

**Fiona**

NAME  
 Nym6 Drd9 231000  
 CLASS EXPERIENCE  
 15/22 253000  
 ECL / Character Level NEXT LEVEL

ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD
<b>STR</b> Strength	13	+1	13	+1	13	+1
<b>DEX</b> Dexterity	20	+5	26	+8	26	+8
<b>CON</b> Constitution	15	+2	15	+2	15	+2
<b>INT</b> Intelligence	19	+4	19	+4	19	+4
<b>WIS</b> Wisdom	26	+8	32	+11	32	+11
<b>CHA</b> Charisma	23	+6	23	+6	23	+6

SAVING THROWS

	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP	conditional modifiers
<b>FORTITUDE</b> (constitution)	+12	+8	+2	+0	+2	+0		
<b>REFLEX</b> (dexterity)	+16	+8	+8	+0	+0	+0		
<b>WILLPOWER</b> (wisdom)	+22	+11	+11	+0	+0	+0		

	TOTAL	BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP
<b>MELEE</b> attack bonus	+10/+5	+9/+4	+1	+0	+0	+0	
<b>RANGED</b> attack bonus	+17/+12	+9/+4	+8	+0	+0	+0	
<b>GRAPPLE</b> attack bonus	+10/+5	+9/+4	+1	+0	+0	+0	

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
	+6/+1	1d3+1	20/x2

\*: 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
*Bracers of Armor +8		+8		+0	0
*Ring of Force Shield		+2		+0	0
*Ring of Protection +5		+5		+0	0

**DRUID WILDSHAPE**  
 Uses per day

**Manuel**

PLAYERNAME  
 Nymph Medium  
 RACE SIZE  
 0  
 AGE GENDER

HP hit points: 93  
 AC armor class: 33  
 INITIATIVE modifier: +8  
 BASE ATTACK bonus: +9/+4

WOUNDS/CURRENT HP: [ ]  
 SUBDUAL DAMAGE: [ ]  
 DAMAGE REDUCTION: 10/cold iron  
 SPEED: Walk 30', Swim 20'

TOTAL FLAT TOUCH BASE ARMOR BONUS SHIELD BONUS STAT SIZE NATURAL MISC MISS CHANCE ARCANESPELL FAILURE ARMOR CHECK PENALTY SPELL RESIST

None  
 DEITY  
 0' 0" 0 lbs.  
 HEIGHT WEIGHT  
 EYES HAIR  
 Chaotic Neutral  
 ALIGNMENT  
 Low-light, Normal  
 VISION  
 -1  
 POINTS

SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	MAX RANKS	18/9	MISC MODIFIER
✓ Appraise	INT	4	= 4	+	+	
✓ Balance	DEX	8	= 8	+	+	
✓ Bluff	CHA	6	= 6	+	+	
✓ Climb	STR	1	= 1	+	+	
✓ Concentration	CON	20	= 2	+	18.0	+
✓ Craft (Untrained)	INT	4	= 4	+	+	
✓ Diplomacy	CHA	24	= 6	+	18.0	+
✓ Disguise	CHA	6	= 6	+	+	
✓ Escape Artist	DEX	8	= 8	+	+	
✓ Forgery	INT	4	= 4	+	+	
✓ Gather Information	CHA	6	= 6	+	+	
✓ Heal	WIS	29	= 11	+	18.0	+
✓ Hide	DEX	17	= 8	+	9.0	+
✓ Intimidate	CHA	6	= 6	+	+	
✓ Jump	STR	1	= 1	+	+	
✓ Listen	WIS	20	= 11	+	9.0	+
✓ Move Silently	DEX	20	= 8	+	12.0	+
✓ Ride	DEX	17	= 8	+	9.0	+
✓ Search	INT	4	= 4	+	+	
✓ Sense Motive	WIS	11	= 11	+	+	
✓ Spot	WIS	20	= 11	+	9.0	+
✓ Survival	WIS	31	= 11	+	18.0	2
✓ Swim	STR	27	= 1	+	18.0	8
✓ Use Rope	DEX	8	= 8	+	+	
			=	+	+	
			=	+	+	

✓ : can be used untrained. x : exclusive skills

## EQUIPMENT

ITEM	LOCATION	QTY	WT	COST
<b>Bracers of Armor +8</b>	Equipped	1	1.0	64000.0
<b>Gloves of Dexterity +6</b>	Equipped	1	0.0	36000.0
Entertainer's Outfit	Equipped	1	4.0	0.0
<b>Periapt of Wisdom +6</b>	Equipped	1	0.0	36000.0
<b>Ring of Force Shield</b>	Equipped	1	0.0	8500.0
<b>Ring of Protection +5</b>	Equipped	1	0.0	50000.0
<b>TOTAL WEIGHT CARRIED/VALUE</b>			1 lbs.	194500.0 gp

## WEIGHT ALLOWANCE

Light 50	Medium 100	Heavy 150
Lift over head 150	Lift off ground 300	Push / Drag 750

## SPECIAL ABILITIES

Animal Companion (Ex)
Blind (Ex)
Cold (Ex)
Damage Reduction (Su)
Nature Sense (Ex)
Resist Nature's Lure (Ex)
Stunning Glance (Su)
Trackless Step (Ex)
Unearthly Grace (Su)
Venom Immunity (Ex)
Wild Empathy (Ex)
Wild Empathy (Ex) +15
Wildshape 3/day
Wildshape Large
Woodland Stride (Ex)

## FEATS

Combat Casting	You get a +4 bonus on Concentration checks made to cast a spell or use a spell-like ability while on the defensive or while you are grappling or pinned.
Conjure Mastery	You learn how to get more powerful creatures when you cast summoning spells.
Great Fortitude	You get a +2 bonus on all Fortitude saving throws.
Natural Spell	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.
Quicken Spell	Casting a quickened spell is a free action.
Spell Focus (Evocation)	Add +1 to the Difficulty Class for all saving throws against spells from the school of magic you select.
Armor Proficiency (Light)	When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble checks.
Armor Proficiency (Medium)	When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble checks.
Shield Proficiency	You can use a shield and take only the standard penalties.

## PROFICIENCIES

Club, Dagger, Dart, Halbspear, Quarterstaff, Scimitar, Shieldbash (Heavy), Shieldbash (Light), Shortspear, Sickle, Sling, Spear
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## LANGUAGES

Common, Druidic, Sylvan

## Innate Racial Spells

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
<input type="checkbox"/> Dimension Door	25	None and Will negates (object)	1 standard action	Instantaneous	Long (680')	V	No and Yes (object)	Conjuration (Teleportation)	RSRD: SpellsD-E.rtf
<i>Effect:</i> Teleports you short distance.					<i>Target:</i> You and touched objects or other touched willing creatures				
* =Domain/Speciality Spell									

# Druid Spells

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

## LEVEL 0

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□□ Clarity of Mind	21	None	1 standard action	16 rounds	Personal	V, S	No	Enchantment (Compulsion)	AoA: p.
<i>Effect:</i> Grants +1 bonus to Concentration checks.					<i>Target:</i> You				
□□□□□ Create Water	21	None	1 standard action	Instantaneous	Close (65')	V, S	No	Conjuration (Creation) [Water]	RSRD: SpellsC.rtf
<i>Effect:</i> Creates 32 gallons of pure water.					<i>Target:</i> Up to 32 gallons of water				
□□□□□ Cure Minor Wounds	21	Will half (harmless); see text	1 standard action	Instantaneous	Touch	V, S	Yes (harmless); see text	Conjuration (Healing)	RSRD: SpellsC.rtf
<i>Effect:</i> Cures 1 point of damage.					<i>Target:</i> Creature touched				
□□□□□ Detect Disease	21	None	1 action, Standard action	Concentration, up to 16 minutes [D]	60 feet	V, S	No	Divination	BoEMC: p.118
<i>Effect:</i> Detects the presence and type of disease					<i>Target:</i> A quarter circle emanating from you to the extreme of the range				
□□□□□ Detect Disease	21	None		Concentration, up to 1 minute/level [D]	60 feet	V, S	No	Divination	BoEM3: Chapter Three: Pool of Glenmasis
<i>Effect:</i> Detects the presence and type of disease					<i>Target:</i> A quarter circle emanating from you to the extreme of the range				
□□□□□ Detect Magic	21	None	1 standard action	Concentration, up to 16 minutes [D]	60 ft.	V, S	No	Divination	RSRD: SpellsD-E.rtf
<i>Effect:</i> Detects spells and magic items within 60 ft.					<i>Target:</i> Cone-shaped emanation				
□□□□□ Detect Poison	21	None	1 standard action	Instantaneous	Close (65')	V, S	No	Divination	RSRD: SpellsD-E.rtf
<i>Effect:</i> Detects poison in one creature or small object.					<i>Target:</i> One creature, one object, or a 5-ft. cube				
□□□□□ Flare	22	Fortitude negates	1 standard action	Instantaneous	Close (65')	V	Yes	Evocation [Light]	RSRD: SpellsF-G.rtf
<i>Effect:</i> Dazzles one creature [-1 on attack rolls].					<i>Target:</i> Burst of light				
□□□□□ Guidance	21	Will negates (harmless)	1 standard action	1 minute or until discharged	Touch	V, S	Yes	Divination	RSRD: SpellsF-G.rtf
<i>Effect:</i> +1 on one attack roll, saving throw, or skill check.					<i>Target:</i> Creature touched				
□□□□□ Hygiene	21	Fortitude Negates	1 action, Standard action	Instantaneous	Touch	V, S	Yes	Transmutation	BoEMC: p.130
<i>Effect:</i> Cleans creature of dirt and odors					<i>Target:</i> One creature				
□□□□□ Hygiene	21	Fortitude Negates		Instantaneous	Touch	V, S	Yes	Transmutation	BoEM3: Chapter Three: Pool of Glenmasis
<i>Effect:</i> Cleans creature of dirt and odors					<i>Target:</i> One creature				
□□□□□ Keep Dry	21	None	1 action, Standard action	8 hours [D]	Touch	V, S, M	No	Abjuration	BoEMC: p.133
<i>Effect:</i> One object resists water					<i>Target:</i> One object				
□□□□□ Keep Dry	21	None		8 hours [D]	Touch	V, S, M	No	Abjuration	BoEM3: Chapter Three: Pool of Glenmasis
<i>Effect:</i> One object resists water					<i>Target:</i> One object				
□□□□□ Keep Fresh	21	None	1 action, Standard action	24 hours	Touch	V, S, M	No	Abjuration	BoEMC: p.133
<i>Effect:</i> 1 lb. of food does not spoil					<i>Target:</i> 1 lb. of food				
□□□□□ Keep Fresh	21	None		24 hours	Touch	V, S, M	No	Abjuration	BoEM3: Chapter Three: Pool of Glenmasis
<i>Effect:</i> 1 lb. of food does not spoil					<i>Target:</i> 1 lb. of food				
□□□□□ Know Direction	21	None	1 standard action	Instantaneous	Personal	V, S	No	Divination	RSRD: SpellsH-L.rtf
<i>Effect:</i> You discern north.					<i>Target:</i> You				
□□□□□ Learn Heritage	21	Will negates	Standard action	Instantaneous	Close (65')	V, S	Yes	Divination	BoEMC: p.135
<i>Effect:</i> Conveys details about family and ancestry of subject					<i>Target:</i> One creature				
□□□□□ Light	22	None	1 standard action	160 minutes [D]	Touch	V, M/DF	No	Evocation [Light]	RSRD: SpellsH-L.rtf
<i>Effect:</i> Object shines like a torch.					<i>Target:</i> Object touched				
□□□□□ Mending	21	Will negates (harmless, object)	1 standard action	Instantaneous	10 ft.	V, S	Yes (harmless, object)	Transmutation	RSRD: SpellsM-O.rtf
<i>Effect:</i> Makes minor repairs on an object.					<i>Target:</i> One object of up to 1 lb.				
□□□□□ Purify Food and Drink	21	Will negates (object)	1 standard action	Instantaneous	10 ft.	V, S	Yes (object)	Transmutation	RSRD: SpellsP-R.rtf
<i>Effect:</i> Purifies 16 cu. ft. of food or water.					<i>Target:</i> 16 cu. ft. of contaminated food and water				
□□□□□ Read Magic	21	None	1 standard action	160 minutes	Personal	V, S, F	No	Divination	RSRD: SpellsP-R.rtf
<i>Effect:</i> Read scrolls and spellbooks.					<i>Target:</i> You				
□□□□□ Resistance	21	Will negates (harmless)	1 standard action	1 minute	Touch	V, S, M/DF	Yes (harmless)	Abjuration	RSRD: SpellsP-R.rtf
<i>Effect:</i> Subject gains +1 on saving throws.					<i>Target:</i> Creature touched				
□□□□□ Virtue	21	Fortitude negates (harmless)	1 standard action	1 min.	Touch	V, S, DF	Yes (harmless)	Transmutation	RSRD: SpellsT-Z.rtf
<i>Effect:</i> Subject gains 1 temporary hp.					<i>Target:</i> Creature touched				

## LEVEL 1

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□□ Betray the Years	22	None	1 action, Standard action	Permanent	Touch	V, S, M	No	Abjuration	BoEMC: p.109
<i>Effect:</i> Object becomes immune to aging					<i>Target:</i> One nonmagical object of no more than 160 lbs				
□□□□□ Betray the Years	22	None		Permanent	Touch	V, S, M	No	Abjuration	BoEM3: Chapter Three: Pool of Glenmasis
<i>Effect:</i> Object becomes immune to aging					<i>Target:</i> One nonmagical object of no more than 10 lbs per level				
□□□□□ Blissful Sleep	22	None	1 action, Standard action	8 hours	Touch	V, S, M	Yes	Abjuration	BoEMC: p.109
<i>Effect:</i> Target can sleep even in poor conditions					<i>Target:</i> One willing, living creature				
□□□□□ Blissful Sleep	22	None		8 hours	Touch	V, S, M	Yes	Abjuration	BoEM3: Chapter Three: Pool of Glenmasis
<i>Effect:</i> Target can sleep even in uncomfortable conditions					<i>Target:</i> One willing, living creature				

\* = Domain/Specialty Spell

## Druid Spells

□□□□□	Calm Animals	22	Will negates; see text	1 standard action	16 minutes	Close (65')	V, S	Yes	Enchantment (Compulsion) [Mind-Affecting]	RSRD: SpellsC.rtf
	<i>Effect:</i> Calms 2d4 + 16 HD of animals.								<i>Target:</i> Animals within 30 ft. of each other	
□□□□□	Charm Animal	22	Will negates	1 standard action	16 hours	Close (65')	V, S	Yes	Enchantment (Charm) [Mind-Affecting]	RSRD: SpellsC.rtf
	<i>Effect:</i> Makes one animal your friend.								<i>Target:</i> One animal	
□□□□□	Clarity of the Faith	22	None	1 standard action	16 minutes and see text	Touch	V, S, DF	No	Divination	AoA: p.
	<i>Effect:</i> Gives the target +5 bonus to Knowledge [Religion] checks regarding your faith.								<i>Target:</i> Creature touched	
□□□□□	Cure Light Wounds	22	Will half (harmless); see text	1 standard action	Instantaneous	Touch	V, S	Yes (harmless); see text	Conjuration (Healing)	RSRD: SpellsC.rtf
	<i>Effect:</i> Cures 1d8+5 damage.								<i>Target:</i> Creature touched	
□□□□□	Detect Animals or Plants	22	None	1 standard action	Concentration, up to 160 minutes [D]	Long (1040')	V, S	No	Divination	RSRD: SpellsD-E.rtf
	<i>Effect:</i> Detects kinds of animals or plants.								<i>Target:</i> Cone-shaped emanation	
□□□□□	Detect Snares and Pits	22	None	1 standard action	Concentration, up to 160 minutes [D]	60 ft.	V, S	No	Divination	RSRD: SpellsD-E.rtf
	<i>Effect:</i> Reveals natural or primitive traps.								<i>Target:</i> Cone-shaped emanation	
□□□□□	Endure Elements	22	Will negates (harmless)	1 standard action	24 hours	Touch	V, S	Yes (harmless)	Abjuration	RSRD: SpellsD-E.rtf
	<i>Effect:</i> Exist comfortably in hot or cold environments.								<i>Target:</i> Creature touched	
□□□□□	Entangle	22	Reflex partial; see text	1 standard action	16 minutes [D]	Long (1040')	V, S, DF	No	Transmutation	RSRD: SpellsD-E.rtf
	<i>Effect:</i> Plants entangle everyone in 40-ft.-radius circle.								<i>Target:</i> Plants in a 40-ft.-radius spread	
□□□□□	Faerie Fire	23	None	1 standard action	16 minutes [D]	Long (1040')	V, S, DF	Yes	Evocation [Light]	RSRD: SpellsF-G.rtf
	<i>Effect:</i> Outlines subjects with light, canceling blur, concealment, and the like.								<i>Target:</i> Creatures and objects within a 5-ft.-radius burst	
□□□□□	Goodberry	22	None	1 standard action	16 days	Touch	V, S, DF	Yes	Transmutation	RSRD: SpellsF-G.rtf
	<i>Effect:</i> 2d4 berries each cure 1 hp [max 8 hp/24 hours].								<i>Target:</i> 2d4 fresh berries touched	
□□□□□	Hide from Animals	22	Will negates (harmless)	1 standard action	160 minutes [D]	Touch	S, DF	Yes	Abjuration	RSRD: SpellsH-L.rtf
	<i>Effect:</i> Animals can't perceive 16 subjects.								<i>Target:</i> 16 creatures touched	
□□□□□	Jump	22	Will negates (harmless)	1 standard action	16 minutes [D]	Touch	V, S, M	Yes	Transmutation	RSRD: SpellsH-L.rtf
	<i>Effect:</i> Subject gets bonus on Jump checks.								<i>Target:</i> Creature touched	
□□□□□	Longstrider	22	None	1 standard action	16 hours [D]	Personal	V, S, M	No	Transmutation	RSRD: SpellsH-L.rtf
	<i>Effect:</i> Increases your speed.								<i>Target:</i> You	
□□□□□	Magic Fang	22	Will negates (harmless)	1 standard action	16 minutes	Touch	V, S, DF	Yes (harmless)	Transmutation	RSRD: SpellsM-O.rtf
	<i>Effect:</i> One natural weapon of subject creature gets +1 on attack and damage rolls.								<i>Target:</i> Living creature touched	
□□□□□	Magic Stone	22	Will negates (harmless, object)	1 standard action	30 minutes or until discharged	Touch	V, S, DF	Yes (harmless, object)	Transmutation	RSRD: SpellsM-O.rtf
	<i>Effect:</i> Three stones gain +1 on attack rolls, deal 1d6+1 damage.								<i>Target:</i> Up to three pebbles touched	
□□□□□	Obscuring Mist	22	None	1 standard action	16 minutes	20 ft.	V, S	No	Conjuration (Creation)	RSRD: SpellsM-O.rtf
	<i>Effect:</i> Fog surrounds you.								<i>Target:</i> Cloud spreads in 20-ft. radius from you, 20 ft. high	
□□□□□	Pass without Trace	22	Will negates (harmless)	1 standard action	16 hours [D]	Touch	V, S, DF	Yes (harmless)	Transmutation	RSRD: SpellsP-R.rtf
	<i>Effect:</i> 16 subjects leaves no tracks.								<i>Target:</i> 16 creatures touched	
□□□□□	Produce Flame	23	None	1 standard action	16 minutes [D]	0 ft.	V, S	Yes	Evocation [Fire]	RSRD: SpellsP-R.rtf
	<i>Effect:</i> 1d6+5 damage, touch or thrown.								<i>Target:</i> Flame in your palm	
□□□□□	Recent Occupant	22	None	1 action, Standard action	Instantaneous	20 feet	V, S	Yes	Divination	BoEMC: p.147
	<i>Effect:</i> Learn name and race of last creature in area								<i>Target:</i> 20-foot radius centered around you	
□□□□□	Recent Occupant	22	None		Instantaneous	20 feet	V, S	Yes	Divination	BoEM3: Chapter Three: Pool of Glenmiasis
	<i>Effect:</i> Learn name and race of last creature in area								<i>Target:</i> 20-foot radius centered around you	
□□□□□	Shillelagh	22	Will negates (object)	1 standard action	16 minutes	Touch	V, S, DF	Yes (object)	Transmutation	RSRD: SpellsS.rtf
	<i>Effect:</i> Cudgel or quarterstaff becomes +1 weapon dealing damage as if two size categories larger for 16 minutes.								<i>Target:</i> One touched nonmagical oak club or quarterstaff	
□□□□□	Speak with Animals	22	None	1 standard action	16 minutes	Personal	V, S	No	Divination	RSRD: SpellsS.rtf
	<i>Effect:</i> You can communicate with animals.								<i>Target:</i> You	
□□□□□	Summon Nature's Ally I	22	None	1 round	16 rounds [D]	Close (65')	V, S, DF	No	Conjuration (Summoning)	RSRD: SpellsS.rtf
	<i>Effect:</i> Calls creature to fight.								<i>Target:</i> One summoned creature	

## LEVEL 2

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source	
□□□□□	Animal Messenger	23	None; see text	1 standard action	16 days	Close (65')	V, S, M	Yes	Enchantment (Compulsion) [Mind-Affecting]	RSRD: SpellsA-B.rtf
	<i>Effect:</i> Sends a Tiny animal to a specific place.								<i>Target:</i> One Tiny animal	
□□□□□	Animal Trance	23	Will negates; see text	1 standard action	Concentration	Close (65')	V, S	Yes	Enchantment (Compulsion) [Mind-Affecting, Sonic]	RSRD: SpellsA-B.rtf
	<i>Effect:</i> Fascinates 2d6 HD of animals.								<i>Target:</i> Animals or magical beasts with Intelligence 1 or 2	
□□□□□	Barkskin	23	None	1 standard action	160 minutes	Touch	V, S, DF	Yes (harmless)	Transmutation	RSRD: SpellsA-B.rtf
	<i>Effect:</i> Grants +(min[max55]) enhancement to natural armor.								<i>Target:</i> Living creature touched	
□□□□□	Bear's Endurance	23	Will negates (harmless)	1 standard action	16 minutes	Touch	V, S, DF	Yes	Transmutation	RSRD: SpellsA-B.rtf
	<i>Effect:</i> Subject gains +4 to Con for 16 minutes.								<i>Target:</i> Creature touched	
□□□□□	Bull's Strength	23	Will negates (harmless)	1 standard action	16 minutes	Touch	V, S, M/DF	Yes (harmless)	Transmutation	RSRD: SpellsA-B.rtf
	<i>Effect:</i> Subject gains +4 to Str for 16 minutes.								<i>Target:</i> Creature touched	
□□□□□	Cat's Grace	23	Will negates (harmless)	1 standard action	16 minutes	Touch	V, S, M	Yes	Transmutation	RSRD: SpellsC.rtf
	<i>Effect:</i> Subject gains +4 to Dex for 16 minutes.								<i>Target:</i> Creature touched	

\* =Domain/Specialty Spell

## Druid Spells

□□□□ Chill Metal	23	Will negates (object)	1 standard action	7 rounds	Close (65')	V, S, DF	Yes (object)	Transmutation [Cold]	RSRD: SpellsC.rtf
<i>Effect:</i> Cold metal damages those who touch it.					<i>Target:</i> Metal equipment of 8 creatures, no two of which can be more than 30 ft. apart; or 400 lbs of metal				
□□□□ Delay Poison	23	Fortitude negates (harmless)	1 standard action	16 hours	Touch	V, S, DF	Yes (harmless)	Conjuration (Healing)	RSRD: SpellsD-E.rtf
<i>Effect:</i> Stops poison from harming subject for 16 hours.					<i>Target:</i> Creature touched				
□□□□ Fire Trap	23	Reflex half; see text	10 minutes	Permanent until discharged [D]	Touch	V, S, M	Yes	Abjuration [Fire]	RSRD: SpellsF-G.rtf
<i>Effect:</i> Opened object deals 1d4+16 fire damage.					<i>Target:</i> Object touched				
□□□□ Flame Blade	24	None	1 standard action	16 minutes [D]	0 ft.	V, S, DF	Yes	Evocation [Fire]	RSRD: SpellsF-G.rtf
<i>Effect:</i> Touch attack deals 1d8 +8 fire damage.					<i>Target:</i> Sword-like beam				
□□□□ Flaming Sphere	24	Reflex negates	1 standard action	16 rounds	Medium (260')	V, S, M/DF	Yes	Evocation [Fire]	RSRD: SpellsF-G.rtf
<i>Effect:</i> Creates rolling ball of fire, 2d6 damage, lasts 16 rounds.					<i>Target:</i> 5-ft.-diameter sphere				
□□□□ Fog Cloud	23	None	1 standard action	160 minutes	Medium (260')	V, S	No	Conjuration (Creation)	RSRD: SpellsF-G.rtf
<i>Effect:</i> Fog obscures vision.					<i>Target:</i> Fog spreads in 20-ft. radius, 20 ft. high				
□□□□ Gust of Wind	24	Fortitude negates	1 standard action	1 round	60 ft.	V, S	Yes	Evocation [Air]	RSRD: SpellsF-G.rtf
<i>Effect:</i> Blows away or knocks down smaller creatures.					<i>Target:</i> Line-shaped gust of severe wind emanating out from you to the extreme of the range				
□□□□ Heat Metal	23	Will negates (object)	1 standard action	7 rounds	Close (65')	V, S, DF	Yes (object)	Transmutation [Fire]	RSRD: SpellsH-L.rtf
<i>Effect:</i> Make metal so hot it damages those who touch it.					<i>Target:</i> Metal equipment of 8 creatures, no two of which can be more than 30 ft. apart; or 400 lb. of metal, all of which must be within a 30-ft. circle				
□□□□ Hold Animal	23	Will negates; see text	1 standard action	16 rounds [D]; see text	Medium (260')	V, S	Yes	Enchantment (Compulsion) [Mind-Affecting]	RSRD: SpellsH-L.rtf
<i>Effect:</i> Paralyzes one animal for 16 rounds.					<i>Target:</i> One animal				
□□□□ Icebolt	24	None	One action	Instantaneous	Medium (260')	V, S	Yes	Evocation [Cold]	BoEMC: p.130
<i>Effect:</i> Ranged attack inflicts 18d6 points of cold damage					<i>Target:</i> One creature				
□□□□ Owl's Wisdom	23	Will negates (harmless)	1 standard action	16 minutes	Touch	V, S, M/DF	Yes	Transmutation	RSRD: SpellsM-O.rtf
<i>Effect:</i> Subject gains +4 to Wis for 16 minutes.					<i>Target:</i> Creature touched				
□□□□ Reduce Animal	23	None	1 standard action	16 hours [D]	Touch	V, S	No	Transmutation	RSRD: SpellsP-R.rtf
<i>Effect:</i> Shrinks one willing animal.					<i>Target:</i> One willing animal of Small, Medium, Large, or Huge size				
□□□□ Resist Energy	23	Fortitude negates (harmless)	1 standard action	160 minutes	Touch	V, S, DF	Yes (harmless)	Abjuration	RSRD: SpellsP-R.rtf
<i>Effect:</i> Ignores first 30 points of damage/attack from specified energy type.					<i>Target:</i> Creature touched				
□□□□ Restoration, Lesser	23	Will negates (harmless)	3 rounds	Instantaneous	Touch	V, S	Yes (harmless)	Conjuration (Healing)	RSRD: SpellsP-R.rtf
<i>Effect:</i> Dispels magical ability penalty or repairs 1d4 ability damage.					<i>Target:</i> Creature touched				
□□□□ Soften Earth and Stone	23	None	1 standard action	Instantaneous	Close (65')	V, S, DF	No	Transmutation [Earth]	RSRD: SpellsS.rtf
<i>Effect:</i> Turns stone to clay or dirt to sand or mud.					<i>Target:</i> 160 ft. square; see text				
□□□□ Spider Climb	23	Will negates (harmless)	1 standard action	160 minutes	Touch	V, S, M	Yes (harmless)	Transmutation	RSRD: SpellsS.rtf
<i>Effect:</i> Grants ability to walk on walls and ceilings.					<i>Target:</i> Creature touched				
□□□□ Summon Nature's Ally II	23	None	1 round	16 rounds [D]	Close (65')	V, S, DF	No	Conjuration (Summoning)	RSRD: SpellsS.rtf
<i>Effect:</i> Calls creature to fight.					<i>Target:</i> One or more creatures, no two of which can be more than 30 ft. apart				
□□□□ Summon Swarm	23	None	1 round	Concentration + 2 rounds	Close (65')	V, S, M/DF	No	Conjuration (Summoning)	RSRD: SpellsS.rtf
<i>Effect:</i> Summons swarm of bats, rats, or spiders.					<i>Target:</i> One swarm of bats, rats, or spiders				
□□□□ Tree Shape	23	None	1 standard action	16 hours [D]	Personal	V, S, DF	No	Transmutation	RSRD: SpellsT-Z.rtf
<i>Effect:</i> You look exactly like a tree for 16 hours.					<i>Target:</i> You				
□□□□ Warp Wood	23	Will negates (object)	1 standard action	Instantaneous	Close (65')	V, S	Yes (object)	Transmutation	RSRD: SpellsT-Z.rtf
<i>Effect:</i> Bends wood [shaft, handle, door, plank].					<i>Target:</i> 16 Small wooden objects, all within a 20-ft. radius				
□□□□ Wood Shape	23	Will negates (object)	1 standard action	Instantaneous	Touch	V, S, DF	Yes (object)	Transmutation	RSRD: SpellsT-Z.rtf
<i>Effect:</i> Rearranges wooden objects to suit you.					<i>Target:</i> One touched piece of wood no larger than 26 cu. ft.				

## LEVEL 3

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□ Activate Bloodline Power	24	Will negates (harmless)	1 action	1 round/level	Close (65')	V		Transmutation	BoEM3: Chapter Seven: City in the Storm
<i>Effect:</i> Certain subjects gain ability based on heritage.					<i>Target:</i> One creature with a bloodline power				
□□□□ Activate Bloodline Power	24	Will negates (harmless)	Standard action	16 rounds	Close (65')	V	Yes (harmless)	Transmutation	BoEMC: p.106
<i>Effect:</i> Certain subjects gain ability based on heritage.					<i>Target:</i> One creature with a bloodline power				
□□□□ Call Lightning	25	Reflex half	1 round	16 minutes	Medium (260')	V, S	Yes	Evocation [Electricity]	RSRD: SpellsC.rtf
<i>Effect:</i> Calls down 10 lightning bolts over duration [3d6 per bolt] from sky; 3d10 in outdoors stormy area.					<i>Target:</i> One or more 30-ft.-long vertical lines of lightning				
□□□□ Contagion	24	Fortitude negates	1 standard action	Instantaneous	Touch	V, S	Yes	Necromancy [Evil]	RSRD: SpellsC.rtf
<i>Effect:</i> Infects subject with chosen disease.					<i>Target:</i> Living creature touched				
□□□□ Cure Moderate Wounds	24	Will half (harmless); see text	1 standard action	Instantaneous	Touch	V, S	Yes (harmless); see text	Conjuration (Healing)	RSRD: SpellsC.rtf
<i>Effect:</i> Cures 2d8+10 damage.					<i>Target:</i> Creature touched				
□□□□ Daylight	25	None	1 standard action	160 minutes [D]	Touch	V, S	No	Evocation [Light]	RSRD: SpellsD-E.rtf
<i>Effect:</i> 60-ft. radius of bright light.					<i>Target:</i> Object touched				
□□□□ Diminish Plants	24	None	1 standard action	Instantaneous	See text	V, S, DF	No	Transmutation	RSRD: SpellsD-E.rtf
<i>Effect:</i> Reduces size or blights growth of normal plants.					<i>Target:</i> See text				
□□□□ Dominate Animal	24	Will negates	1 round	16 rounds	Close (65')	V, S	Yes	Enchantment (Compulsion) [Mind-Affecting]	RSRD: SpellsD-E.rtf
<i>Effect:</i> Subject animal obeys silent mental commands.					<i>Target:</i> One animal				
□□□□ Fey Ward	24	None	1 action, Standard action	16 rounds [D]	Personal	V, S	No	Abjuration	BoEMC: p.124
<i>Effect:</i> Barrier keeps out fey creatures					<i>Target:</i> 20-foot-radius globe centered around you				

\* =Domain/Specialty Spell

## Druid Spells

□□□□□	<b>Fey Ward</b>	24	None	1 round/level [D]	Personal	V S	No	Abjuration	BoEM3: Chapter Three: Pool of Glenmasis
	<i>Effect:</i> Barrier keeps out fey creatures								<i>Target:</i> 20-foot-radius globe centered around you
□□□□□	<b>Lesser Hallowing</b>	25	See text	1 standard action	16 minutes	Touch	V, S, M, DF	See text	Evocation [Good] AoA: p.
	<i>Effect:</i> As hallow, but one minute/level.								<i>Target:</i> 20-ft. radius emanating from a touched point
□□□□□	<b>Magic Fang, Greater</b>	24	Will negates (harmless)	1 standard action	16 hours	Close (65')	V, S, DF	Yes (harmless)	Transmutation RSRD: SpellsM-O.rtf
	<i>Effect:</i> One natural weapon of subject creature gets +4 on attack and damage rolls.								<i>Target:</i> One living creature
□□□□□	<b>Mark of Air</b>	25	Will negates (harmless)	Full round	160 minutes or until discharged	Touch	V S	Yes	Evocation BoEMC: p.136
	<i>Effect:</i> Subject has +2 Dexterity plus other power								<i>Target:</i> One creature
□□□□□	<b>Mark of Earth</b>	25	Will negates (harmless)	Full round	16 hours or until discharged	Touch	V S	Yes	Evocation BoEMC: p.137
	<i>Effect:</i> Subject has +2 Strength plus other power								<i>Target:</i> One creature
□□□□□	<b>Mark of Fire</b>	25	Will negates (harmless)	Full round	16 hours or until discharged	Touch	V S	Yes	Evocation [Fire] BoEMC: p.138
	<i>Effect:</i> Subject has +2 Dexterity plus other power								<i>Target:</i> One creature
□□□□□	<b>Mark of Frost</b>	25	Will negates (harmless)	Full round	16 hours or until discharged	Touch	V S	Yes	Evocation [Cold] BoEMC: p.138
	<i>Effect:</i> Subject has +1 AC plus other power								<i>Target:</i> One creature
□□□□□	<b>Mark of Water</b>	25	Will negates (harmless)	Full round	16 hours or until discharged	Touch	V S	Yes	Evocation BoEMC: p.138
	<i>Effect:</i> Subject has +2 Constitution plus other power								<i>Target:</i> One creature
□□□□□	<b>Meld into Stone</b>	24	None	1 standard action	160 minutes	Personal	V, S, DF	No	Transmutation RSRD: SpellsM-O.rtf [Earth]
	<i>Effect:</i> You and your gear merge with stone.								<i>Target:</i> You
□□□□□	<b>Neutralize Poison</b>	24	Will negates (harmless, object)	1 standard action	160 minutes	Touch	V, S, M/DF	Yes (harmless, object)	Conjuration (Healing) RSRD: SpellsM-O.rtf
	<i>Effect:</i> Immunizes subject against poison, detoxifies venom in or on subject.								<i>Target:</i> Creature or object of up to 16 cu. ft. touched
□□□□□	<b>Plant Growth</b>	24	None	1 standard action	Instantaneous	See text	V, S, DF	No	Transmutation RSRD: SpellsP-R.rtf
	<i>Effect:</i> Grows vegetation, improves crops.								<i>Target:</i> See text
□□□□□	<b>Poison</b>	24	Fortitude negates; see text	1 standard action	Instantaneous; see text	Touch	V, S, DF	Yes	Necromancy RSRD: SpellsP-R.rtf
	<i>Effect:</i> Touch deals 1d10 Con damage, repeats in 1 minute.								<i>Target:</i> Living creature touched
□□□□□	<b>Protection from Energy</b>	24	Fortitude negates (harmless)	1 standard action	160 minutes or until discharged	Touch	V, S, DF	Yes (harmless)	Abjuration RSRD: SpellsP-R.rtf
	<i>Effect:</i> Absorb 120 points of damage from one kind of energy.								<i>Target:</i> Creature touched
□□□□□	<b>Quench</b>	24	None or Will negates (object)	1 standard action	Instantaneous	Medium (260')	V, S, DF	No or Yes (object)	Transmutation RSRD: SpellsP-R.rtf
	<i>Effect:</i> Extinguishes nonmagical fires or one magic item.								<i>Target:</i> 16 20-ft. cubes [S] or one fire-based magic item
□□□□□	<b>Remove Disease</b>	24	Fortitude negates (harmless)	1 standard action	Instantaneous	Touch	V, S	Yes (harmless)	Conjuration (Healing) RSRD: SpellsP-R.rtf
	<i>Effect:</i> Cures all diseases affecting subject.								<i>Target:</i> Creature touched
□□□□□	<b>Sacrament of Baptism</b>	24	None	1 minute	Instantaneous and 1 day [see text]	Touch	V, S, M, DF	No	Enchantment (Compulsion) [Mind-Affecting, See Text] AoA: p.
	<i>Effect:</i> Target joins your faith and gains a day-long bless spell.								<i>Target:</i> Willing creature touched
□□□□□	<b>Sleet Storm</b>	24	None	1 standard action	16 rounds	Long (1040')	V, S, M/DF	No	Conjuration (Creation) [Cold] RSRD: SpellsS.rtf
	<i>Effect:</i> Hampers vision and movement.								<i>Target:</i> Cylinder 40
□□□□□	<b>Snare</b>	24	None	3 rounds	Until triggered or broken	Touch	V, S, DF	No	Transmutation RSRD: SpellsS.rtf
	<i>Effect:</i> Creates a magic booby trap.								<i>Target:</i> Touched nonmagical circle of vine, rope, or thong with a 2 ft. diameter + 2 ft./level
□□□□□	<b>Speak with Plants</b>	24	None	1 standard action	16 minutes	Personal	V, S	No	Divination RSRD: SpellsS.rtf
	<i>Effect:</i> You can talk to normal plants and plant creatures.								<i>Target:</i> You
□□□□□	<b>Spike Growth</b>	24	Reflex partial	1 standard action	16 hours [D]	Medium (260')	V, S, DF	Yes	Transmutation RSRD: SpellsS.rtf
	<i>Effect:</i> Creatures in area take 1d4 damage, may be slowed.								<i>Target:</i> 16 20-ft. squares
□□□□□	<b>Stone Messenger</b>	24	None	1 full round	1 day/level	Close (65')	V S	No	Conjuration (Summoning) [Earth] NBClass:
	<i>Effect:</i> Summon Earth Elemental of the smallest sort for a specific task								<i>Target:</i> One small earth elemental
□□□□□	<b>Stone Shape</b>	24	None	1 standard action	Instantaneous	Touch	V, S, M/DF	No	Transmutation RSRD: SpellsS.rtf [Earth]
	<i>Effect:</i> Sculpt stone into any shape.								<i>Target:</i> Stone or stone object touched, up to 26 cu. ft.
□□□□□	<b>Summon Nature's Ally III</b>	24	None	1 round	16 rounds [D]	Close (65')	V, S, DF	No	Conjuration (Summoning) RSRD: SpellsS.rtf
	<i>Effect:</i> Calls creature to fight.								<i>Target:</i> One or more creatures, no two of which can be more than 30 ft. apart
□□□□□	<b>Water Breathing</b>	24	Will negates (harmless)	1 standard action	32 hours; see text	Touch	V, S, M/DF	Yes (harmless)	Transmutation RSRD: SpellsT-Z.rtf
	<i>Effect:</i> Subjects can breathe underwater.								<i>Target:</i> Living creatures touched
□□□□□	<b>Wind Wall</b>	25	None; see text	1 standard action	16 rounds	Medium (260')	V, S, M/DF	Yes	Evocation [Air] RSRD: SpellsT-Z.rtf
	<i>Effect:</i> Deflects arrows, smaller creatures, and gases.								<i>Target:</i> Wall up to 160 ft. long and 80 ft. high [S]

## LEVEL 4

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□□	<b>Air Walk</b>	25	None	1 standard action	160 minutes	Touch	V, S, DF	Yes (harmless)	Transmutation [Air] RSRD: SpellsA-B.rtf
	<i>Effect:</i> Subject treads on air as if solid [climb at 45-degree angle].								<i>Target:</i> Creature [Gargantuan or smaller] touched
□□□□□	<b>Antiplant Shell</b>	25	None	1 standard action	160 minutes [D]	10 ft.	V, S, DF	Yes	Abjuration RSRD: SpellsA-B.rtf
	<i>Effect:</i> Keeps animated plants at bay.								<i>Target:</i> 10-ft.-radius emanation, centered on you
□□□□□	<b>Black Mulching</b>	25	None	Standard action	16 rounds	Medium (260')	V S M	Yes	Necromancy BoEMC: p.109
	<i>Effect:</i> Plants 3 HD or less die, others take 1d10 points of damage								<i>Target:</i> 20-foot-diameter sphere
□□□□□	<b>Blight</b>	25	Fortitude half; see text	1 standard action	Instantaneous	Touch	V, S, DF	Yes	Necromancy RSRD: SpellsA-B.rtf
	<i>Effect:</i> Withers one plant or deals 16d6 damage to plant creature.								<i>Target:</i> one plant/plant-creature
□□□□□	<b>Bury</b>	25	Reflex	1 action	Instantaneous	Touch	V S	Yes	Transmutation [Earth] Codex Ar: p.182
	<i>Effect:</i>								<i>Target:</i> One creature
□□□□□	<b>Command Plants</b>	25	Will negates	1 standard action	16 days	Close (65')	V	Yes	Transmutation RSRD: SpellsC.rtf
	<i>Effect:</i> Sway the actions of one or more plant creatures.								<i>Target:</i> Up to 32 HD of plant creatures, no two of which can be more than 30 ft. apart

\* =Domain/Specialty Spell

## Druid Spells

Control Creature of the Mist	25	Will negates	1 action	1 hour/level	Touch	V S M		Enchantment (Compulsion)	BoEM3: Chapter Seven: City in the Storm
<i>Effect:</i> Creature of the mist obeys caster's commands					<i>Target:</i> One creature of the mist				
Control Creature of the Mist	25	Will negates	Standard action	16 hours	Touch	V S M	Yes	Enchantment (Compulsion) [Mind-Affecting]	BoEMC: p.117
<i>Effect:</i> Creature of the mist obeys caster's commands					<i>Target:</i> One creature of the mist				
Control Water	25	None; see text	1 standard action	160 minutes [D]	Long (1040')	V, S, M/DF	No	Transmutation [Water]	RSRD: SpellsC.rtf
<i>Effect:</i> Raises or lowers bodies of water.					<i>Target:</i> Water in a volume of 160 ft by 160 ft by 32 ft [S]				
Create Lesser Creature of the Mist	25	None	1 hour	Instantaneous	Touch	V S F M	No	Conjuration (Creation)	BoEMC: p.117
<i>Effect:</i> Creates creature of the mist up to CR 5					<i>Target:</i> One creature of the mist up to CR 5				
Cure Serious Wounds	25	Will half (harmless); see text	1 standard action	Instantaneous	Touch	V, S	Yes (harmless); see text	Conjuration (Healing)	RSRD: SpellsC.rtf
<i>Effect:</i> Cures 3d8+15 damage.					<i>Target:</i> Creature touched				
Dispel Magic	25	None	1 standard action	Instantaneous	Medium (260')	V, S	No	Abjuration	RSRD: SpellsD-E.rtf
<i>Effect:</i> Cancels magical spells and effects.					<i>Target:</i> One spellcaster, creature, or object; or 20-ft.-radius burst				
Flame Strike	26	Reflex half	1 standard action	Instantaneous	Medium (260')	V, S, DF	Yes	Evocation [Fire]	RSRD: SpellsF-G.rtf
<i>Effect:</i> Smite foes with divine fire for 15d6 damage.					<i>Target:</i> Cylinder 10				
Freedom of Movement	25	Will negates (harmless)	1 standard action	160 minutes	Personal or touch	V, S, M, DF	Yes (harmless)	Abjuration	RSRD: SpellsF-G.rtf
<i>Effect:</i> Subject moves normally despite impediments.					<i>Target:</i> You or creature touched				
Giant Vermin	25	None	1 standard action	16 minutes	Close (65')	V, S, DF	Yes	Transmutation	RSRD: SpellsF-G.rtf
<i>Effect:</i> Turns centipedes, scorpions, or spiders into giant vermin.					<i>Target:</i> Up to three vermin, no two of which can be more than 30 ft. apart				
Ice Storm	26	None	1 standard action	1 full round	Long (1040')	V, S, M/DF	Yes	Evocation [Cold]	RSRD: SpellsH-L.rtf
<i>Effect:</i> Hail deals 5d6 damage in cylinder 40 ft. across.					<i>Target:</i> Cylinder 20				
Nature's Gift	25	None	1 action	1 hour/level	Personal	V S	No	Transmutation	Codex Ar: p.184
<i>Effect:</i>					<i>Target:</i> Personal				
Reincarnate	25	None; see text	10 minutes	Instantaneous	Touch	V, S, M, DF	Yes (harmless)	Transmutation	RSRD: SpellsP-R.rtf
<i>Effect:</i> Brings dead subject back in a random body.					<i>Target:</i> Dead creature touched				
Repel Vermin	25	None or Will negates; see text	1 standard action	160 minutes [D]	10 ft.	V, S, DF	Yes	Abjuration	RSRD: SpellsP-R.rtf
<i>Effect:</i> Insects, spiders, and other vermin stay 10 ft. away.					<i>Target:</i> 10 ft. radius emanation centered on you				
Rusting Grasp	25	None	1 standard action	See text	Touch	V, S, DF	No	Transmutation	RSRD: SpellsP-R.rtf
<i>Effect:</i> Your touch corrodes iron and alloys.					<i>Target:</i> One nonmagical ferrous object [or the volume of the object within 3 ft. of the touched point] or one ferrous creature				
Scrying	25	Will negates	1 hour	16 minutes	See text	V, S, M/DF, F	Yes	Divination (Scrying)	RSRD: SpellsS.rtf
<i>Effect:</i> Spies on subject from a distance.					<i>Target:</i> Magical sensor				
Spike Stones	25	Reflex partial	1 standard action	16 hours [D]	Medium (260')	V, S, DF	Yes	Transmutation [Earth]	RSRD: SpellsS.rtf
<i>Effect:</i> Creatures in area take 1d8 damage, may be slowed.					<i>Target:</i> 16 20-ft. squares				
Summon Nature's Ally IV	25	None	1 round	16 rounds [D]	Close (65')	V, S, DF	No	Conjuration (Summoning)	RSRD: SpellsS.rtf
<i>Effect:</i> Calls creature to fight.					<i>Target:</i> One or more creatures, no two of which can be more than 30 ft. apart				

## LEVEL 5

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
Animal Growth	26	Fortitude negates	1 standard action	16 minutes	Medium (260')	V, S	Yes	Transmutation	RSRD: SpellsA-B.rtf
<i>Effect:</i> One animal/two levels doubles in size.					<i>Target:</i> Up to one animal [Gargantuan or smaller] per two levels, no two of which can be more than 30 ft. apart				
Apolioth's Condemnation	27	Reflex half	1 action, Standard action	Instantaneous	Medium (260')	V S M	Yes	Evocation	BoEMC: p.107
<i>Effect:</i> Burst inflicts 10d6 damage and entangles foes					<i>Target:</i> 20-foot-radius burst				
Apolioth's Condemnation	27	Reflex half		Instantaneous	Medium (260')	V S M	Yes	Evocation	BoEM3: Chapter Three: Pool of Glenmassis
<i>Effect:</i> Burst inflicts 10d6 damage and entangles foes					<i>Target:</i> 20-foot-radius burst				
Atonement	26	None	1 hour	Instantaneous	Touch	V, S, M, F, DF, XP	Yes	Abjuration	RSRD: SpellsA-B.rtf
<i>Effect:</i> Removes burden of misdeeds from subject.					<i>Target:</i> Living creature touched				
Awaken	26	Will negates	24 hours	Instantaneous	Touch	V, S, DF, XP	Yes	Transmutation	RSRD: SpellsA-B.rtf
<i>Effect:</i> Animal or tree gains human intellect.					<i>Target:</i> Animal or tree touched				
Baleful Polymorph	26	Fortitude negates, Will 1 partial; see text	1 standard action	Permanent	Close (65')	V, S	Yes	Transmutation	RSRD: SpellsA-B.rtf
<i>Effect:</i> Transforms subject into harmless animal.					<i>Target:</i> One creature				
Call Lightning Storm	27	Reflex half	1 round	16 minutes	Long (1040')	V, S	Yes	Evocation [Electricity]	RSRD: SpellsC.rtf
<i>Effect:</i> Calls down 15 lightning bolts over duration [5d6 per bolt] from sky; 5d10 in outdoors stormy area.					<i>Target:</i> One or more 30-ft.-long vertical lines of lightning				
Commune with Nature	26	None	10 minutes	Instantaneous	Personal	V, S	No	Divination	RSRD: SpellsC.rtf
<i>Effect:</i> Learn about terrain for 16 miles.					<i>Target:</i> You				
Control Winds	26	Fortitude negates	1 standard action	160 minutes	40 ft./level	V, S	No	Transmutation [Air]	RSRD: SpellsC.rtf
<i>Effect:</i> Change wind direction and speed.					<i>Target:</i> 640 ft radius cylinder 40 ft. high				
Cure Critical Wounds	26	Will half (harmless); see text	1 standard action	Instantaneous	Touch	V, S	Yes (harmless); see text	Conjuration (Healing)	RSRD: SpellsC.rtf
<i>Effect:</i> Cures 4d8+16 damage.					<i>Target:</i> Creature touched				
Death Ward	26	Will negates (harmless)	1 standard action	16 minutes	Touch	V, S, DF	Yes (harmless)	Necromancy	RSRD: SpellsD-E.rtf
<i>Effect:</i> Grants immunity to death spells and negative energy effects.					<i>Target:</i> Living creature touched				
Elemental Maze	26	None	1 round	5 minutes/level	Long (400 ft + 40ft/level)	V S M	Special	Transmutation	Codex Ar: p.182
<i>Effect:</i>					<i>Target:</i> 100 ft/side + 20 ft/side/level				
Hallow	27	See text	24 hours	Instantaneous	Touch	V, S, M, DF	See text	Evocation [Good]	RSRD: SpellsH-L.rtf
<i>Effect:</i> Designates location as holy.					<i>Target:</i> 40-ft. radius emanating from the touched point				
Insect Plague	26	None	1 round	16 minutes	Long (1040')	V, S, DF	No	Conjuration (Summoning)	RSRD: SpellsH-L.rtf
<i>Effect:</i> Locust swarms attack creatures.					<i>Target:</i> 5 swarms of locust, each of which must be adjacent to at least one other swarm				

\* = Domain/Specialty Spell

## Druid Spells

□□□□	Mark of Air, Greater	27	Will negates (harmless)	Full round	160 minutes or until discharged	Touch	V S	Yes	Evocation	BoEMC: p.136
	<i>Effect:</i> Subject can fly at speed 40 and has other power					<i>Target:</i> One creature				
□□□□	Mark of Earth, Greater	27	Will negates (harmless)	Full round	16 hours or until discharged	Touch	V S	Yes	Evocation	BoEMC: p.137
	<i>Effect:</i> Subject has damage reduction 10/magic and other power					<i>Target:</i> One creature				
□□□□	Mark of Fire, Greater	27	Will negates (harmless)	Full round	16 hours or until discharged	Touch	V S	Yes	Evocation [Fire]	BoEMC: p.138
	<i>Effect:</i> Subject has resistance to fire 20 and other power					<i>Target:</i> One creature				
□□□□	Mark of Frost, Greater	27	Will negates (harmless)	Full round	16 hours or until discharged	Touch	V S	Yes	Evocation [Cold]	BoEMC: p.138
	<i>Effect:</i> Subject has resistance to cold 20 and other power					<i>Target:</i> One creature				
□□□□	Mark of Water, Greater	27	Will negates (harmless)	Full round	16 hours or until discharged	Touch	V S	Yes	Evocation	BoEMC: p.138
	<i>Effect:</i> Subject can breathe water and has other power					<i>Target:</i> One creature				
□□□□	Render	26	Fortitude Half	1 action	Instantaneous	Close (25 ft + 5ft/2 levels)	V S M	Yes	Transmutation [Flesh]	Codex Ar: Compendium p.33
	<i>Effect:</i>					<i>Target:</i> 10 ft radius Spread				
□□□□	Stoneskin	26	Will negates (harmless)	1 standard action	160 minutes or until discharged	Touch	V, S, M	Yes (harmless)	Abjuration	RSRD: SpellsS.rtf
	<i>Effect:</i> Ignore 10 points of damage per attack.					<i>Target:</i> Creature touched				
□□□□	Summon Nature's Ally V	26	None	1 round	16 rounds [D]	Close (65')	V, S, DF	No	Conjuration (Summoning)	RSRD: SpellsS.rtf
	<i>Effect:</i> Calls creature to fight.					<i>Target:</i> One or more creatures, no two of which can be more than 30 ft. apart				
□□□□	Transmute Mud to Rock	26	See text	1 standard action	Permanent	Medium (260')	V, S, M/DF	No	Transmutation [Earth]	RSRD: SpellsT-Z.rtf
	<i>Effect:</i> Transforms 32 10-ft. cubes.					<i>Target:</i> Up to 32 10 ft. cubes [S]				
□□□□	Transmute Rock to Mud	26	See text	1 standard action	Permanent; see text	Medium (260')	V, S, M/DF	No	Transmutation [Earth]	RSRD: SpellsT-Z.rtf
	<i>Effect:</i> Transforms 32 10-ft. cubes.					<i>Target:</i> Up to 32 10 ft. cubes [S]				
□□□□	Tree Stride	26	None	1 standard action	16 hours or until expended; see text	Personal	V, S, DF	No	Conjuration (Teleportation)	RSRD: SpellsT-Z.rtf
	<i>Effect:</i> Step from one tree to another far away.					<i>Target:</i> You				
□□□□	Unhallow	27	See text	24 hours	Instantaneous	Touch	V, S, M	See text	Evocation [Evil]	RSRD: SpellsT-Z.rtf
	<i>Effect:</i> Designates location as unholy.					<i>Target:</i> 40-ft. radius emanating from the touched point				
□□□□	Wall of Fire	27	None	1 standard action	Concentration + 16 rounds	Medium (260')	V, S, M/DF	Yes	Evocation [Fire]	RSRD: SpellsT-Z.rtf
	<i>Effect:</i> Deals 2d4 fire damage out 10 ft. and 1d4 out 20 ft. Passing through wall deals 2d6+16 damage					<i>Target:</i> Opaque sheet of flame up to 320 ft. long or a ring of fire with a radius of up to 40 ft; either form 20 ft. high				
□□□□	Wall of Thorns	26	None	1 standard action	160 minutes [D]	Medium (260')	V, S	No	Conjuration (Creation)	RSRD: SpellsT-Z.rtf
	<i>Effect:</i> Thorns damage anyone who tries to pass.					<i>Target:</i> Wall of thorny brush, up to 16 10-ft. cubes [S]				

## LEVEL 6

	Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□	Antilife Shell	27	None	1 round	160 minutes [D]	10 ft.	V, S, DF	Yes	Abjuration	RSRD: SpellsA-B.rtf
	<i>Effect:</i> 10-ft. field hedges out living creatures.					<i>Target:</i> 10-ft.-radius emanation, centered on you				
□□□□	Bear's Endurance, Mass	27	Will negates (harmless)	1 standard action	16 minutes	Close (65')	V, S, DF	Yes	Transmutation	RSRD: SpellsA-B.rtf
	<i>Effect:</i> As bear's endurance, affects 16 subjects.					<i>Target:</i> 16 creatures, no two of which can be more than 30 ft. apart				
□□□□	Bull's Strength, Mass	27	Will negates (harmless)	1 standard action	16 minutes	Close (65')	V, S, M/DF	Yes (harmless)	Transmutation	RSRD: SpellsA-B.rtf
	<i>Effect:</i> As bull's strength, affects one subject/ level.					<i>Target:</i> 16 creatures, no two of which can be more than 30 ft. apart				
□□□□	Cat's Grace, Mass	27	Will negates (harmless)	1 standard action	16 minutes	Close (65')	V, S, M	Yes	Transmutation	RSRD: SpellsC.rtf
	<i>Effect:</i> As cat's grace, affects 16 subjects.					<i>Target:</i> 16 creatures, no two of which can be more than 30 ft. apart				
□□□□	Cure Light Wounds, Mass	27	Will half (harmless) or Will half; see text	1 standard action	Instantaneous	Close (65')	V, S	Yes (harmless) or Yes; see text	Conjuration (Healing)	RSRD: SpellsC.rtf
	<i>Effect:</i> Cures 1d8+16 damage for many creatures.					<i>Target:</i> 16 creatures, no two of which can be more than 30 ft. apart				
□□□□	Dispel Magic, Greater	27	None	1 standard action	Instantaneous	Medium (260')	V, S	No	Abjuration	RSRD: SpellsD-E.rtf
	<i>Effect:</i> As dispel magic, but +20 on check.					<i>Target:</i> One spellcaster, creature, or object; or 20-ft.-radius burst				
□□□□	Erase Memory	27	Will Negates	1 Action	Permanent	Close (65')	V S	Yes	Enchantment (Compulsion) [Mind-Affecting]	Fey Magi: p.36
	<i>Effect:</i> Removes the memory of a place or person					<i>Target:</i> One living creature				
□□□□	Find the Path	27	None or Will negates (harmless)	3 rounds	160 minutes	Personal or touch	V, S, F	No or Yes (harmless)	Divination	RSRD: SpellsF-G.rtf
	<i>Effect:</i> Shows most direct way to a location.					<i>Target:</i> You or creature touched				
□□□□	Fire Seeds	27	None or Reflex half; see text	1 standard action	160 minutes or until used	Touch	V, S, M	No	Conjuration (Creation) [Fire]	RSRD: SpellsF-G.rtf
	<i>Effect:</i> Acorns and berries become grenades and bombs.					<i>Target:</i> Up to four touched acorns or up to eight touched holly berries				
□□□□	Freezing Claw	27	Fortitude partial	Standard action	16 rounds	Close (65')	V S M	Yes	Conjuration (Creation) [Cold]	BoEMC: p.125
	<i>Effect:</i> Ranged touch attack inflicts 3d6 of cold damage and freezes subject solid					<i>Target:</i> A small claw of ice				
□□□□	Ironwood	27	None	1 minute/lb. created	16 days [D]	0 ft.	V, S, M	No	Transmutation	RSRD: SpellsH-L.rtf
	<i>Effect:</i> Magic wood is strong as steel.					<i>Target:</i> An ironwood object weighing up to 80 lbs				
□□□□	Liveoak	27	None	10 minutes	16 days [D]	Touch	V, S	No	Transmutation	RSRD: SpellsH-L.rtf
	<i>Effect:</i> Oak becomes treant guardian.					<i>Target:</i> Tree touched				
□□□□	Move Earth	27	None	See text	Instantaneous	Long (1040')	V, S, M	No	Transmutation [Earth]	RSRD: SpellsM-O.rtf
	<i>Effect:</i> Digs trenches and build hills.					<i>Target:</i> Dirt in an area up to 750 ft. square and up to 10 ft. deep [S]				
□□□□	Owl's Wisdom, Mass	27	Will negates (harmless)	1 standard action	16 minutes	Close (65')	V, S, M/DF	Yes	Transmutation	RSRD: SpellsM-O.rtf
	<i>Effect:</i> As owl's wisdom, affects one subject/ level.					<i>Target:</i> 16 creatures, no two of which can be more than 30 ft. apart				
□□□□	Repel Wood	27	None	1 standard action	16 minutes [D]	60 ft.	V, S	No	Transmutation	RSRD: SpellsP-R.rtf
	<i>Effect:</i> Pushes away wooden objects.					<i>Target:</i> 60 ft. line-shaped emanation from you				
□□□□	Spellstaff	27	Will negates (object)	10 minutes	Permanent until discharged [D]	Touch	V, S, F	Yes (object)	Transmutation	RSRD: SpellsS.rtf
	<i>Effect:</i> Stores one spell in wooden quarterstaff.					<i>Target:</i> Wooden quarterstaff touched				
□□□□	Stone Tell	27	None	10 minutes	16 minutes	Personal	V, S, DF	No	Divination	RSRD: SpellsS.rtf
	<i>Effect:</i> Talk to natural or worked stone.					<i>Target:</i> You				
□□□□	Sudden Wave	27	Reflex half	Standard action	8 rounds	Medium (260')	V S M	No	Conjuration (Creation)	BoEMC: p.153
	<i>Effect:</i> Creates a wave of water that sweeps away creatures and objects					<i>Target:</i> A wave of water 20 feet high, 20 feet wide, and 3 feet thick				

\* =Domain/Specialty Spell

## Druid Spells

□□□□□	Summon Nature's Ally VI	27	None	1 round	16 rounds [D]	Close (65')	V, S, DF	No	Conjuration (Summoning)	RSRD: SpellsS.rtf
	<i>Effect:</i> Calls creature to fight.								<i>Target:</i> One or more creatures, no two of which can be more than 30 ft. apart	
□□□□□	Transport via Plants	27	None	1 standard action	1 round	Unlimited	V, S	No	Transmutation	RSRD: SpellsT-Z.rtf
	<i>Effect:</i> Move instantly from one plant to another of the same kind.								<i>Target:</i> You and touched objects or other touched willing creatures	
□□□□□	Wall of Stone	27	See text	1 standard action	Instantaneous	Medium (260')	V, S, M/DF	No	Conjuration (Creation) [Earth]	RSRD: SpellsT-Z.rtf
	<i>Effect:</i> Creates a stone wall that can be shaped.								<i>Target:</i> Stone wall whose area is up to 16 5-ft. squares [S]	

## LEVEL 7

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source	
□□□□□	Animate Plants	28	None	1 standard action	16 rounds or hours; see text	Close (65')	V	No	Transmutation	RSRD: SpellsA-B.rtf
	<i>Effect:</i> One or more plants animate and fight for you.								<i>Target:</i> 5 Large plants or all plants within range; see text	
□□□□□	Changestaff	28	None	1 round	16 hours [D]	Touch	V, S, F	No	Transmutation	RSRD: SpellsC.rtf
	<i>Effect:</i> Your staff becomes a treat on command.								<i>Target:</i> Your touched staff	
□□□□□	Control Weather	28	None	10 minutes; see text	4d12 hours; see text	2 miles	V, S	No	Transmutation	RSRD: SpellsC.rtf
	<i>Effect:</i> Changes weather in local area.								<i>Target:</i> 2-mile-radius circle, centered on you; see text	
□□□□□	Create Creature of the Mist	28	None	1 hour	Instantaneous	Touch	V S F M	No	Conjuration (Creation)	BoEMC: p.117
	<i>Effect:</i> Creates creature of the mist up to CR 9								<i>Target:</i> One creature of the mist up to CR 9	
□□□□□	Creeping Doom	28	None	1 round	16 minutes	Close (65')	V, S	No	Conjuration (Summoning)	RSRD: SpellsC.rtf
	<i>Effect:</i> Swarms of centipedes attack at your command.								<i>Target:</i> 8 swarms of centipedes	
□□□□□	Cure Moderate Wounds, Mass	28	Will half (harmless) or Will half; see text	1 standard action	Instantaneous	Close (65')	V, S	Yes (harmless) or see text	Conjuration (Healing)	RSRD: SpellsC.rtf
	<i>Effect:</i> Cures 2d8+16 damage for many creatures.								<i>Target:</i> 16 creatures, no two of which can be more than 30 ft. apart	
□□□□□	Fire Storm	29	Reflex half	1 round	Instantaneous	Medium (260')	V, S	Yes	Evocation [Fire]	RSRD: SpellsF-G.rtf
	<i>Effect:</i> Deals 16d6 fire damage.								<i>Target:</i> 32 10-ft. cubes [S]	
□□□□□	Heal	28	Will negates (harmless)	1 standard action	Instantaneous	Touch	V, S	Yes (harmless)	Conjuration (Healing)	RSRD: SpellsH-L.rtf
	<i>Effect:</i> Cures 160 points of damage, all diseases and mental conditions.								<i>Target:</i> Creature touched	
□□□□□	Master Creature of the Mist	28	Will negates	1 action	Permanent	Touch	V S M		Enchantment (Compulsion)	BoEM3: Chapter Seven: City in the Storm
	<i>Effect:</i> Controls creature of the mist permanently								<i>Target:</i> One creature of the mist	
□□□□□	Master Creature of the Mist	28	Will negates	Standard action	Permanent	Touch	V S M	Yes	Enchantment (Compulsion) [Mind-Affecting]	BoEMC: p.138
	<i>Effect:</i> Controls creature of the mist permanently								<i>Target:</i> One creature of the mist	
□□□□□	Scrying, Greater	28	Will negates	1 standard action	16 hours	See text	V, S	Yes	Divination (Scrying)	RSRD: SpellsS.rtf
	<i>Effect:</i> As scrying, but faster and longer.								<i>Target:</i> Magical sensor	
□□□□□	Summon Nature's Ally VII	28	None	1 round	16 rounds [D]	Close (65')	V, S, DF	No	Conjuration (Summoning)	RSRD: SpellsS.rtf
	<i>Effect:</i> Calls creature to fight.								<i>Target:</i> One or more creatures, no two of which can be more than 30 ft. apart	
□□□□□	Sunbeam	29	Reflex negates and Reflex half; see text	1 standard action	16 rounds or until all beams are exhausted	60 ft.	V, S, DF	Yes	Evocation [Light]	RSRD: SpellsS.rtf
	<i>Effect:</i> Up to 5 beams blind and deal 4d6 damage; undead take 16d6 damage.								<i>Target:</i> Line from your hand	
□□□□□	Transmute Metal to Wood	28	None	1 standard action	Instantaneous	Long (1040')	V, S, DF	Yes (object; see text)	Transmutation	RSRD: SpellsT-Z.rtf
	<i>Effect:</i> Metal within 40 ft. becomes wood.								<i>Target:</i> All metal objects within a 40-ft.-radius burst	
□□□□□	True Seeing	28	Will negates (harmless)	1 standard action	16 minutes	Touch	V, S, M	Yes (harmless)	Divination	RSRD: SpellsT-Z.rtf
	<i>Effect:</i> Lets you see all things as they really are.								<i>Target:</i> Creature touched	
□□□□□	Wind Walk	28	No and Will negates (harmless)	1 standard action	16 hours [D]; see text	Touch	V, S, DF	No and Yes (harmless)	Transmutation [Air]	RSRD: SpellsT-Z.rtf
	<i>Effect:</i> You and your allies turn vaporous and travel fast.								<i>Target:</i> You and 5 touched creatures	

## LEVEL 8

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source	
□□□□□	Animal Shapes	29	None; see text	1 standard action	16 hours [D]	Close (65')	V, S, DF	Yes (harmless)	Transmutation	RSRD: SpellsA-B.rtf
	<i>Effect:</i> 16 allies polymorphs into chosen animal.								<i>Target:</i> Up to one willing creature per level, all within 30 ft. of each other	
□□□□□	Control Plants	29	Will negates	1 standard action	16 minutes	Close (65')	V, S, DF	No	Transmutation	RSRD: SpellsC.rtf
	<i>Effect:</i> Control actions of one or more plant creatures.								<i>Target:</i> 32 HD of plant creatures, no two of which can be more than 30 ft. apart	
□□□□□	Cure Serious Wounds, Mass	29	Will half (harmless) or Will half; see text	1 standard action	Instantaneous	Close (65')	V, S	Yes (harmless) or see text	Conjuration (Healing)	RSRD: SpellsC.rtf
	<i>Effect:</i> Cures 3d8+16 damage for many creatures.								<i>Target:</i> 16 creatures, no two of which can be more than 30 ft. apart	
□□□□□	Earthquake	30	See text	1 standard action	1 round	Long (1040')	V, S, DF	No	Evocation [Earth]	RSRD: SpellsD-E.rtf
	<i>Effect:</i> Intense tremor shakes 80-ft.-radius.								<i>Target:</i> 80-ft.-radius spread [S]	
□□□□□	Finger of Death	29	Fortitude partial	1 standard action	Instantaneous	Close (65')	V, S	Yes	Necromancy [Death]	RSRD: SpellsF-G.rtf
	<i>Effect:</i> Kills one subject.								<i>Target:</i> One living creature	
□□□□□	Fuse Line	29	None	1 day	Instantaneous	Touch	V S		Transmutation	BoEM3: Chapter Seven: City in the Storm
	<i>Effect:</i> Two subjects share traits with future offspring								<i>Target:</i> Two creatures	
□□□□□	Repel Metal or Stone	29	None	1 standard action	16 rounds [D]	60 ft.	V, S	No	Abjuration [Earth]	RSRD: SpellsP-R.rtf
	<i>Effect:</i> Pushes away metal and stone.								<i>Target:</i> 60 ft. line from you	
□□□□□	Reverse Gravity	29	None; see text	1 standard action	16 rounds [D]	Medium (260')	V, S, M/DF	No	Transmutation	RSRD: SpellsP-R.rtf
	<i>Effect:</i> Objects and creatures fall upward.								<i>Target:</i> Up to 8 10-ft. cube [S]	
□□□□□	Squamous Pulse	29	Fortitude half (see text)	Standard action	Instantaneous	Long (1040')	V S M	Yes	Transmutation	BoEMC: p.152
	<i>Effect:</i> Halves natural armor bonus and deals 1d6 points of damage/natural armor bonus point								<i>Target:</i> All creatures with natural armor within a 50-foot burst	
□□□□□	Summon Nature's Ally VIII	29	None	1 round	16 rounds [D]	Close (65')	V, S, DF	No	Conjuration (Summoning)	RSRD: SpellsS.rtf
	<i>Effect:</i> Calls creature to fight.								<i>Target:</i> One or more creatures, no two of which can be more than 30 ft. apart	
□□□□□	Sunburst	30	Reflex partial; see text	1 standard action	Instantaneous	Long (1040')	V, S, M/DF	Yes	Evocation [Light]	RSRD: SpellsS.rtf
	<i>Effect:</i> Blinds all within 10 ft., deals 6d6 damage.								<i>Target:</i> 80-ft.-radius burst	

\* =Domain/Specialty Spell

## Druid Spells

□□□□ Whirlwind	30	Reflex negates; see text	1 standard action	16 rounds [D]	Long (1040')	V, S, DF	Yes	Evocation [Air]	RSRD: SpellsT-Z.rtf
<i>Effect:</i> Cyclone deals damage and can pick up creatures.					<i>Target:</i> Cyclone 10 ft. wide at base, 30 ft. wide at top, and 30 ft. tall				
□□□□ Word of Recall	29	None or Will negates (harmless, object)	1 standard action	Instantaneous	Unlimited	V	No or Yes (harmless, object)	Conjuration (Teleportation)	RSRD: SpellsT-Z.rtf
<i>Effect:</i> Teleports you back to designated place.					<i>Target:</i> You and touched objects or other willing creatures				
* =Domain/Speciality Spell									



## Notes:

Character Sheet Notes: