

# Stormfront

NAME  
**Drd12**  
 CLASS  
**12**  
 Character Level  
**12**

66000  
 EXPERIENCE  
**78000**  
 NEXT LEVEL

# Pre-Gen

PLAYERNAME  
**Half-Elf**  
 RACE  
**27**  
 AGE  
**Medium**  
 SIZE  
**Male**  
 GENDER

DEITY  
**5' 7"**  
 HEIGHT  
**Brown**  
 EYES  
**136 lbs.**  
 WEIGHT  
**Brown, Long & Wild**  
 HAIR

True Neutral  
 ALIGNMENT  
**Low-light**  
 VISION  
**-1**  
 POINTS

ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD
<b>STR</b> Strength	14	+2	14	+2	14	+2
<b>DEX</b> Dexterity	17	+3	17	+3	17	+3
<b>CON</b> Constitution	14	+2	14	+2	14	+2
<b>INT</b> Intelligence	10	+0	10	+0	10	+0
<b>WIS</b> Wisdom	18	+4	18	+4	18	+4
<b>CHA</b> Charisma	10	+0	10	+0	10	+0

**HP** hit points: **104**

**AC** armor class: **21** (TOTAL) = **18** (FLAT) + **13** (TOUCH) + **10** (BASE) + **5** (ARMOR BONUS) + **3** (SHIELD BONUS) + **3** (STAT) + **0** (SIZE) + **0** (NATURAL) + **0** (MISC)

**INITIATIVE** modifier: **+3** (TOTAL) = **+3** (DEX MODIFIER) + **+0** (MISC MODIFIER)

**BASE ATTACK** bonus: **+9/+4**

WOUNDS/CURRENT HP: \_\_\_\_\_

SUBDUAL DAMAGE: \_\_\_\_\_

DAMAGE REDUCTION: \_\_\_\_\_

SPEED: **Walk 30 ft.**

MISS CHANCE: \_\_\_\_\_

ARCANE SPELL FAILURE: **25**

ARMOR CHECK PENALTY: **-2**

SPELL RESIST: **0**

SAVING THROWS

	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP	conditional modifiers
<b>FORTITUDE</b> (constitution)	+10	+8	+2	+0	+0	+0		
<b>REFLEX</b> (dexterity)	+7	+4	+3	+0	+0	+0		
<b>WILL</b> (wisdom)	+12	+8	+4	+0	+0	+0		

	TOTAL	BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP
<b>MELEE</b> attack bonus	+11/+6	+9/+4	+2	+0	+0	+0	
<b>RANGED</b> attack bonus	+12/+7	+9/+4	+3	+0	+0	+0	
<b>GRAPPLE</b> attack bonus	+11/+6	+9/+4	+2	+0	+0	+0	

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	REACH
	+11/+6	1d3+2	20/x2	5 ft.

*Shortspear +2 (Shock)	HAND	TYPE	SIZE	CRITICAL	REACH
	Primary	P	M	20/x3	5 ft.
TOTAL ATTACK BONUS		DAMAGE			
+13/+8		1d6+4			
20 ft.	30 ft.	40 ft.	60 ft.	80 ft.	
TH +14/+9	+12/+7	+12/+7	+10/+5	+8/+3	
Dam 1d6+4	1d6+4	1d6+4	1d6+4	1d6+4	
<b>Special Properties</b>		+1d6 electricity damage			

\*: weapon is equipped  
 1H-P: One handed, in primary hand. 1H-O: One handed, in off hand. 2H: Two handed. 2W-P-(OH): 2 weapons, primary hand (off hand weapon is heavy). 2W-P-(OL): 2 weapons, primary hand (off hand weapon is light). 2W-OH: 2 weapons, off hand.

ARMOR	TYPE	AC	MAXDEX	CHECK	SPELL FAILURE
*Leather +3 (Fire Resistance)	Light	+5	+6	+0	10
absorbs 10 points of Fire damage per attack					
*Shield (Heavy/Wood/Ironwood (+1))	Heavy	+3		-2	15
Wooden but functions as steel, does not burn					

SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	MAX RANKS	
				RANKS	MISC MODIFIER
✓ Appraise	INT	0	= 0	+	+
✓ Balance	DEX	1	= 3	+	-2
✓ Bluff	CHA	0	= 0	+	+
✓ Climb	STR	1	= 2	+ 1.0	-2
✓ Concentration	CON	8	= 2	+ 6.0	+
✓ Craft (Carpentry)	INT	2	= 0	+ 2.0	+
✓ Craft (Untrained)	INT	0	= 0	+	+
✓ Craft (Woodworking)	INT	2	= 0	+ 2.0	+
✓ Diplomacy	CHA	6	= 0	+ 4.0	2
✓ Disguise	CHA	0	= 0	+	+
✓ Escape Artist	DEX	1	= 3	+	-2
✓ Forgery	INT	0	= 0	+	+
✓ Gather Information	CHA	2	= 0	+	2
✓ Heal	WIS	8	= 4	+ 4.0	+
✓ Hide	DEX	1	= 3	+	-2
✓ Intimidate	CHA	0	= 0	+	+
✓ Jump	STR	0	= 2	+	-2
✓ Knowledge (Nature)	INT	12	= 0	+ 8.0	4
✓ Listen	WIS	9	= 4	+ 4.0	1
✓ Move Silently	DEX	1	= 3	+	-2
✓ Ride	DEX	9	= 3	+ 4.0	2
✓ Search	INT	1	= 0	+	1
✓ Sense Motive	WIS	4	= 4	+	+
✓ Spot	WIS	13	= 4	+ 8.0	1
✓ Survival	WIS	14	= 4	+ 8.0	2
✓ Survival (Natural environments)	WIS	16	= 4	+ 8.0	4
✓ Swim	STR	4	= 2	+ 6.0	-4
✓ Use Rope	DEX	4	= 3	+ 1.0	+
			=	+	+
			=	+	+

✓: can be used untrained. X: exclusive skills

DRUID WILD SHAPE	
Uses per day	□□□□
Duration = 12 Hours	

EQUIPMENT				
ITEM	LOCATION	QTY	WT	COST
<b>Boots of the Winterlands</b>	Equipped	1	1.0	2500.0
<b>Leather +3 (Fire Resistance)</b> absorbs 10 points of Fire damage per attack	Equipped	1	15.0	27160.0
<b>Shield (Heavy/Wood/Ironwood (+1))</b> Wooden but functions as steel, does not burn	Equipped	1	10.0	7.0
<b>Shortspear +2 (Shock)</b> +1d6 electricity damage	Equipped	1	3.0	18301.0
TOTAL WEIGHT CARRIED/VALUE			29 lbs.	47968.0 gp

WEIGHT ALLOWANCE					
Light	58	Medium	116	Heavy	175
Lift over head	175	Lift off ground	350	Push / Drag	875

MONEY
Backpack
Torches (5)
Flint & Steel
Belt
Small Pouches (2 on Belt)
Bedroll
Cold Weather Clothes (2 sets)
Cold Weather Blanket
Dagger
Flask of Oil (2)
House Signet Ring
Scroll Case
Sheets of Parchment (6)
Candle
Piece of Chalk (3)
Wooden Mallet
Iron Spikes (5)
Waterskin
Trail Rations (2 weeks)
Silk Rope (50 Feet)
Pup Tent
Total = 0.0 gp

SPECIAL ABILITIES
+2 racial bonus on saving throws against enchantment spells or effects.
Animal Companion (Ex)
Elven Blood
Immunity to sleep spells and similar magical effects.
Nature Sense (Ex)
Resist Nature's Lure (Ex)
Spontaneous casting - Can spontaneously cast Summon Nature's Ally spells
Trackless Step (Ex)
Venom Immunity (Ex)
Wild Empathy (Ex) +12 (+8 on Magical Beasts)
Wild Shape (Su) 4/day for 12 hours (Large, Tiny, Plant)
Woodland Stride (Ex)

FEATS	
Animal Affinity	You get a +2 bonus on all Handle Animal checks and Ride checks.
Empower Spell	All variable, numeric effects of an empowered spell are increased by one-half.
Spell Penetration	You get a +2 bonus on caster level checks (1d20 + caster level) made to overcome a creature's spell resistance.
Track	To find tracks or to follow them for 1 mile requires a successful Survival check. You must make another Survival check every time the tracks become difficult to follow.
Weapon Focus (Spear)	You gain a +1 bonus on all attack rolls you make using the selected weapon.
Armor Proficiency (Light)	When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble checks.
Armor Proficiency (Medium)	When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble checks.
Shield Proficiency	You can use a shield and take only the standard penalties.

PROFICIENCIES
Club, Dagger, Dart, Gauntlet, Quarterstaff, Scimitar, Shieldbash (Heavy), Shieldbash (Light), Shortspear, Sickle, Sling, Spear, Spells(Ray), Unarmed Strike

LANGUAGES
Common, Druidic, Elven

# Druid Spells

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

## LEVEL 0

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□ Create Water <i>Effect:</i> Creates 24 gallons of pure water.	14	None	1 standard action	Instantaneous	Close (55 ft.)	V, S	No	Conjuration (Creation) [Water]	RSRD: SpellsC.rtf Caster Level: 12
□□□□ Cure Minor Wounds <i>Effect:</i> Cures 1 point of damage.	14	Will half (harmless); see text	1 standard action	Instantaneous	Touch	V, S	Yes (harmless); see text	Conjuration (Healing)	RSRD: SpellsC.rtf Caster Level: 12
□□□□ Detect Magic <i>Effect:</i> Detects spells and magic items within 60 ft.	14	None	1 standard action	Concentration, up to 12 minutes [D]	60 ft.	V, S	No	Divination	RSRD: SpellsD-E.rtf Caster Level: 12
□□□□ Detect Poison <i>Effect:</i> Detects poison in one creature or small object.	14	None	1 standard action	Instantaneous	Close (55 ft.)	V, S	No	Divination	RSRD: SpellsD-E.rtf Caster Level: 12
□□□□ Flare <i>Effect:</i> Dazzles one creature [-1 on attack rolls].	14	Fortitude negates	1 standard action	Instantaneous	Close (55 ft.)	V	Yes	Evocation [Light]	RSRD: SpellsF-G.rtf Caster Level: 12
□□□□ Guidance <i>Effect:</i> +1 on one attack roll, saving throw, or skill check.	14	Will negates (harmless)	1 standard action	1 minute or until discharged	Touch	V, S	Yes	Divination	RSRD: SpellsF-G.rtf Caster Level: 12
□□□□ Know Direction <i>Effect:</i> You discern north.	14	None	1 standard action	Instantaneous	Personal	V, S	No	Divination	RSRD: SpellsH-L.rtf Caster Level: 12
□□□□ Light <i>Effect:</i> Object shines like a torch.	14	None	1 standard action	120 minutes [D]	Touch	V, M/DF	No	Evocation [Light]	RSRD: SpellsH-L.rtf Caster Level: 12
□□□□ Mending <i>Effect:</i> Makes minor repairs on an object.	14	Will negates (harmless, object)	1 standard action	Instantaneous	10 ft.	V, S	Yes (harmless, object)	Transmutation	RSRD: SpellsM-O.rtf Caster Level: 12
□□□□ Purify Food and Drink <i>Effect:</i> Purifies 12 cu. ft. of food or water.	14	Will negates (object)	1 standard action	Instantaneous	10 ft.	V, S	Yes (object)	Transmutation	RSRD: SpellsP-R.rtf Caster Level: 12
□□□□ Read Magic <i>Effect:</i> Read scrolls and spellbooks.	14	None	1 standard action	120 minutes	Personal	V, S, F	No	Divination	RSRD: SpellsP-R.rtf Caster Level: 12
□□□□ Resistance <i>Effect:</i> Subject gains +1 on saving throws.	14	Will negates (harmless)	1 standard action	1 minute	Touch	V, S, M/DF	Yes (harmless)	Abjuration	RSRD: SpellsP-R.rtf Caster Level: 12
□□□□ Virtue <i>Effect:</i> Subject gains 1 temporary hp.	14	Fortitude negates (harmless)	1 standard action	1 min.	Touch	V, S, DF	Yes (harmless)	Transmutation	RSRD: SpellsT-Z.rtf Caster Level: 12

## LEVEL 1

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□ Calm Animals <i>Effect:</i> Calms 2d4 + 12 HD of animals.	15	Will negates; see text	1 standard action	12 minutes	Close (55 ft.)	V, S	Yes	Enchantment (Compulsion) [Mind-Affecting]	RSRD: SpellsC.rtf Caster Level: 12
□□□□ Charm Animal <i>Effect:</i> Makes one animal your friend.	15	Will negates	1 standard action	12 hours	Close (55 ft.)	V, S	Yes	Enchantment (Charm) [Mind-Affecting]	RSRD: SpellsC.rtf Caster Level: 12
□□□□ Cure Light Wounds <i>Effect:</i> Cures 1d8+5 damage.	15	Will half (harmless); see text	1 standard action	Instantaneous	Touch	V, S	Yes (harmless); see text	Conjuration (Healing)	RSRD: SpellsC.rtf Caster Level: 12
□□□□ Detect Animals or Plants <i>Effect:</i> Detects kinds of animals or plants.	15	None	1 standard action	Concentration, up to 120 minutes [D]	Long (880 ft.)	V, S	No	Divination	RSRD: SpellsD-E.rtf Caster Level: 12
□□□□ Detect Snares and Pits <i>Effect:</i> Reveals natural or primitive traps.	15	None	1 standard action	Concentration, up to 120 minutes [D]	60 ft.	V, S	No	Divination	RSRD: SpellsD-E.rtf Caster Level: 12
□□□□ Endure Elements <i>Effect:</i> Exist comfortably in hot or cold environments.	15	Will negates (harmless)	1 standard action	24 hours	Touch	V, S	Yes (harmless)	Abjuration	RSRD: SpellsD-E.rtf Caster Level: 12
□□□□ Entangle <i>Effect:</i> Plants entangle everyone in 40-ft.-radius circle.	15	Reflex partial; see text	1 standard action	12 minutes [D]	Long (880 ft.)	V, S, DF	No	Transmutation	RSRD: SpellsD-E.rtf Caster Level: 12
□□□□ Faerie Fire <i>Effect:</i> Outlines subjects with light, canceling blur, concealment, and the like.	15	None	1 standard action	12 minutes [D]	Long (880 ft.)	V, S, DF	Yes	Evocation [Light]	RSRD: SpellsF-G.rtf Caster Level: 12
□□□□ Goodberry <i>Effect:</i> 2d4 berries each cure 1 hp (max 8 hp/24 hours).	15	None	1 standard action	12 days	Touch	V, S, DF	Yes	Transmutation	RSRD: SpellsF-G.rtf Caster Level: 12
□□□□ Hide from Animals <i>Effect:</i> Animals can't perceive 12 subjects.	15	Will negates (harmless)	1 standard action	120 minutes [D]	Touch	S, DF	Yes	Abjuration	RSRD: SpellsH-L.rtf Caster Level: 12
□□□□ Jump <i>Effect:</i> Subject gets +30 enhancement bonus on Jump checks.	15	Will negates (harmless)	1 standard action	12 minutes [D]	Touch	V, S, M	Yes	Transmutation	RSRD: SpellsH-L.rtf Caster Level: 12
□□□□ Longstrider <i>Effect:</i> Increases your speed.	15	None	1 standard action	12 hours [D]	Personal	V, S, M	No	Transmutation	RSRD: SpellsH-L.rtf Caster Level: 12

\* =Domain/Specialty Spell

## Druid Spells

□□□□□ Magic Fang	15	Will negates (harmless)	1 standard action	12 minutes	Touch	V, S, DF	Yes (harmless)	Transmutation	RSRD: SpellsM-O.rtf
<i>Effect:</i> One natural weapon of subject creature gets +1 on attack and damage rolls.									
□□□□□ Magic Stone	15	Will negates (harmless, object)	1 standard action	30 minutes or until discharged	Touch	V, S, DF	Yes (harmless, object)	Transmutation	RSRD: SpellsM-O.rtf
<i>Effect:</i> Three stones gain +1 on attack rolls, deal 1d6+1 damage.									
□□□□□ Obscuring Mist	15	None	1 standard action	12 minutes	20 ft.	V, S	No	Conjuration (Creation)	RSRD: SpellsM-O.rtf
<i>Effect:</i> Fog surrounds you.									
□□□□□ Pass without Trace	15	Will negates (harmless)	1 standard action	12 hours [D]	Touch	V, S, DF	Yes (harmless)	Transmutation	RSRD: SpellsP-R.rtf
<i>Effect:</i> 12 subjects leaves no tracks.									
□□□□□ Produce Flame	15	None	1 standard action	12 minutes [D]	0 ft.	V, S	Yes	Evocation [Fire]	RSRD: SpellsP-R.rtf
<i>Effect:</i> 1d6+5 damage, touch or thrown.									
□□□□□ Shillelagh	15	Will negates (object)	1 standard action	12 minutes	Touch	V, S, DF	Yes (object)	Transmutation	RSRD: SpellsS.rtf
<i>Effect:</i> Cudgel or quarterstaff becomes +1 weapon dealing damage as if two size categories larger for 12 minutes.									
□□□□□ Speak with Animals	15	None	1 standard action	12 minutes	Personal	V, S	No	Divination	RSRD: SpellsS.rtf
<i>Effect:</i> You can communicate with animals.									
□□□□□ Summon Nature's Ally I	15	None	1 round	12 rounds [D]	Close (55 ft.)	V, S, DF	No	Conjuration (Summoning)	RSRD: SpellsS.rtf
<i>Effect:</i> Calls creature to fight.									

## LEVEL 2

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□□ Animal Messenger	16	None; see text	1 standard action	12 days	Close (55 ft.)	V, S, M	Yes	Enchantment (Compulsion) [Mind-Affecting]	RSRD: SpellsA-B.rtf
<i>Effect:</i> Sends a Tiny animal to a specific place.									
□□□□□ Animal Trance	16	Will negates; see text	1 standard action	Concentration	Close (55 ft.)	V, S	Yes	Enchantment (Compulsion) [Mind-Affecting, Sonic]	RSRD: SpellsA-B.rtf
<i>Effect:</i> Fascinates 2d6 HD of animals.									
□□□□□ Barkskin	16	None	1 standard action	120 minutes	Touch	V, S, DF	Yes (harmless)	Transmutation	RSRD: SpellsA-B.rtf
<i>Effect:</i> Grants +5 enhancement to natural armor.									
□□□□□ Bear's Endurance	16	Will negates (harmless)	1 standard action	12 minutes	Touch	V, S, DF	Yes	Transmutation	RSRD: SpellsA-B.rtf
<i>Effect:</i> Subject gains +4 to Con for 12 minutes.									
□□□□□ Bull's Strength	16	Will negates (harmless)	1 standard action	12 minutes	Touch	V, S, M/DF	Yes (harmless)	Transmutation	RSRD: SpellsA-B.rtf
<i>Effect:</i> Subject gains +4 to Str for 12 minutes.									
□□□□□ Cat's Grace	16	Will negates (harmless)	1 standard action	12 minutes	Touch	V, S, M	Yes	Transmutation	RSRD: SpellsC.rtf
<i>Effect:</i> Subject gains +4 to Dex for 12 minutes.									
□□□□□ Chill Metal	16	Will negates (object)	1 standard action	7 rounds	Close (55 ft.)	V, S, DF	Yes (object)	Transmutation [Cold]	RSRD: SpellsC.rtf
<i>Effect:</i> Cold metal damages those who touch it.									
□□□□□ Delay Poison	16	Fortitude negates (harmless)	1 standard action	12 hours	Touch	V, S, DF	Yes (harmless)	Conjuration (Healing)	RSRD: SpellsD-E.rtf
<i>Effect:</i> Stops poison from harming subject for 12 hours.									
□□□□□ Fire Trap	16	Reflex half; see text	10 minutes	Permanent until discharged [D]	Touch	V, S, M	Yes	Abjuration [Fire]	RSRD: SpellsF-G.rtf
<i>Effect:</i> Opened object deals 1d4+12 fire damage.									
□□□□□ Flame Blade	16	None	1 standard action	12 minutes [D]	0 ft.	V, S, DF	Yes	Evocation [Fire]	RSRD: SpellsF-G.rtf
<i>Effect:</i> Touch attack deals 1d8 +6 fire damage.									
□□□□□ Flaming Sphere	16	Reflex negates	1 standard action	12 rounds	Medium (220 ft.)	V, S, M/DF	Yes	Evocation [Fire]	RSRD: SpellsF-G.rtf
<i>Effect:</i> Creates rolling ball of fire, 2d6 damage, lasts 12 rounds.									
□□□□□ Fog Cloud	16	None	1 standard action	120 minutes	Medium (220 ft.)	V, S	No	Conjuration (Creation)	RSRD: SpellsF-G.rtf
<i>Effect:</i> Fog obscures vision.									
□□□□□ Gust of Wind	16	Fortitude negates	1 standard action	1 round	60 ft.	V, S	Yes	Evocation [Air]	RSRD: SpellsF-G.rtf
<i>Effect:</i> Blows away or knocks down smaller creatures.									
□□□□□ Heat Metal	16	Will negates (object)	1 standard action	7 rounds	Close (55 ft.)	V, S, DF	Yes (object)	Transmutation [Fire]	RSRD: SpellsH-L.rtf
<i>Effect:</i> Make metal so hot it damages those who touch it.									
□□□□□ Hold Animal	16	Will negates; see text	1 standard action	12 rounds [D]; see text	Medium (220 ft.)	V, S	Yes	Enchantment (Compulsion) [Mind-Affecting]	RSRD: SpellsH-L.rtf
<i>Effect:</i> Paralyzes one animal for 12 rounds.									
□□□□□ Owl's Wisdom	16	Will negates (harmless)	1 standard action	12 minutes	Touch	V, S, M/DF	Yes	Transmutation	RSRD: SpellsM-O.rtf
<i>Effect:</i> Subject gains +4 to Wis for 12 minutes.									
□□□□□ Reduce Animal	16	None	1 standard action	12 hours [D]	Touch	V, S	No	Transmutation	RSRD: SpellsP-R.rtf
<i>Effect:</i> Shrinks one willing animal.									
□□□□□ Resist Energy	16	Fortitude negates (harmless)	1 standard action	120 minutes	Touch	V, S, DF	Yes (harmless)	Abjuration	RSRD: SpellsP-R.rtf
<i>Effect:</i> Ignores first 30 points of damage/attack from specified energy type.									
□□□□□ Restoration, Lesser	16	Will negates (harmless)	3 rounds	Instantaneous	Touch	V, S	Yes (harmless)	Conjuration (Healing)	RSRD: SpellsP-R.rtf
<i>Effect:</i> Dispels magical ability penalty or repairs 1d4 ability damage.									

\* =Domain/Specialty Spell

## Druid Spells

□□□□□ Soften Earth and Stone	16	None	1 standard	Instantaneous	Close (55 ft.)	V, S, DF	No	Transmutation [Earth]	RSRD: SpellsS.rtf
<i>Effect:</i> Turns stone to clay or dirt to sand or mud.					<i>Target:</i> 120 ft. square; see text			<i>Caster Level:</i> 12	
□□□□□ Spider Climb	16	Will negates (harmless)	1 standard	120 minutes	Touch	V, S, M	Yes (harmless)	Transmutation	RSRD: SpellsS.rtf
<i>Effect:</i> Grants ability to walk on walls and ceilings.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 12	
□□□□□ Summon Nature's Ally II	16	None	1 round	12 rounds [D]	Close (55 ft.)	V, S, DF	No	Conjuration (Summoning)	RSRD: SpellsS.rtf
<i>Effect:</i> Calls creature to fight.					<i>Target:</i> One or more creatures, no two of which can be more than 30 ft. apart			<i>Caster Level:</i> 12	
□□□□□ Summon Swarm	16	None	1 round	Concentration + 2 rounds	Close (55 ft.)	V, S, M/DF	No	Conjuration (Summoning)	RSRD: SpellsS.rtf
<i>Effect:</i> Summons swarm of bats, rats, or spiders.					<i>Target:</i> One swarm of bats, rats, or spiders			<i>Caster Level:</i> 12	
□□□□□ Tree Shape	16	None	1 standard	12 hours [D]	Personal	V, S, DF	No	Transmutation	RSRD: SpellsT-Z.rtf
<i>Effect:</i> You look exactly like a tree for 12 hours.					<i>Target:</i> You			<i>Caster Level:</i> 12	
□□□□□ Warp Wood	16	Will negates (object)	1 standard	Instantaneous	Close (55 ft.)	V, S	Yes (object)	Transmutation	RSRD: SpellsT-Z.rtf
<i>Effect:</i> Bends wood [shaft, handle, door, plank].					<i>Target:</i> 12 Small wooden objects, all within a 20-ft. radius			<i>Caster Level:</i> 12	
□□□□□ Wood Shape	16	Will negates (object)	1 standard	Instantaneous	Touch	V, S, DF	Yes (object)	Transmutation	RSRD: SpellsT-Z.rtf
<i>Effect:</i> Rearranges wooden objects to suit you.					<i>Target:</i> One touched piece of wood no larger than 22 cu. ft.			<i>Caster Level:</i> 12	

## LEVEL 3

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□□ Call Lightning	17	Reflex half	1 round	12 minutes	Medium (220 ft.)	V, S	Yes	Evocation [Electricity]	RSRD: SpellsC.rtf
<i>Effect:</i> Calls down 10 lightning bolts over duration [3d6 per bolt] from sky; 3d10 in outdoors stormy area.					<i>Target:</i> One or more 30-ft.-long vertical lines of lightning			<i>Caster Level:</i> 12	
□□□□□ Contagion	17	Fortitude negates	1 standard	Instantaneous	Touch	V, S	Yes	Necromancy [Evil]	RSRD: SpellsC.rtf
<i>Effect:</i> Infects subject with chosen disease.					<i>Target:</i> Living creature touched			<i>Caster Level:</i> 12	
□□□□□ Cure Moderate Wounds	17	Will half (harmless); see text	1 standard	Instantaneous	Touch	V, S	Yes (harmless); see text	Conjuration (Healing)	RSRD: SpellsC.rtf
<i>Effect:</i> Cures 2d8+10 damage.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 12	
□□□□□ Daylight	17	None	1 standard	120 minutes [D]	Touch	V, S	No	Evocation [Light]	RSRD: SpellsD-E.rtf
<i>Effect:</i> 60-ft. radius of bright light.					<i>Target:</i> Object touched			<i>Caster Level:</i> 12	
□□□□□ Diminish Plants	17	None	1 standard	Instantaneous	See text	V, S, DF	No	Transmutation	RSRD: SpellsD-E.rtf
<i>Effect:</i> Reduces size or blights growth of normal plants.					<i>Target:</i> See text			<i>Caster Level:</i> 12	
□□□□□ Dominate Animal	17	Will negates	1 round	12 rounds	Close (55 ft.)	V, S	Yes	Enchantment (Compulsion) [Mind-Affecting]	RSRD: SpellsD-E.rtf
<i>Effect:</i> Subject animal obeys silent mental commands.					<i>Target:</i> One animal			<i>Caster Level:</i> 12	
□□□□□ Magic Fang, Greater	17	Will negates (harmless)	1 standard	12 hours	Close (55 ft.)	V, S, DF	Yes (harmless)	Transmutation	RSRD: SpellsM-O.rtf
<i>Effect:</i> One natural weapon of subject creature gets +3 on attack and damage rolls.					<i>Target:</i> One living creature			<i>Caster Level:</i> 12	
□□□□□ Meld into Stone	17	None	1 standard	120 minutes	Personal	V, S, DF	No	Transmutation [Earth]	RSRD: SpellsM-O.rtf
<i>Effect:</i> You and your gear merge with stone.					<i>Target:</i> You			<i>Caster Level:</i> 12	
□□□□□ Neutralize Poison	17	Will negates (harmless, object)	1 standard	120 minutes	Touch	V, S, M/DF	Yes (harmless, object)	Conjuration (Healing)	RSRD: SpellsM-O.rtf
<i>Effect:</i> Immunizes subject against poison, detoxifies venom in or on subject.					<i>Target:</i> Creature or object of up to 12 cu. ft. touched			<i>Caster Level:</i> 12	
□□□□□ Plant Growth	17	None	1 standard	Instantaneous	See text	V, S, DF	No	Transmutation	RSRD: SpellsP-R.rtf
<i>Effect:</i> Grows vegetation, improves crops.					<i>Target:</i> See text			<i>Caster Level:</i> 12	
□□□□□ Poison	17	Fortitude negates; see text	1 standard	Instantaneous; see text	Touch	V, S, DF	Yes	Necromancy	RSRD: SpellsP-R.rtf
<i>Effect:</i> Touch deals 1d10 Con damage, repeats in 1 minute.					<i>Target:</i> Living creature touched			<i>Caster Level:</i> 12	
□□□□□ Protection from Energy	17	Fortitude negates (harmless)	1 standard	120 minutes or until discharged	Touch	V, S, DF	Yes (harmless)	Abjuration	RSRD: SpellsP-R.rtf
<i>Effect:</i> Absorb 120 points of damage from one kind of energy.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 12	
□□□□□ Quench	17	None or Will negates (object)	1 standard	Instantaneous	Medium (220 ft.)	V, S, DF	No or Yes (object)	Transmutation	RSRD: SpellsP-R.rtf
<i>Effect:</i> Extinguishes nonmagical fires or one magic item.					<i>Target:</i> 12 20-ft. cubes [S] or one fire-based magic item			<i>Caster Level:</i> 12	
□□□□□ Remove Disease	17	Fortitude negates (harmless)	1 standard	Instantaneous	Touch	V, S	Yes (harmless)	Conjuration (Healing)	RSRD: SpellsP-R.rtf
<i>Effect:</i> Cures all diseases affecting subject.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 12	
□□□□□ Sleet Storm	17	None	1 standard	12 rounds	Long (880 ft.)	V, S, M/DF	No	Conjuration (Creation) [Cold]	RSRD: SpellsS.rtf
<i>Effect:</i> Hampers vision and movement.					<i>Target:</i> Cylinder 40			<i>Caster Level:</i> 12	
□□□□□ Snare	17	None	3 rounds	Until triggered or broken	Touch	V, S, DF	No	Transmutation	RSRD: SpellsS.rtf
<i>Effect:</i> Creates a magic booby trap.					<i>Target:</i> Touched nonmagical circle of vine, rope, or thong with a 2 ft. diameter + 2 ft./level			<i>Caster Level:</i> 12	
□□□□□ Speak with Plants	17	None	1 standard	12 minutes	Personal	V, S	No	Divination	RSRD: SpellsS.rtf
<i>Effect:</i> You can talk to normal plants and plant creatures.					<i>Target:</i> You			<i>Caster Level:</i> 12	
□□□□□ Spike Growth	17	Reflex partial	1 standard	12 hours [D]	Medium (220 ft.)	V, S, DF	Yes	Transmutation	RSRD: SpellsS.rtf
<i>Effect:</i> Creatures in area take 1d4 damage, may be slowed.					<i>Target:</i> 12 20-ft. squares			<i>Caster Level:</i> 12	
□□□□□ Stone Shape	17	None	1 standard	Instantaneous	Touch	V, S, M/DF	No	Transmutation [Earth]	RSRD: SpellsS.rtf
<i>Effect:</i> Sculpts stone into any shape.					<i>Target:</i> Stone or stone object touched, up to 22 cu. ft.			<i>Caster Level:</i> 12	
□□□□□ Summon Nature's Ally III	17	None	1 round	12 rounds [D]	Close (55 ft.)	V, S, DF	No	Conjuration (Summoning)	RSRD: SpellsS.rtf
<i>Effect:</i> Calls creature to fight.					<i>Target:</i> One or more creatures, no two of which can be more than 30 ft. apart			<i>Caster Level:</i> 12	
□□□□□ Water Breathing	17	Will negates (harmless)	1 standard	24 hours; see text	Touch	V, S, M/DF	Yes (harmless)	Transmutation	RSRD: SpellsT-Z.rtf
<i>Effect:</i> Subjects can breathe underwater.					<i>Target:</i> Living creatures touched			<i>Caster Level:</i> 12	

\* =Domain/Specialty Spell

## Druid Spells

□□□□□ Wind Wall	17	None; see text	1 standard action	12 rounds	Medium (220 ft.)	V, S, M/DF	Yes	Evocation [Air]	RSRD: SpellsT-Z.rtf
-----------------	----	----------------	-------------------	-----------	------------------	------------	-----	-----------------	---------------------

**Effect:**  
Deflects arrows, smaller creatures, and gases.

**Target:** Wall up to 120 ft. long and 60 ft. high [S] **Caster Level:** 12

### LEVEL 4

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□□ Air Walk	18	None	1 standard action	120 minutes	Touch	V, S, DF	Yes (harmless)	Transmutation [Air]	RSRD: SpellsA-B.rtf
<b>Effect:</b> Subject treads on air as if solid [climb at 45-degree angle].									<b>Caster Level:</b> 12
□□□□□ Antiplant Shell	18	None	1 standard action	120 minutes [D]	10 ft.	V, S, DF	Yes	Abjuration	RSRD: SpellsA-B.rtf
<b>Effect:</b> Keeps animated plants at bay.									<b>Caster Level:</b> 12
□□□□□ Blight	18	Fortitude half; see text	1 standard action	Instantaneous	Touch	V, S, DF	Yes	Necromancy	RSRD: SpellsA-B.rtf
<b>Effect:</b> Withers one plant or deals 12d6 damage to plant creature.									<b>Caster Level:</b> 12
□□□□□ Command Plants	18	Will negates	1 standard action	12 days	Close (55 ft.)	V	Yes	Transmutation	RSRD: SpellsC.rtf
<b>Effect:</b> Sway the actions of one or more plant creatures.									<b>Caster Level:</b> 12
□□□□□ Control Water	18	None; see text	1 standard action	120 minutes [D]	Long (880 ft.)	V, S, M/DF	No	Transmutation [Water]	RSRD: SpellsC.rtf
<b>Effect:</b> Raises or lowers bodies of water.									<b>Caster Level:</b> 12
□□□□□ Cure Serious Wounds	18	Will half (harmless); see text	1 standard action	Instantaneous	Touch	V, S	Yes (harmless); see text	Conjuration (Healing)	RSRD: SpellsC.rtf
<b>Effect:</b> Cures 3d8+12 damage.									<b>Caster Level:</b> 12
□□□□□ Dispel Magic	18	None	1 standard action	Instantaneous	Medium (220 ft.)	V, S	No	Abjuration	RSRD: SpellsD-E.rtf
<b>Effect:</b> Cancels magical spells and effects.									<b>Caster Level:</b> 12
□□□□□ Flame Strike	18	Reflex half	1 standard action	Instantaneous	Medium (220 ft.)	V, S, DF	Yes	Evocation [Fire]	RSRD: SpellsF-G.rtf
<b>Effect:</b> Smite foes with divine fire for 12d6 damage.									<b>Caster Level:</b> 12
□□□□□ Freedom of Movement	18	Will negates (harmless)	1 standard action	120 minutes	Personal or touch	V, S, M, DF	Yes (harmless)	Abjuration	RSRD: SpellsF-G.rtf
<b>Effect:</b> Subject moves normally despite impediments.									<b>Caster Level:</b> 12
□□□□□ Giant Vermin	18	None	1 standard action	12 minutes	Close (55 ft.)	V, S, DF	Yes	Transmutation	RSRD: SpellsF-G.rtf
<b>Effect:</b> Turns centipedes, scorpions, or spiders into giant vermin.									<b>Caster Level:</b> 12
□□□□□ Ice Storm	18	None	1 standard action	1 full round	Long (880 ft.)	V, S, M/DF	Yes	Evocation [Cold]	RSRD: SpellSH-L.rtf
<b>Effect:</b> Hail deals 5d6 damage in cylinder 40 ft. across.									<b>Caster Level:</b> 12
□□□□□ Reincarnate	18	None; see text	10 minutes	Instantaneous	Touch	V, S, M, DF	Yes (harmless)	Transmutation	RSRD: SpellsP-R.rtf
<b>Effect:</b> Brings dead subject back in a random body.									<b>Caster Level:</b> 12
□□□□□ Repel Vermin	18	None or Will negates; see text	1 standard action	120 minutes [D]	10 ft.	V, S, DF	Yes	Abjuration	RSRD: SpellsP-R.rtf
<b>Effect:</b> Insects, spiders, and other vermin stay 10 ft. away.									<b>Caster Level:</b> 12
□□□□□ Rusting Grasp	18	None	1 standard action	See text	Touch	V, S, DF	No	Transmutation	RSRD: SpellsP-R.rtf
<b>Effect:</b> Your touch corrodes iron and alloys.									<b>Caster Level:</b> 12
□□□□□ Scrying	18	Will negates	1 hour	12 minutes	See text	V, S, M/DF, F	Yes	Divination (Scrying)	RSRD: SpellsS.rtf
<b>Effect:</b> Spies on subject from a distance.									<b>Caster Level:</b> 12
□□□□□ Spike Stones	18	Reflex partial	1 standard action	12 hours [D]	Medium (220 ft.)	V, S, DF	Yes	Transmutation [Earth]	RSRD: SpellsS.rtf
<b>Effect:</b> Creatures in area take 1d8 damage, may be slowed.									<b>Caster Level:</b> 12
□□□□□ Summon Nature's Ally IV	18	None	1 round	12 rounds [D]	Close (55 ft.)	V, S, DF	No	Conjuration (Summoning)	RSRD: SpellsS.rtf
<b>Effect:</b> Calls creature to fight.									<b>Caster Level:</b> 12

### LEVEL 5

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□□ Animal Growth	19	Fortitude negates	1 standard action	12 minutes	Medium (220 ft.)	V, S	Yes	Transmutation	RSRD: SpellsA-B.rtf
<b>Effect:</b> One animal/two levels doubles in size.									<b>Caster Level:</b> 12
□□□□□ Atonement	19	None	1 hour	Instantaneous	Touch	V, S, M, F, Yes DF, XP	Yes	Abjuration	RSRD: SpellsA-B.rtf
<b>Effect:</b> Removes burden of misdeeds from subject.									<b>Caster Level:</b> 12
□□□□□ Awaken	19	Will negates	24 hours	Instantaneous	Touch	V, S, DF, XP	Yes	Transmutation	RSRD: SpellsA-B.rtf
<b>Effect:</b> Animal or tree gains human intellect.									<b>Caster Level:</b> 12
□□□□□ Baleful Polymorph	19	Fortitude negates, Will partial, see text	1 standard action	Permanent	Close (55 ft.)	V, S	Yes	Transmutation	RSRD: SpellsA-B.rtf
<b>Effect:</b> Transforms subject into harmless animal.									<b>Caster Level:</b> 12
□□□□□ Call Lightning Storm	19	Reflex half	1 round	12 minutes	Long (880 ft.)	V, S	Yes	Evocation [Electricity]	RSRD: SpellsC.rtf
<b>Effect:</b> Calls down 12 lightning bolts over duration [5d6 per bolt] from sky; 5d10 in outdoors stormy area.									<b>Caster Level:</b> 12
□□□□□ Commune with Nature	19	None	10 minutes	Instantaneous	Personal	V, S	No	Divination	RSRD: SpellsC.rtf
<b>Effect:</b> Learn about terrain for 12 miles.									<b>Caster Level:</b> 12
□□□□□ Control Winds	19	Fortitude negates	1 standard action	120 minutes	40 ft./level	V, S	No	Transmutation [Air]	RSRD: SpellsC.rtf
<b>Effect:</b> Change wind direction and speed.									<b>Caster Level:</b> 12
□□□□□ Cure Critical Wounds	19	Will half (harmless); see text	1 standard action	Instantaneous	Touch	V, S	Yes (harmless); see text	Conjuration (Healing)	RSRD: SpellsC.rtf
<b>Effect:</b> Cures 4d8+12 damage.									<b>Caster Level:</b> 12
□□□□□ Death Ward	19	Will negates (harmless)	1 standard action	12 minutes	Touch	V, S, DF	Yes (harmless)	Necromancy	RSRD: SpellsD-E.rtf
<b>Effect:</b> Grants immunity to death spells and negative energy effects.									<b>Caster Level:</b> 12

\* =Domain/Specialty Spell

## Druid Spells

□□□□□	Hallow	19	See text	24 hours	Instantaneous	Touch	V, S, M, DF	See text	Evocation [Good]	RSRD: SpellsH-L.rtf
<i>Effect:</i> Designates location as holy.						<i>Target:</i> 40-ft. radius emanating from the touched point <i>Caster Level:</i> 12				
□□□□□	Insect Plague	19	None	1 round	12 minutes	Long (880 ft.)	V, S, DF	No	Conjuration (Summoning)	RSRD: SpellsH-L.rtf
<i>Effect:</i> Locust swarms attack creatures.						<i>Target:</i> 4 swarms of locust, each of which must be adjacent to at least one other swarm <i>Caster Level:</i> 12				
□□□□□	Stoneskin	19	Will negates (harmless)	1 standard action	120 minutes or until discharged	Touch	V, S, M	Yes (harmless)	Abjuration	RSRD: SpellsS.rtf
<i>Effect:</i> Ignore 10 points of damage per attack.						<i>Target:</i> Creature touched <i>Caster Level:</i> 12				
□□□□□	Summon Nature's Ally V	19	None	1 round	12 rounds [D]	Close (55 ft.)	V, S, DF	No	Conjuration (Summoning)	RSRD: SpellsS.rtf
<i>Effect:</i> Calls creature to fight.						<i>Target:</i> One or more creatures, no two of which can be more than 30 ft. apart <i>Caster Level:</i> 12				
□□□□□	Transmute Mud to Rock	19	See text	1 standard action	Permanent	Medium (220 ft.)	V, S, M/DF	No	Transmutation [Earth]	RSRD: SpellsT-Z.rtf
<i>Effect:</i> Transforms 24 10-ft. cubes.						<i>Target:</i> Up to 24 10 ft. cubes [S] <i>Caster Level:</i> 12				
□□□□□	Transmute Rock to Mud	19	See text	1 standard action	Permanent; see text	Medium (220 ft.)	V, S, M/DF	No	Transmutation [Earth]	RSRD: SpellsT-Z.rtf
<i>Effect:</i> Transforms 24 10-ft. cubes.						<i>Target:</i> Up to 24 10 ft. cubes [S] <i>Caster Level:</i> 12				
□□□□□	Tree Stride	19	None	1 standard action	12 hours or until expended; see text	Personal	V, S, DF	No	Conjuration (Teleportation)	RSRD: SpellsT-Z.rtf
<i>Effect:</i> Step from one tree to another far away.						<i>Target:</i> You <i>Caster Level:</i> 12				
□□□□□	Unhallow	19	See text	24 hours	Instantaneous	Touch	V, S, M	See text	Evocation [Evil]	RSRD: SpellsT-Z.rtf
<i>Effect:</i> Designates location as unholy.						<i>Target:</i> 40-ft. radius emanating from the touched point <i>Caster Level:</i> 12				
□□□□□	Wall of Fire	19	None	1 standard action	Concentration + 12 rounds	Medium (220 ft.)	V, S, M/DF	Yes	Evocation [Fire]	RSRD: SpellsT-Z.rtf
<i>Effect:</i> Deals 2d4 fire damage out 10 ft. and 1d4 out 20 ft. Passing through wall deals 2d6+12 damage						<i>Target:</i> Opaque sheet of flame up to 240 ft. long or a ring of fire with a radius of up to 30 ft; either form 20 ft. high <i>Caster Level:</i> 12				
□□□□□	Wall of Thorns	19	None	1 standard action	120 minutes [D]	Medium (220 ft.)	V, S	No	Conjuration (Creation)	RSRD: SpellsT-Z.rtf
<i>Effect:</i> Thorns damage anyone who tries to pass.						<i>Target:</i> Wall of thorny brush, up to 12 10-ft. cubes [S] <i>Caster Level:</i> 12				

## LEVEL 6

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source	
□□□□□	Antilife Shell	20	None	1 round	120 minutes [D]	10 ft.	V, S, DF	Yes	Abjuration	RSRD: SpellsA-B.rtf
<i>Effect:</i> 10-ft. field hedges out living creatures.						<i>Target:</i> 10-ft.-radius emanation, centered on you <i>Caster Level:</i> 12				
□□□□□	Bear's Endurance, Mass	20	Will negates (harmless)	1 standard action	12 minutes	Close (55 ft.)	V, S, DF	Yes	Transmutation	RSRD: SpellsA-B.rtf
<i>Effect:</i> As bear's endurance, affects 12 subjects.						<i>Target:</i> 12 creatures, no two of which can be more than 30 ft. apart <i>Caster Level:</i> 12				
□□□□□	Bull's Strength, Mass	20	Will negates (harmless)	1 standard action	12 minutes	Close (55 ft.)	V, S, M/DF	Yes (harmless)	Transmutation	RSRD: SpellsA-B.rtf
<i>Effect:</i> As bull's strength, affects one subject/ level.						<i>Target:</i> 12 creatures, no two of which can be more than 30 ft. apart <i>Caster Level:</i> 12				
□□□□□	Cat's Grace, Mass	20	Will negates (harmless)	1 standard action	12 minutes	Close (55 ft.)	V, S, M	Yes	Transmutation	RSRD: SpellsC.rtf
<i>Effect:</i> As cat's grace, affects 12 subjects.						<i>Target:</i> 12 creatures, no two of which can be more than 30 ft. apart <i>Caster Level:</i> 12				
□□□□□	Cure Light Wounds, Mass	20	Will half (harmless) or Will half; see text	1 standard action	Instantaneous	Close (55 ft.)	V, S	Yes (harmless) or see text	Conjuration (Healing)	RSRD: SpellsC.rtf
<i>Effect:</i> Cures 1d8+12 damage for many creatures.						<i>Target:</i> 12 creatures, no two of which can be more than 30 ft. apart <i>Caster Level:</i> 12				
□□□□□	Dispel Magic, Greater	20	None	1 standard action	Instantaneous	Medium (220 ft.)	V, S	No	Abjuration	RSRD: SpellsD-E.rtf
<i>Effect:</i> As dispel magic, but +20 on check.						<i>Target:</i> One spellcaster, creature, or object; or 20-ft.-radius burst <i>Caster Level:</i> 12				
□□□□□	Find the Path	20	None or Will negates (harmless)	3 rounds	120 minutes	Personal or touch	V, S, F	No or Yes (harmless)	Divination	RSRD: SpellsF-G.rtf
<i>Effect:</i> Shows most direct way to a location.						<i>Target:</i> You or creature touched <i>Caster Level:</i> 12				
□□□□□	Fire Seeds	20	None or Reflex half; see text	1 standard action	120 minutes or until used	Touch	V, S, M	No	Conjuration (Creation) [Fire]	RSRD: SpellsF-G.rtf
<i>Effect:</i> Acorns and berries become grenades and bombs.						<i>Target:</i> Up to four touched acorns or up to eight touched holly berries <i>Caster Level:</i> 12				
□□□□□	Ironwood	20	None	1 minute/lb. created	12 days [D]	0 ft.	V, S, M	No	Transmutation	RSRD: SpellsH-L.rtf
<i>Effect:</i> Magic wood is strong as steel.						<i>Target:</i> An ironwood object weighing up to 60 lbs <i>Caster Level:</i> 12				
□□□□□	Liveoak	20	None	10 minutes	12 days [D]	Touch	V, S	No	Transmutation	RSRD: SpellsH-L.rtf
<i>Effect:</i> Oak becomes treant guardian.						<i>Target:</i> Tree touched <i>Caster Level:</i> 12				
□□□□□	Move Earth	20	None	See text	Instantaneous	Long (880 ft.)	V, S, M	No	Transmutation [Earth]	RSRD: SpellsM-O.rtf
<i>Effect:</i> Digs trenches and build hills.						<i>Target:</i> Dirt in an area up to 750 ft. square and up to 10 ft. deep [S] <i>Caster Level:</i> 12				
□□□□□	Owl's Wisdom, Mass	20	Will negates (harmless)	1 standard action	12 minutes	Close (55 ft.)	V, S, M/DF	Yes	Transmutation	RSRD: SpellsM-O.rtf
<i>Effect:</i> As owl's wisdom, affects one subject/ level.						<i>Target:</i> 12 creatures, no two of which can be more than 30 ft. apart <i>Caster Level:</i> 12				
□□□□□	Repel Wood	20	None	1 standard action	12 minutes [D]	60 ft.	V, S	No	Transmutation	RSRD: SpellsP-R.rtf
<i>Effect:</i> Pushes away wooden objects.						<i>Target:</i> 60 ft. line-shaped emanation from you <i>Caster Level:</i> 12				
□□□□□	Spellstaff	20	Will negates (object)	10 minutes	Permanent until discharged [D]	Touch	V, S, F	Yes (object)	Transmutation	RSRD: SpellsS.rtf
<i>Effect:</i> Stores one spell in wooden quarterstaff.						<i>Target:</i> Wooden quarterstaff touched <i>Caster Level:</i> 12				
□□□□□	Stone Tell	20	None	10 minutes	12 minutes	Personal	V, S, DF	No	Divination	RSRD: SpellsS.rtf
<i>Effect:</i> Talk to natural or worked stone.						<i>Target:</i> You <i>Caster Level:</i> 12				
□□□□□	Summon Nature's Ally VI	20	None	1 round	12 rounds [D]	Close (55 ft.)	V, S, DF	No	Conjuration (Summoning)	RSRD: SpellsS.rtf
<i>Effect:</i> Calls creature to fight.						<i>Target:</i> One or more creatures, no two of which can be more than 30 ft. apart <i>Caster Level:</i> 12				
□□□□□	Transport via Plants	20	None	1 standard action	1 round	Unlimited	V, S	No	Conjuration (Teleportation)	RSRD: SpellsT-Z.rtf
<i>Effect:</i> Move instantly from one plant to another of the same kind.						<i>Target:</i> You and touched objects or other touched willing creatures <i>Caster Level:</i> 12				
□□□□□	Wall of Stone	20	See text	1 standard action	Instantaneous	Medium (220 ft.)	V, S, M/DF	No	Conjuration (Creation) [Earth]	RSRD: SpellsT-Z.rtf
<i>Effect:</i> Creates a stone wall that can be shaped.						<i>Target:</i> Stone wall whose area is up to 12 5-ft. squares [S] <i>Caster Level:</i> 12				

\* =Domain/Specialty Spell

## Notes:

Character Sheet Notes: