

WEIGHT ALLOWANCE					
Light	33	Medium	66	Heavy	100
Lift over head	100	Lift off ground	200	Push / Drag	500
MONEY					
Total= 0 gp [Unspent Funds = 900 gp]					
MAGIC					
Languages					
Common, Druidic, Elven, Gnoll					
Other Companions					
Special Qualities					
Animal Companion (Ex)			[Wizards of the Coast - Players Handbook, p.35]		
A druid may begin play with an animal companion. This animal is a loyal companion that accompanies the druid on her adventures as appropriate for its kind. If a druid releases her companion from service, she may gain a new one by performing a ceremony requiring 24 uninterrupted hours of prayer. This ceremony can also replace an animal companion that has perished.					
Elven Blood			[Wizards of the Coast - Players Handbook, p.18]		
For all effects related to race, a half-elf is considered an elf. Half-elves, for example, are just as vulnerable to special effects that affect elves as their elf ancestors are, and they can use magic items that are only usable by elves.					
Half-Elf Racial Traits (Ex)			[Wizards of the Coast - Players Handbook]		
Immunity to sleep spells and similar magical effects, and a +2 racial bonus on saving throw against enchantment spells or effects.					
Low-light Vision: A half-elf can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of poor illumination. She retains the ability to distinguish color and detail under these conditions.					
+1 racial bonus on Listen, Search, and Spot checks: A half-elf does not have the elf's ability to notice secret doors simply by passing near them. Half-elves have keen senses, but not as keen as those of an elf.					
+2 racial bonus on Diplomacy and Gather Information checks: Half-elves get along naturally with all people.					
Elven Blood: For all effects related to race, a half-elf is considered an elf. Half-elves, for example, are just as vulnerable to special effects that affect elves as their elf ancestors are, and they can use magic items that are only usable by elves.					
Low-Light Vision (Ex)			[Universal Rules, p.165]		
You can see 2x as far as humans in low illumination. Characters with low-light vision have eyes that are so sensitive to light that they can see twice as far as normal in dim light. Low-light vision is color vision. A spellcaster with low-light vision can read a scroll as long as even the tiniest candle flame is next to her as a source of light. Characters with low-light vision can see outdoors on a moonlit night as well as they can during the day.					
Nature Sense (Ex)			[Wizards of the Coast - Players Handbook, p.35]		
A druid gains a +2 bonus on Knowledge (nature) and Survival checks.					
Spells			[Wizards of the Coast - Players Handbook, p.34]		
A druid casts divine spells. A druid must choose and prepare her spells in advance.					
Spontaneous Casting			[Wizards of the Coast - Players Handbook, p.35]		
A druid can channel stored spell energy into summoning spells that she hasn't prepared ahead of time. She can "lose" a prepared spell in order to cast any summon nature's ally spell of the same level or lower. For example, a druid who has prepared repel vermin (a 4th-level spell) may lose repel vermin in order to cast summon nature's ally IV (also a 4th-level spell).					
Weapon and Armor Proficiency			[Wizards of the Coast - Players Handbook, p.34]		
Druids are proficient with various weapons and with light and medium armor but are prohibited from wearing metal armor; Druids are proficient with shields (except tower shields) but must use only wooden ones. A druid who wears prohibited armor or carries a prohibited shield is unable to cast druid spells or use any of her supernatural or spelllike class abilities while doing so and for 24 hours thereafter.					
Wild Empathy (Ex)			[Wizards of the Coast - Players Handbook, p.35]		
A druid can use body language, vocalizations, and demeanor to improve the attitude of an animal (such as a bear or a monitor lizard). This ability functions just like a Diplomacy check made to improve the attitude of a person (see Chapter 4: Skills). The druid rolls 1d20 and adds her druid level and her Charisma modifier 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, the druid and the animal must be able to study each other, which means that they must be within 30 feet of one another under normal conditions. Generally, influencing an animal in this way takes 1 minute but, as with influencing people, it might take more or less time. A druid can also use this ability to influence a magical beast with an Intelligence score of 1 or 2 (such as a basilisk or a girallon), but she takes a -4 penalty on the check.					
Wild Empathy +3			[Wizards of the Coast - Players Handbook]		

Woodland Stride (Ex)	[Wizards of the Coast - Players Handbook, p.36]
Starting at 2nd level, a druid may move through any sort of undergrowth (such as natural thorns, briars, overgrown areas, and similar terrain) at her normal speed and without taking damage or suffering any other impairment. However, thorns, briars, and overgrown areas that have been magically manipulated to impede motion still affect her.	

	Feats	
Self-Sufficient		[Wizards of the Coast - Player's Handbook, p.100]
You can take care of yourself in harsh environments and situations.		
You get a +2 bonus on all Heal checks and Survival checks.		

Proficiencies	
Club, Dagger, Dart, Grapple, NoProfReq, Quarterstaff, Ranged Spell, Scimitar, Shortspear, Sickle, Sling, Spear, Spells (Ray), Spells (Touch)	

Druid Spells

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

LEVEL 0 / Per Day:4 / Caster Level:2

Name	School	Time	Duration	Range	Source
■■■■■ Create Water	Conjuration (Creation) [Water, Water Shugen]	1 standard action	Instantaneous	Close (30 ft.)	PH:p.215
[V, S] TARGET: Up to 4 gallons of water; <i>EFFECT</i> : Creates 4 gallons of pure water. [SR:No]					
■■■■■ Cure Minor Wounds	Conjuration (Healing) [Water Shugenja]	1 standard action	Instantaneous	Touch	PH:p.216
[V, S] TARGET: Creature touched; <i>EFFECT</i> : Cures 1 point of damage. [SR:Yes (harmless); see text; DC:13, Will half (harmless); see text]					
■■■■■ Dawn	Abjuration	1 swift action	Instantaneous	15 ft.	SC:p.59
[V] TARGET: All creatures within a 15-ft.-radius burst centered on you; <i>EFFECT</i> : Awakens sleeping creatures and those knocked out from nonlethal damage [but staggered]. [SR:Yes [harmless]; DC:13, Fortitude negates [harmless]]					
■■■■■ Detect Magic	Divination [Antimagic Domain, Divination 1]	1 standard action	Concentration, up to 2 minutes [D]	60 ft.	PH:p.219
[V, S] TARGET: Cone-shaped emanation; <i>EFFECT</i> : Detects spells and magic items within 60 ft. [SR:No]					
■■■■■ Detect Poison	Divination [Water Shugenja]	1 standard action	Instantaneous	Close (30 ft.)	PH:p.219
[V, S] TARGET: One creature, one object, or a 5-ft. cube; <i>EFFECT</i> : Detects poison in one creature or small object. [SR:No]					
■■■■■ Flare	Evocation (Light, Fire Domain, WujenFire, F1)	1 standard action	Instantaneous	Close (30 ft.)	PH:p.232
[V] TARGET: Burst of light; <i>EFFECT</i> : Dazzles one creature [-1 on attack rolls]. [SR:Yes; DC:13, Fortitude negates]					
■■■■■ Guidance	Divination [Air Shugenja]	1 standard action	1 minute or until discharged	Touch	PH:p.238
[V, S] TARGET: Creature touched; <i>EFFECT</i> : +1 on one attack roll, saving throw, or skill check. [SR:Yes; DC:13, Will negates (harmless)]					
■■■■■ Know Direction	Divination [Air Shugenja]	1 standard action	Instantaneous	Personal	PH:p.246
[V, S] TARGET: You; <i>EFFECT</i> : You discern north. [SR:No]					
■■■■■ Light	Evocation (Light, Evocation Domain, Fire Shugenja, F1)	1 standard action	20 minutes [D]	Touch	PH:p.248
[V, M/DF] TARGET: Object touched; <i>EFFECT</i> : Object shines like a torch. [SR:No]					
■■■■■ Mending	Transmutation [Earth Shugenja]	1 standard action	Instantaneous	10 ft.	PH:p.253
[V, S] TARGET: One object of up to 1 lb.; <i>EFFECT</i> : Makes minor repairs on an object. [SR:Yes (harmless, object); DC:13, Will negates (harmless, object)]					
■■■■■ Naturewatch	Necromancy	1 standard action	10 minutes/level	30 ft.	SC:p.146
[S] TARGET: Cone-shaped emanation; <i>EFFECT</i> : Same as deathwatch but only functions on plants and animals; see text. [SR:No]					
■■■■■ Preserve Organ	Necromancy	10 minutes	24 hours	Touch	BV:BoVD
[V, S, DF] TARGET: one organ; <i>EFFECT</i> : Protects one detached organ from decay for 24 hours. [SR:Yes; DC:13, Fortitude negates (harmless)]					
■■■■■ Purify Food and Drink	Transmutation [Water Shugenja]	1 standard action	Instantaneous	10 ft.	PH:p.267
[V, S] TARGET: 2 cu. ft. of contaminated food and water; <i>EFFECT</i> : Purifies 2 cu. ft. of food or water. [SR:Yes (object); DC:13, Will negates (object)]					
■■■■■ Read Magic	Divination	1 standard action	20 minutes	Personal	PH:p.269
[V, S, F] TARGET: You; <i>EFFECT</i> : Read scrolls and spellbooks. [SR:No]					
■■■■■ Resistance	Abjuration [Abjuration Domain, Earth Shugenja, F1]	1 standard action	1 minute	Touch	PH:p.272
[V, S, M/DF] TARGET: Creature touched; <i>EFFECT</i> : Subject gains +1 on saving throws. [SR:Yes (harmless); DC:13, Will negates (harmless)]					
■■■■■ Virtue	Transmutation [Earth Shugenja]	1 standard action	1 min.	Touch	PH:p.298
[V, S, DF] TARGET: Creature touched; <i>EFFECT</i> : Subject gains 1 temporary hp. [SR:Yes (harmless); DC:13, Fortitude negates (harmless)]					

LEVEL 1 / Per Day:3 / Caster Level:2

Name	School	Time	Duration	Range	Source
■■■■■ Animate Fire	Transmutation [Fire, WujenFire]	1 round	Concentration, up to 1 round/level [D]	Close (30 ft.)	SC:p.12
[V,S,M] TARGET: One Small fire; <i>EFFECT</i> : Create a small fire elemental. [SR:No]					
■■■■■ Animate Water	Transmutation [Water, WujenWater]	1 round	Concentration, up to 1 round/level [D]	Close (30 ft.)	SC:p.13
[V,S,M] TARGET: Cube of water up to 5 ft on a side; <i>EFFECT</i> : Create a small water elemental. [SR:No]					
■■■■■ Animate Wood	Transmutation [WujenWood]	1 round	Concentration, up to 1 round/level [D]	Touch	SC:p.13
[V,S,M] TARGET: One Small or smaller wooden object; <i>EFFECT</i> : Animates a wooden object to attack who you designate. [SR:No]					
■■■■■ Aquatic Escape	Transmutation (Polymorph)	1 swift action	1 round/level [D]	Personal	CS:null
[V, S] TARGET: You; <i>EFFECT</i> : Take the form of a fish.					
■■■■■ Aspect of the Wolf	Transmutation	1 standard action	10 minutes/level	Personal	SC:p.16
[V,S,M/DF] TARGET: You; <i>EFFECT</i> : You assume the physical appearance and many of the qualities of a wolf.					
■■■■■ Aura Against Flame	Abjuration	1 standard action	1 round/level	Personal	SC:p.18
[V,S] TARGET: You; <i>EFFECT</i> : Protects against first 10 points of fire damage, it also extinguishes flames; see text.					
■■■■■ Babau Slime	Transmutation	1 standard action	1 minute/level	Touch	SC:p.22
[V,S,M/DF] TARGET: Creature touched; <i>EFFECT</i> : Layer of slime coats you, inflicting 1d8 damage to any creature hitting you with unarmed strikes, a touch attack or natural weapon. [SR:Yes [harmless]; DC:14, Fortitude negates [harmless]]					
■■■■■ Beast Claws	Transmutation	1 Standard Action	1 hour/level	Personal	SC:p.25
[V,S,M] TARGET: You; <i>EFFECT</i> : Change your hands into claws. Damage 1d4; Threat range 19-20. See text.					
■■■■■ Beastland Ferocity	Evocation [Electricity]	1 standard action	1 minute/level	Touch	SC:p.25
[V,S,DF] TARGET: Creature touched; <i>EFFECT</i> : Subject continues to fight even at -1 to -9 and gains +4 enhancement to Str. [SR:Yes [harmless]; DC:14, Fortitude negates [harmless]]					
■■■■■ Beget Bogun	Conjuration (Creation)	1 standard action	Instantaneous	Touch	SC:p.26
[V,S,M,XP] TARGET: Tiny Construct; <i>EFFECT</i> : Creates a natural homunculus. [SR:No]					
■■■■■ Blockade	Conjuration (Creation)	1 swift action	3 rounds	0 ft.	CS:null
[V, S, M] TARGET: 5-ft. cube of wood; <i>EFFECT</i> : Fill 5-ft. square with enormous block of wood. [SR:None]					
■■■■■ Branch to Branch	Transmutation	1 standard action	1 hour/level [D]	Personal	SC:p.38
[V,S] TARGET: You; <i>EFFECT</i> : Gain +10 competence bonus on Climb checks made in trees, also allows for brachiation.					
■■■■■ Breath of the Jungle	Transmutation	1 standard action	1 minute/level	Medium (120 ft.)	SC:p.39
[V,S,DF] TARGET: Mist spreads in a 40-ft. radius, 20 ft. high; <i>EFFECT</i> : DC of saves vs. poison or disease increases by 2 [SR:No]					
■■■■■ Buoyant Lifting	Evocation	1 immediate action	1 minute/level [D]; see text	Close (30 ft.)	SC:p.40
[S,DF] TARGET: One willing creature/level, no two of which are more than 20 ft. apart; <i>EFFECT</i> : Travel to the surface at 60 ft/round. [SR:No]					
■■■■■ Calm Animals	Enchantment (Compulsion) [Mind-Affecting]	1 standard action	2 minutes	Close (30 ft.)	PH:p.207
[V, S] TARGET: Animals within 30 ft. of each other; <i>EFFECT</i> : Calms 2d4 + 2 HD of animals. [SR:Yes; DC:14, Will negates; see text]					
■■■■■ Camouflage	Transmutation	1 standard action	20 minutes	Personal	CD:p.157
[V,S] TARGET: You; <i>EFFECT</i> : Gain +10 circumstance bonus on Hide checks. [SR:No]					
■■■■■ Camouflage	Transmutation	1 standard action	10 minutes/level	Personal	SC:p.43
[V,S] TARGET: You; <i>EFFECT</i> : Gain +10 circumstance bonus on Hide checks.					
■■■■■ Charm Animal	Enchantment (Charm) [Mind-Affecting]	1 standard action	2 hours	Close (30 ft.)	PH:p.208
[V, S] TARGET: One animal; <i>EFFECT</i> : Makes one animal your friend. [SR:Yes; DC:14, Will negates]					
■■■■■ Claws of the Bear	Transmutation	1 standard action	1 round/level	Personal	SC:p.47
[V,S] TARGET: You; <i>EFFECT</i> : Your hands become natural weapons that deal 1d8 with each attack.					
■■■■■ Climbing Tree	Conjuration (Creation)	1 full round	2 minutes [D]	0 ft.	CM:p.99
[V, S, DF] TARGET: A thin but sturdy tree; <i>EFFECT</i> : Temporarily grow a tall tree for use as a ladder. [SR:No]					
■■■■■ Climb Walls	Transmutation	1 standard action	1 minute/level [D]	Touch	SC:p.47
[V,S,M] TARGET: Creature touched; <i>EFFECT</i> : Gain +10 enhancement bonus on climb check. Bonus increases to +20 @5th level and +30 @9th level. [SR:Yes [harmless]; DC:14, Will negates [harmless]]					
■■■■■ Cloak of Shade	Abjuration	1 standard action	2 hour [D]	Touch	Sa:p.112
[V,S,DF] TARGET: Creature Touched; <i>EFFECT</i> : Protects target from normal heat exposure. [SR:Yes (harmless)]					
■■■■■ Cloudburst	Evocation (Water)	1 round	10 minutes/level [D]	Long (480 ft.)	SC:p.49
[V,S] TARGET: 100-ft.-radius emanation; <i>EFFECT</i> : Heavy rain reduces visibility. -4 Spot & Search. [SR:No]					
* =Domain/Speciality Spell					

Druid Spells

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<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Conjure Ice Beast I [V,S,DF] TARGET: One conjured ice creature; EFFECT: Creates a creature to fight for you. [SR:No]	Conjuration (Creation) [Cold]	1 round	2 rounds [D]	Close (30 ft.)	Fr:p.91
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Crabwalk [V,S,M] TARGET: Creature touched; EFFECT: When the subject charges, it gains +4 to attack roll and no penalty to AC. Only affects first attack. [SR:No]	Transmutation [Cold]	1 standard action	1 minute/level	Touch	SC:p.53
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Crunchy Snow [V,S,Frostfell] TARGET: 2 20-ft.-by-20-ft. square of snow; EFFECT: Cast on snow imposes -20 penalty to Move Silently checks. [SR:No]	Transmutation [Cold]	1 standard action	2 hours	Medium (120 ft.)	Fr:p.92
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Cure Light Wounds [V, S] TARGET: Creature touched; EFFECT: Cures 1d8+2 damage. [SR:Yes (harmless); see text; DC:14, Will half (harmless); see text]	Conjuration (Healing) [Water Shugenja]	1 standard action	Instantaneous	Touch	PH:p.215
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Deep Breath [V] TARGET: You; EFFECT: Your lungs are constantly filled with air for the duration of the spell.	Conjuration (Creation) [Air]	1 immediate action	1 round/level	Personal	SC:p.61
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Delay Disease [V,S,DF] TARGET: Creature touched; EFFECT: Halts any nonmagical disease for the duration of the spell. [SR:Yes [harmless]; DC:14, Will negates [harmless]]	Conjuration (Healing)	1 standard action	24 hours	Touch	SC:p.63
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Detect Animals or Plants [V, S] TARGET: Cone-shaped emanation; EFFECT: Detects kinds of animals or plants. [SR:No]	Divination	1 standard action	Concentration, up to 20 minutes [D]	Long (480 ft.)	PH:p.218
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Detect Snares and Pits [V, S] TARGET: Cone-shaped emanation; EFFECT: Reveals natural or primitive traps. [SR:No]	Divination [Air Shugenja]	1 standard action	Concentration, up to 20 minutes [D]	60 ft.	PH:p.220
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Detect Snares and Pits [V, S] TARGET: Cone-shaped emanation; EFFECT: [SR:No]	Divination	1 standard action	Concentration, up to 20 minutes [D]	60 ft.	PH:p.220
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Divine Inspiration [Sacrifice] TARGET: One creature touched; EFFECT: This spell helps to tip the momentum of combat in the favor of good, granting limited precognitive ability that enables the spell's recipient to circumvent the defenses of evil opponents. The target of the spell gains a +3 sacred bonus on all attack rolls made against evil creatures. This bonus does not apply to attacks made against nonevil creatures. Sacrifice: 1d2 points of Strength damage. [SR:Yes (harmless)]	Divination	1 standard action	1d4 rounds	Touch	BE:p.96
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Ease of Breath [V,S,DF] TARGET: Creature touched; EFFECT: Grants +20 bonus on Fortitude saves to resist altitude sickness & fatigue. [SR:No]	Necromancy [Cold]	1 standard action	2 hours	Touch	Fr:p.93
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Endure Elements [V, S] TARGET: Creature touched; EFFECT: Exist comfortably in hot or cold environments. [SR:Yes (harmless); DC:14, Will negates (harmless)]	Abjuration [WujenEarth, WujenFire, WujenI	1 standard action	24 hours	Touch	PH:p.226
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Enrage Animal [V,S] TARGET: One animal; EFFECT: Grants +4 morale bonus to Str, Con, Will Saves & -2 penalty to AC to affected animal. [SR:Yes]	Enchantment (Compulsion) [Mind-Affecting]	1 standard action	Concentration +1 round/level	Medium (120 ft.)	SC:p.81
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Entangle [V, S, DF] TARGET: Plants in a 40-ft.-radius spread; EFFECT: Plants entangle everyone in 40-ft.-radius circle. [SR:No; DC:14, Reflex partial; see text]	Transmutation	1 standard action	2 minutes [D]	Long (480 ft.)	PH:p.227
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Extract Drug [V, S, F] TARGET: one dose of drug; EFFECT: Creates drug from inanimate object. [SR:No]	Conjuration (Creation)	1 minute	Permanent	Touch	BV:BoVD
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Eyes of the Avoral [S] TARGET: One creature; EFFECT: The subject gains an avoral's sharp eyesight, receiving a +8 racial bonus on Spot checks for the duration of the spell. [SR:Yes (harmless); DC:14, Will negates (harmless)]	Transmutation	1 standard action	10 minutes/level	Touch	BE:p.99
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Faerie Fire [V, S, DF] TARGET: Creatures and objects within a 5-ft.-radius burst; EFFECT: Outlines subjects with light, canceling blur, concealment, and the like. [SR:Yes]	Evocation [Light, Fire Shugenja]	1 standard action	2 minutes [D]	Long (480 ft.)	PH:p.229
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Foundation of Stone [V,M] TARGET: One creature/level, no two of which are more than 30 ft. apart; EFFECT: As long as subjects don't move they gain +2 AC and +4 to Str against bull rush. [SR:Yes [harmless]]	Transmutation [Earth]	1 standard action	1 round/level	Close (30 ft.)	SC:p.99
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Goodberry [V, S, DF] TARGET: 2d4 fresh berries touched; EFFECT: 2d4 berries each cure 1 hp [max 8 hp/24 hours]. [SR:Yes]	Transmutation	1 standard action	2 days	Touch	PH:p.237
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Hawkeye [V] TARGET: You; EFFECT: Increases range increment by 50% and +5 competence bonus on Spot checks.	Transmutation	1 standard action	10 minutes/level [D]	Personal	SC:p.110
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Healthful Rest [V,S] TARGET: One creature/level, no two of which can be more than 30 feet apart; EFFECT: Doubles the natural healing rate. [SR:Yes [harmless]; DC:14, Will negates [harmless]]	Conjuration (Healing)	10 minutes	24 hours	Close (30 ft.)	SC:p.111
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Hide from Animals [S, DF] TARGET: 2 creatures touched; EFFECT: Animals can't perceive 2 subjects. [SR:Yes; DC:14, Will negates (harmless)]	Abjuration	1 standard action	20 minutes [D]	Touch	PH:p.241
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Horrible Taste [V,S,M] TARGET: Creature or object touched; EFFECT: Animals must save after biting or refuse to bite the subject. [SR:No; DC:14, Fortitude negates; see text]	Transmutation	1 standard action	10 minutes/level	Touch	SC:p.116
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Ice Skate [V,S,DF] TARGET: Creature touched; EFFECT: Increase base land speed by 60 feet across any icy surface, either level or inclined. [SR:Yes (harmless); DC:14, Fort negates (harmless)]	Transmutation	1 standard action	20 minutes [D]	Touch	Fr:p.100
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Impede Sun's Brilliance [S] TARGET: Cylinder {10 ft. radius, 20 ft. high}; EFFECT: Drops temperature by 20 degrees in a stationary area. [SR:No]	Abjuration	1 standard action	20 minutes	Close (30 ft.)	Sa:p.117
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Impeding Stones [V,S,DF] TARGET: Brick, stone, or earthen surface in a 40-ft.-radius spread; EFFECT: Earthen ground and cobblestones crack and shift, hampering foes. Targets must make a Reflex save [each round] or be knocked prone. Success allows movement at half-speed. Forces Concentration checks. [SR:No; DC:14, Reflex partial]	Transmutation	1 standard action	2 minutes [D]	Medium (120 ft.)	Ci:p.66
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Ivory Flesh [V,S] TARGET: Creature touched; EFFECT: +5 Hide check in heavy snow or ice areas. [SR:Yes (harmless); DC:14, Will negates (harmless)]	Transmutation	1 standard action	2 hours	Touch	Fr:p.101
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Jump [V, S, M] TARGET: Creature touched; EFFECT: Subject gets +10 enhancement bonus on Jump checks. [SR:Yes; DC:14, Will negates (harmless)]	Transmutation	1 standard action	2 minutes [D]	Touch	PH:p.246
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Junglerazer [V,S,M] TARGET: 120-ft. line; EFFECT: Fey, vermin, plants and plant creatures and animals caught in the area take 1d10/caster level [max 10d10] negative energy. [SR:Yes; DC:14, Reflex half]	Necromancy	1 standard action	Instantaneous	120 ft.	SC:p.127
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Locate Water [V,S,F,DF] TARGET: Up to three pebbles touched; EFFECT: Three stones gain +1 on attack rolls, deal 1d6+1 damage. [SR:Yes (harmless, object); DC:14, Will negates (harmless, object)]	Divination	1 standard action	Concentration, up to 20 minutes	Long (480 ft.)	Sa:p.117-118
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Longstrider [V, S, M] TARGET: You; EFFECT: Increases your speed. [SR:No]	Transmutation	1 standard action	2 hours [D]	Personal	PH:p.249
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Low-Light Vision [V,M] TARGET: Creature touched; EFFECT: Target gains low-light vision. [SR:Yes [harmless]; DC:14, Will negates [harmless]]	Transmutation	1 standard action	1 hour/level	Touch	SC:p.134
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Magic Fang [V, S, DF] TARGET: Living creature touched; EFFECT: One natural weapon of subject creature gets +1 on attack and damage rolls. [SR:Yes (harmless); DC:14, Will negates (harmless)]	Transmutation [Earth Shugenja]	1 standard action	2 minutes	Touch	PH:p.250
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Magic Stone [V, S, DF] TARGET: Up to three pebbles touched; EFFECT: Three stones gain +1 on attack rolls, deal 1d6+1 damage. [SR:Yes (harmless, object); DC:14, Will negates (harmless, object)]	Transmutation [Earth Shugenja]	1 standard action	30 minutes or until discharged	Touch	PH:p.251
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Obscuring Mist [V, S] TARGET: Cloud spreads in 20-ft. radius from you, 20 ft. high; EFFECT: Fog surrounds you. [SR:No]	Conjuration (Creation) [Storm Domain, Wu]	1 standard action	2 minutes	20 ft.	PH:p.258
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Omen of Peril [V,F] TARGET: You; EFFECT: Brief supplication gives you a vision that hints at how dangerous the immediate future is likely to be.; see text.	Divination	1 round	Instantaneous	Personal	SC:p.149
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Pass without Trace [V, S, DF] TARGET: 2 creatures touched; EFFECT: 2 subjects leaves no tracks. [SR:Yes (harmless); DC:14, Will negates (harmless)]	Transmutation [Earth Shugenja]	1 standard action	2 hours [D]	Touch	PH:p.259
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Path of Frost [V, S] TARGET: One 5-foot square per level [maximum 5], beginning adjacent to your space [S]; EFFECT: A pathway of solid ice races along the ground from your feet, creating a frozen strip that gives off wisps of moisture. This spell creates a pathway or area of slippery ice on the ground. Entering an affected square costs 2 squares of movement; a creature can avoid this hindrance by succeeding on a DC 10 Balance check. If the creature fails the save by 5 or more, it not only spends 2 squares of movement to enter the affected square, but it also falls prone in that square. In addition, any creature that starts its turn in an affected square or that enters an affected square takes 1 point of cold damage. If a creature enters more than one affected square on its turn, it takes damage for each square. This spell can be cast only on solid ground and has no effect when cast on the surface of water or other liquids. If you cast path of frost again before the duration of the first spell ends, any squares within the area of both castings deal 2 points of cold damage. More than two overlapping areas don't stack. Special: A white dragon capable of casting 3rd-level Sorcerer spells can cast this spell as a swift action. [SR:No; DC:14, Reflex negates]	Transmutation [Cold]	1 standard action; see 1 round/level		30 ft.	DM:p.71
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Produce Flame [V, S] TARGET: Flame in your palm; EFFECT: 1d6+2 damage, touch or thrown. [SR:Yes]	Evocation [Fire, Fire Shugenja]	1 standard action	2 minutes [D]	0 ft.	PH:p.265
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Raging Flame [V,S] TARGET: 30-ft.-radius spread; EFFECT: Causes existing fire to double their heat and radiance; see text. [SR:No]	Transmutation [Fire]	1 standard action	1 minute	Medium (120 ft.)	SC:p.164

* =Domain/Specialty Spell

Druid Spells					
<div> <div> <div></div> <div></div> <div></div> <div></div> </div> <div>Ram's Might</div> </div> <div> <div>[V,S]</div> <div>TARGET: You; EFFECT: Your hands harden +2 bonus to Str, inflict lethal damage, and you are considered armed.</div> </div>	Transmutation	1 standard action	1 minute/level	Personal	SC:p.166
<div> <div> <div></div> <div></div> <div></div> <div></div> </div> <div>Rapid Burrowing</div> </div> <div> <div>[V,S,DF]</div> <div>TARGET: Creature touched; EFFECT: Improves existing burrow speed by 20 ft. [SR:Yes [harmless]; DC:14, Fortitude negates [harmless]]</div> </div>	Transmutation	1 standard action	10 minutes/level	Touch	SC:p.166
<div> <div> <div></div> <div></div> <div></div> <div></div> </div> <div>Remove Scent</div> </div> <div> <div>[V,S,M]</div> <div>TARGET: Creature touched; EFFECT: Hides the scent of the affected creature or removes potent affects from creatures such as ghosts or troglodytes. [SR:Yes; DC:14, Will negates]</div> </div>	Transmutation	1 standard action	10 minutes/level	Touch	SC:p.173
<div> <div> <div></div> <div></div> <div></div> <div></div> </div> <div>Resist Planar Alignment</div> </div> <div> <div>[V,S,DF]</div> <div>TARGET: Creature touched; EFFECT: Grants limited protection from a plane's alignment traits; see text. [SR:Yes [harmless]; DC:14, Will negates [harmless]]</div> </div>	Abjuration	1 standard action	1 round/level	Touch	SC:p.174
<div> <div> <div></div> <div></div> <div></div> <div></div> </div> <div>Rot of Ages</div> </div> <div> <div>[V, S]</div> <div>TARGET: One creature; EFFECT: A cloud of rotting plant and animal matter swirls up from the ground around your target, encompassing it in a whirlwind of decay. This spell encompasses your target in a cloud of rotting debris. The target is sickened for 2 rounds. Furthermore, all other creatures are treated as having concealment against the target. A successful Fortitude save negates the sickness, but not the concealment. Nonliving creatures are unaffected by the sickness effect. A living creature already under the effect of rot of ages that fails a save against a second casting of the spell is nauseated [rather than sickened] for as long as both effects last [and then sickened for the remainder of the second spell's duration]. Special: A black dragon capable of casting 3rd-level Sorcerer spells can cast this spell as a swift action. [SR:No; DC:14, Fortitude partial]</div> </div>	Conjuration, Necromancy (Creation)	1 standard action; see 2 rounds		Close (30 ft.)	DM:p.72
<div> <div> <div></div> <div></div> <div></div> <div></div> </div> <div>Sandblast</div> </div> <div> <div>[V,S,DF]</div> <div>TARGET: 10-ft.-radius burst centered on your hands; EFFECT: Creatures in area take 1d6 nonlethal damage, any creature that fails the save is also stunned for 1 round. [SR:Yes; DC:14, Reflex half]</div> </div>	Evocation	1 standard action	Instantaneous	10 ft.	SC:p.180
<div> <div> <div></div> <div></div> <div></div> <div></div> </div> <div>Shillelagh</div> </div> <div> <div>[V, S, DF]</div> <div>TARGET: One touched nonmagical oak club or quarterstaff; EFFECT: Cudgel or quarterstaff becomes +1 weapon dealing damage as if two size categories larger for 2 minutes. [SR:Yes (object); DC:14, Will negates (object)]</div> </div>	Transmutation	1 standard action	2 minutes	Touch	PH:p.278
<div> <div> <div></div> <div></div> <div></div> <div></div> </div> <div>Silvered Claws</div> </div> <div> <div>[V, S, DF]</div> <div>TARGET: One living creature touched; EFFECT: This spell allows the target to treat all of its natural attacks as silvered weapons. The spell affects slam attacks, fist or claw attacks, bite attacks, and any other natural weapons the target creature possesses. The spell does not change an unarmed strike's damage from nonlethal damage to lethal damage, however. Silvered claws can be made permanent with a permanency spell. [SR:Yes (harmless); DC:14, Will negates (harmless)]</div> </div>	Transmutation	1 standard action	1 minute/level	Touch	BE:p.107
<div> <div> <div></div> <div></div> <div></div> <div></div> </div> <div>Slow Burn</div> </div> <div> <div>[V,S,M/DF]</div> <div>TARGET: 30-ft.-radius spread; EFFECT: Doubles the amount of time to put out a fire; see text. [SR:No]</div> </div>	Transmutation [Fire]	1 standard action	1 minute	Medium (120 ft.)	SC:p.192
<div> <div> <div></div> <div></div> <div></div> <div></div> </div> <div>Snake's Swiftess</div> </div> <div> <div>[V,S,M/DF]</div> <div>TARGET: One allied creature; EFFECT: Subject may make another single attack melee or ranged; see text. [SR:Yes [harmless]; DC:14, Will negates [harmless]]</div> </div>	Transmutation	1 standard action	Instantaneous	Close (30 ft.)	SC:p.193
<div> <div> <div></div> <div></div> <div></div> <div></div> </div> <div>Snowdrift</div> </div> <div> <div>[V,S,M/DF]</div> <div>TARGET: Snow touched, up to 12 cu. ft.; EFFECT: Form existing snow into any shape that suits your purpose. [SR:No]</div> </div>	Transmutation	1 standard action	Instantaneous	Touch	Fr:p.104
<div> <div> <div></div> <div></div> <div></div> <div></div> </div> <div>Snowshoes</div> </div> <div> <div>[V,S]</div> <div>TARGET: Creature touched; EFFECT: Speed increases by 10 ft. and no Balance checks or Reflex required to walk on snow. [SR:Yes [harmless]; DC:14, Will negates [harmless]]</div> </div>	Transmutation	1 standard action	1 hour/level [D]	Touch	SC:p.194
<div> <div> <div></div> <div></div> <div></div> <div></div> </div> <div>Snowsight</div> </div> <div> <div>[V,S,DF]</div> <div>TARGET: Creature touched; EFFECT: See normal even in whiteout conditions. [SR:Yes (harmless)]</div> </div>	Transmutation	1 standard action	2 hours	Touch	Fr:p.104
<div> <div> <div></div> <div></div> <div></div> <div></div> </div> <div>Speak with Animals</div> </div> <div> <div>[V, S]</div> <div>TARGET: You; EFFECT: You can communicate with animals. [SR:No]</div> </div>	Divination [Water Shugenja]	1 standard action	2 minutes	Personal	PH:p.281
<div> <div> <div></div> <div></div> <div></div> <div></div> </div> <div>Spider Hand</div> </div> <div> <div>[V, S]</div> <div>TARGET: caster's land; EFFECT: Caster's hand becomes a small monstrous spider. [SR:No]</div> </div>	Transmutation	1 standard action	Concentration, up to 1 minute/level	Personal	BV:BoVD
<div> <div> <div></div> <div></div> <div></div> <div></div> </div> <div>Spore Field</div> </div> <div> <div>[V, S, DF]</div> <div>TARGET: 10-ft.-radius spread; EFFECT: Mushrooms grow from ground, slowing movement and sickening living creatures. [SR:No; DC:14, Fortitude partial; see text]</div> </div>	Transmutation	1 standard action	1 minute/level	Medium (120 ft.)	CS:null
<div> <div> <div></div> <div></div> <div></div> <div></div> </div> <div>Summon Desert Ally I</div> </div> <div> <div>[V,S,DF]</div> <div>TARGET: One or more creatures, no two of which can be more than 30ft apart; EFFECT: Create a dustform creature [pg.161]; see text. [SR:No]</div> </div>	Conjuration (Summoning)	1 round	2 rounds [D]	Close (30 ft.)	Sa:p.122
<div> <div> <div></div> <div></div> <div></div> <div></div> </div> <div>Summon Nature's Ally I</div> </div> <div> <div>[V, S, DF]</div> <div>TARGET: One summoned creature; EFFECT: Examples are Celestial: dog, owl, giant fire beetle, badger, monkey. Fiendish: dire rat, raven, monstrous centipede/scorpion/spider, snake, octopus, hawk Calls creature to fight. [SR:No]</div> </div>	Conjuration (Summoning)	1 round	2 rounds [D]	Close (30 ft.)	PH:p.288
<div> <div> <div></div> <div></div> <div></div> <div></div> </div> <div>Sunstroke</div> </div> <div> <div>[V,S]</div> <div>TARGET: One living creature; EFFECT: Cause heatstroke by inflicting 2d6 points nonlethal; see text. [SR:Yes; DC:14, Fort partial; See text]</div> </div>	Necromancy	1 standard action	Instantaneous	Close (30 ft.)	Sa:p.123
<div> <div> <div></div> <div></div> <div></div> <div></div> </div> <div>Surefooted Stride</div> </div> <div> <div>[V,S]</div> <div>TARGET: You; EFFECT: Move through difficult terrain at full speed. Gain +2 Climb checks. [SR:No]</div> </div>	Transmutation	1 standard action	1 minute/level	Personal	SC:p.216
<div> <div> <div></div> <div></div> <div></div> <div></div> </div> <div>Suspend Disease</div> </div> <div> <div>[V, S, M]</div> <div>TARGET: One creature; EFFECT: Keeps disease from harming creature for 24 hours. [SR:Yes; DC:14, Fortitude negates (harmless)]</div> </div>	Abjuration	1 standard action	24 hours	Touch	BV:BoVD
<div> <div> <div></div> <div></div> <div></div> <div></div> </div> <div>Thunderhead</div> </div> <div> <div>[V,S,M]</div> <div>TARGET: One creature; EFFECT: Minature thundercloud follows creature unerringly each round [even if it goes invisible or leaves the region] striking it with lightning that deals 1 pt of damage. [SR:Yes; DC:14, Reflex negates; see text]</div> </div>	Evocation [Electricity]	1 standard action	1 round/level	Close (30 ft.)	SC:p.219
<div> <div> <div></div> <div></div> <div></div> <div></div> </div> <div>Traveler's Mount</div> </div> <div> <div>[V,S]</div> <div>TARGET: Animal or magical beast touched; EFFECT: +10 feet enhancement bonus to speed but cannot attack during the duration of the spell. [SR:Yes; DC:14, Will negates]</div> </div>	Transmutation	1 standard action	1 hour/level</		

Celaena

RACE	Half-Elf
AGE	28
AGE	
GENDER	Female
VISION	Low-Light Vision
ALIGNMENT	None
DOMINANT HAND	Right
HEIGHT	5' 4"
WEIGHT	145 lbs.
EYE COLOUR	
SKIN COLOUR	
HAIR / HAIR STYLE	
PHOBIAS	
PERSONALITY TRAITS	
INTERESTS	
SPOKEN STYLE / CATCH PHRASE	
RESIDENCE	
LOCATION	None
REGION	
DEITY	Humanoid
Race Type	

Race Sub Type

Description:
Biography: