

**Dov** Character Name: **Irwin** Player Name: **Gozreh** Region: **None** Alignment: **Neutral**  
 Druid (Bear Shaman) 4 CLASS: **Half-Orc / Humanoid** RACE: **Medium / 5 ft.** HEIGHT / WEIGHT: **6' 5" / 283 lbs.** Darkvision (60 ft.) VISION  
 4 (3) Character Level (CR) EXP/NEXT LEVEL: **6000 / 10000** AGE: **21** GENDER: **Male** EYES: HAIR: POINTS:

ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD	WOUNDS/CURRENT HP		SUBDUAL DAMAGE			DAMAGE REDUCTION			SPEED											
<b>STR</b> Strength	16	+3	16	+3			<b>HP</b> Hit points	31							Walk 30 ft.											
<b>DEX</b> Dexterity	12	+1	12	+1			<b>AC</b> armor class	17	16	12	10	3	1	1	0	1	1	0	0	0	0	0	0	0	0	0
<b>CON</b> Constitution	16	+3	16	+3			<b>INITIATIVE</b> modifier		3	1	2	20		-2	0											
<b>INT</b> Intelligence	12	+1	12	+1			<b>Encumbrance</b>			Light																
<b>WIS</b> Wisdom	19	+4	19	+4																						
<b>CHA</b> Charisma	9	-1	9	-1																						

SAVING THROWS	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP	TOTAL SKILLPOINTS: 20				<b>SKILLS</b>				MAX RANKS: 4/4			
<b>FORTITUDE</b> (constitution)	+7	+4	+3	+0	+0	+0						<b>SKILL NAME</b>							
<b>REFLEX</b> (dexterity)	+2	+1	+1	+0	+0	+0													
<b>WILL</b> (wisdom)	+8	+4	+4	+0	+0	+0													

**Conditional Save Modifiers:**  
 +4 vs. spell-like and supernatural abilities of fey and spells and effects that utilize and target plants

<b>MELEE</b> attack bonus	TOTAL	BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP				
<b>RANGED</b> attack bonus	+4	+3	+1	+0	+0	+0					
<b>CMB</b> attack bonus	+6	+3	+3	+0							
<b>CMB</b>	GRAPPLE	TRIP	DISARM	SUNDER	BULL RUSH	OVERRUN					
<b>CMD</b>	18	18	18	18	18	18					

<b>UNARMED</b> (nonlethal only)	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	REACH
	+6	1d3+3	20/x2	5 ft.

<b>*Scimitar</b>					HAND	TYPE	SIZE	CRITICAL	REACH
					Primary	S	M	18-20/x2	5 ft.
<b>To Hit</b>		<b>Dam</b>		<b>To Hit</b>		<b>Dam</b>			
1H-P	+6	1d6+3	2W-P-(OH)	+0	1d6+3				
1H-O	+2	1d6+1	2W-P-(OL)	+2	1d6+3				
2H	+6	1d6+4	2W-OH	-4	1d6+1				

<b>*Shield, Light Wooden</b>					HAND	TYPE	SIZE	CRITICAL	REACH
					Off-hand		M	20/x2	5 ft.
TOTAL ATTACK BONUS		DAMAGE							
-6		1d3+1							

<b>Oil (1 Pint Flask)</b>					HAND	TYPE	SIZE	CRITICAL	REACH
					Equipped	F	M	20/x2	5 ft.
10 ft.		20 ft.		30 ft.		40 ft.		50 ft.	
TH	+4	+2	+0	-2	-4				
<b>Dam</b>	1d6	1d6	1d6	1d6	1d6				

**Special Properties:** Thrown splash weapon see p.202, full-round action to prepare, 50% chance to ignite  
 \*: 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.

<b>ARMOR</b>					
*Wooden	TYPE	AC	MAXDEX	CHECK	SPELL FAILURE
*Shield, Light Wooden	Light	+3	+3	-1	15
*Ring of Protection +1	Light	+1		-1	5
		+1		+0	0

✓ Acrobatics	DEX	-1	=	1			
✓ Appraise	INT	1	=	1			
✓ Bluff	CHA	-1	=	-1			
✓ Climb	STR	1	=	3			-2
✓ Craft (Untrained)	INT	1	=	1			
✓ Diplomacy	CHA	-1	=	-1			
✓ Disguise	CHA	-1	=	-1			
✓ Escape Artist	DEX	-1	=	1			-2
✓ Fly	DEX	3	=	1		1	1
✓ Handle Animal	CHA	6	=	-1		4	3
✓ Heal	WIS	4	=	4			
✓ Intimidate	CHA	3	=	-1			4
Knowledge (Geography)	INT	5	=	1		1	3
Knowledge (Nature)	INT	10	=	1		4	5
✓ Perception	WIS	11	=	4		4	3
✓ Perform (Untrained)	CHA	-1	=	-1			
✓ Ride	DEX	-1	=	1			-2
✓ Sense Motive	WIS	4	=	4			
Spellcraft	INT	8	=	1		4	3
✓ Stealth	DEX	-1	=	1			-2
✓ Survival	WIS	14	=	4		4	6
✓ Swim	STR	1	=	3			-2
✓: can be used untrained. X: exclusive skills. *: Skill Mastery.							

Spear		HAND	TYPE	SIZE	CRITICAL	REACH
		Carried	P	M	20/x3	5 ft.
	To Hit	Dam		To Hit		Dam
2H	+6	1d8+4	2W-OH	N/A		N/A
Range: 20 ft.		To Hit: +4		Damage: 1d8+3		
	30 ft.	40 ft.	60 ft.	80 ft.	100 ft.	
TH	+2	+2	+0	-2	-4	
Dam	1d8+3	1d8+3	1d8+3	1d8+3	1d8+3	
Special Properties: Extra damage when set against a charging character (pg. 144)						

Club		HAND	TYPE	SIZE	CRITICAL	REACH
		Carried	B	M	20/x2	5 ft.
	To Hit	Dam		To Hit		Dam
1H-P	+6	1d6+3	2W-P-(OH)	+0		1d6+3
1H-O	+2	1d6+1	2W-P-(OL)	+2		1d6+3
2H	+6	1d6+4	2W-OH	-4		1d6+1
	10 ft.	20 ft.	30 ft.	40 ft.	50 ft.	
TH	+4	+2	+0	-2	-4	
Dam	1d6+3	1d6+3	1d6+3	1d6+3	1d6+3	

EQUIPMENT				
ITEM	LOCATION	QTY	WT / COST	
Scimitar	Equipped	1	4 / 15	
Shield, Light Wooden	Equipped	1	5 / 3	
Ring of Protection +1	Equipped	1	0 / 2,000	
Wooden	Equipped	1	25 / 20	
Cloak of the Yeti	Equipped	1	5 / 4,000	
provides constant Endure Elements in cold weather				
Outfit (Cold-Weather)	Equipped	1	0 / 0	
+5 circumstance bonus on Fortitude saves vs cold weather				
Backpack, Common	Equipped	1	2 / 2	
12 lbs., 1 Blanket, 3 Oil (1 Pint Flask), 1 Book of History, 1 Potion of Levitate, 1 Potion of Endure Elements, 1 Potion of Enlarge Person, 1 Feather Token, Bird, 1 Feather Token, Tree, 1 Cauldron of Overwhelming Allies, 1 Scroll (Goodberry/Druid/1st/Divine/Minor)				
Blanket	Backpack, Common	1	3 / 0.5	
Oil (1 Pint Flask)	Backpack, Common	3	1 (3) / 0.1 (0.3)	
☐☐☐ Thrown splash weapon see p.202, full-round action to prepare, 50% chance to ignite				
Book of History	Backpack, Common	1	1 / 10	
(Traveling Spellbook (Blank))				
Potion of Levitate	Backpack, Common	1	0 / 300	
☐ Levitate up or down for 3 minutes				
Potion of Endure Elements	Backpack, Common	1	0 / 50	
☐ Grants protection from harm from being in a hot or cold environment for 24 hours				
Potion of Enlarge Person	Backpack, Common	1	0 / 50	
☐ Target's size category increases to next larger category for 1 minute				
Feather Token, Bird	Backpack, Common	1	0 / 300	
☐				
Feather Token, Tree	Backpack, Common	1	0 / 400	
☐				
Cauldron of Overwhelming Allies	Backpack, Common	1	5 / 4,500	
Once per day, when used as focus for Summon Monster or Summon Nature's Ally, summons 1d3 additional creatures of the same kind from the next lower level list.				
Scroll (Goodberry/Druid/1st/Divine/Minor)	Backpack, Common	1	0 / 25	
☐				
Spell Component Pouch	Equipped	1	2 / 5	
Belt Pouch	Equipped	1	0.5 / 1	
0 lbs., 1 Holly and Mistletoe, 1 Flint and Steel, 1 Potion of Cure Light Wounds, 1 Potion (Feather Step/Bard/1st)				
Holly and Mistletoe	Belt Pouch	1	0 / 0	
Flint and Steel	Belt Pouch	1	0 / 1	
Potion of Cure Light Wounds	Belt Pouch	1	0 / 50	
☐ Cures 1d8+1 points of damage				
Potion (Feather Step/Bard/1st)	Belt Pouch	1	0 / 50	
☐				
Waterskin (Filled)	Equipped	1	4 / 1	
Torch	Equipped	2	1 (2) / 0 (0)	
☐☐ Bright Illumination: 20 ft., Duration: 1 hr., Shadowy Illumination: 40 ft.				
Spear	Carried	1	6 / 2	
Extra damage when set against a charging character (pg. 144)				
Club	Carried	1	3 / 0	
TOTAL WEIGHT CARRIED/VALUE		70.5 lbs.	11,785.8gp	

WEIGHT ALLOWANCE			
Light	76	Medium	153
Heavy	230	Push / Drag	1150
Lift over head	230	Lift off ground	460

MONEY	
Total= 0 gp	

MAGIC	

Languages	
Common, Druidic, Giant, Orc	

Other Companions	

Archetypes	
<b>Bear Shaman</b>	[Paizo Inc. - Advanced Player's Guide, p.102]
A shaman with this focus calls upon the mighty bear, titan of the woodlands and mountains, a paragon of strength and ferocity, and yet also a quiet protector rich in wisdom.	

Traits	
<b>Outcast</b>	[Paizo Inc. - Advanced Player's Guide, p.332]
Driven from town after town because of your heritage, you have become adept at living apart from others. You gain a +1 trait bonus on Survival skill checks, and Survival is always a class skill for you.	
<b>Reactionary</b>	[Paizo Inc. - Advanced Player's Guide, p.328]
You were bullied often as a child, but never quite developed an offensive response. Instead, you became adept at anticipating sudden attacks and reacting to danger quickly. You gain a +2 trait bonus on Initiative checks.	

Special Attacks	
<b>Spontaneous Casting</b>	[Paizo Inc. - Core Rulebook, p.49]
You can channel stored spell energy into summoning spells that you haven't prepared ahead of time. You can "lose" any prepared spell in order to cast any Summon Nature's Ally spell of the same spell level or lower	

Special Qualities	
<b>Animal Companion (Ex)</b>	[Paizo Inc. - Core Rulebook, p.51]
A bear shaman who chooses an animal companion must select a bear.	
<b>Darkvision (Ex)</b>	[Paizo Inc. - Bestiary]
Range 60 ft.; 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.	
<b>Humanoid Traits (Ex)</b>	[Paizo Inc. - Core Rulebook, p.308]
Humanoids breathe, eat, and sleep.	
<b>Intimidating (Ex)</b>	[Paizo Inc. - Core Rulebook, p.25]
Half-orc receive a +2 racial bonus on Intimidate skill checks due to their fearsome nature.	
<b>Nature Bond</b>	[Paizo Inc. - Advanced Player's Guide, p.102]
A bear shaman who chooses an animal companion must select a bear. If choosing a domain, the bear shaman must choose from the Animal, Earth, Protection, and Strength domains.	
<b>Nature Bond (Ex)</b>	[Paizo Inc. - Core Rulebook, p.50]
At 1st level, a druid forms a bond with nature. This bond can take one of two forms. The first is a close tie to the natural world, granting the druid one of the following cleric domains: Air, Animal, Earth, Fire, Plant, Water, or Weather. When determining the powers and bonus spells granted by this domain, the druid's effective cleric level is equal to her druid level. A druid that selects this option also receives additional domain spell slots, just like a cleric. She must prepare the spell from her domain in this slot and this spell cannot be used to cast a spell spontaneously. The second option is to form a close bond with an animal companion. A druid may begin play with any of the animals listed in the Animal Companions section beginning on page 51. This animal is a loyal companion that accompanies the druid on her adventures. Unlike normal animals of its kind, an animal companion's Hit Dice, abilities, skills, and feats advance as the druid advances in level. If a character receives an animal companion from more than one source, her effective druid levels stack for the purposes of determining the statistics and abilities of the companion. Most animal companions increase in size when their druid reaches 4th or 7th level, depending on the companion. If a druid releases her companion from service, she may gain a	

new one by performing a ceremony requiring 24 uninterrupted hours of prayer in the environment where the new companion typically lives. This ceremony can also replace an animal companion that has perished.

**Nature Sense (Ex)** [Paizo Inc. - Core Rulebook, p.50]

You gain a +2 bonus on Knowledge (Nature) and Survival skill checks.

**Orc Blood (Ex)** [Paizo Inc. - Core Rulebook, p.25]

Half-orc count as both humans and orcs for any effect related to race.

**Orc Ferocity (Ex)** [Paizo Inc. - Core Rulebook, p.25]

1/day, when a half-orc is brought below 0 hit points, but not killed, he can fight on for one more round as if disabled. At the end of his next turn, unless brought to above 0 hit points, he immediately falls unconscious and begins dying.

**Orisons** [Paizo Inc. - Core Rulebook, p.49]

You can prepare a number of orisons, or 0-level spells. These spells are cast like any other spells, but they are not expended when used and may be used again.

**Resist Nature's Lure (Ex)** [Paizo Inc. - Core Rulebook, p.51]

You gain a +4 bonus on saving throws against the spell-like and supernatural abilities of fey. This bonus also applies to spells and effects that utilize and target plants, such as Blight, Entangle, Spike Growth, and Warp Wood.

**Totem Transformation (Su)** [Paizo Inc. - Advanced Player's Guide, p.102]

At 2nd level, a bear shaman may adopt an aspect of the bear while retaining her normal form. She gains one of the following bonuses: movement (+10 enhancement bonus to land speed, +4 racial bonus on Swim checks), senses (low-light vision, scent), toughness (+2 natural armor bonus to AC, Endurance feat), or natural weapons (bite [1d6] and 2 claws [1d4] for a Medium shaman, +2 to CMB on grapple checks). While using totem transformation, the bear shaman may speak normally and can cast speak with animals (mammals only) at will. Using this ability is a standard action at 2nd level, a move action at 7th level, and a swift action at 12th level. The bear shaman can use this ability for a number of minutes per day equal to her druid level. These minutes do not need to be consecutive, but they must be used in 1-minute increments. This is a polymorph effect and cannot be used while the druid is using another polymorph effect, such as wild shape.

**Trackless Step (Ex)** [Paizo Inc. - Core Rulebook, p.51]

You leave no trail in natural surroundings and cannot be tracked. You may choose to leave a trail if so desired.

**Weapon Familiarity (Ex)** [Paizo Inc. - Core Rulebook, p.25]

Half-orcs are proficient with greataxes and falchions, and treat any weapon with the word "orc" in its name as a martial weapon.

**Wild Empathy (Ex)** [Paizo Inc. - Advanced Player's Guide, p.102]

A bear shaman can use wild empathy with bears and wolverines as a full-round action with a +4 bonus.

**Wild Empathy (Ex)** [Paizo Inc. - Core Rulebook, p.50/64]

You can improve the attitude of an animal. This ability functions just like Diplomacy check made to improve the attitude of a person. You roll 1d20+3 to determine the Wild Empathy check result. The typical domestic animal has a starting attitude of indifferent, while wild animals are usually unfriendly. To use Wild Empathy, you and the animal must be within 30 feet of one another under normal circumstances. Generally, influencing an animal in this way takes 1 minute, but as with influencing people, it might take more or less time. You can 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.

**Woodland Stride (Ex)** [Paizo Inc. - Core Rulebook]

You may move through any sort of magical undergrowth (such as natural thorns, briars, overgrown areas, and similar terrains) at your normal speed and without taking damage or suffering any other impairment. Thorns, briars, and overgrown areas that have been magically manipulated to impede motion, however, still affect you.

## Feats

**Keen Scent** [Paizo Inc. - Advanced Player's Guide, p.164]

Your nose is as sensitive as that of a wild predator.

You gain the scent special ability.

**Spirit's Gift** [Paizo Inc. - Advanced Class Guide, p.157]

You commune with a spirit of your choice, and it grants your animal companion or familiar a boon.

At the start of the day, you can choose to commune with a single shaman spirit. (Although a shaman would need an hour of preparation, this takes you no time.) Once during the next 24 hours, you can spend a standard action to grant your animal

companion or familiar that shaman spirit's spirit animal ability for 1 minute/level in the class that grants you animal companion or familiar.

## Proficiencies

Club, Dagger, Dart, Falchion, Grapple, Greataxe, Quarterstaff, Scimitar, Scythe, Shortspear, Sickle, Sling, Spear, Spells (Ray), Spells (Touch), Splash Weapon, Unarmed Strike

# Druid Spells

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

## LEVEL 0 / Per Day:4 / Caster Level:4

Name	School	Time	Duration	Range	Source
□□□□ <b>Create Water</b>	Conjuration (Creation) [Water]	1 standard action	Instantaneous	Close (35 ft.)	CR:p.262
<b>[V, S] TARGET:</b> Up to 8 gallons of water; <b>EFFECT:</b> This spell generates wholesome, drinkable water, just like clean rain water. Water can be created in an area as small as will actually contain the liquid, or in an area three times as large-possibly creating a downpour or filling many small receptacles. This water disappears after 1 day if not consumed. Note: Conjunction spells can't create substances or objects within a creature. Water weighs about 8 pounds per gallon. One cubic foot of water contains roughly 8 gallons and weighs about 60 pounds. <b>[SR:No]</b>					
□□□□ <b>Detect Magic</b>	Divination	1 standard action	Concentration, up to 4 minutes [D]	60 ft.	CR:p.267
<b>[V, S] TARGET:</b> Cone-shaped emanation; <b>EFFECT:</b> You detect magical auras. The amount of information revealed depends on how long you study a particular area or subject. 1st Round: Presence or absence of magical auras. 2nd Round: Number of different magical auras and the power of the most potent aura. 3rd Round: The strength and location of each aura. If the items or creatures bearing the auras are in line of sight, you can make Knowledge [arcana] skill checks to determine the school of magic involved in each. Make one check per aura: DC 15 + spell level, or 15 + 1/2 caster level for a nonspell effect. If the aura emanates from a magic item, you can attempt to identify its properties [see Spellcraft]. Magical auras, multiple types of magic, or strong local magical emanations may distort or conceal weaker auras. Aura Strength: An aura's power depends on a spell's functioning spell level or an item's caster level; see the accompanying table. If an aura falls into more than one category, detect magic indicates the stronger of the two. Lingering Aura: A magical aura lingers after its original source dissipates [in the case of a spell] or is destroyed [in the case of a magic item]. If detect magic is cast and directed at such a location, the spell indicates an aura strength of dim [even weaker than a faint aura]. How long the aura lingers at this dim level depends on its original power: Original Strength   Duration of Lingering Aura Faint   1d6 rounds Moderate   1d6 minutes Strong   1d6 x 10 minutes Overwhelming   1d6 days Outsiders and elementals are not magical in themselves, but if they are summoned, the conjunction spell registers. Each round, you can turn to detect magic in a new area. The spell can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it. Detect magic can be made permanent with a permanency spell. <b>[SR:No]</b>					
□□□□ <b>Detect Poison</b>	Divination	1 standard action	Instantaneous	Close (35 ft.)	CR:p.268
<b>[V, S] TARGET:</b> Or Area one creature, one object, or a 5-ft. cube; <b>EFFECT:</b> You determine whether a creature, object, or area has been poisoned or is poisonous. You can determine the exact type of poison with a DC 20 Wisdom check. A character with the Craft [alchemy] skill may try a DC 20 Craft [alchemy] check prior to the Wisdom check fails, or may try the Craft [alchemy] check prior to the Wisdom check. The spell can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it. <b>[SR:No]</b>					
□□□□ <b>Flare</b>	Evocation [Light]	1 standard action	Instantaneous	Close (35 ft.)	CR:p.284
<b>[V] TARGET:</b> Burst of light; <b>EFFECT:</b> This cantrip creates a burst of light. If you cause the light to burst in front of a single creature, that creature is dazzled for 1 minute unless it makes a successful Fortitude save. Sightless creatures, as well as creatures already dazzled, are not affected by flare. <b>[SR:Yes; DC:14, Fortitude negates]</b>					
□□□□ <b>Guidance</b>	Divination	1 standard action	1 minute or until discharged	Touch	CR:p.292
<b>[V, S] TARGET:</b> Creature touched; <b>EFFECT:</b> This spell imbues the subject with a touch of divine guidance. The creature gets a +1 competence bonus on a single attack roll, saving throw, or skill check. It must choose to use the bonus before making the roll to which it applies. <b>[SR:Yes; DC:14, Will negates (harmless)]</b>					
□□□□ <b>Know Direction</b>	Divination	1 standard action	Instantaneous	Personal	CR:p.304
<b>[V, S] TARGET:</b> You; <b>EFFECT:</b> When you cast this spell, you instantly know the direction of north from your current position. The spell is effective in any environment in which "north" exists, but it may not work in extraplanar settings. Your knowledge of north is correct at the moment of casting, but you can get lost again within moments if you don't find some external reference point to help you keep track of direction.					
□□□□ <b>Light</b>	Evocation [Light, WoodSchool]	1 standard action	40 minutes	Touch	CR:p.304
<b>[V, M/DF] TARGET:</b> Object touched; <b>EFFECT:</b> This spell causes a touched object to glow like a torch, shedding normal light in a 20-foot radius, and increasing the light level for an additional 20 feet by one step, up to normal light [darkness becomes dim light, and dim light becomes normal light]. In an area of normal or bright light, this spell has no effect. The effect is immobile, but it can be cast on a movable object. You can only have one light spell active at any one time. If you cast this spell while another casting is still in effect, the previous casting is dispelled. If you make this spell permanent [through permanency or a similar effect], it does not count against this limit. Light can be used to counter or dispel any darkness spell of equal or lower spell level. <b>[SR:No]</b>					
□□□□ <b>Mending</b>	Transmutation [MetalSchool]	10 minutes	Instantaneous	10 ft.	CR:p.312
<b>[V, S] TARGET:</b> One object of up to 4 lb.; <b>EFFECT:</b> This spell repairs damaged objects, restoring 1d4 hit points to the object. If the object has the broken condition, this condition is removed if the object is restored to at least half its original hit points. All of the pieces of an object must be present for this spell to function. Magic items can be repaired by this spell, but you must have a caster level equal to or higher than that of the object. Magic items that are destroyed [at 0 hit points or less] can be repaired with this spell, but this spell does not restore their magic abilities. This spell does not affect creatures [including constructs]. This spell has no effect on objects that have been warped or otherwise transmuted, but it can still repair damage done to such items. <b>[SR:Yes (harmless, object); DC:14, Will negates (harmless, object)]</b>					
□□□□ <b>Purify Food and Drink</b>	Transmutation	1 standard action	Instantaneous	10 ft.	CR:p.328
<b>[V, S] TARGET:</b> 4 cu. ft. of contaminated food and water; <b>EFFECT:</b> This spell makes spoiled, rotten, diseased, poisonous, or otherwise contaminated food and water pure and suitable for eating and drinking. This spell does not prevent subsequent natural decay or spoilage. Unholy water and similar food and drink of significance is spoiled by purify food and drink, but the spell has no effect on creatures of any type nor upon magic potions. Water weighs about 8 pounds per gallon. One cubic foot of water contains roughly 8 gallons and weighs about 60 pounds. <b>[SR:Yes (object); DC:14, Will negates (object)]</b>					
□□□□ <b>Read Magic</b>	Divination	1 standard action	40 minutes	Personal	CR:p.330
<b>[V, S, F] TARGET:</b> You; <b>EFFECT:</b> You can decipher magical inscriptions on objects-books, scrolls, weapons, and the like-that would otherwise be unintelligible. This deciphering does not normally invoke the magic contained in the writing, although it may do so in the case of a cursed or trapped scroll. Furthermore, once the spell is cast and you have read the magical inscription, you are thereafter able to read that particular writing without recourse to the use of read magic. You can read at the rate of one page [250 words] per minute. The spell allows you to identify a glyph of warding with a DC 13 Spellcraft check, a greater glyph of warding with a DC 16 Spellcraft check, or any symbol spell with a Spellcraft check [DC 10 + spell level]. Read magic can be made permanent with a permanency spell.					
□□□□ <b>Resistance</b>	Abjuration	1 standard action	1 minute	Touch	CR:p.334
<b>[V, S, M/DF] TARGET:</b> Creature touched; <b>EFFECT:</b> You imbue the subject with magical energy that protects it from harm, granting it a +1 resistance bonus on saves. Resistance can be made permanent with a permanency spell. <b>[SR:Yes (harmless); DC:14, Will negates (harmless)]</b>					
□□□□ <b>Spark</b>	Evocation, FireSchool [Fire]	1 standard action	Instantaneous	Close (35 ft.)	APG:p.246
<b>[V or S] TARGET:</b> one Fine object; <b>EFFECT:</b> You can make an unattended Fine flammable object catch on fire. This works as if you were using flint and steel except that you can use spark in any sort of weather and it takes much less time to actually ignite an object. <b>[SR:Yes (object); DC:14, Fortitude negates (object)]</b>					
□□□□ <b>Stabilize</b>	Conjuration (Healing)	1 standard action	Instantaneous	Close (35 ft.)	CR:p.348
<b>[V, S] TARGET:</b> One living creature; <b>EFFECT:</b> Upon casting this spell, you target a living creature that has -1 or fewer hit points. That creature is automatically stabilized and does not lose any further hit points. If the creature later takes damage, it continues dying normally. <b>[SR:Yes (harmless); DC:14, Will negates (harmless)]</b>					
□□□□ <b>Virtue</b>	Transmutation	1 standard action	1 min.	Touch	CR:p.365
<b>[V, S, DF] TARGET:</b> Creature touched; <b>EFFECT:</b> With a touch, you infuse a creature with a tiny surge of life, granting the subject 1 temporary hit point. <b>[SR:Yes (harmless)]</b>					

## LEVEL 1 / Per Day:4 / Caster Level:4

Name	School	Time	Duration	Range	Source
□□□□ <b>Air Bubble</b>	Conjuration (Creation)	1 standard action	4 minutes	Touch	UC:p.222
<b>[S, M/DF] TARGET:</b> one creature or one object no larger than a Large twohanded weapon; <b>EFFECT:</b> Air bubble creates a small pocket of breathable air that surrounds the touched creature's head or the touched object. The air bubble allows the creature touched to breathe underwater or in similar airless environments, or protects the object touched from water damage. A firearm within an air bubble can be loaded-assuming the black powder comes from a powder horn, a cartridge, or some other airtight protective device-and fired. When shooting such a firearm underwater, the shot still takes the standard -2 penalty on attack rolls for every 5 feet of water the bullet passes through, in addition to normal penalties due to range. If a firearm within the air bubble explodes, the explosion occurs normally. <b>[SR:Yes (harmless); DC:15, Will negates (harmless)]</b>					
□□□□ <b>Alter Winds</b>	Transmutation, AirSchool [Air, WoodSchool]	1 minute	4 hours	Touch	APG:p.201
<b>[V, S] TARGET:</b> immobile 10-ft.-radius emanation; <b>EFFECT:</b> You subtly enhance or diminish the effects of natural winds within the spell's area, which is an immobile emanation around a point touched by you as the spell is cast. Within the area, natural [but not magical] wind effects are either increased or decreased by one step in intensity [Core Rulebook 439]. The maximum wind force you can affect with this spell is based on your caster level, as shown on the table below. Alter winds has no effect on magical wind effects. <b>[SR:Yes; DC:15, Will negates]</b>					
□□□□ <b>Ant Haul</b>	Transmutation	1 standard action	8 hours	Touch	APG:p.202
<b>[V, S, M/DF] TARGET:</b> creature touched; <b>EFFECT:</b> The target's carrying capacity triples [see Table 7-4: Carrying Capacity on page 171 of the Core Rulebook]. This does not affect the creature's actual Strength in any way, merely the amount of material it can carry while benefiting from this spell. It also has no effect on encumbrance due to armor. If the creature wears armor it still takes the normal penalties for doing so regardless of how much weight the spell allows it to carry. <b>[SR:Yes (harmless); DC:15, Fortitude negates (harmless)]</b>					
□□□□ <b>Aspect of the Falcon</b>	Transmutation (Polymorph)	1 standard action	4 minutes	Personal	APG:p.203
<b>[V, S, DF] TARGET:</b> You; <b>EFFECT:</b> You take on an aspect of a falcon. Your eyes become wide and raptor-like, and you grow feathers on the sides of your head. You gain a +3 competence bonus on Perception checks, a +1 competence bonus on ranged attacks, and the critical multiplier for your bows and crossbows becomes 19-20/x3. This effect does not stack with any other effect that expands the threat range of a weapon, such as the Improved Critical feat or a keen weapon.					
□□□□ <b>Bristle</b>	Transmutation	1 standard action	4 minutes	Touch	APG:p.207
<b>[V, S, DF] TARGET:</b> one creature; <b>EFFECT:</b> You give a creature the ability to redirect a portion of its innate toughness away from its own defense and toward the amount of damage it deals with natural attacks. Each round, as a swift action at the start of its turn, the creature can choose to reduce some or all of its natural armor bonus to AC and gain an enhancement bonus on all damage rolls for natural attacks equal to that amount. The reduction to natural armor, and thus the enhancement bonus on damage rolls, cannot exceed 1 point per 3 caster levels, to a maximum penalty/bonus of -5/+5 at 15th level. A creature cannot reduce its natural armor bonus to less than 0 with this spell. All attacks directed against the creature use its adjusted AC until the start of its next turn, at which time it can choose to modify its AC again or keep it at its current level. Creatures make this decision without any need for conscious thought or reflection; even creatures with no intelligence score can benefit from this spell, although they always opt for the maximum possible reduction and bonus, regardless of any tactical advantage they might lose. <b>[SR:Yes; DC:15, Fortitude negates (harmless)]</b>					
□□□□ <b>Call Animal</b>	Enchantment (Compulsion) [Mind-Affecting]	1 standard action	4 hours [D]	see description	APG:p.209
<b>[V, S, DF] TARGET:</b> one animal whose CR is equal or less than 4; <b>EFFECT:</b> This spell calls the nearest wild animal of a particular type you designate [provided the animal's CR is equal to or less than your caster level] to seek you out. The animal moves toward you under its own power, so the time it takes to arrive depends on how close an animal of the desired type is when you cast the spell. If there is no animal of that type capable of reaching you within the spell's duration, you are aware of this fact, but the spell is wasted. Knowledge of the local fauna makes this spell more effective, and the GM may permit a Knowledge [nature] skill check [DC 15] to know what animals can be found in an area. When the called					

\* =Domain/Specialty Spell

# Druid Spells

animal arrives, it approaches to within 5 feet of you and remains nearby for the duration of the spell. Its starting attitude is indifferent, modified by circumstances and interaction. Other than starting attitude, this spell gives you no special influence or ability to communicate with the called animal, although you may use other spells or abilities to do so. Once the spell's duration expires, the animal acts in accordance with its attitude. Most animals will likely wander off, but a hostile predatory animal may attack, especially if it is hungry or provoked. Domesticated animals or animals trained by someone else, including such creatures as familiars or animal companions, are unaffected by call animals. [SR:None]					
<b>□□□□ Calm Animals</b>	<b>Enchantment (Compulsion) [Mind-Affecting]</b>	1 standard action	4 minutes	Close (35 ft.)	CR:p.252
<b>[V, S] TARGET:</b> Animals within 30 ft. of each other; <b>EFFECT:</b> This spell soothes and quiets animals, rendering them docile and harmless. Only ordinary animals [those with Intelligence scores of 1 or 2] can be affected by this spell. All the subjects must be of the same kind, and no two may be more than 30 feet apart. The maximum number of HD of animals you can affect is equal to 2d4 + caster level. The affected creatures remain where they are and do not attack or flee. They are not helpless and defend themselves normally if attacked. Any threat breaks the spell on the threatened creatures. [SR:Yes; DC:15, Will negates]					
<b>□□□□ Charm Animal</b>	<b>Enchantment (Charm) [Mind-Affecting]</b>	1 standard action	4 hours	Close (35 ft.)	CR:p.254
<b>[V, S] TARGET:</b> One animal; <b>EFFECT:</b> This spell functions like charm person, except that it affects a creature of the animal type. [SR:Yes; DC:15, Will negates]					
<b>□□□□ Cloak of Shade</b>	<b>Abjuration</b>	1 standard action	4 hours [D]	Touch	APG:p.211
<b>[V, S, M] TARGET:</b> one creature per level; <b>EFFECT:</b> This spell provides the subject with some degree of protection from the harmful effects of the sun. The cloaked subject treats environmental heat due to sun exposure as one level less: severe heat is considered very hot conditions, while very hot is considered average temperature [see page 444 of the Core Rulebook for heat dangers]. The cloak of shade also reduces any penalties from sunlight by 1. The spell does not, however, eliminate the effects of direct sunlight on creatures vulnerable to sunlight. Cloak of shade has no effect on environmental heat from sources other than the sun. [SR:Yes (harmless); DC:15, Will negates (harmless)]					
<b>□□□□ Cure Light Wounds</b>	<b>Conjuration (Healing)</b>	1 standard action	Instantaneous	Touch	CR:p.263
<b>[V, S] TARGET:</b> Creature touched; <b>EFFECT:</b> When laying your hand upon a living creature, you channel positive energy that cures 1d8 points of damage + 1 point per caster level [maximum +5]. Since undead are powered by negative energy, this spell deals damage to them instead of curing their wounds. An undead creature can apply spell resistance, and can attempt a Will save to take half damage. [SR:Yes (harmless); see text; DC:15, Will half (harmless); see text]					
<b>□□□□ Damp Powder</b>	<b>Transmutation</b>	1 standard action	instantaneous	Close (35 ft.)	UC:p.226
<b>[V, S, M/DF] TARGET:</b> 1 loaded firearm; <b>EFFECT:</b> This spell causes ammunition already loaded into the target firearm is ruined with moisture. Any attempt to fire that ammunition fails, with no chance for misfire, and the user must then take a full-round action to clear the weapon before reloading and firing it. If aware of this spell's effect prior to firing the altered ammunition [a DC 16 Spellcraft check to identify the spell being cast or similar effect], the firearm's user can spend a standard action to clear the altered ammunition from the firearm. Doing so destroys that ammunition. [SR:Yes (object); DC:15, Will negates (object)]					
<b>□□□□ Deadeye's Lore</b>	<b>Divination</b>	1 round	4 hours	Personal	UC:p.227
<b>[V, S] TARGET:</b> You; <b>EFFECT:</b> While subject to this spell, you take upon yourself the mantle of the hunter, channeling the insights of the spirits of the wild. You gain a +4 sacred bonus on all Survival checks for the duration of the spell, and you do not have to move at half your speed while traveling through the wilderness or while tracking.					
<b>□□□□ Decompose Corpse</b>	<b>Necromancy</b>	1 standard action	Instantaneous or 1 minute; see text	Touch	UM:p.216
<b>[V, S, M] TARGET:</b> One corpse or corporeal undead; <b>EFFECT:</b> Using this spell, the caster rapidly decomposes the flesh from a single corpse of size Huge or smaller, leaving behind a perfectly cleaned skeleton. If it is cast on a non-skeletal corporeal undead, the creature takes a $\frac{1}{2}$ penalty on all rolls and to its Armor Class and CMD for 1 minute. [SR:Yes (object); DC:15, Fortitude negates (object)]					
<b>□□□□ Detect Aberration</b>	<b>Divination</b>	1 standard action	concentration, up to 40 minutes [D]	Long (560 ft.)	APG:p.215
<b>[V, S] TARGET:</b> cone-shaped emanation; <b>EFFECT:</b> This spell functions like detect animals or plants, except it detects creatures of the aberration type. [SR:No]					
<b>□□□□ Detect Animals or Plants</b>	<b>Divination</b>	1 standard action	Concentration, up to 40 minutes [D]	Long (560 ft.)	CR:p.266
<b>[V, S] TARGET:</b> Cone-shaped emanation; <b>EFFECT:</b> You can detect a particular kind of animal or plant in a cone emanating out from you in whatever direction you face. You must think of a kind of animal or plant when using the spell, but you can change the animal or plant kind each round. The amount of information revealed depends on how long you search a particular area or focus on a specific kind of animal or plant. 1st Round: Presence or absence of that kind of animal or plant in the area. 2nd Round: Number of individuals of the specified kind in the area and the condition of the healthiest specimen. 3rd Round: The condition [see below] and location of each individual present. If an animal or a plant is outside your line of sight, then you discern its direction but not its exact location. Conditions: For purposes of this spell, the categories of condition are as follows: Normal: Has at least 90% of full normal hit points, free of disease. Fair: 30% to 90% of full normal hit points remaining. Poor: Less than 30% of full normal hit points remaining, afflicted with a disease, or suffering from a debilitating injury. Weak: 0 or fewer hit points remaining, afflicted with a disease that has reduced an ability score to 5 or less, or crippled. If a creature falls into more than one category, the spell indicates the weaker of the two. Each round you can turn to detect a kind of animal or plant in a new area. The spell can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it. [Chart omitted] [SR:No]					
<b>□□□□ Detect Snares and Pits</b>	<b>Divination</b>	1 standard action	Concentration, up to 40 minutes [D]	60 ft.	CR:p.268
<b>[V, S] TARGET:</b> Cone-shaped emanation; <b>EFFECT:</b> You can detect simple pits, deadfalls, and snares as well as mechanical traps constructed of natural materials. The spell does not detect complex traps, including trapdoor traps. Detect snares and pits does detect certain natural hazards- quicksand [a snare], a sinkhole [a pit], or unsafe walls of natural rock [a deadfall]. It does not reveal other potentially dangerous conditions. The spell does not detect magic traps [except those that operate by pit, deadfall, or snaring; see the spell snare], nor mechanically complex ones, nor those that have been rendered safe or inactive. The amount of information revealed depends on how long you study a particular area. 1st Round: Presence or absence of hazards. 2nd Round: Number of hazards and the location of each. If a hazard is outside your line of sight, then you discern its direction but not its exact location. Each Additional Round: The general type and trigger for one particular hazard closely examined by you. Each round, you can turn to examine a new area. The spell can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it. [SR:No]					
<b>□□□□ Diagnose Disease</b>	<b>Divination</b>	1 standard action	Instantaneous	Close (35 ft.)	UM:p.216
<b>[V, S] TARGET:</b> One creature, one object, or a 5-ft. cube; <b>EFFECT:</b> You determine whether a creature, object, or area carries any sort of disease or infestation [including molds, slimes, and similar hazards], or any exceptional or supernatural effects causing the sickened or nauseated effects. If there is disease present, you know what disease it is and its effects. If the target is a creature, you gain a +4 bonus on Heal checks to treat the creature's disease. The spell can penetrate many barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it. [SR:No]					
<b>□□□□ Endure Elements</b>	<b>Abjuration</b>	1 standard action	24 hours	Touch	CR:p.277
<b>[V, S] TARGET:</b> Creature touched; <b>EFFECT:</b> A creature protected by endure elements suffers no harm from being in a hot or cold environment. It can exist comfortably in conditions between -50 and 140 degrees Fahrenheit without having to make Fortitude saves. The creature's equipment is likewise protected. Endure elements doesn't provide any protection from fire or cold damage, nor does it protect against other environmental hazards such as smoke, lack of air, and so forth. [SR:Yes (harmless); DC:15, Will negates (harmless)]					
<b>□□□□ Entangle</b>	<b>Transmutation [WoodSchool]</b>	1 standard action	4 minutes [D]	Long (560 ft.)	CR:p.278
<b>[V, S, DF] TARGET:</b> Plants in a 40-ft.-radius spread; <b>EFFECT:</b> This spell causes tall grass, weeds, and other plants to wrap around foes in the area of effect or those that enter the area. Creatures that fail their save gain the entangled condition. Creatures that make their save can move as normal, but those that remain in the area must save again at the end of your turn. Creatures that move into the area must save immediately. Those that fail must end their movement and gain the entangled condition. Entangled creatures can attempt to break free as a move action, making a Strength or Escape Artist check. The DC for this check is equal to the DC of the spell. The entire area of effect is considered difficult terrain while the effect lasts. If the plants in the area are covered in thorns, those in the area take 1 point of damage each time they fail a save against the entangle or fail a check made to break free. Other effects, depending on the local plants, might be possible at GM discretion. [SR:No; DC:15, Reflex partial; see text]					
<b>□□□□ Expeditious Excavation</b>	<b>Transmutation, EarthSchool [Earth]</b>	1 standard action	Instantaneous	Close (35 ft.)	APG:p.220
<b>[V, S, M] TARGET:</b> dirt in a 5-ft. cube; <b>EFFECT:</b> You can excavate and move earth, dust, and sand up to the size of a 5-foot cube. If you are buried, you may open a 5-foot cube around yourself, but the spell cannot be used for tunneling. Besides its mundane applications, you can open a 5-foot-deep pit at a creature's feet. A Medium or smaller creature falls prone in the pit unless it succeeds on a Reflex save. With a successful save, it can choose to land harmlessly on its feet in the pit or hop to an adjacent square; this movement does not provoke attacks of opportunity. A creature can escape a 5-foot-deep pit with a DC 5 Climb check. Larger creatures may ignore pits smaller than their size. The earth excavated by this spell is ordinarily distributed harmlessly across the spell's range, but you may choose to throw up a burst of grit and debris when you dig a pit. This cloud of debris provides concealment to any creatures in the square excavated and all adjacent squares for 1 round. Expeditious excavation has no effect on solid rock or earth creatures. [SR:No; DC:15, see text]					
<b>□□□□ Faerie Fire</b>	<b>Evocation [Light]</b>	1 standard action	4 minutes [D]	Long (560 ft.)	CR:p.280
<b>[V, S, DF] TARGET:</b> Creatures and objects within a 5-ft.-radius burst; <b>EFFECT:</b> A pale glow surrounds and outlines the subjects. Outlined subjects shed light as candles. Creatures outlined by faerie fire take a -20 penalty on all Stealth checks. Outlined creatures do not benefit from the concealment normally provided by darkness [though a 2nd-level or higher magical darkness effect functions normally], blur, displacement, invisibility, or similar effects. The light is too dim to have any special effect on undead or dark-dwelling creatures vulnerable to light. The faerie fire can be blue, green, or violet, according to your choice at the time of casting. The faerie fire does not cause any harm to the objects or creatures thus outlined. [SR:Yes]					
<b>□□□□ Feather Step</b>	<b>Transmutation</b>	1 standard action	40 minutes	Close (35 ft.)	APG:p.221
<b>[V, S] TARGET:</b> one creature; <b>EFFECT:</b> For the duration of this spell, the subject ignores the adverse movement effects of difficult terrain, and can even take 5-foot steps in difficult terrain. [SR:Yes; DC:15, Fortitude negates (harmless)]					
<b>□□□□ Flare Burst</b>	<b>Evocation (Light)</b>	1 standard action	Instantaneous	Close (35 ft.)	APG:p.223
<b>[V] TARGET:</b> 10-ft.-radius burst of light; <b>EFFECT:</b> This spell functions as flare, except it affects all creatures in a 10-foot-radius burst from the target point. [SR:Yes; DC:15, Fortitude negates]					
<b>□□□□ Frostbite</b>	<b>Transmutation [Cold]</b>	1 standard action	Instantaneous	Touch	UM:p.221
<b>[V, S] TARGET:</b> Up to 4 creatures touched; <b>EFFECT:</b> Your melee touch attack deals 1d6 points of nonlethal cold damage + 1 point per level, and the target is fatigued. The fatigued condition ends when the target recovers from the nonlethal damage. This spell cannot make a creature exhausted even if it is already fatigued. You can use this melee touch attack up to one time per level. [SR:Yes]					
<b>□□□□ Gentle Breeze</b>	<b>Evocation (Air)</b>	1 standard action	1 hour [D]	Close (35 ft.)	ACG:p.183
<b>[V, S] TARGET:</b> one creature or object; <b>EFFECT:</b> You create a light wind that blows only against the target, from a direction of your choice. The breeze grants the target a +2 circumstance bonus on saves against very hot conditions, severe heat, and saves against clouds, vapors, and gases [such as cloudkill, stinking cloud, and inhaled poisons]. There must be air present to use this spell. [SR:yes (harmless); DC:15, Will negates (harmless)]					
<b>□□□□ Goodberry</b>	<b>Transmutation</b>	1 standard action	4 days	Touch	CR:p.291
<b>[V, S, DF] TARGET:</b> 2d4 fresh berries touched; <b>EFFECT:</b> Casting goodberry makes 2d4 freshly picked berries magical. You [as well as any other druid of 3rd or higher level] can immediately discern which berries are affected. Each transmuted berry provides nourishment as if it were a normal meal for a Medium creature. The berry also cures 1 point of damage when eaten, subject to a maximum of 8 points of such curing in any 24-hour period. [SR:Yes]					
<b>□□□□ Heightened Awareness</b>	<b>Divination</b>	1 standard action	40 minutes [D]	Personal	ACG:p.183
<b>[V, M/DF] TARGET:</b> you; <b>EFFECT:</b> You enter a heightened state of awareness that allows you to notice more about your surroundings and recall information effortlessly. You gain a +2 competence bonus on Perception checks and on all knowledge checks that you are trained in. If this spell is active when you have to make an initiative check, you can instantly dismiss this spell and gain a +4 bonus on that check.					
<b>□□□□ Hide from Animals</b>	<b>Abjuration</b>	1 standard action	40 minutes [D]	Touch	CR:p.296
<b>[S, DF] TARGET:</b> 4 creatures touched; <b>EFFECT:</b> Animals cannot sense the warded creatures. Even extraordinary or supernatural sensory capabilities, such as blindsense, blindsight, scent, and tremorsense, cannot detect or locate warded creatures. Animals simply act as though the warded creatures are not there. If a warded character touches an animal or attacks any creature, even with a spell, the spell ends for all recipients. [SR:Yes; DC:15, Will negates (harmless)]					
<b>□□□□ Hydraulic Push</b>	<b>Evocation, WaterSchool [Water]</b>	1 standard action	Instantaneous	Close (35 ft.)	APG:p.228
<b>[V, S] TARGET:</b> one creature or object; <b>EFFECT:</b> You call forth a quick blast of water that knocks over and soaks one creature or square. You can use this blast of water to make a bull rush against any one creature or object. Your CMB for this bull rush is equal to your caster level plus your Intelligence, Wisdom, or Charisma modifier, whichever is highest. This bull rush does not provoke an attack of opportunity. Hydraulic push extinguishes any normal fires on a creature, object, or in a single 5-foot square which it is targeted against. Magical fires are unaffected. [SR:Yes]					
<b>□□□□ Jump</b>	<b>Transmutation</b>	1 standard action	4 minutes [D]	Touch	CR:p.303
<b>[V, S, M] TARGET:</b> Creature touched; <b>EFFECT:</b> The subject gets a +10 enhancement bonus on Acrobatics checks made to attempt high jumps or long jumps. The enhancement bonus increases to +20 at caster level 5th, and to +30 [the maximum] at caster level 9th. [SR:Yes; DC:15, Will negates (harmless)]					

\* =Domain/Specialty Spell

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□□□□	<b>Keen Senses</b>	Transmutation	1 standard action	4 minutes [D]	Touch	APG:p.230
<b>[V, M/DF] TARGET:</b> creature touched; <b>EFFECT:</b> The subject gains a +2 competence bonus on Perception checks and gains low-light vision. Subjects that have low-light vision double the distance they can see under the effects of this spell. <b>[SR:Yes (harmless); DC:15, Will negates (harmless)]</b>						
□□□□	<b>Liberating Command</b>	Transmutation	1 immediate action	instantaneous	Close (35 ft.)	UC:p.233
<b>[V] TARGET:</b> one creature; <b>EFFECT:</b> If the target is bound, grappled, or otherwise restrained, he may make an Escape Artist check to escape as an immediate action. He gains a competence bonus on this check equal to twice your caster level 20. This spell has no effect if the target could not get free by using the Escape Artist skill [for example, if he were under the effects of a hold person spell or paralyzed by Strength damage]. <b>[SR:Yes (harmless); DC:15, Will negates (harmless)]</b>						
□□□□	<b>Longstrider</b>	Transmutation	1 standard action	4 hours [D]	Personal	CR:p.305
<b>[V, S, M] TARGET:</b> You; <b>EFFECT:</b> This spell gives you a +10 foot enhancement bonus to your base speed. It has no effect on other modes of movement, such as burrow, climb, fly, or swim.						
□□□□	<b>Magic Fang</b>	Transmutation	1 standard action	4 minutes	Touch	CR:p.308
<b>[V, S, DF] TARGET:</b> Living creature touched; <b>EFFECT:</b> Magic fang gives one natural weapon or unarmed strike of the subject a +1 enhancement bonus on attack and damage rolls. The spell can affect a slam attack, fist, bite, or other natural weapon. The spell does not change an unarmed strike's damage from nonlethal damage to lethal damage. Magic fang can be made permanent with a permanency spell. <b>[SR:Yes (harmless); DC:15, Will negates (harmless)]</b>						
□□□□	<b>Magic Stone</b>	Transmutation	1 standard action	30 minutes or until discharged	Touch	CR:p.310
<b>[V, S, DF] TARGET:</b> Up to three pebbles touched; <b>EFFECT:</b> You transmute as many as three pebbles, which can be no larger than sling bullets, so that they strike with great force when thrown or slung. If hurled, they have a range increment of 20 feet. If slung, treat them as sling bullets [range increment 50 feet]. The spell gives them a +1 enhancement bonus on attack and damage rolls. The user of the stones makes a normal ranged attack. Each stone that hits deals 1d6+1 points of damage [including the spell's enhancement bonus], or 2d6+2 points against undead. <b>[SR:Yes (harmless, object); DC:15, Will negates (harmless, object)]</b>						
□□□□	<b>Monkey Fish</b>	Transmutation	1 standard action	4 minutes [D]	Personal	ACG:p.188
<b>[V, S] TARGET:</b> you; <b>EFFECT:</b> Your hands and feet alter to make you better at climbing and swimming. You gain a 10 foot climb speed and swim speed. This spell has no effect if you are wearing medium or heavy armor or carrying a medium or heavy load.						
□□□□	<b>Nauseating Dart</b>	Conjuration (Creation) [Poison]	1 standard action	instantaneous	Close (35 ft.)	ACG:p.189
<b>[S, DF] TARGET:</b> one poisonous stinger; <b>EFFECT:</b> You spit a poisonous stinger around the size of a quill at a creature within range, as though you had fired a dart from a blowgun. You must succeed at a ranged attack to hit your target. The stinger deals 1d2 points of piercing damage and poisons the target, causing it to become nauseated for 1 round unless it succeeds at a Fortitude save. <b>[SR:no; DC:15, Fortitude partial (see text)]</b>						
□□□□	<b>Negate Aroma</b>	Transmutation	1 standard action	4 hours [D]	Close (35 ft.)	APG:p.234
<b>[V, S, M/DF] TARGET:</b> 4 creatures or objects touched; <b>EFFECT:</b> With a gesture, this spell allows you to dismiss even the foulest or most distinctive scents. When cast, the targeted creatures or objects lose all natural and unnatural odors. A creature under the effect of negate aroma cannot be tracked, located, or pinpointed by the scent special quality. In addition, this spell prevents the target creature from using the stench special ability and similar odor-based abilities [such as those possessed by troglodytes]. Negate aroma does not prevent the target from acquiring outside smells or odors. Dowsing the creature with a pungent substance effectively negates the benefits of the spell until the substance is neutralized or washed away. <b>[SR:Yes; DC:15, Fortitude negates]</b>						
□□□□	<b>Obscuring Mist</b>	Conjuration, WaterSchool (Creation)	1 standard action	4 minutes [D]	20 ft.	CR:p.317
<b>[V, S] TARGET:</b> Cloud spreads in 20-ft. radius from you, 20 ft. high; <b>EFFECT:</b> A misty vapor arises around you. It is stationary. The vapor obscures all sight, including darkvision, beyond 5 feet. A creature 5 feet away has concealment [attacks have a 20% miss chance]. Creatures farther away have total concealment [50% miss chance, and the attacker cannot use sight to locate the target]. A moderate wind [11+ mph], such as from a gust of wind spell, disperses the fog in 4 rounds. A strong wind [21+ mph] disperses the fog in 1 round. A fireball, flame strike, or similar spell burns away the fog in the explosive or fiery spell's area. A wall of fire burns away the fog in the area into which it deals damage. This spell does not function underwater. <b>[SR:No]</b>						
□□□□	<b>Pass without Trace</b>	Transmutation	1 standard action	4 hours [D]	Touch	CR:p.318
<b>[V, S, DF] TARGET:</b> 4 creatures touched; <b>EFFECT:</b> The subject or subjects of this spell do not leave footprints or a scent trail while moving. Tracking the subjects is impossible by nonmagical means. <b>[SR:Yes (harmless); DC:15, Will negates (harmless)]</b>						
□□□□	<b>Produce Flame</b>	Evocation [Fire]	1 standard action	4 minutes [D]	0 ft.	CR:p.326
<b>[V, S] TARGET:</b> Flame in your palm; <b>EFFECT:</b> Flames as bright as a torch appear in your open hand. The flames harm neither you nor your equipment. In addition to providing illumination, the flames can be hurled or used to touch enemies. You can strike an opponent with a melee touch attack, dealing fire damage equal to 1d6 + 1 point per caster level [maximum +5]. Alternatively, you can hurl the flames up to 120 feet as a thrown weapon. When doing so, you attack with a ranged touch attack [with no range penalty] and deal the same damage as with the melee attack. No sooner do you hurl the flames than a new set appears in your hand. Each attack you make reduces the remaining duration by 1 minute. If an attack reduces the remaining duration to 0 minutes or less, the spell ends after the attack resolves. This spell does not function underwater. <b>[SR:Yes]</b>						
□□□□	<b>Ray of Sickness</b>	Necromancy	1 standard action	4 minutes	Close (35 ft.)	UM:p.234
<b>[V, S, M] TARGET:</b> Ray; <b>EFFECT:</b> This spell functions as ray of exhaustion, except the target is sickened if it fails its save and unaffected if it makes its save. <b>[SR:Yes; DC:15, Fortitude partial, see text]</b>						
□□□□	<b>Remove Sickness</b>	Conjuration (Healing)	1 standard action	40 minutes; see text	Close (35 ft.)	UM:p.234
<b>[V, S] TARGET:</b> One creature; <b>EFFECT:</b> You quell feelings of illness and nausea in the target, giving it a +4 morale bonus on saving throws against disease, nausea, and sickened effects. If the subject is already under the influence of one of these effects when receiving the spell, that effect is suppressed for the duration of the spell. <b>[SR:Yes (harmless); DC:15, Fortitude negates (harmless)]</b>						
□□□□	<b>Restore Corpse</b>	Necromancy	1 standard action	Instantaneous	Touch	UM:p.235
<b>[V, S] TARGET:</b> Corpse touched; <b>EFFECT:</b> You grow flesh on a decomposed or skeletonized corpse of a Medium or smaller creature, providing it with sufficient flesh that it can be animated as a zombie rather than a skeleton. The corpse looks as it did when the creature died. The new flesh is somewhat rotted and not fit for eating. <b>[SR:No]</b>						
□□□□	<b>Shillelagh</b>	Transmutation	1 standard action	4 minutes	Touch	CR:p.342
<b>[V, S, DF] TARGET:</b> One touched nonmagical oak club or quarterstaff; <b>EFFECT:</b> Your own nonmagical club or quarterstaff becomes a weapon with a +1 enhancement bonus on attack and damage rolls. A quarterstaff gains this enhancement for both ends of the weapon. It deals damage as if it were two size categories larger [a Small club or quarterstaff so transmuted deals 1d8 points of damage, a Medium 2d6, and a Large 3d6], +1 for its enhancement bonus. These effects only occur when the weapon is wielded by you. If you do not wield it, the weapon behaves as if unaffected by this spell. <b>[SR:Yes (object); DC:15, Will negates (object)]</b>						
□□□□	<b>Snowball</b>	Conjuration (Creation) [Cold, Water]	1 standard action	Instantaneous	Close (35 ft.)	AP67:p.73
<b>[V, S] TARGET:</b> One ball of ice and snow; <b>EFFECT:</b> <b>[SR:No; DC:15, Fortitude partial]</b>						
□□□□	<b>Speak with Animals</b>	Divination	1 standard action	4 minutes	Personal	CR:p.346
<b>[V, S] TARGET:</b> You; <b>EFFECT:</b> You can ask questions of and receive answers from animals, but the spell doesn't make them any more friendly than normal. Wary and cunning animals are likely to be terse and evasive, while the more stupid ones make inane comments. If an animal is friendly toward you, it may do some favor or service for you.						
□□□□	<b>Stone Fist</b>	Transmutation, EarthSchool [Earth]	1 standard action	4 minutes [D]	Personal	APG:p.247
<b>[V, S, M] TARGET:</b> You; <b>EFFECT:</b> This spell transforms your hands into living stone. While this spell is in effect, your unarmed strikes do not provoke attacks of opportunity and deal 1d6 points of lethal bludgeoning damage [1d4 if you are Small]. In addition, your unarmed strikes ignore the hardness of any object with a hardness less than 8. Stone to flesh immediately dispels stone fist. Should you be the target of transmute rock to mud, this spell immediately ends and you take 4d6 points of damage.						
□□□□	<b>Summon Minor Ally</b>	Conjuration (Summoning)	1 round	4 rounds [D]	Close (35 ft.)	UM:p.241
<b>[V, S, DF] TARGET:</b> 1d3 summoned creatures; <b>EFFECT:</b> This spell functions as summon nature's ally I, except you can summon 1d3 Tiny or smaller animals, such as bats, lizards, monkeys, rats, ravens, toads, or weasels. The summoned animals must all be the same type of creature. <b>[SR:No]</b>						
□□□□	<b>Summon Nature's Ally I</b>	Conjuration (Summoning)	1 round	4 rounds [D]	Close (35 ft.)	CR:p.354
<b>[V, S, DF] TARGET:</b> One summoned creature; <b>EFFECT:</b> This spell summons to your side a natural creature [typically an animal, fey, magical beast, outsider with the elemental subtype, or a giant]. The summoned ally appears where you designate and acts immediately, on your turn. It attacks your opponents to the best of its ability. If you can communicate with the creature, you can direct it not to attack, to attack particular enemies, or to perform other actions as you command. A summoned monster cannot summon or otherwise conjure another creature, nor can it use any teleportation or planar travel abilities. Creatures cannot be summoned into an environment that cannot support them. Creatures summoned using this spell cannot use spells or spell-like abilities that duplicate spells that have expensive material components [such as wish]. The spell conjures one of the creatures from the 1st Level list on Table 10-6. You choose which kind of creature to summon, and you can change that choice each time you cast the spell. All the creatures on the table are neutral unless otherwise noted. When you use a summoning spell to summon a creature with an alignment or elemental subtype, it is a spell of that type. All creatures summoned with this spell without alignment subtypes have an alignment that matches yours, regardless of their usual alignment. Summoning these creatures makes the summoning spell's type match your alignment. [Chart not included] <b>[SR:No]</b>						
□□□□	<b>Thorn Javelin</b>	Conjuration (Creation) [Poison]	1 standard action	4 minutes [D]	0 Ft.	ACG:p.196
<b>[V, S] TARGET:</b> javelin-like thorn; <b>EFFECT:</b> A wooden thorn the size of a javelin [appropriate for your size] appears in your open hand. You can wield this thorn as a javelin, and you are proficient in its use. Any creature struck by the javelin must succeed at a Fortitude save or be sickened for 1 round. If you throw the javelin, another one appears in your hand. Any javelin that leaves your grasp disappears at the end of your turn. Each javelin attack you make reduces the spell's remaining duration by 1 minute. If an attack reduces the remaining duration to 0 minutes or less, the spell ends after that attack resolves. <b>[SR:no; DC:15, none]</b>						
□□□□	<b>Thunderstomp</b>	Evocation [Earth]	1 standard action	instantaneous	Close (35 ft.)	ACG:p.196
<b>[V, S] TARGET:</b> one creature; <b>EFFECT:</b> You stomp your foot or strike your weapon against the ground or floor, creating a ripple of power that you can use to trip a creature. Attempt the combat maneuver check to trip the target, but instead of your base attack bonus you can use your caster level, and instead of your Strength modifier you can use your spellcasting ability score modifier [Intelligence for magi and wizards; Wisdom for druids and rangers; Charisma for bloodragers and sorcerers]. This does not provoke an attack of opportunity. This spell has no effect if you cannot reach the ground or floor, or if your target is not in contact with the ground or floor. <b>[SR:yes; DC:15, none]</b>						
□□□□	<b>Touch of the Sea</b>	Transmutation, WaterSchool	1 standard action	4 minutes	Touch	APG:p.250
<b>[V, S, M] TARGET:</b> creature touched; <b>EFFECT:</b> You cause webs to grow between the target's fingers and its feet to transform into flippers, granting a swim speed of 30 feet along with the standard +8 bonus on Swim checks and the ability to take 10 even if distracted or endangered. You can also use the run action while swimming, provided you swim in a straight line. This transformation causes any boots or gloves the target is wearing to meld into its form [although magic items with a continuous effect continue to function]. This spell does not grant the target any ability to breathe water. <b>[SR:Yes (harmless); DC:15, Fortitude negates (harmless)]</b>						
□□□□	<b>Wave Shield</b>	Abjuration [Water]	1 immediate action	1 round or until discharged	Personal	ACG:p.199
<b>[V] TARGET:</b> you; <b>EFFECT:</b> You create a rushing torrent of water in the rough outline of a shield. The water protects you from one physical or fire attack, granting you DR/- and fire resistance equal to half your caster level [minimum 1] on that attack. Once the spell has reduced the damage of one attack against you, it is discharged.						
□□□□	<b>Weaken Powder</b>	Transmutation	1 standard action	instantaneous	Close (35 ft.)	UC:p.249
<b>[V, S, M/DF] TARGET:</b> 1 loaded firearm; <b>EFFECT:</b> Ammunition in the target firearm generates less of an explosive charge when fired. With such ammunition, the firearm's range increment is halved and the firer takes a -2 penalty on damage rolls. If aware of this spell's effect prior to firing the altered ammunition [a DC 16 Spellcraft check to identify the spell being cast or similar effect], the firearm's user can spend a standard action to clear the altered ammunition from the firearm. Doing so destroys that ammunition. <b>[SR:Yes (object); DC:15, Will negates (object)]</b>						

\* =Domain/Specialty Spell

# Druid Spells

## LEVEL 2 / Per Day:3 / Caster Level:4

Name	School	Time	Duration	Range	Source
<p><b>Accelerate Poison</b></p> <p><b>[V, S, M] TARGET:</b> creature touched; <b>EFFECT:</b> You hasten the onset of poison in the target. If the poison normally has an onset time, its effects begin immediately. If the poison has no onset time, its frequency is doubled, requiring two saving throws and inflicting damage twice per round or minute, though its duration is halved. Accelerate poison does not change the cure condition for the poison. If the target is affected by more than one poison, you may choose which is affected if you administered the poison; otherwise, randomly determine which poison is affected. [SR:Yes; DC:16, Fortitude negates]</p>	Transmutation, WaterSchool [Poison]	1 standard action	Instantaneous	Touch	APG:p.201
<p><b>Aggressive Thundercloud</b></p> <p><b>[V, S, M/DF] TARGET:</b> 5-ft.-diameter sphere; <b>EFFECT:</b> A crackling, spherical storm cloud flies in whichever direction you point and deals electricity damage to those it strikes. It has a fly speed of 20 feet with perfect maneuverability. If it enters a space that contains a creature, the storm stops moving for the round and deals 3d6 points of electricity damage to that creature, though a successful Reflex save negates that damage. It provides concealment [20% miss chance] to anything within it, and its flickering light illuminates the same area a candle would. The sphere moves as long as you actively direct it [as a move action for you]; otherwise, it stays at rest and crackles with lightning. It can be moved by wind effects and counts as a Small creature for the purpose of determining how winds affect it. The sphere has no physical substance and cannot exert any force on corporeal creatures or objects. It disperses if it exceeds the spell's range. [SR:Yes; DC:16, Reflex negates]</p>	Evocation [Electricity]	1 standard action	4 rounds	Medium (140 ft.)	ACG:p.172
<p><b>Air Step</b></p> <p><b>[V, S, M] TARGET:</b> you; <b>EFFECT:</b> This spell functions as air walk, except you can rise no higher than 1 foot off the ground, you cannot pass over liquid, and the air you walk on is less stable than solid ground. When walking on air, you ignore difficult terrain that is less than 1 foot high, you do not trigger effects based on weight [such as a pressure plate], and any creature trying to track you through areas you crossed with this spell takes a -10 penalty on its Perception or Survival check to do so. However, because of the instability of the air you walk on, your speed is reduced by 10 feet [to a minimum of 5 feet] and you take a -4 penalty on Acrobatics, Climb, and Ride checks. If you have 1 rank in Fly, your speed is not reduced when using this spell, and you can cross over liquid at half speed. If you have 5 ranks in Fly, you can cross liquid at full speed and do not take the penalties to your skill checks.</p>	Transmutation [Air]	1 standard action	4 minutes	Personal	ACG:p.173
<p><b>Animal Aspect</b></p> <p><b>[V, S, M/DF] TARGET:</b> You; <b>EFFECT:</b> You gain some of the beneficial qualities of an animal. Your base form is largely unchanged and your size is unaltered, but some of your body parts are altered. Armor or gear you are wearing adjusts to your new shape for the duration of the spell. When you cast animal aspect, choose one of the following animals to gain the associated benefits. You can only have one animal aspect or greater animal aspect spell active on you at a time. Frog - Your legs become elongated and muscular. You gain a +4 competence bonus on Acrobatics checks, and you always jump as if you had a running start. Gorilla - Your arms become long, flexible, and strong like those of a great ape. Your unarmed damage die type increases by one step, and you gain a +4 competence bonus on combat maneuver checks when making the grapple or reposition combat maneuver. Monkey - Your hands and arms become dexterous like those of a simian. You gain a +4 competence bonus on Climb checks, and you can throw objects as if you had the Throw Anything feat. Otter - Your hands and feet gain webbing, and your lungs gain capacity, allowing you to move through the water with ease. You gain a Swim speed equal to half your speed, and all the benefits of having a swim speed. Additionally, you can hold your breath for 4 rounds per point of Constitution before being forced to make Constitution checks to keep holding your breath. Raccoon - Your hands become extremely dexterous, and your feet become padded. You gain a +2 competence bonus on Disable Device, Sleight of Hand, and Stealth checks. Raptor - Your legs become built for running speed, like those of a deinonychus. You gain an enhancement bonus of +20 feet to your base speed. Tree Lizard - Your hands and feet gain climbing claws and climbing pads. You gain a climb speed equal to half your normal speed and all the benefits of having a natural climb speed. [SR:Yes (harmless)]</p>	Transmutation (Polymorph)	1 standard action	4 minutes [D]	Personal	UC:p.222
<p><b>Animal Messenger</b></p> <p><b>[V, S, M] TARGET:</b> One Tiny animal; <b>EFFECT:</b> You compel a Tiny animal to go to a spot you designate. The most common use for this spell is to get an animal to carry a message to your allies. The animal cannot be one tamed or trained by someone else, including such creatures as familiars and animal companions. Using some type of food desirable to the animal as a lure, you call the animal to you. It advances and awaits your bidding. You can mentally impress on the animal a certain place well known to you or an obvious landmark. The directions must be simple, because the animal depends on your knowledge and can't find a destination on its own. You can attach a small item or note to the messenger. The animal then goes to the designated location and waits there until the duration of the spell expires, whereupon it resumes its normal activities. During this period of waiting, the messenger allows others to approach it and remove any scroll or token it carries. The intended recipient gains no special ability to communicate with the animal or read any attached message [if it's written in a language he doesn't know, for example]. [SR:Yes; DC:16, None; see text]</p>	Enchantment (Compulsion) [Mind-Affecting]	1 minute	1 day/level	Close (35 ft.)	CR:p.241
<p><b>Animal Purpose Training</b></p> <p><b>[V, S, M] TARGET:</b> one indifferent or friendly animal; <b>EFFECT:</b> You instill the target animal with a general purpose [see the Handle Animal skill], which can be any purpose except combat training-fighting, guarding, heavy labor, hunting, performance, or riding. This purpose supersedes the animal's previous trained purpose and any tricks it knows. When the spell ends, the animal reverts to its previous trained purpose and known tricks. [SR:Yes; DC:16, none]</p>	Enchantment (Compulsion) [Mind-Affecting]	1 minute	4 hours	Close (35 ft.)	ACG:p.173
<p><b>Animal Trance</b></p> <p><b>[V, S] TARGET:</b> Animals or magical beasts with Intelligence 1 or 2; <b>EFFECT:</b> Your swaying motions and music [or singing, or chanting] compel animals and magical beasts to do nothing but watch you. Only a creature with an Intelligence score of 1 or 2 can be fascinated by this spell. Roll 2d6 to determine the total number of HD worth of creatures that you fascinate. The closest targets are selected first until no more targets within range can be affected. [SR:Yes; DC:16, Will negates]</p>	Enchantment (Compulsion) [Mind-Affecting]	1 standard action	Concentration	Close (35 ft.)	CR:p.241
<p><b>Ant Haul (Communal)</b></p> <p><b>[V, S, M/DF] TARGET:</b> creatures touched; <b>EFFECT:</b> This spell functions like ant haul [see page 202 of the Pathfinder RPG Advanced Player's Guide], except you may divide the duration in 2-hour intervals among the creatures touched. [SR:Yes (harmless); DC:16, Fortitude negates (harmless)]</p>	Transmutation	1 standard action	8 hours	Touch	UC:p.223
<p><b>Aspect of the Bear</b></p> <p><b>[V, S, DF] TARGET:</b> You; <b>EFFECT:</b> You take on the aspect of a bear. You gain a +2 enhancement bonus to natural armor and a +2 enhancement bonus on CMB rolls. You can also perform bull rush, grapple, and overrun combat maneuvers without provoking attacks of opportunity.</p>	Transmutation (Polymorph)	1 standard action	4 minutes	Personal	APG:p.203
<p><b>Barkskin</b></p> <p><b>[V, S, DF] TARGET:</b> Living creature touched; <b>EFFECT:</b> Barkskin toughens a creature's skin. The effect grants a +2 enhancement bonus to the creature's existing natural armor bonus. This enhancement bonus increases by 1 for every three caster levels above 3rd, to a maximum of +5 at 12th level. The enhancement bonus provided by barkskin stacks with the target's natural armor bonus, but not with other enhancement bonuses to natural armor. A creature without natural armor has an effective natural armor bonus of +0. [SR:Yes (harmless)]</p>	Transmutation	1 standard action	40 minutes	Touch	CR:p.246
<p><b>Bear's Endurance</b></p> <p><b>[V, S, M/DF] TARGET:</b> Creature touched; <b>EFFECT:</b> The affected creature gains greater vitality and stamina. The spell grants the subject a +4 enhancement bonus to Constitution, which adds the usual benefits to hit points, Fortitude saves, Constitution checks, and so forth. Hit points gained by a temporary increase in Constitution score are not temporary hit points. They go away when the subject's Constitution drops back to normal. They are not lost first as temporary hit points are. [SR:Yes; DC:16, Will negates (harmless)]</p>	Transmutation	1 standard action	4 minutes	Touch	CR:p.246
<p><b>Beastpeak</b></p> <p><b>[S, DF] TARGET:</b> you; <b>EFFECT:</b> When you're in the form of an animal [such as when you are using wild shape or are affected by a polymorph effect], you can speak normally, including when you cast spells with verbal components, and you sound like your normal self when you speak. You can cast this spell while in animal form, using animal-appropriate somatic components.</p>	Divination	1 standard action	40 minutes	Personal	ACG:p.175
<p><b>Bull's Strength</b></p> <p><b>[V, S, M/DF] TARGET:</b> Creature touched; <b>EFFECT:</b> The subject becomes stronger. The spell grants a +4 enhancement bonus to Strength, adding the usual benefits to melee attack rolls, melee damage rolls, and other uses of the Strength modifier. [SR:Yes (harmless); DC:16, Will negates (harmless)]</p>	Transmutation	1 standard action	4 minutes	Touch	CR:p.251
<p><b>Burning Gaze</b></p> <p><b>[V, S, M/DF] TARGET:</b> You; <b>EFFECT:</b> Your eyes burn like hot coals, allowing you to set objects or foes alight with a glance. As a standard action as long as this spell's effects persist, you may direct your burning gaze against a single creature or object within 30 feet of your location. Targeted creatures must succeed at a Fortitude save or take 1d6 points of fire damage. Unattended objects do not get a save. Creatures damaged by the spell must make a Reflex save or catch fire. Each round, burning creatures may attempt a Reflex save to quench the flames; failure results in another 1d6 points of fire damage. Flammable items worn by a creature must also save or take the same damage as the creature. If a creature or object is already on fire, it suffers no additional effects from burning gaze. Note that this spell does not grant an actual gaze attack-foes and allies are not in danger of catching on fire simply by meeting your gaze. [SR:Yes; DC:16, Fortitude negates (see text)]</p>	Evocation, FireSchool [Fire]	1 standard action	4 rounds	Personal	APG:p.208
<p><b>Campfire Wall</b></p> <p><b>[V, S, M/DF] TARGET:</b> 20-ft.-radius sphere centered on fire source; <b>EFFECT:</b> You can create a barrier around a fire of at least campfire size that shelters everyone inside so long as the fire continues to burn. The barrier appears as a crackling sphere of light and fire that is clearly visible, providing as much illumination as a torch. The barrier blocks line of sight, granting creatures on either side of the barrier total concealment from creatures on the other side. Any object or creature passing through the barrier from outside takes 1d6 points of fire damage and is also outlined with light equivalent to that of a torch, for 1d6 minutes. Creatures outlined in this way are plainly visible regardless of the light conditions and do not benefit from any sort of concealment, magical or otherwise. The light is not bright enough to have any special effect on undead or creatures vulnerable to light. Creatures inside the barrier can leave without penalty, but if they try to return they suffer the same consequences as anyone else. If the fire source at the barrier's center is extinguished or moved, the spell ends. [SR:Yes]</p>	Evocation, FireSchool [Fire, Light]	1 standard action	8 hours; see below [D]	Close (35 ft.)	APG:p.210
<p><b>Cat's Grace</b></p> <p><b>[V, S, M] TARGET:</b> Creature touched; <b>EFFECT:</b> The transmuted creature becomes more graceful, agile, and coordinated. The spell grants a +4 enhancement bonus to Dexterity, adding the usual benefits to AC, Reflex saves, and other uses of the Dexterity modifier. [SR:Yes; DC:16, Will negates (harmless)]</p>	Transmutation [WoodSchool]	1 standard action	4 minutes	Touch	CR:p.252
<p><b>Certain Grip</b></p> <p><b>[V, S, M/DF] TARGET:</b> creature touched; <b>EFFECT:</b> The subject's grip and footing become sure, granting a +4 competence bonus on Climb checks, on Acrobatics checks to balance, and to CMD against bull rush, drag, reposition, and trip attempts. While affected by this spell, the target is also immune to the disarm combat maneuver. [SR:Yes (harmless); DC:16, Will negates (harmless)]</p>	Transmutation	1 standard action	40 minutes [D]	Touch	UC:p.225
<p><b>Chill Metal</b></p> <p><b>[V, S, DF] TARGET:</b> Metal equipment of 2 creatures, no two of which can be more than 30 ft. apart; or 100 lbs. of metal, none of which can be more than 30 ft. away from any of the rest; <b>EFFECT:</b> Chill metal makes metal extremely cold. Unattended, nonmagical metal gets no saving throw. Magical metal is allowed a saving throw against the spell. An item in a creature's possession uses the creature's saving throw bonus unless its own is higher. A creature takes cold damage if its equipment is chilled. It takes full damage if its armor, shield, or weapon is affected. The creature takes minimum damage [1 point or 2 points; see the table] if it's not wearing or wielding such an item. On the first round of the spell, the metal becomes chilly and uncomfortable to touch but deals no damage. The same effect also occurs on the last round of the spell's duration. During the second [and also the next-to-last] round, icy coldness causes pain and damage. In the third, fourth, and fifth rounds, the metal is freezing cold, and causes more damage, as shown on the table below. Round   Metal Temperature   Damage 1   Cold   None 2   1cy   1d4 points 3-5   Freezing   2d4 points 6   1cy   1d4 points 7   Cold   None Any heat intense enough to damage the creature negates cold damage from the spell [and vice versa] on a point-for-point basis. Underwater, chill metal deals no damage, but ice immediately forms around the affected metal, making it float if unattended. Chill metal counters and dispels heat metal. [SR:Yes (object); DC:16, Will negates (object)]</p>	Transmutation [Cold, MetalSchool]	1 standard action	7 rounds	Close (35 ft.)	CR:p.254
<p><b>Climbing Beanstalk</b></p> <p><b>[V, S, DF] TARGET:</b> 5-ft. square of climbable beanstalks; <b>EFFECT:</b> You cause a thick, sturdy beanstalk to sprout from the ground and grow upward to a height of 10 feet + 5 feet per 2 caster levels. The growing stalk anchors itself to sturdy objects such as walls or ceilings, and grows around objects that do not fully obstruct its square [such as tree branches], but is stopped by solid obstacles. The beanstalk provides numerous hand- and footholds; its climb DC 5. The beanstalk can support up to 200 pounds plus 50 pounds per caster level, or double that amount if anchored on its upper end. If it anchors itself to a sturdy mobile object [such as a ship or a siege engine], breaking the object free requires a DC 23 Strength check or cutting through the beanstalk [hardness 2, 40 hp]. If the ground is capable of supporting plant life, the beanstalk continues to live as a normal plant, and it produces nutritious [if unappetizing] beans. Otherwise, the plant dies after 1d6 hours; its husk remains as durable as a small tree.</p>	Conjuration (Creation)	1 standard action	instantaneous	Close (35 ft.)	ACG:p.177
<p><b>Companion Life Link</b></p> <p><b>[V, S, M/DF] TARGET:</b> one of your animal companions or your familiar; <b>EFFECT:</b> You create a life link between yourself and the target. You sense whenever the target is wounded and are made immediately aware if the target is slain. If you are wounded or slain, the target is made aware. As a free action, you can call out to the target, causing it to return to you [if able and willing]; this ends the spell. [SR:Yes (harmless); DC:16, Fortitude negates (harmless)]</p>	Necromancy	1 standard action	4 minutes [see below]	Touch	ACG:p.177

\* = Domain/Specialty Spell

# Druid Spells

□□□□	<b>Delay Poison</b>	Conjuration (Healing)	1 standard action	4 hours	Touch	CR:p.265
<b>[V, S, DF] TARGET:</b> Creature touched; <b>EFFECT:</b> The subject becomes temporarily immune to poison. Any poison in its system or any poison to which it is exposed during the spell's duration does not affect the subject until the spell's duration has expired. Delay poison does not cure any damage that poison may have already done. <b>[SR:Yes (harmless); DC:16, Fortitude negates (harmless)]</b>						
□□□□	<b>Eagle Eye</b>	Divination	1 minute	4 minutes [D]	Long (560 ft.)	APG:p.217
<b>[V, S, DF] TARGET:</b> magical sensor; <b>EFFECT:</b> Eagle eye creates a magical sensor directly above you. The sensor can appear anywhere above you, to a maximum height equal to the spell's range. You can see from this vantage as if you were actually there, rotating your viewpoint 360 degrees. You perceive with your normal visual senses. A caster using eagle eye can easily see for a considerable distance. The spell does not penetrate any solid surface, although it is unaffected by foliage and the like. <b>[SR:No]</b>						
□□□□	<b>Elemental Speech</b>	Divination, AirSchool, EarthSchool, FireSchc1	standard action	4 minutes	Personal	APG:p.218
<b>[V, S, M] TARGET:</b> You; <b>EFFECT:</b> This spell enables you to converse with creatures associated with a chosen element, including but not limited to true elemental creatures. This spell gains the elemental subtype based on the version of the spell you cast. Elemental speech does not guarantee a friendly reaction; it merely enables communication. You may converse with all creatures of the selected type with an Intelligence score of 1 or greater, even if they do not understand one another. When cast as an air spell, you can converse in Ignan and with any creature that has the air subtype or a fly speed. When cast as an earth spell, you can converse in Terran and with any creature that has the earth subtype or a burrow speed. When cast as a fire spell, you can converse in Ignan and with any creature that has the fire subtype. When cast as a water spell, you can converse in Aquan and with any creature that has the water subtype or a swim speed.						
□□□□	<b>Endure Elements (Communal)</b>	Abjuration	1 standard action	24 hours	Touch	UC:p.228
<b>[V, S] TARGET:</b> creatures touched; <b>EFFECT:</b> This spell functions like endure elements, except you divide the duration in 1-hour increments among the creatures touched. <b>[SR:Yes (harmless); DC:16, Will negates (harmless)]</b>						
□□□□	<b>Euphoric Cloud</b>	Conjuration (Creation) [Poison]	1 standard action	4 rounds	Medium (140 ft.)	ACG:p.181
<b>[V, S, M] TARGET:</b> fog spreads in 20-ft. radius, 20 ft. high; <b>EFFECT:</b> You create a bank of fog similar to that created by fog cloud except its vapors are intoxicating. Living creatures in the cloud become fascinated. This condition lasts as long as a creature is in the cloud and for 1d4+1 rounds after it leaves. Any creature that succeeds at its save but remains in the cloud must continue to save each round on your turn. <b>[SR:no; DC:16, Fortitude negates (see text)]</b>						
□□□□	<b>Feast of Ashes</b>	Transmutation [Curse]	1 standard action	8 days [D]	Close (35 ft.)	APG:p.220
<b>[V, S, M] TARGET:</b> one creature; <b>EFFECT:</b> You curse the target with a hunger no food can assuage. On a failed saving throw, the target begins to starve [see page 444 of the Core Rulebook]. The effects of this spell cannot inflict more nonlethal damage than the target has hit points. No amount of eating can counter the effect and, further, even attempting to eat causes the target to become nauseated for 1 round unless they make a DC 12 Fortitude save. The target still experiences the other normal effects of anything consumed [such as poisons or potions]. Feast of ashes can be removed with a break enchantment, limited wish, miracle, remove curse, or wish spell, but effects suffered as a result of starvation must be healed by normal means. <b>[SR:Yes; DC:16, Fortitude negates]</b>						
□□□□	<b>Fire Trap</b>	Abjuration, FireSchool [Fire]	10 minutes	Permanent until discharged [D]	Touch	CR:p.282
<b>[V, S, M] TARGET:</b> Object touched; <b>EFFECT:</b> Fire trap creates a fiery explosion when an intruder opens the item that the trap protects. A fire trap spell can ward any object that can be opened and closed. When casting fire trap, you select a point on the object as the spell's center. When someone other than you opens the object, a fiery explosion fills the area within a 5-foot radius around the spell's center. The flames deal 1d4 points of fire damage + 1 point per caster level [maximum +20]. The item protected by the trap is not harmed by this explosion. A fire-trapped item cannot have a second closure or warding spell placed on it. A knock spell does not bypass a fire trap. An unsuccessful dispel magic spell does not detonate the spell. Underwater, this ward deals half damage and creates a large cloud of steam. You can use the fire-trapped object without discharging it, as can any individual to whom the object was specifically attuned when cast. Attuning a fire-trapped object to an individual usually involves setting a password that you can share with friends. Magic traps such as fire trap are hard to detect and disable. A rogue [only] can use the Perception skill to find a fire trap and Disable Device to thwart it. The DC in each case is 25 + spell level [DC 27 for a druid's fire trap or DC 29 for the arcane version]. <b>[SR:Yes; DC:16, Reflex half; see text]</b>						
□□□□	<b>Flame Blade</b>	Evocation [Fire]	1 standard action	4 minutes [D]	0 ft.	CR:p.283
<b>[V, S, DF] TARGET:</b> Sword-like beam; <b>EFFECT:</b> A 3-foot-long, blazing beam of red-hot fire springs forth from your hand. You wield this blade-like beam as if it were a scimitar. Attacks with the flame blade are melee touch attacks. The blade deals 1d8 points of fire damage + 1 point per two caster levels [maximum +10]. Since the blade is immaterial, your Strength modifier does not apply to the damage. A flame blade can ignite combustible materials such as parchment, straw, dry sticks, and doth. <b>[SR:Yes]</b>						
□□□□	<b>Flaming Sphere</b>	Evocation, FireSchool [Fire]	1 standard action	4 rounds	Medium (140 ft.)	CR:p.283
<b>[V, S, M/DF] TARGET:</b> 5-ft.-diameter sphere; <b>EFFECT:</b> A burning globe of fire rolls in whichever direction you point and burns those it strikes. It moves 30 feet per round. As part of this movement, it can ascend or jump up to 30 feet to strike a target. If it enters a space with a creature, it stops moving for the round and deals 3d6 points of fire damage to that creature, though a successful Reflex save negates that damage. A flaming sphere rolls over barriers less than 4 feet tall. It ignites flammable substances it touches and illuminates the same area as a torch would. The sphere moves as long as you actively direct it [a move action for you]; otherwise, it merely stays at rest and burns. It can be extinguished by any means that would put out a normal fire of its size. The surface of the sphere has a spongy, yielding consistency and so does not cause damage except by its flame. It cannot push aside unwilling creatures or batter down large obstacles. A flaming sphere winks out if it exceeds the spell's range. <b>[SR:Yes; DC:16, Reflex negates]</b>						
□□□□	<b>Flurry of Snowballs</b>	Evocation [Cold, Water]	1 standard action	Instantaneous	30 ft.	APG:p.72
<b>[V, S] TARGET:</b> Cone-shaped burst; <b>EFFECT:</b> <b>[SR:No; DC:16, Reflex half]</b>						
□□□□	<b>Fog Cloud</b>	Conjuration, WaterSchool (Creation)	1 standard action	40 minutes	Medium (140 ft.)	CR:p.284
<b>[V, S] TARGET:</b> Fog spreads in 20-ft. radius; <b>EFFECT:</b> A bank of fog billows out from the point you designate. The fog obscures all sight, including darkvision, beyond 5 feet. A creature within 5 feet has concealment [attacks have a 20% miss chance]. Creatures farther away have total concealment [50% miss chance, and the attacker can't use sight to locate the target]. A moderate wind [11+ mph] disperses the fog in 4 rounds; a strong wind [21+ mph] disperses the fog in 1 round. The spell does not function underwater. <b>[SR:No]</b>						
□□□□	<b>Forest Friend</b>	Abjuration	1 round	4 minutes	Close (35 ft.)	UC:p.230
<b>[V, S, M] TARGET:</b> one willing living creature per three levels, no two of which may be more than 30 ft. apart.; <b>EFFECT:</b> While subject to this spell, the targets find that forested areas become helpful instead of hindering. The targets suffer no hindrances to movement and suffer no penalties on Acrobatics and Stealth checks from undergrowth in forested terrain. Furthermore, forested overgrowth imposes a miss chance 10% lower than normal. When moving in and among trees, those subject to the spell gain a +5 circumstance bonus on Acrobatics checks and Climb checks. Rangers in their favored terrain can also add their favored terrain bonus on such Acrobatics and Climb checks. <b>[SR:No]</b>						
□□□□	<b>Frigid Touch</b>	Evocation [Cold]	1 standard action	Instantaneous	Touch	UM:p.221
<b>[V, S] TARGET:</b> Creature touched; <b>EFFECT:</b> This spell causes your hand to glow with a pale blue radiance. Your melee touch attack deals 4d6 points of cold damage and causes the target to be staggered for 1 round. If the attack is a critical hit, the target is staggered for 1 minute instead. <b>[SR:Yes]</b>						
□□□□	<b>Frost Fall</b>	Evocation [Cold]	1 standard action	2 rounds	Close (35 ft.)	UC:p.230
<b>[V, S] TARGET:</b> 5-foot radius burst; <b>EFFECT:</b> The area of this spell is covered in chilling frost, dealing 2d6 points of cold damage to all creatures within it. Creatures that the spell initially damages must succeed at a Fortitude save or become staggered for 1 round. The area remains chilled for the spell's duration. Any creature that starts your turn within the spell's area takes 1d6 points of cold damage [Fortitude saving throw for half ] but does not become staggered even on a failed saving throw. <b>[SR:Yes; DC:16, Fortitude partial]</b>						
□□□□	<b>Glide</b>	Transmutation, AirSchool	1 standard action	until landing or 4 minutes [D]	Personal	APG:p.225
<b>[V, S, M/DF] TARGET:</b> You; <b>EFFECT:</b> You take no damage from falls [as if from feather fall]. In addition, you can move up to 5 feet in any horizontal direction for every 1 foot you fall, at a speed of 60 feet per round. You cannot use this spell to actually gain height, merely coast in other directions as you fall. If subjected to a strong wind or any other effect that causes you to rise you can take advantage of it in order to increase the distance you can glide. The spell ends as soon as your feet touch the ground regardless of its remaining duration. If the spell expires while you are still in the air you fall the remaining distance as normal.						
□□□□	<b>Gust of Wind</b>	Evocation, AirSchool [Air]	1 standard action	1 round	60 ft.	CR:p.293
<b>[V, S] TARGET:</b> Line-shaped gust of severe wind emanating out from you to the extreme of the range; <b>EFFECT:</b> This spell creates a severe blast of air [approximately 50 mph] that originates from you, affecting all creatures in its path. All flying creatures in this area take a -4 penalty on Fly skill checks. Tiny or smaller flying creatures must make a DC 25 Fly skill check or be blown back 2d6 ? 10 feet and take 2d6 points of damage. Small or smaller flying creatures must make a DC 20 Fly skill check to move against the force of the wind. A Tiny or smaller creature on the ground is knocked down and rolled 1d4 ? 10 feet, taking 1d4 points of nonlethal damage per 10 feet. Small creatures are knocked prone by the force of the wind. Medium or smaller creatures are unable to move forward against the force of the wind unless they succeed at a DC 15 Strength check. Large or larger creatures may move normally within a gust of wind effect. This spell can't move a creature beyond the limit of it's range. Any creature, regardless of size, takes a -4 penalty on ranged attacks and Perception checks in the area of a gust of wind. The force of the gust automatically extinguishes candles, torches, and similar unprotected flames. It causes protected flames, such as those in lanterns, to dance wildly and has a 50% chance to extinguish those lights. In addition to the effects noted, a gust of wind can do anything that a sudden blast of wind would be expected to do. It can create a stinging spray of sand or dust, fan a large fire, overturn delicate awnings or hangings, heel over a small boat, and blow gases or vapors to the edge of its range. Gust of wind can be made permanent with a permanency spell. <b>[SR:Yes; DC:16, Fortitude negates]</b>						
□□□□	<b>Heat Metal</b>	Transmutation [Fire, MetalSchool]	1 standard action	7 rounds	Close (35 ft.)	CR:p.294
<b>[V, S, DF] TARGET:</b> Metal equipment of one creature per two levels, no two of which can be more than 30 ft. apart; or 100 lbs. of metal, all of which must be within a 30-ft. circle; <b>EFFECT:</b> Heat metal causes metal objects to become red-hot. Unattended, nonmagical metal gets no saving throw. Magical metal is allowed a saving throw against the spell. An item in a creature's possession uses the creature's saving throw bonus unless its own is higher. A creature takes fire damage if its equipment is heated. It takes full damage if its armor, shield, or weapon is affected. The creature takes minimum damage [1 point or 2 points; see the table] if it's not wearing or wielding such an item. On the first round of the spell, the metal becomes warm and uncomfortable to touch but deals no damage. The same effect also occurs on the last round of the spell's duration. During the second [and also the next-to-last] round, intense heat causes pain and damage. In the third, fourth, and fifth rounds, the metal is searing hot, and causes more damage, as shown on the table below. Round   Metal Temperature   Damage 1   Warm   None 2   Hot   1d4 points 3-5   Searing   2d4 points 6   Hot   1d4 points 7   Warm   None Any cold intense enough to damage the creature negates fire damage from the spell [and vice versa] on a point-for-point basis. If cast underwater, heat metal deals half damage and boils the surrounding water. Heat metal counters and dispels chill metal. <b>[SR:Yes (object); DC:16, Will negates (object)]</b>						
□□□□	<b>Hold Animal</b>	Enchantment (Compulsion) [Mind-Affecting]		4 rounds [D]; see text		CR:p.296
<b>[V, S] TARGET:</b> One animal; <b>EFFECT:</b> This spell functions like hold person, except that it affects an animal instead of a humanoid. <b>[SR:Yes; DC:16, Will negates; see text]</b>						
□□□□	<b>Lockjaw</b>	Transmutation	1 standard action	4 rounds	Touch	APG:p.232
<b>[V, S, M] TARGET:</b> creature touched; <b>EFFECT:</b> You give a creature the ability to use one of its natural attacks to firmly attach itself to an opponent. Choose one of the creature's natural attacks [usually a claw or bite attack]. The creature gains the grab ability with that natural attack, including the +4 bonus on combat maneuver checks to start or maintain a grapple. A creature with multiple natural attacks can strike at its grappled opponent with its other natural attacks, but cannot attack any other creature. <b>[SR:Yes (harmless); DC:16, Fortitude negates (harmless)]</b>						
□□□□	<b>Masterwork Transformation</b>	Transmutation	1 hour	Instantaneous	Touch	UM:p.228
<b>[V, S, M] TARGET:</b> One weapon, suit of armor, tool, or skill kit touched; <b>EFFECT:</b> You convert a non-masterwork item into its masterwork equivalent. A normal sword becomes a masterwork sword, a suit of leather armor becomes a masterwork suit of leather armor, a set of thieves' tools becomes masterwork thieves' tools, and so on. If the target object has no masterwork equivalent, the spell has no effect. You can affect 50 pieces of ammunition as if they were one weapon. You decide if the object's appearance changes to reflect this improved quality. The material component for the spell is magical reagents worth the cost difference between a normal item and the equivalent masterwork item [typically 300 gp for a weapon, 150 gp for armor, or 50 gp for a tool]. If an object has multiple masterwork options [such as a double weapon, or a spiked shield that could be made masterwork as a weapon or armor], you choose one option of the object to affect [though you can cast the spell again to affect another option]. <b>[SR:No]</b>						
□□□□	<b>Natural Rhythm</b>	Transmutation	1 standard action	4 rounds	Touch	APG:p.233
<b>[V, S, M] TARGET:</b> creature touched; <b>EFFECT:</b> You enhance a creature's ability to harm an opponent based on the number of times it has already injured that opponent with a natural attack. Each time the creature successfully strikes an opponent with a natural attack, the subject gains a cumulative +1 bonus on damage rolls made against that opponent when making natural attacks [maximum +5 bonus]. If an attack misses, the bonus to damage for all attacks resets to +0. <b>[SR:Yes (harmless); DC:16, Will negates (harmless)]</b>						
□□□□	<b>Owl's Wisdom</b>	Transmutation	1 standard action	4 minutes	Touch	CR:p.318
<b>[V, S, M/DF] TARGET:</b> Creature touched; <b>EFFECT:</b> The transmuted creature becomes wiser. The spell grants a +4 enhancement bonus to Wisdom, adding the usual benefit to Wisdom-related skills. Clerics, druids, and rangers [and other Wisdom-based spellcasters] who receive owl's wisdom do not gain any additional bonus spells for the increased Wisdom, but the save DCs for their spells increase <b>[SR:Yes; DC:16, Will negates (harmless)]</b>						

\* =Domain/Specialty Spell



# Druid Spells

<p><b>☐☐☐☐ Pernicious Poison</b>  <b>[V, S, DF] TARGET:</b> Creature touched; <b>EFFECT:</b> You weaken the target's defenses against poison. The target gains a <math>\diamond 4</math> penalty on saves against poison, and poisons affecting the target continue for another 2 frequency increments [for example, black arad venom lasts 8 rounds instead of 6, and arsenic lasts for 6 minutes instead of 4]. Attempts to cure the poisoned target with skill or magic take a <math>\diamond 4</math> penalty. <b>[SR:Yes]</b></p>	<p><b>Necromancy [Poison]</b></p>	<p>1 standard action</p>	<p>40 minutes</p>	<p>Touch</p>	<p>UM:p.231</p>
<p><b>☐☐☐☐ Pox Pustules</b>  <b>[V, S, M] TARGET:</b> one creature; <b>EFFECT:</b> You inflict a painful, itching rash on the target creature. The target is sickened and takes a -4 penalty to Dexterity [this penalty cannot lower Dexterity below 0]. The target can spend a move action scratching furiously at the rash to remove the sickened condition [but not the Dexterity penalty] until the start of its next turn. <b>[SR:Yes; DC:16, Fortitude negates]</b></p>	<p><b>Necromancy [Disease]</b></p>	<p>1 standard action</p>	<p>4 minutes</p>	<p>Close (35 ft.)</p>	<p>APG:p.236</p>
<p><b>☐☐☐☐ Reduce Animal</b>  <b>[V, S] TARGET:</b> One willing animal of Small, Medium, Large, or Huge size; <b>EFFECT:</b> This spell functions like reduce person, except that it affects a single willing animal. Reduce the damage dealt by the animal's natural attacks as appropriate for its new size [see Equipment how to adjust damage for size]. <b>[SR:No]</b></p>	<p><b>Transmutation</b></p>	<p>1 standard action</p>	<p>4 hours [D]</p>	<p>Touch</p>	<p>CR:p.330</p>
<p><b>☐☐☐☐ Resist Energy</b>  <b>[V, S, DF] TARGET:</b> Creature touched; <b>EFFECT:</b> This abjuration grants a creature limited protection from damage of whichever one of five energy types you select: acid, cold, electricity, fire, or sonic. The subject gains resist energy 10 against the energy type chosen, meaning that each time the creature is subjected to such damage [whether from a natural or magical source], that damage is reduced by 10 points before being applied to the creature's hit points. The value of the energy resistance granted increases to 20 points at 7th level and to a maximum of 30 points at 11th level. The spell protects the recipient's equipment as well. Resist energy absorbs only damage. The subject could still suffer unfortunate side effects. Resist energy overlaps [and does not stack with] protection from energy. If a character is ward by protection from energy and resist energy, the protection spell absorbs damage until its power is exhausted. <b>[SR:Yes (harmless); DC:16, Fortitude negates (harmless)]</b></p>	<p><b>Abjuration, AirSchool, EarthSchool, FireSchool</b></p>	<p>1 standard action</p>	<p>40 minutes</p>	<p>Touch</p>	<p>CR:p.334</p>
<p><b>☐☐☐☐ Restoration (Lesser)</b>  <b>[V, S] TARGET:</b> Creature touched; <b>EFFECT:</b> Lesser restoration dispels any magical effects reducing one of the subject's ability scores or cures 1d4 points of temporary ability damage to one of the subject's ability scores. It also eliminates any fatigue suffered by the character, and improves an exhausted condition to fatigued. It does not restore permanent ability drain. <b>[SR:Yes (harmless); DC:16, Will negates (harmless)]</b></p>	<p><b>Conjuration (Healing)</b></p>	<p>3 rounds</p>	<p>Instantaneous</p>	<p>Touch</p>	<p>CR:p.334</p>
<p><b>☐☐☐☐ Savage Maw</b>  <b>[V, S] TARGET:</b> You; <b>EFFECT:</b> Your teeth extend and sharpen, transforming your mouth into a maw of razor-sharp fangs. You gain a bite attack that deals 1d4 points of damage plus your Strength modifier. If you confirm a critical hit with this attack, it also deals 1 point of bleed damage. If you already have a bite attack, your bite deals 2 points of bleed damage on a critical hit. You are considered proficient with this attack. If used as part of a full-attack action, the bite is considered a secondary attack, is made at your full base attack bonus -5, and adds half your Strength modifier to its damage. You can end this spell before its normal duration by making a swift action. When you do, you can make an Intimidate check to demoralize all foes within a 30-foot radius that can hear the roar. <b>[SR:No]</b></p>	<p><b>Transmutation</b></p>	<p>1 standard action</p>	<p>4 minutes</p>	<p>Personal</p>	<p>ARG:p.59</p>
<p><b>☐☐☐☐ Scent Trail</b>  <b>[V, S, M] TARGET:</b> 4 creatures, no two of which can be more than 30 ft. apart; <b>EFFECT:</b> You, or a willing creature you touch, lay down a trail of scents that only the creatures you designate at the time of casting can detect. These creatures find it very easy to follow this trail. They gain a +20 competence bonus on any Survival checks made for the purpose of tracking the creature laying this trail. Subject creatures with the scent special ability gain a +10 competence bonus on Wisdom or Survival checks to follow the trail. In addition, you can leave scent messages along the trail. Each word or emotion in this message requires spending a move action in the same spot. Subject creatures seeking to understand this message must make another DC 20 Survival check, with a -1 penalty for every word or emotion in the message, in order to understand it. Creatures cannot benefit from this smell if they cannot use, or do not have, a sense of smell. Creatures can use this spell to backtrack through a dungeon, maze, or similar areas even if the creature laying down the trail crossed over the spot multiple times. <b>[SR:Yes (harmless); DC:16, Fortitude negates (harmless)]</b></p>	<p><b>Transmutation</b></p>	<p>1 standard action</p>	<p>4 hours</p>	<p>Close (35 ft.)</p>	<p>APG:p.241</p>
<p><b>☐☐☐☐ Share Language</b>  <b>[V, S, M] TARGET:</b> creature touched; <b>EFFECT:</b> You can share your facility for one particular language with another creature. For 24 hours the target can read, understand, and communicate to the best of its ability in any one language which you already know. For every 5 levels you possess, you can grant the use of another language you know, to a maximum of 5 languages at 20th level. The target must have the physical capacity to articulate sounds, make gestures, or engage in whatever other method speakers of the language use to communicate with each other in order to actually converse. If the target lacks the mental capacity to grasp an actual language it still gains enough knowledge to respond to and carry out even extremely complex commands or suggestions coached in the language [whether written or spoken]. However, since this spell does not endow the target with greater reasoning capacity, merely a temporarily enhanced vocabulary, the person offering up instructions to non-sentient creatures must take care to remove any ambiguity or guesswork. Similarly, this spell does not affect the basic nature of the target, or its disposition toward you or anyone else, so convincing it to actually carry out these instructions could require negotiation, threats, or outright bribery. <b>[SR:Yes (harmless); DC:16, Will negates (harmless)]</b></p>	<p><b>Divination</b></p>	<p>1 standard action</p>	<p>24 hours</p>	<p>Touch</p>	<p>APG:p.243</p>
<p><b>☐☐☐☐ Sickening Entanglement</b>  <b>[V, S, DF] TARGET:</b> Plants in a 40-ft.-radius spread; <b>EFFECT:</b> This spell functions as entangle, except the plants are coated with an irritating sap that creates a painful, itching rash on creatures that touch them. Any creature that enters the area or ends its turn there must succeed at a Fortitude save or be sickened as long as it remains in the area and for 1d4 rounds afterward. This is a poison effect. <b>[SR:No; DC:16, Reflex partial and Fortitude negates (see text), Reflex partial; see text]</b></p>	<p><b>Transmutation [Poison]</b></p>	<p>1 standard action</p>	<p>4 minutes [D]</p>	<p>Long (560 ft.)</p>	<p>ACG:p.192</p>
<p><b>☐☐☐☐ Slipstream</b>  <b>[V, S, M/DF] TARGET:</b> creature touched; <b>EFFECT:</b> You create a low-creeping wave of water that carries the target along the surface of water or the ground. When moving across level ground, the target's speed increases by 10 feet. If going downhill, speed increases by 20 feet instead, but slipstream provides no movement bonus when going uphill. While swimming, the slipstream increases the target's swim speed by 20 feet-if the target does not have a swim speed, this spell grants a swim speed of 20 ft. <b>[SR:No; DC:16, Reflex negates (harmless)]</b></p>	<p><b>Conjuration, WaterSchool (Creation) [Water]</b></p>	<p>1 standard action</p>	<p>40 minutes [D]</p>	<p>Touch</p>	<p>APG:p.244</p>
<p><b>☐☐☐☐ Soften Earth and Stone</b>  <b>[V, S, DF] TARGET:</b> 4 10-ft. squares; see text; <b>EFFECT:</b> When this spell is cast, all natural, undressed earth or stone in the spell's area is softened. Wet earth becomes thick mud, dry earth becomes loose sand or dirt, and stone becomes soft clay that is easily molded or chopped. You affect a 10-foot square area to a depth of 1 to 4 feet, depending on the toughness or resilience of the ground at that spot. Magical, enchanted, dressed, or worked stone cannot be affected. Earth or stone creatures are not affected. A creature in mud must succeed on a Reflex save or be caught for 1d2 rounds and unable to move, attack, or cast spells. A creature that succeeds on its save can move through the mud at half speed, and it can't run or charge. Loose dirt is not as troublesome as mud, but all creatures in the area can move at only half their normal speed and can't run or charge over the surface. Stone softened into clay does not hinder movement, but it does allow characters to cut, shape, or excavate areas they may not have been able to affect before. While this spell does not affect dressed or worked stone, cavern ceilings or vertical surfaces such as cliff faces can be affected. Usually, this causes a moderate collapse or landslide as the loosened material peels away from the face of the wall or roof and falls [treat as a cave-in with no bury zone, see Environment]. A moderate amount of structural damage can be dealt to a manufactured structure by softening the ground beneath it, causing it to settle. However, most well-built structures will only be damaged by this spell, not destroyed. <b>[SR:No]</b></p>	<p><b>Transmutation [Earth]</b></p>	<p>1 standard action</p>	<p>Instantaneous</p>	<p>Close (35 ft.)</p>	<p>CR:p.345</p>
<p><b>☐☐☐☐ Spider Climb</b>  <b>[V, S, M] TARGET:</b> Creature touched; <b>EFFECT:</b> The subject can climb and travel on vertical surfaces or even traverse ceilings as well as a spider does. The affected creature must have its hands free to climb in this manner. The subject gains a climb speed of 20 feet and a +8 racial bonus on Climb skill checks; furthermore, it need not make Climb checks to traverse a vertical or horizontal surface [even upside down]. A spider climbing creature retains its Dexterity bonus to Armor Class [if any] while climbing, and opponents get no special bonus to their attacks against it. It cannot, however, use the run action while climbing. <b>[SR:Yes (harmless); DC:16, Will negates (harmless)]</b></p>	<p><b>Transmutation</b></p>	<p>1 standard action</p>	<p>40 minutes</p>	<p>Touch</p>	<p>CR:p.347</p>
<p><b>☐☐☐☐ Stone Call</b>  <b>[V, S, DF] TARGET:</b> cylinder 40'; <b>EFFECT:</b> A rain of dirt, gravel, and small pebbles fills the area, dealing 2d6 points of bludgeoning damage to every creature in the area. This damage only occurs once, when the spell is cast. For the remaining duration of the spell, this debris covers the ground, making the entire area difficult terrain. At the end of the duration, the rocks disappear, leaving no aftereffects [other than the damage dealt]. <b>[SR:No]</b></p>	<p><b>Conjuration, EarthSchool (Creation) [Earth]</b></p>	<p>1 standard action</p>	<p>4 rounds</p>	<p>Medium (140 ft.)</p>	<p>APG:p.247</p>
<p><b>☐☐☐☐ Stone Discus</b>  <b>[V, S, M] TARGET:</b> one or more stone discuses; <b>EFFECT:</b> You create a stone discus, which flies at an enemy. You can create one discus, plus one additional discus at 7th and 11th caster levels. For each discus you create, you decide whether its edge is blunt [and deals bludgeoning damage] or sharp [and deals slashing damage]. Each discus requires a ranged attack to hit and deals 4d6 points of damage. The discuses can be launched at more than one target, but all must be aimed at targets within 30 feet of each other and launched simultaneously. At caster level 5th, the discuses count as magic and silver. At caster level 10th, they also count as cold iron. At caster level 15th, they also count as adamantite. <b>[SR:No; DC:16, none]</b></p>	<p><b>Conjuration (Creation) [Earth]</b></p>	<p>1 standard action</p>	<p>Instantaneous</p>	<p>Close (35 ft.)</p>	<p>ACG:p.194</p>
<p><b>☐☐☐☐ Summon Nature's Ally II</b>  <b>[V, S, DF] TARGET:</b> One summoned creature; <b>EFFECT:</b> This spell functions as summon nature's ally I, except that you summon one 2nd-level creature or 1d3 1st-level creatures of the same kind. <b>[SR:No]</b></p>	<p><b>Conjuration (Summoning)</b></p>	<p>1 round</p>	<p>4 rounds [D]</p>	<p>Close (35 ft.)</p>	<p>CR:p.354</p>
<p><b>☐☐☐☐ Summon Swarm</b>  <b>[V, S, M/DF] TARGET:</b> One swarm of bats, rats, or spiders; <b>EFFECT:</b> You summon a swarm of bats, rats, or spiders [your choice], which attacks all other creatures within its area. [You may summon the swarm so that it shares the area of other creatures.] If no living creatures are within its area, the swarm attacks or pursues the nearest creature as best it can. The caster has no control over its target or direction of travel. <b>[SR:No]</b></p>	<p><b>Conjuration (Summoning)</b></p>	<p>1 round</p>	<p>Concentration + 2 rounds</p>	<p>Close (35 ft.)</p>	<p>CR:p.354</p>
<p><b>☐☐☐☐ Tar Ball</b>  <b>[V, S, M] TARGET:</b> Ranged attack; <b>EFFECT:</b> You create a sticky ball of burning tar that you can hurl at your enemies as a ranged attack. If the tar ball strikes, it deals 1d4 points of fire damage + your Strength modifier, and splashes the target with hot, sticky tar. The tar deals 1d4 points of fire damage each round on the creature's turn for the next 1d4 rounds and gives the target a <math>\diamond 2</math> penalty to Dexterity for that duration. If desired, the target can use a full-round action to attempt to extinguish or cool the tar before taking this additional damage. Extinguishing or cooling the tar requires a DC 15 Reflex save or at least 1 gallon of nonflammable liquid. Rolling on the ground provides the target a +2 bonus on the save. Leaping into a lake or magically cooling the target automatically ends the effect. <b>[SR:No]</b></p>	<p><b>Transmutation</b></p>	<p>1 standard action</p>	<p>Instantaneous</p>	<p>Close (35 ft.)</p>	<p>UM:p.243</p>
<p><b>☐☐☐☐ Tree Shape</b>  <b>[V, S, DF] TARGET:</b> You; <b>EFFECT:</b> This spell allows you to assume the form of a Large living tree or shrub or a Large dead tree trunk with a small number of limbs. The exact type of tree, as well as its appearance, is completely under your control. Even the closest inspection cannot reveal that the tree in question is actually a magically concealed creature. To all normal tests you are, in fact, a tree or shrub, although a detect magic spell reveals a faint transmutation on the tree. While in tree form, you can observe all that transpires around you just as if you were in your normal form, and your hit points and save bonuses remain unaffected. You gain a +10 natural armor bonus to AC but have an effective Dexterity score of 0 and a speed of 0 feet. You are immune to critical hits while in tree form. All clothing and gear carried or worn changes with you. You can dismiss tree shape as a free action [instead of as a standard action].</p>	<p><b>Transmutation [WoodSchool]</b></p>	<p>1 standard action</p>	<p>4 hours [D]</p>	<p>Personal</p>	<p>CR:p.362</p>
<p><b>☐☐☐☐ Unshakable Chill</b>  <b>[V, S, M] TARGET:</b> One creature; <b>EFFECT:</b> The target is filled with an unshakable chill for the duration of the spell, and suffers from the effects of severe cold [Core Rulebook 442]. Severe cold means if the initial saving throw fails, the target takes 1d6 points of nonlethal cold damage and must save every 10 minutes [using the DC of severe cold instead of this spell's DC] or take additional damage. <b>[SR:Yes; DC:16, Fortitude negates (see text)]</b></p>	<p><b>Necromancy [Cold]</b></p>	<p>1 standard action</p>	<p>40 minutes; see text</p>	<p>Close (35 ft.)</p>	<p>UM:p.246</p>
<p><b>☐☐☐☐ Warp Wood</b>  <b>[V, S] TARGET:</b> 4 Small wooden objects, all within a 20-ft. radius; <b>EFFECT:</b> You cause wood to bend and warp, permanently destroying its straightness, form, and strength. A warped door springs open [or becomes stuck, requiring a Strength check to open, at your option]. A boat or ship springs a leak. Warped ranged weapons are useless. A warped melee weapon causes a -4 penalty on attack rolls. You may warp one Small or smaller object or its equivalent per caster level. A Medium object counts as two Small objects, a Large object as four, a Huge object as eight, a Gargantuan object as 16, and a Colossal object as 32. Alternatively, you can unwarped wood [effectively warping it back to normal] with this spell. Make whole, on the other hand, does no good in repairing a warped item. You can combine multiple consecutive warp wood spells to warp [or unwarped] an object that is too large for you to warp with a single spell. Until the object is completely warped, it suffers no ill effects. <b>[SR:Yes (object); DC:16, Will negates (object)]</b></p>	<p><b>Transmutation</b></p>	<p>1 standard action</p>	<p>Instantaneous</p>	<p>Close (35 ft.)</p>	<p>CR:p.368</p>
<p><b>☐☐☐☐ Wartrain Mount</b>  <b>[V, S, M] TARGET:</b> One indifferent or friendly animal; <b>EFFECT:</b> You instill the target animal with the combat training general purpose [see the Handle Animal skill, Core Rulebook 98]. This supersedes the animal's previous trained purpose and any tricks it knows. When the spell ends, it reverts to its previous trained purpose and known tricks. <b>[SR:Yes]</b></p>	<p><b>Enchantment (Compulsion) [Mind-Affecting]</b></p>	<p>1 minute</p>	<p>4 hours</p>	<p>Close (35 ft.)</p>	<p>UM:p.248</p>
<p><b>☐☐☐☐ Web Shelter</b>  <b>[V, S, DF] TARGET:</b> 5 ft.-10 ft. diameter web sphere or 5 ft.-20 ft. hemisphere; <b>EFFECT:</b> You create a shelter of slightly sticky webbing. The shelter has a hinged door large enough to accommodate a Medium creature. The opaque walls of the shelter measure 1 inch thick and provide total cover to anyone within it. Only Fine creatures with negligible Strength can be caught in the webbing [including swarms]; all other creatures can pull themselves free without making a Strength check or taking an action. The webbing is sticky enough to hold twigs, leaves, dirt, and other light items, allowing you to conceal the shelter. The shelter is watertight and insulated when the door is closed. Its surface has a hardness of 0 and 2 hit points for every 5-foot square of web surface area. It takes normal damage from fire and burns as easily as wood. When the spell ends, the webbing decays rapidly and disappears. <b>[SR:No]</b></p>	<p><b>Conjuration (Creation)</b></p>	<p>1 minute</p>	<p>4 hours [D]</p>	<p>Close (35 ft.)</p>	<p>UM:p.249</p>

\* =Domain/Specialty Spell

# Druid Spells

## ☐☐☐☐ Whip of Spiders

Conjuration (Summoning)

1 standard action 4 rounds [D [see text]]

0 Ft.

ACG:p.199

**[V, S, M/DF] TARGET:** whiplike swarm; **EFFECT:** You summon hundreds of Diminutive spiders, which cling together in the form of a whip made for a creature of your size. You can wield this object as if it were an actual whip, except you make a melee touch attack with it instead of a regular attack. Any creature you strike with the whip takes swarm damage as if it were attacked by a spider swarm [1d6 points of damage plus poison and distraction, Bestiary 258]. The swarm whip is able to damage creatures with armor or natural armor, even if a normal whip could not. It cannot be used to make bull rush, grapple, or trip attacks, and [unlike a swarm] is subject to a miss chance for concealment and cover. The whip is immune to all weapon damage, is never staggered or reduced to a dying state by damage, and is immune to any spell or effect that targets a specific number of creatures [including single-target spells such as disintegrate]. The whip takes half again as much damage from spells or effects that affect an area, but since it is considered part of your gear, it takes damage only if you fail a saving throw on a 1 or if it is specifically targeted by an opponent. The whip does not have a swarm's susceptibility to high winds. As a standard action, you can transform the whip into a spider swarm [all squares of the swarm must be within 15 feet of you]; thereafter it functions as summon swarm. The spider swarm has 3 hit points and persists in that form for 2 rounds or until the end of this spell's duration, whichever comes first. [SR:yes; DC:16, none]

## ☐☐☐☐ Wilderness Soldiers

Transmutation

1 standard action 4 rounds

30ft.

UC:p.249

**[V, S] TARGET:** 30-ft.-radius emanation, centered on you; **EFFECT:** You call on the plants nearby to aid you in combat. This spell is ineffective if no plants you can direct are within the area. You can spend a swift action and/or a standard action on each of your turns to direct one of the following attacks. The attack bonus or CMB for these attacks equals your base attack bonus + your Wisdom modifier. You grant a +1 bonus per three caster levels 5 on damage rolls due to this spell. Your wilderness soldiers never provoke attacks of opportunity, and they do not count as allies for flanking or other purposes. Tree - A tree makes a melee attack with a 10-foot reach from its trunk. A hit deals an amount of damage equal to 1d8 points + your Wisdom modifier. The tree can instead attempt a bull rush, drag, or reposition combat maneuver with the same reach, but the tree cannot move itself. Undergrowth or Hedgerow - Acting as a Medium creature, one square of undergrowth or hedgerow attempts a grapple combat maneuver against an opponent within or adjacent to that square. Heavy undergrowth gains a +2 bonus to its CMD. Undergrowth cannot move the grapple or pin a foe, but it can deal an amount of damage equal to 1d4 points + your Wisdom modifier by making a successful grapple check against a foe it is grappling. The undergrowth's CMD is 5 + its CMB. If you fail to direct the undergrowth to maintain the grapple, it releases its opponent. [SR:No]

## ☐☐☐☐ Wood Shape

Transmutation

1 standard action Instantaneous

Touch

CR:p.370

**[V, S, DF] TARGET:** One touched piece of wood no larger than 14 cu. ft.; **EFFECT:** Wood shape enables you to form one existing piece of wood into any shape that suits your purpose. While it is possible to make crude coffers, doors, and so forth, fine detail isn't possible. There is a 30% chance that any shape that includes moving parts simply doesn't work. [SR:Yes (object); DC:16, Will negates (object)]

\* =Domain/Speciality Spell

# Dov

Half-Orc

RACE

21

AGE

Male

GENDER

Darkvision (60 ft.)

VISION

Neutral

ALIGNMENT

Right

DOMINANT HAND

6' 5"

HEIGHT

283 lbs.

WEIGHT

EYE COLOUR

SKIN COLOUR

HAIR / HAIR STYLE

PHOBIAS

PERSONALITY TRAITS

INTERESTS

SPOKEN STYLE / CATCH PHRASE

RESIDENCE

LOCATION

None

REGION

Gozreh

DEITY

Humanoid

Race Type

Race Sub Type

**Description:**

**Biography:**