

Druid

CASTER LVL

6

SPELL SAVE

+3

DC MOD

SPELL
SAVE DC

LEVEL

SPELLS
PER DAY

13	14	15	16							
0	1ST	2ND	3RD	4TH	5TH	6TH	7TH	8TH	9TH	
5	4	4	3							

Character: **Erunámo**

SPELL RANGES

CLOSE RANGE (25 ft. + 5 ft. / 2 levels)	40 ft.
MEDIUM RANGE (100 ft. + 10 ft. / level)	160 ft.
LONG RANGE (400 ft. + 40 ft. / level)	640 ft.

SPELL LIST

prep	spell name	school	comp	cast time	range	duration	save	SR	description	ref
— 0-Level Spells (Orisons) —										
	Create Water	con(creation)[water]	vs	1a	Close	Inst	None	No	Creates 12 gallons of pure water.	ph:215
	Cure Minor Wounds	con(healing)	vs	1a	Touch	Inst	Will half(h)*	Yes(h)*	Cures 1 point of damage.	ph:216
	Dawn	abj	v	1 swift	15 ft.	Inst	Fort neg(h)	Yes(h)	All sleeping creatures in a 15 ft radius burst awaken.	spc:59
	Detect Crossroads	div	vs	1a	see text	see text	None	No	Detect fey crossroads within 60-ft.	mag:88
	Detect Magic	div	vs	1a	60 ft.	[c]->6 min(D)	None	No	Detects spells and magic items within 60 ft.	ph:219
	Detect Poison	div	vs	1a	Close	Inst	None	No	Detects poison in one creature or object.	ph:219
	Flare	evo[light]	v	1a	Close	Inst	Fort neg	Yes	Dazzles one creature (-1 on attack rolls).	ph:232
	Guidance	div	vs	1a	Touch	1 min(D)	Will neg(h)	Yes	+1 on one attack roll, saving throw, or skill check.	ph:238
	Know Direction	div	vs	1a	Personal	Inst			You discern north.	ph:246
	Light	evo[light]	vm/df	1a	Touch	60 min(D)	None	No	Object shines like a torch.	ph:248
	Mending	tra	vs	1a	10 ft.	Inst	Will neg(h,o)	Yes(h,o)	Makes minor repairs on an object.	spc:253
	Naturewatch	nec	s	1a	30 ft.	60 min	None	No	Reveals the genral health & how near death animal & plants within 30 ft. are.	spc:146
	Purify Food and Drink	tra	vs	1a	10 ft.	Inst	Will neg(o)	Yes(o)	Purifies 6 cu. ft. of food or water.	ph:267
	Read Magic	div	vsf	1a	Personal	60 min			Read scrolls and spellbooks.	ph:269
	Resistance	abj	vsm/df	1a	Touch	1 min	Will neg(h)	Yes(h)	Subject gains +1 on saving throws.	ph:272
	Virtue	tra	vsdf	1a	Touch	1 min	Fort neg(h)	Yes(h)	Subject gains 1 temporary hp.	ph:298
— 1st-Level Spells —										
	Animate Fire	tra[fire]	vsm	1r	Close	[c]->6 rd(D)	None	No	Able to animate fire (use sm. fire elemental MM pg 98)	spc:12
	Animate Water	tra[water]	vsm	1r	Close	[c]->6 rd(D)	None	No	Able to animate water (use sm. water elemental MM pg 100)	spc:13
	Animate Wood	tra	vsm	1r	Touch	[c]->6 rd(D)	None	No	Able to animate wood (use sm. Animated object in MM pg 13)	spc:13
	Aspect of the Wolf	tra	vsm/df	1a	Personal	60 min(D)			You assume the physical appearance and many of the qualities and abilities of a wolf.	spc:16
	Aura Against Flame	abj	vs	1a	Personal	6 rd			Ignore 10 fire dam/rd and extinguish fires. Touch to snuff out fires.	spc:18
	Babau Slime	tra	vsm/df	1a	Touch	6 min	Fort neg(h)	Yes(h)	Secrete a body-covering acid does 1d8 points of damages foes' weapons.	spc:22
	Beast Claws	tra	vsm	1a	Personal	6 hrs			Your hands become slashing natural weapons.	spc:25
	Beastland Ferocity	en(comp)[mind]	vsdf	1a	Touch	6 min	Fort neg(h)	Yes(h)	Subject fights without penalty while disabled or dying.	spc:25
	Beget Bogun	con(creation)	vsmxp	1a	Touch	Inst	None	No	You create a Tiny nature servant.	spc:26
	Branch to Branch	tra	vs	1a	Personal	6 hr(D)			+10 on Climb in trees, swing like monkey.	spc:38
	Breath of the Jungle	tra	vsdf	1a	Med	6 min	None	No	Create mist, DC of saves made in this mist against poison & disease increased by +2.	spc:39
	Buoyant Lifting	evo	sdf	1 imm	Close	6 min(D)*	None	No	Target float to the surface of water at 60 ft/rd until they are floating.	spc:40
	Calm Animals	en(comp)[mind]	vs	1a	Close	6 min	Will neg*	Yes	Calms 2d4+6 HD of animals.	ph:207
	Camouflage	tra	vs	1a	Personal	60 min			Grants +10 bonus on Hide checks.	spc:43
	Charm Animal	en(charm)[mind]	vs	1a	Close	6 hr	Will neg	Yes	Makes one animal your friend.	ph:208
	Claws of the Bear	tra	vs	1a	Personal	6 rd			Your hands become weapons dealing 1d8 damage each.	spc:47
	Climb Walls	tra	vsm	1a	Touch	6 min(D)	Will neg(h)	Yes(h)	Enhancement bonus on Climb checks.	spc:47
	Cloudburst	evo[water]	vs	1rd	Long	60 min(D)	None	No	Hampers vision and ranged attacks, puts out normal fires.	spc:49
	Cold Fire	tra[cold]	vsdf	1a	Close	6 min(D)(fire source)	No(fire); Fort half(c)	No(fire); Ye	Turn fires cold. Creatures with the fire subtype or cold vulnerability, take 5d6 damage.	spc:50
	Crabwalk	tra	vsm	1a	Touch	6 min.	None	No	When the subject charges it gains a +4 attack roll and takes no penalty to AC.	spc:55
	Cure Light Wounds	con(healing)	vs	1a	Touch	Inst	Will half(h)*	Yes(h)*	Cures 1d8+5 damage.	ph:215
	Deep Breath	con(creation)[air]	v	1r	Personal	6 rd			Fill your lungs with air for the duration of the spell.	spc:61
	Delay Disease	con(healing)	vsdf	1a	Touch	24 hrs	Will neg(h)	Yes(h)	The progress of any nonmagical disease is halted for the spell duration.	spc:62
	Detect Animals or Plants	div	vs	1a	Long	[c]->60 min(D)	None	No	Detects kinds of animals or plants.	ph:218
	Detect Snares and Pits	div	vs	1a	60 ft.	[c]->60 min(D)	None	No	Reveals natural or primitive traps.	ph:220
	Divine Inspiration	div	Sac	1a	Touch	1d4 rds	None	Yes	Target gains +3 sacred bonus on attack rolls against evil creatures.	be:96

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	Endure Elements	abj	vs	1a	Touch	24 hrs	Will neg(h)	Yes(h)	Exist comfortably in hot or cold environments.	ph:226
	Enrage Animal	en(comp)[mind]	vs	1a	Med	(c)+ 6 rd	None	Yes	Enrages an animal	spc:82
	Entangle	tra	vsdf	1a	Long	6 min(D)	Ref prt!	No	Plants entangle everyone in 40-ft.-radius.	ph:227
	Eyes of the Avoral	tra	s	1a	Touch	6 rd	Will neg	Yes	Subject gets +8 on Spot checks.	be:99
	Faerie Fire	evo[light]	vsdf	1a	Long	6 min(D)	None	Yes	5 ft. radius burst outlines subjects w/ light, canceling blur, concealment, etc.	ph:229
	Foundation of Stone	tra[earth]	vsdf	1a	Close	6 rd	None	No	Unmoving subject receives a +2 to AC & +4 bonus to Str vs bull rush & trip.	spc:99
	Goodberry	tra	vsdf	1a	Touch	6 days	None	Yes	2d4 berries each cure 1 hp (max 8 hp/24 hours).	ph:237
	Hawkeye	tra	v	1a	Personal	60 min(D)			Increase range by 50%; +5 on Spot.	spc:110
	Healthful Rest	con(healing)	vs	10 mins	Close	24 hrs	Will neg(h)	Yes(h)	Heal at twice normal rate.	spc:111
	Hide from Animals	abj	sdf	1a	Touch	60 min(D)	Will neg(h)	Yes	Animals can't perceive 6 subject(s).	ph:241
	Horrible Taste	tra	vsm	1a	Touch	60 min	Fort neg*	No	Creature biting you are nauseated and will not willingly bite you again.	spc:116
	Jump	tra	vsm	1a	Touch	6 min(D)	Will neg(h)	Yes	Subject gets +20 bonus on Jump checks.	ph:246
	Locate Touchstone	div	vs	1a	see text	Inst	None	No	Find Nearest planar touchstone on the plane you currently inhabit.	ph:100
	Longstrider	tra	vsm	1a	Personal	6 hr(D)			Grants a +10 enhancement bonus to your speed.	ph:249
	Low-Light Vision	tra	vm	1a	Touch	6 hr	Will neg(h)	Yes(h)	Target gains low-light vision	spc:134
	Magic Fang	tra	vsdf	1a	Touch	6 min	Will neg(h)	Yes(h)	One natural weapon of subject creature gets +1 on attack and damage rolls.	ph:250
	Magic Stone	tra	vsdf	1a	Touch	30 min(D)	Will neg(h,o)	Yes(h,o)	Three stones gain +1 on attack, deal 1d6 +1 damage.	ph:251
	Obscuring Mist	con(creation)	vs	1a	20 ft.	6 min	None	No	Fog surrounds you.	ph:258
	Omen of Peril	div	vf	1r	Personal	Inst			Vision hints at danger in immediate future.	spc:149
	Pass without Trace	tra	vsdf	1a	Touch	6 hr(D)	Will neg(h)	Yes(h)	6 subject(s) leaves no tracks.	ph:259
	Produce Flame	evo[fire]	vs	1a	0 ft.	6 min(D)	None	Yes	1d6+5 damage, touch or thrown.	ph:265
	Raging Flame	tra[fire]	vs	1a	Med	1 min	None	No	Fires in a 30' radius burn twice as bright & twice as hot.	spc:164
	Ram's Might	tra	vs	1a	Personal	6 min			+2 to Str, unarmed attacks inflict lethal damage, considered armed.	spc:166
	Rapid Burrowing	tra	vsdf	1a	Touch	60 min	Fort neg(h)	Yes(h)	Increase target's burrow speed by +20'.	spc:166
	Remove Scent	tra	vsm	1a	Touch	60 min	Will neg	Yes	Hides the scent of spell recipient.	spc:173
	Resist Planar Alignment	abj	vsdf	1a	Touch	60 min	Fort neg (h)	Yes (h)	Subject can resist penalties for having an opposed alignment on an aligned plane	spc:174
	Sandblast	evo	vsdf	1a	10 ft.	Inst	Ref half	Yes	You fire sand that deals 1d6 nonlethal damage, stuns enemies.	spc:180
	Shillelagh	tra	vsdf	1a	Touch	6 min	Will neg(o)	Yes(o)	Cudgel or quarterstaff becomes +1 weapon (1d10 damage).	ph:278
	Silvered Claws	tra	vsdf	1a	Touch	6 min	Will neg	Yes	One creature's natural attacks are treated as silvered weapons.	be:107
	Slow Burn	tra[fire]	vsm/df	1a	Med	1 min	None	No	Fire burns twice as long w/ half the light & takes twice as long to put out.	spc:192
	Snake's Swiftess	tra	vsm/df	1a	Close	Inst	Will neg(h)	Yes(h)	Subject immediately makes one attack.	spc:193
	Snowshoes	tra	vs	1a	Touch	6 hr(D)	Will neg(h)	Yes(h)	Subject can walk on ice and snow at +10' speed w/o Balance or Reflex save.	spc:194
	Speak with Animals	div	vs	1a	Personal	6 min			You can communicate with animals.	ph:281
	Speed Swim	tra	vsf	1a	Close	6 min	Y	Yes	Targets gains swim speed of 30.	mag:121
	Summon Nature's Ally I	con(summon)	vsdf	1r	Close	6 rd(D)	None	No	Calls creature to fight.	ph:288
	Surefooted Stride	tra	vs	1a	Personal	6 min	None	No	Move through difficult terrain at full speed.	spc:216
	Thunderhead	evo[electricity]	vsm	1a	Close	6 rd	Reflex neg, see tex	Yes	Cloud moves with subject dealing 1 electricity damage per round.	spc:219
	Traveler's Mount	tra	vs	1a	Touch	6 hr	Will neg	Yes	Creature moves faster but can't attack.	spc:223
	Twilight Luck	abj[good]	vFeat	1a	Touch	6 min	None	Yes	Grants +1 luck bonus on all saving throws.	be:110
	Updraft	con(creation)[air]	vsm	1 swift	Per	Inst			You gain 60 ft of altitude then gently float back down with optional 5 ft lateral move.	spc:228
	Vigor, Lesser	con(healing)	vs	1a	Touch	15 rd	Will neg(h)	Yes(h)	Creature heals 1 hp/round.	spc:229
	Vine Strike	div	vdf	1 swift	Personal	1 rd			Sneak attack plant creatures.	spc:230
	Wall of Smoke	con(creation)	vs	1a	Close	6 rd	Fort prt!	No	Wall gives concealment and causes nausea.	spc:235
	Wings of the Sea	tra	sm	1a	Touch	6 min	Fort neg(h)	Yes(h)	Improves swim speed of creature by 30 ft.	spc:240

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	Winter Chill	tra[cold]	vs	1a	Close	Inst	Fort neg	Yes	Creature takes 1d6 cold damage and becomes fatigued.	spc:241
	Wood Wose	con(creation)	vsdf	1a	Close	6 hr	None	No	Nature spirit does simple tasks for you.	spc:242
	— 2nd-Level Spells —									
	Align Fang	tra[see text]	vsdf	1a	Touch	6 min	Will neg(h)	Yes(h)	Natural weapon becomes good, evil, lawful, or chaotic.	spc:9
	Animal Messenger	en(comp)[mind]	vsm	1a	Close	6 days	None*	Yes	Sends a Tiny animal to a specific place.	ph:198
	Animal Trance	en(comp)[mind,sonic]	vs	1a	Close	[c]	Will neg*	Yes	Fascinates 2d6 HD of animals.	ph:198
	Avoid Planar Effects	abj	v	1 imm	20 ft.	6 min	None	Yes(h)	Provides temporary protection against overtly damaging planar traits.	spc:19
	Ayaila's Radiant Burst	evo[good]	vsSac	1a	60 ft.	Inst	Fort neg, Ref half*	Yes	Evil creatures are blinded for 1 round and take 3d6 damage.	be:91
	Balancing Lorecall	div	vsm/df	1a	Personal	6 min(D)			+4 on balance, can balance on impossible if 5 ranks.	spc:23
	Barkskin	tra	vsdf	1a	Touch	60 min	None	Yes(h)	Grants a +3 enhancement bonus to the target's existing natural armor bonus.	ph:203
	Bear's Endurance	tra	vsdf	1a	Touch	6 min	Will neg(h)	Yes	Subject gains +4 to Con.	ph:203
	Binding Winds	evo[air]	vs	1a	Med	[c]	Ref neg	Yes	Air prevents target from moving, hinders ranged attacks.	spc:27
	Bite of the Wererat	tra	vsm	1a	Personal	6 rd			Become like a wererat.	spc:28
	Blaze of Light	evo[light]	vs	1a	60 ft.	Inst	Fort neg.	Yes	60-ft. cone of light dazzles creatures.	hb:125
	Blinding Spittle	tra	vs	1a	Close	Inst	None	Yes	Ranged touch at -4, subject is blinded until his eyes are washed out.	spc:32
	Blood Frenzy	tra	vs	1a	Touch	Special see text	Will neg	Yes	Rage gives +2 Str & Con, +1 Will saves, and -1 to AC.	spc:33
	Body of the Sun	tra[fire]	vsdf	1a	5 ft.	6 rd	Reflex half	Yes	Your body emanates fire 5 ft in all directions dealing 3d4 damage.	spc:35
	Brambles	tra	vsm	1a	Touch	6 rd	None	No	Wooden weapon gains a +1 enhancement and grows spikes that deal 6 damage.	spc:38
	Briar Web	tra	vsdf	1a	Med	6 min	None	No	40 ft. radius spread entangles creatures and thorns deal 1 pt of damage for each 5 ft moved.	spc:39
	Bull's Strength	tra	vsm/df	1a	Touch	6 min	Will neg(h)	Yes(h)	Subject gains +4 to Str.	ph:207
	Burrow	tra	vs/df	1a	Creature touched	6 min(D)	Will neg(h)	Yes(h)	Subject grows claws and gains burrow speed of 30 ft.	spc:41
	Camouflage, Mass	tra	vs	1a	Med	60 min	Will neg(h)	Yes(h)	Grants +10 on Hide checks to a group.	spc:43
	Cat's Grace	tra	vsm	1a	Touch	6 min	Will neg(h)	Yes	Subject gains +4 to Dex.	ph:208
	Chill Metal	tra[cold]	vsdf	1a	Close	7 rds	Will neg(o)	Yes(o)	Cold metal damages those who touch it over seven rounds (0,1d4,2d4x3,1d4,0).	ph:209
	Cloud Wings	tra	vs	1a	Touch	6 hr	Fort neg(h)	Yes(h)	Increases subjects fly speed by 30 ft.	spc:49
	Countermoon	abj	vsm	1a	Close	12 hours	Will neg(D)	Yes	Forces a lycanthrope back to its natural form and keeps it from changing.	spc:53
	Creeping Cold	tra[cold]	vsf	1a	Close	3 rds	Fort half	Yes	Creature feels chill that increases each round(1d6,2d6,3d6).	spc:55
	Daggerspell Stance	abj	vf	1 swift	Personal	6 rd(D)			+2 attack & damage (full attack), SR+11 (defensive), DR5/magic (total defense).	spc:57
	Decomposition	nec	vsdf	1a	50 ft.	6 rd	None	Yes	Wounds deal 3 extra point of damage each round.	spc:61
	Delay Poison	con(healing)	vsdf	1a	Touch	6 hr	Fort neg(h)	Yes(h)	Stops poison from harming subject.	ph:217
	Earthbind	tra	vs	1a	Med	6 min(D)	Fort neg	Yes	You hamper the subject creature's ability to fly.	spc:76
	Earthen Grace	abj[earth]	vsm	1a	Touch	6 min	Will neg(h)	Yes(h)	Any damage caused by stone is nonlethal damage.	spc:76
	Earthfast	tra	vs	1a	Close	Inst	None	Yes(o)	Doubles hp of stone structure or rock and increases hardness to 10.	spc:76
	Easy Trail	abj	vs	1a	40 ft.	6 hr(D)	None	Yes	Temporary trail through any growth.	spc:77
	Embrace The Wild	tra	v	1a	Personal	60 min(D)			Gain low-light vision, blindsense (30 ft) or scent, and +2 Listen & Spot checks.	spc:79
	Estanna's Stew	con(healing)	vsf	1r	0 ft.	Inst	Will half(h)	Yes	Conjures stew that heals 1d6+1 per serving.	be:99
	Fins to Feet	tra	vs	1a	Touch	6 hrs.	Fort neg(h)	Yes(h)	Transform tails, tentacles, or finned extremities into humanoid legs and feet.	spc:92
	Fire Trap	abj[fire]	vsm	10 mins	Touch	Perm(D)	Ref half*	Yes	Opened object deals 1d4+6 damage.	ph:231
	Flame Blade	evo[fire]	vsdf	1a	0 ft.	6 min(D)	None	Yes	Touch attack deals 1d8 +3 damage.	ph:231
	Flaming Sphere	evo[fire]	vsm/df	1a	Med	6 rd	Ref neg	Yes	Creates rolling ball of fire, 2d6 damage.	ph:232
	Fog Cloud	con(creation)	vs	1a	Med	60 min	None	No	Fog obscures vision.	ph:232
	Frost Breath	evo[cold]	vsm	1a	30 ft.	Inst	Ref half	Yes	Breath a cone of cold doing 3d4 points of damage & dazes targets.	spc:100
	Gust of Wind	evo[air]	vs	1a	60 ft.	1 rd	Fort neg	Yes	Blows away or knocks down smaller creatures.	ph:238
	Healing Lorecall	div	vsm	1a	Personal	60 min			When casting healing spells, remove harmful conditions and heal more damage.	spc:110

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	Healing Sting	nec	vsm	1a	Touch	Inst	None	Yes	Touch deals 1d12+6 damage, You gain damage as hp.	spc:110
	Heartfire	evolight,fire	vsdf	1a	Close	6 rds	Fort prt	Yes	Outlines target in flame that negates concealment from darkness, blur, displacement, & invisibility & does 1d4	spc:112
	Heat Metal	tra[fire]	vsdf	1a	Close	7 rds	Will neg(o)	Yes(o)	Make metal so hot it damages those who touch it(0,1d4,2d4x3,1d4,0).	ph:239
	Hold Animal	en(comp)[mind]	vs	1a	Med	6 rd(D)*	Will neg*	Yes	Paralyzes one animal.	ph:241
	Kelpstrand	con(creation)	vsm	1a	Close	6 rd	None	No	Grapple 2 creatures as a free action using your caster level and Wis bonus as modifiers.	spc:128
	Listening Lorecall	div	vsdf	1a	Personal	60 min			+4 on Listen, plus blindsense or blindsight if 5 or more ranks in Listen.	spc:133
	Luminous Armor	abj	Sac	1a	Touch	6 hr	None	Yes	Light grants +5 armor bonus, dispels magical darkness; -4 to enemy melee attacks.	be:102
	Mark of the Outcast	nec	vsdf	1a	Close	Perm	Will neg	Yes	Creates an indelible mark on subjects face. -5 to Bluff & Diplomacy & -2 to AC.	spc:138
	Master Air	tra	vsf	1a	Personal	6 rd			You sprout insubstantial wings and can fly.	spc:139
	Mountain Stance	tra	vs	1a	Touch	6 min	Will neg(h)	No	Subject receives a +6 bonus against any attempt to move him against his will.	spc:144
	Nature's Favor	evo	vsdf	1 swift	Touch	1 min	Will neg(h)	Yes(h)	Animal gains +2 luck bonus on attack and damage.	spc:146
	One with the Land	tra	vs	1a	Personal	6 hr			+2 bonus on Handle Animal, Hide, Move Silently, Search, Survival, & wild empathy checks.	spc:149
	Owl's Wisdom	tra	vsm/df	1a	Touch	6 min	Will neg(h)	Yes	Subject gains +4 to Wis.	ph:259
	Reduce Animal	tra	vs	1a	Touch	6 hr(D)	None	No	Shrinks one willing animal.	ph:269
	Remove Addiction	con(healing)	vs	1a	Touch	Inst	Fort neg	Yes	Cures target of drug additions.	be:105
	Resist Energy	abj	vsdf	1a	Touch	60 min	Fort neg(h)	Yes(h)	Subject ignores 10 points of damage/attack from specified energy type.	ph:272
	Restoration, Lesser	con(healing)	vs	3 rds	Touch	Inst	Will neg(h)	Yes(h)	Dispels magical ability penalty or repairs 1d4 ability damage.	ph:272
	Saltray	evo	vs	1a	Close	Inst	Fort prt	Yes	Ray doing 3d6 damage.	spc:179
	Scent	tra	vsm	1a	Touch	60 min	None	Yes(h)	Grants the scent special ability.	spc:180
	Share Husk	div	vsm	1a	Touch	6 min	Will neg(h)	Yes	See and hear through the senses of a touched animal.	spc:187
	Snake's Swiftmess, Mass	tra	vsm/df	1a	Med	Inst	Will neg(h)	Yes(h)	Allies in a 20' radius each immediately make one attack.	spc:193
	Soften Earth and Stone	tra[earth]	vsdf	1a	Close	Inst	None	No	Turns 60 ft.-square of stone to clay or dirt to sand or mud.	ph:280
	Spider Climb	tra	vsm	1a	Touch	60 min	Will neg(h)	Yes(h)	Grants ability to walk on walls and ceilings.	ph:283
	Splinterbolt	con(creation)	vsm	1a	Close	Inst	None	No	Fire 1 Splinter bolts. Range Attacks: 4d6(18-20).	spc:203
	Summon Nature's Ally II	con(summon)	vsdf	1r	Close	6 rd(D)	None	No	Calls creature to fight.	ph:288
	Summon Swarm	con(summon)	vsm/df	1r	Close	[c]+2 rds	None	No	Summons swarm of bats, rats, or spiders.	ph:289
	Swim	tra[water]	vsm	1r	Med	60 min(D)	None	Yes(h)	Subject gains swim speed of 30' and a +8 bonus on Swim checks.	spc:217
	Tiger's Tooth	tra	v	1 swift	Touch	1 rd	Will neg(h)	Yes(h)	One natural weapon of subject gets +1 on attack and damage rolls for 1 rd (swift).	spc:221
	Train Animal	en(charm)[mind]	vsdf	10 mins	Touch	6 hr	Will neg(h)	Yes(h)	Animal gains 3 tricks.	spc:221
	Tree Shape	tra	vsdf	1a	Personal	6 hr(D)			You look exactly like a tree.	ph:296
	Trip Vine	tra	vsdf	1a	Med	6 hr	Ref neg	No	Plants trip creatures entering area.	hb:128
	Warp Wood	tra	vs	1a	Close	Inst	Will neg(o)	Yes(o)	Bends 6 small wooden objects (shaft, handle, etc.) in a 20-ft. radius.	ph:300
	Wings of Air	tra	v	1a	Touch	6 min	None	No	Target's flight maneuverability improves by one step.	spc:240
	Winter's Embrace	evo[cold]	vs	1a	Close	6 rd	Fort neg	Yes	Covers the victim in ice and snow causing damage.	spc:241
	Wood Shape	tra	vsdf	1a	Touch	Inst	Will neg(o)	Yes(o)	Rearranges a 16 cu ft. wooden object to suit you.	ph:303
	Wracking Touch	nec	vs	1a	Touch	Inst	Fort half	Yes	Deal 1d6 +6 damage plus sneak attack.	spc:243
— 3rd-Level Spells —										
	Affliction	nec[good]	vs	1a	Touch	Inst	Fort neg	Yes	Infects evil subject with chosen affliction.	be:89
	Air Breathing	tra	smdf	1a	Touch	12 hrs.	Will neg(h)	Yes(h)	Subject can breathe air as easily as water.	spc:8
	Align Fang, Mass	tra[see text]	vsdf	1a	Close	6 min	Will neg(h)	Yes(h)	Allies' natural weapons become good, evil, lawful, or chaotic.	spc:9
	Attune Form	tra	vsm/df	1a	Touch	24 hrs	None	No	Grant target creature protection against damaging planar traits.	spc:17
	Bite of the Werewolf	tra	vsm	1a	Personal	6 rd			Become like a werewolf.	spc:29
	Blindsight	tra	vs	1a	Touch	6 min	Will neg(h)	Yes(h)	Grants blindsight (mm 306) out to 30 ft.	spc:32
	Bottle of Smoke	con(creation)	vsf	10 mins	Touch	6 hr	None	No	Uncorking bottle creates fast horse made of smoke.	spc:37

Druid**CASTER LVL**

6

SPELL SAVE

+3

DC MOD

SPELL
SAVE DC

LEVEL

SPELLS
PER DAY

13	14	15	16						
0	1ST	2ND	3RD	4TH	5TH	6TH	7TH	8TH	9TH
5	4	4	3						

Character: Erunámo

SPELL RANGES

CLOSE RANGE (25 ft. + 5 ft. / 2 levels)	40 ft.
MEDIUM RANGE (100 ft. + 10 ft. / level)	160 ft.
LONG RANGE (400 ft. + 40 ft. / level)	640 ft.

SPELL LIST

prep	spell name	school	comp	cast time	range	duration	save	SR	description	ref
	Brilliant Emanation	evo[good]	Sac	1a	Med	1d4 rds	Fort prt	Yes	Wearer blinds evil creatures.	be:92
	Call Lightning	evo[electricity]	vs	1r	Med	6 min	Ref half	Yes	Calls down lightning bolts (3d6 per bolt) from sky.	ph:207
	Capricious Zephyr	evo[air]	vs	1a	Med	6 rds	None or Ref prt*	Yes	Ball of wind pushes targets around.	spc:43
	Celestial Aspect	tra[good]	vSac	1a	Touch	6 min	Fort neg	Yes	Target gains one of four celestial properties.	be:93
	Charge of the Triceratops	tra	vsdf	1a	Touch	6 rd(D)	Will neg(h)	Yes	Target gains horns and a gore attack.	spc:45
	Circle Dance	div	vs	1 min	Personal	Inst			Indicates direction and condition of a known target.	spc:46
	Corona of Cold	evo[cold]	vsdf	1a	10 ft.	6 rd(D)	Fort neg	Yes	Aura of cold deals 1d12 to others. They shiver (-2 to Str & Dex) & move at half speed.	spc:52
	Creaking Cacophony	Ill[fig][sonic]	vs	1a	Med	6 rd	None	Yes	-4 penalty on Listen & concentration check to cast spells.	spc:55
	Crumble	tra	vs	1a	Med	Inst	Fort half(o)	Yes(o)	You erode building or other structure doing 6d8 points of damage by passing hardness.	spc:56
	Cure Moderate Wounds	con(healing)	vs	1a	Touch	Inst	Will half(h)*	Yes(h)*	Cures 2d8+6 points of damage.	ph:216
	Daylight	evo[light]	vs	1a	Touch	60 min(D)	None	No	60-ft. radius of bright light.	ph:216
	Dehydrate	nec	vsdf	1a	Med	Inst	Fort neg	Yes	Deal 1d6+2 Con damage.	spc:62
	Diminish Plants	tra	vsdf	1a	see text	Inst	None	No	Reduces size or blights growth of normal plants.	ph:221
	Dominate Animal	en(comp)[mind]	vs	1r	Close	6 rd	Will neg	Yes	Subject animal obeys silent mental commands.	ph:224
	Downdraft	evo[air]	vsm	1a	Long	Instant	Reflex prt*	Yes	Flying creatures caught in the area plummet up to 100 ft./50 ft if save	spc:72
	Energize Potion	tra	vsm	1a	Close	Inst	Ref half	Yes	Transforms potion into a grenade that deals energy damage in a 10-ft. radius burst.	be:98
	Energy Vortex	evo[see text]	vs	1a	20 ft.	Inst	Ref half	Yes	Burst of energy doing 1d8+6 points. Double if you take damage yourself.	spc:81
	Entangling Staff	tra	vsf	1 swift	Touch	6 rd(D)	Yes(h,o)	Yes(h)	Quarterstaff grapples with +8 bonus & constrict grappled opponents doing 2d6 damage	spc:83
	Fire Wings	tra[fire]	vsmf	1r	Personal	60 min			Your arms become wings that enable flight, deal 2d6 fire damage.	spc:93
	Fly, Swift	tra	v	1 swift	Personal	1 rd			Gain fly speed of 60 feet.	spc:96
	Forestfold	tra	vs	1a	Personal	6 hr(D)			+10 competence bonus on Hide and Move Silently.	spc:98
	Giant's Wrath	tra[earth]	vsm	1 swift	Personal	6 rd	None	None	Toss pebbles that turn into boulders. Range 120', 2d6+7 Bludgeoning Damage.	spc:105
	Girallon's Blessing	tra	vsm	1a	Touch	60 min	Fort neg(h)	Yes(h)	Subject gains 2 new arms. All arms have claw attacks doing 1d4, w/ possible rend.	spc:106
	Hammer of Righteousness	evo[force,good]	vsSac	1a	Med	Inst	Fort half	Yes	6d6 damage or 6d8 damage if the target is evil.	be:100
	Heatstroke	tra	vs	1a	Med	Inst	Fort prt	No	Target becomes fatigued & takes 2d6 points of heat damage.	spc:113
	Hypothermia	evo[cold]	vs	1a	Close	Inst	Fort prt	Yes	Target takes 6d6 points of cold damage & becomes fatigued.	spc:118
	Icelance	con(creation)	vsf	1a	Med	Inst	Fort prt	Yes	Creates a +4 ranged attack dealing 6d6 points of damage (1/2 cold,1/2 piercing) and stunning the target.	spc:119
	Infestation of Maggots	nec	vsm	1a	Touch	3 rd	Fort neg	Yes	Touch attack deals 1d4 Con per round.	spc:123
	Jagged Tooth	tra	vs	1a	Close	60 min	Will neg(h)	Yes(h)	Doubles the threat range of one natural weapon doing slashing or piercing damage.	spc:126
	Junglerazer	nec	vsm	1a	120 ft.	Inst	Ref half	Yes	Fey, vermin, plant, & plant creatures take 6d10 pts of negative energy damage.	spc:127
	Lion's Charge	tra	v	1 swift	Personal	1 rd			You gain the pounce special ability and can make a full attack on a charge.	spc:133
	Magic Fang, Greater	tra	vsdf	1a	Close	6 hr	Will neg(h)	Yes(h)	One natural weapon of subject creature gets +2 on attack and damage rolls.	ph:250
	Meld into Stone	tra[earth]	vsdf	1a	Personal	60 min			You and your gear merge with stone.	ph:252
	Nature's Balance	tra	vs	1a	Touch	60 min	Fort neg(h)	Yes(h)	You transfer 4 of your ability score points from Str, Dex, or Con points to the target.	spc:145
	Nature's Rampart	tra	vsf	10 mins	Med	Inst	None	No	Creates a defensive position.	spc:146
	Neutralize Poison	con(healing)	vsm/df	1a	Touch	60 min	Will neg(h,o)	Yes(h,o)	Immunizes subject against poison, detoxifies venom in or on subject.	ph:257
	Path of the Exalted	div	vFeat	1a	Personal	see text			You receive divine guidance from a higher power.	be:103
	Phieran's Resolve	abj[good]	vsdf	1a	20 ft.	6 min	Will neg	Yes	Grants +4 sacred bonus on saves against spells with the evil descriptor.	be:103
	Plant Growth	tra	vsdf	1a	see text	Inst	None	No	Grows vegetation, improves crops.	ph:262
	Poison	nec	vsdf	1a	Touch	Inst*	Fort neg*	Yes	Touch deals 1d10 Con damage, repeats in 1 min.	ph:262
	Primal Form	tra	vsdf	1a	Personal	6 min(D)			You assume the appearance & many of the qualities of a medium elemental.	spc:161
	Protection from Energy	abj	vsdf	1a	Touch	60 mins*	Fort neg(h)	Yes(h)	Absorb 72 of damage from one kind of energy.	ph:266
	Quench	tra	vsdf	1a	Med	Inst	None, Will neg(o)	No, Yes(o)	Extinguishes nonmagical fires or one magic item, deals 6d6 to fire creatures.	ph:267
	Quillfire	tra	vs	1a	Personal	6 rd			Poisonous quills sprout from hands for melee or ranged (1d8+poison 1d6 Str/1d6 Str).	spc:164

Druid

CASTER LVL 6

SPELL SAVE +3
DC MOD

SPELL
SAVE DC

LEVEL

SPELLS
PER DAY

13	14	15	16						
0	1ST	2ND	3RD	4TH	5TH	6TH	7TH	8TH	9TH
5	4	4	3						

Character: Erunámó

SPELL RANGES

CLOSE RANGE (25 ft. + 5 ft. / 2 levels)	40 ft.
MEDIUM RANGE (100 ft. + 10 ft. / level)	160 ft.
LONG RANGE (400 ft. + 40 ft. / level)	640 ft.

SPELL LIST

prep	spell name	school	comp	cast time	range	duration	save	SR	description	ref
	Remove Disease	con(healing)	vs	1a	Touch	Inst	Fort neg(h)	Yes(h)	Cures all diseases affecting subject.	ph:271
	Resist Energy, Mass	abj	vsdf	1a	Close	60 min	Fort neg(h)	Yes(h)	As resist energy (PHB:272), affects up to 6 creatures, no two >30' apart	spc:174
	Resist Taint	abj	vsdf	1a	Touch	60 mins	Fort neg	Yes	Bestows +4 bonus on saves against taint.	hh:132
	Sink	tra	vsdf	1a	Close	1 rd	Will neg	Yes	2 swimming targets w/in 30' of each other sink 100' down.	spc:190
	Sleet Storm	con(creation)[cold]	vsm/df	1a	Long	6 rd	None	No	40 ft. radius 20 ft. high cylinder hampers vision and movement.	ph:280
	Snakebite	tra	vs	1a	Personal	6 rd			Your arm turns into poisonous snake you can attack with.	spc:193
	Snare	tra	vsdf	3 rds	Touch	Trigger/broke	None	No	Creates a magic booby trap.	ph:280
	Snowshoes, Mass	tra	vs	1a	Close	6 hr(D)	Will neg(h)	Yes(h)	6 subjects w/in 30' of ea other, can walk on ice and snow at +10' speed w/o Balance or Reflex save.	spc:194
	Speak with Plants	div	vs	1a	Personal	6 min			You can talk to normal plants and plant creatures.	ph:282
	Spiderskin	tra	vsm/df	1a	Touch	60 min	Will neg (h)	Yes(h)	You gain a +2 bonus to natural armor, saves vs poison, and Hide checks.	spc:202
	Spike Growth	tra	vsdf	1a	Med	6 hr(D)	Ref prt	Yes	Creatures in area take 1d4 damage, may be slowed.	ph:283
	Spikes	tra	vsm	1a	Touch	6 rd	None	No	As brambles, but weapon gains +2 bonus and doubled threat range.	spc:202
	Spiritjaws	evo[force]	vsm	1a	Med	6 rd(D)	None	Yes	Jaws of force attack target doing 2d6 & a grapple as a free action doing an additional 2d6 ea round target is g	spc:202
	Standing Wave	tra	vsdf	1a	Close	60 min(D)	Ref neg	Yes	Magically lifts and moves an object or creature 60' per round over water.	spc:204
	Stone Shape	tra[earth]	vsm/df	1a	Touch	Inst	None	No	Sculpts 16 cu. ft. of stone into any shape.	ph:284
	Summon Nature's Ally III	con(summon)*	vsdf	1r	Close	6 rd(D)	None	No	Calls creature to fight.	ph:288
	Telepathy Tap	div	Sac	1a	Personal	6 rd			Overhear creatures' telepathic communications.	be:110
	Thornskin	tra	vsm	1a	Personal	6 rd			Skin sprouts , adds 1d6 damage to unarmed strike, damages opponents	spc:219
	Thunderous Roar	evo[sonic]	vsdf	1a	Long	20 ft. radius burst	Fort prt, see text	Yes	Roar deals 4d6 sonic damage. Double dmg to Crystalline.	spc:220
	Treasure Scent	div	vs	1a	Personal	6 hr			You can detect precious metals within 30 ft.	spc:223
	Tremor	evo[earth]	vsdf	1a	Med	2 rd	see text	No	Cause minor earthquake forcing concentration checks	spc:223
	Vigor	con(healing)	vs	1a	Touch	16 rd	Will neg(h)	Yes(h)	As lesser vigor, but 2 hp/round.	spc:229
	Vigor, Mass Lesser	con(healing)	vs	1a	20 ft.	16 rd	Will neg(h)	Yes(h)	As lesser vigor, but multiple targets.	spc:229
	Vine Mine	con(creation)	vsm	1a	Med	60 min	see text	Yes	Vines grow rapidly, giving various effects.	spc:230
	Water Breathing	tra	vsm/df	1a	Touch	12 hrs*	Will neg(h)	Yes(h)	Subjects can breathe underwater.	ph:300
	Weather Eye	div	vsmf	1 hr	7 miles	Inst	None	No	You accurately predict weather up to one week ahead.	spc:238
	Wind Wall	evo[air]	vsm/df	1a	Med	6 rd	None*	Yes	Deflects arrows, smaller creatures, and gases.	ph:302