

PC Loedie Quercus clade beamont, Druid 3 – Spells

**Create Water** **Druid 0**

**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.

**Daze Animal** **Druid 0**

**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.

**Detect Magic** **Druid 0**

**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.

**Guidance** **Druid 0**

**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.

**Light** **Druid 0**

**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.

**Purify Food and Drink** **Druid 0**

**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.

**Air Bubble** **Druid 1**

**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.

**Commune With Birds** **Druid 1**

**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.

**Cure Light Wounds** **Druid 1**

**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).

**Entangle** **Druid 1**

**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.

**Faerie Fire** **Druid 1**

**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.

**Longstrider** **Druid 1**

**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.

**Obscuring Mist** **Druid 1**

**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.

**Restore Corpse** **Druid 1**

**School:** necromancy; **Components:** V, S; **Casting Time:** 1 action; **Range:** touch; **Target:** corpse touched; **Duration:** instantaneous; **Save:** none; **Resistance:** no  
Skeletal corpse grows flesh.

**Summon Nature's Ally I** **Druid 1**

**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.

**Barkskin** **Druid 2**

**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.

**Chill Metal** **Druid 2**

**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.

**Delay Poison** **Druid 2**

**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.

**Flaming Sphere** **Druid 2**

**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.

**Fog Cloud** **Druid 2**

**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.

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### **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.