC:18, Will negates]					
□□□□	<b>Spike Stones</b>	Transmutation [Earth]	1 standard action	8 hours [D]	Medium (180 ft.)	RSRD:SpellsS
[V, S, DF]	TARGET: 8 20-ft. squares; <b>EFFECT:</b> Creatures in area take 1d8 damage, may be slowed. [SR:Yes; DC:18, Reflex partial]					
□□□□	<b>Starvation</b>	Transmutation	1 standard action	Instantaneous	Close (45 ft.)	SC:p.206
[V,S,M]	TARGET: One living creature; <b>EFFECT:</b> Target takes 1d6 per caster level [max 10d6] nonlethal damage; see text. [SR:Yes; DC:18, Fortitude partial]					
□□□□	<b>Sudden Stalagmite</b>	Conjuration (Creation) [Earth]	1 standard action	Instantaneous	Medium (180 ft.)	SC:p.213
[V,S]	TARGET: One creature; <b>EFFECT:</b> Stalagmite springs up under creature causing 1d6 per caster level [max 10d6]. [SR:No; DC:18, Reflex half]					
□□□□	<b>Summon Elementite Swarm</b>	Conjuration (Summoning) [see text]	1 round	Concentration, up to 1 round/level + 1 roi	Close (45 ft.)	SC:p.214
[V,S]	TARGET: One summoned elementite; <b>EFFECT:</b> Summons a elementite swarm [Planar Handbook 114]; see text [SR:No]					
□□□□	<b>Summon Nature's Ally IV</b>	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; <b>EFFECT:</b> Calls creature to fight. [SR:No]					
□□□□	<b>Summon Pest Swarm</b>	Conjuration (Summoning)	1 round	8 rounds [D]	Long (720 ft.)	Ci:p.67
[V,S,M]	TARGET: One pest swarm; <b>EFFECT:</b> Summons swarm of urban animals and vermin. [SR:No]					
□□□□	<b>Swim, Mass</b>	Transmutation [Water]	1 round	10 minutes/level [D]	Medium (180 ft.)	SC:p.217
[V,S,M]	TARGET: One creature/level, no two of which can be more than 30 ft. apart; <b>EFFECT:</b> Gain swim speed and +8 to Swim checks. [SR:Yes [harmless]]					
□□□□	<b>Tattoo Item</b>	Transmutation	10 minutes	Permanent [D]	Touch	worldofk:p.118-119
[V, S, M]	TARGET: 1 object [up to 1 cu. ft. per level]; <b>EFFECT:</b> Changes one item into a tattoo on the subject's body [SR:Yes (harmless); DC:18, See Text]					
□□□□	<b>Touch of the Eel</b>	Transmutation [Electricity]	1 action	1 round/level [D]	Touch	worldofk:p.121
[V, S, M, DF]	TARGET: One creature [see text]; <b>EFFECT:</b> Electrifies target's body doing damage to anyone who touches him [SR:See Text; DC:18, See Text]					
□□□□	<b>Treat Shape</b>	Transmutation	1 action	80 minute[s]	Personal	Gods:p.129
[V, S, DF]	TARGET: Self; <b>EFFECT:</b> Caster becomes a tree. [SR:Yes (harmless); DC:18, Yes (harmless)]					

\* =Domain/Specialty Spell

# Druid Spells

☐☐☐☐	<b>Venomous Spray</b>	Transmutation	1 action	4 rounds	Personal	Spellcra:p.46-47
[S, M/DF]	TARGET: You; <b>EFFECT:</b> See text [SR:No; DC:18, Fortitude negate]					
☐☐☐☐	<b>Vortex of Teeth</b>	Evocation [Force]	1 standard action	1 round/level [D]	Medium (180 ft.)	SC:p.232
[V,S,M]	TARGET: Hollow cylinder [40-ft. radius, 20-ft. high, with a 5-ft.-radius safe zone in center]; <b>EFFECT:</b> Creatures in the area take 3d8 damage per round, it also harms incorporeal creatures. [SR:Yes]					
☐☐☐☐	<b>Wall of Earth</b>	Conjuration (Creation)	1 action	Instantaneous	Medium (180 ft.)	Spellcra:p.48
[V, S]	TARGET: Earth wall whose area is up to 8.5 ft squares; <b>EFFECT:</b> See text [SR:No]					
☐☐☐☐	<b>Wall of Sand</b>	Conjuration (Creation) [Earth]	1 standard action	Concentration +1 round/level	Medium (180 ft.)	SC:p.235
[V,S,M/DF]	TARGET: A straight wall whose area is up to one 10-ft. square/level [S]; <b>EFFECT:</b> Creates a churning wall of sand. [SR:No]					
☐☐☐☐	<b>Wall of Water</b>	Conjuration (Creation) [Water]	1 standard action	10 minutes/level	Medium (180 ft.)	SC:p.235
[V,S,M]	TARGET: A straight wall whose area is up to one 10-ft. square/level [S]; <b>EFFECT:</b> Creates a vertical wall of swirling water. [SR:No; DC:18, Reflex negates; see text]					
☐☐☐☐	<b>Wanda's Crawling Force Missile</b>	Evocation [Fear, Force, Mind-Affecting]	Standard Action	Instantaneous	Medium (180 ft.)	Worldofkulan(spells_3.5.odt)
[V, S, M]	TARGET: Up to five creatures, no two of which can be more than 15 ft. apart; <b>EFFECT:</b> 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]					
☐☐☐☐	<b>Wild Runner</b>	Transmutation	1 standard action	10 minutes/level	Personal	SC:p.239
[V,S,DF]	TARGET: You; <b>EFFECT:</b> Assume the physical appearance and many abilities of a centaur [MM 32]; see text.					
☐☐☐☐	<b>Wind at Back</b>	Evocation	1 standard action	12 hours	Medium (180 ft.)	SC:p.239
[V,S]	TARGET: One creature/level, no two of which can be more than 30 ft. apart; <b>EFFECT:</b> Doubles overland speed of all targets. [SR:Yes [harmless]; DC:18, Fortitude negates [harmless]]					
☐☐☐☐	<b>Wings of Air, Greater</b>	Transmutation	1 standard action	1 minute/level	Touch	SC:p.240
[V]	TARGET: Winged creature touched; <b>EFFECT:</b> Manuverability improves by two steps. [SR:No]					
☐☐☐☐	<b>Wood Rot</b>	Transmutation	1 standard action	Instantaneous or 1 round/level; see text	Touch	SC:p.241
[V,S,M]	TARGET: One nonmagical wooden object or a volume of wood; or one plant creature; <b>EFFECT:</b> Deal damage to plants or destroy wooden objects. [SR:No]					

\* =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 manticore. 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.