

PC Loedie Quercus claud beamont, Druid 3 – Spells

Create Water School: conjuration (creation) [water]; Components: V, S; Casting Time: 1 action; Range: close (25 + 5 ft./2 levels); Effect: up to 2 gallons of water/level; Duration: instantaneous; Save: none; Resistance: no Creates 2 gallons/level of pure water.	Druid 0
Daze Animal School: enchantment (compulsion) [mind-affecting]; Components: V, S, M (pinch of animal fur), DF; Casting Time: 1 action; Range: close (25 ft. + 5 ft./2 levels); Target: one animal of 4 HD or less; Duration: 1 round; Save: DC 14 Will negates; Resistance: yes Dazes one animal of 4 or fewer HD.	Druid 0
Detect Magic School: divination; Components: V, S; Casting Time: 1 action; Range: 60 ft.; Area: cone-shaped emanation; Duration: concentration, up to 1 min./level (D); Save: none; Resistance: no Detects all spells and magic items within 60 ft.	Druid 0
Guidance School: divination / void elemental; Components: V, S; Casting Time: 1 action; Range: touch; Target: creature touched; Duration: 1 minute or until discharged; Save: Will negates (harmless); Resistance: yes +1 on one attack roll, saving throw, or skill check.	Druid 0
Light School: evocation / wood elemental [light]; Components: V, M/DF (a firefly); Casting Time: 1 action; Range: touch; Target: object touched; Duration: 10 min./level; Save: none; Resistance: no Object shines like a torch.	Druid 0
Purify Food and Drink School: transmutation; Components: V, S; Casting Time: 1 action; Range: 10 ft.; Target: 1 cu. ft./level of contaminated food and water; Duration: instantaneous; Save: DC 14 Will negates (object); Resistance: yes (object) Purifies 1 cu. ft./level of food or water.	Druid 0
Air Bubble School: conjuration (creation); Components: S, M/DF (a small bladder filled with air); Casting Time: 1 action; Range: touch; Target: one creature or one object no larger than a Large twohanded weapon; Duration: 1 minute/level; Save: Will negates (harmless); Resistance: yes (harmless) Creates a small pocket of air around your head or an object.	Druid 1
Commune With Birds School: divination; Components: V, S; Casting Time: 1 action; Range: personal; Target: you; Duration: 10 minutes; see text You may ask questions of nearby birds.	Druid 1
Cure Light Wounds School: conjuration (healing); Components: V, S; Casting Time: 1 action; Range: touch; Target: creature touched; Duration: instantaneous; Save: Will half (harmless); see text; Resistance: yes (harmless); see text Cures 1d8 damage + 1/level (max +5).	Druid 1
Entangle School: transmutation / wood elemental; Components: V, S, DF; Casting Time: 1 action; Range: long (400 + 40 ft./level); Area: plants in a 40-ft.-radius spread; Duration: 1 min./level (D); Save: DC 15 Reflex partial; see text; Resistance: no Plants entangle everyone in 40-ft. radius.	Druid 1
Faerie Fire School: evocation [light]; Components: V, S, DF; Casting Time: 1 action; Range: long (400 + 40 ft./level); Area: creatures and objects within a 5-ft.-radius burst; Duration: 1 min./level (D); Save: none; Resistance: yes Outlines subjects with light, canceling blur, concealment, and the like.	Druid 1
Longstrider School: transmutation; Components: V, S, M (a pinch of dirt); Casting Time: 1 action; Range: personal; Target: you; Duration: 1 hour/level (D) Your base speed increases by 10 ft.	Druid 1
Obscuring Mist School: conjuration / water elemental (creation); Components: V, S; Casting Time: 1 action; Range: 20 ft.; Effect: cloud spreads in 20-ft. radius from you, 20 ft. high; Duration: 1 min./level (D); Save: none; Resistance: no Fog surrounds you.	Druid 1
Restore Corpse School: necromancy; Components: V, S; Casting Time: 1 action; Range: touch; Target: corpse touched; Duration: instantaneous; Save: none; Resistance: no Skeletal corpse grows flesh.	Druid 1
Summon Nature's Ally I School: conjuration (summoning); Components: V, S, DF; Casting Time: 1 round; Range: close (25 + 5 ft./2 levels); Effect: one summoned creature; Duration: 1 round/level (D); Save: none; Resistance: no Summons creature to fight for you.	Druid 1
Barkskin School: transmutation; Components: V, S, DF; Casting Time: 1 action; Range: touch; Target: living creature touched; Duration: 10 min./level; Save: none; Resistance: yes (harmless) Grants +2 (or higher) enhancement to natural armor.	Druid 2
Chill Metal School: transmutation / metal elemental [cold]; Components: V, S, DF; Casting Time: 1 action; Range: close (25 + 5 ft./2 levels); Target: metal equipment of one creature per two levels, no two of which can be more than 30 ft. apart; or 25 lbs. of metal/level, none of which can be more than 30 ft. away from any of the rest; Duration: 7 rounds; Save: DC 16 Will negates (object); Resistance: yes (object) Cold metal damages those who touch it.	Druid 2
Delay Poison School: conjuration (healing); Components: V, S, DF; Casting Time: 1 action; Range: touch; Target: creature touched; Duration: 1 hour/level; Save: Fortitude negates (harmless); Resistance: yes (harmless) Stops poison from harming subject for 1 hour/level.	Druid 2
Flaming Sphere School: evocation / fire elemental [fire]; Components: V, S, M/DF (tallow, brimstone, and powdered iron); Casting Time: 1 action; Range: medium (100 + 10 ft./level); Effect: 5-ft.-diameter sphere; Duration: 1 round/level; Save: DC 16 Reflex negates; Resistance: yes Rolling ball of fire deals 3d6 fire damage.	Druid 2
Fog Cloud School: conjuration / water elemental (creation); Components: V, S; Casting Time: 1 action; Range: medium (100 ft. + 10 ft. level); Effect: fog spreads in 20-ft. radius; Duration: 10 min./level; Save: none; Resistance: no Fog obscures vision.	Druid 2

Gust of Wind **Druid 2**

School: evocation / air elemental [air]; **Components:** V, S; **Casting Time:** 1 action; **Range:** 60 ft.; **Effect:** line-shaped gust of severe wind emanating out from you to the extreme of the range; **Duration:** 1 round; **Save:** DC 16 Fortitude negates; **Resistance:** yes
Blows away or knocks down smaller creatures.

Resist Energy **Druid 2**

School: abjuration / all elements; **Components:** V, S, DF; **Casting Time:** 1 action; **Range:** touch; **Target:** creature touched; **Duration:** 10 min./level; **Save:** Fortitude negates (harmless); **Resistance:** yes (harmless)
Ignores first 10 (or more) points of damage per attack from specified energy type.

Restoration, Lesser **Druid 2**

School: conjuration (healing); **Components:** V, S; **Casting Time:** 3 rounds; **Range:** touch; **Target:** creature touched; **Duration:** instantaneous; **Save:** Will negates (harmless); **Resistance:** yes (harmless)
Dispels magical ability penalty or repairs 1d4 ability damage.

Soften Earth and Stone **Druid 2**

School: transmutation [earth]; **Components:** V, S, DF; **Casting Time:** 1 action; **Range:** close (25 + 5 ft./2 levels); **Area:** 10-ft. square/level; see text; **Duration:** instantaneous; **Save:** none; **Resistance:** no
Turns stone to clay, or dirt to sand or mud.