

PREP.SCROLL

[illegible]

DRUID SPELLS

PREP SCROLL

SPELL NAME

SCH. COMP. CAST TIME

RANGE

DURATION

SAVE

SR

EFFECT

2ND-LEVEL SPELLS

Spells: ____ + ____ = ____

Save DC: ____

Animal Messenger	[Mind-Affecting]	En	VSM	1 act	Close	1 day/lev	-	Y	Sends a Tiny animal to a specific place	PHB.198
Animal Trance	[Mind-Affecting, Sonic]	En	VS	1 act	Close	Concentration	Will n.	Y	Fascinates 2d6 HD of animals	PHB.198
Animalistic Power		Tr	VSM	1 act	Touch	1 min/lev	Will n.	Y	Subject gains +2 on Str, Dex, and Con	PH2.101
Animate Fire	[Fire]	Tr	VSM	1 round	Close	1 round/lev (D)	-	N	Animates Small or smaller fire	CA.96
Balancing Lorecall		Di	VSD	1 act	Personal	1 min/lev (D)	-	N	Gain +4 on Balance, can balance everywhere	CV.143
Barkskin		Tr	VSD	1 act	Touch	10 min/lev	-	Y	Grants +2 or higher natural armor bonus	PHB.203
Bear's Endurance		Tr	VSD	1 act	Touch	1 min/lev	Will n.	Y	Subject gains +4 to Con for 1 min/lev	PHB.203
Body of the Sun	[Fire]	Tr	VSD	1 act	5 ft	1 round/lev	-	N	Your body emanates fire, dealing 1d4+1 dmg	CD.155
Brambles		Tr	VSM	1 act	Touch	1 round/lev	-	N	Wooden weapon deals +1 dmg/lev (max +10)	CD.156
Branch to Branch		Tr	VS	1 act	Personal	10 min/lev (D)	-	N	You gain +10 to Climb, can brachiate in forest	CV.144
Briar Web		Tr	VSD	1 act	Medium	1 min/lev	Ref n.	N	Entangles creatures and thorns deal 2d6 dmg	CD.156
Bull's Strength		Tr	VSD	1 act	Touch	1 min/lev	Will n.	Y	Subject gains +4 to Str for 1 min/lev	PHB.207
Cat's Grace		Tr	VSM	1 act	Touch	1 min/lev	Will n.	Y	Subject gains +4 to Dex for 1 min/lev	PHB.208
Chameleon		Il	VSM	1 round	Touch	1 hour/lev	-	Y	Subject gets +10 on Hide checks	CA.100
Chill Metal	[Cold]	Tr	VSD	1 act	Close	7 rounds	Will n.	Y	Cold metal damages those who touch it	PHB.209
Cloudburst	[Water]	Ev	VS	1 round	Long	10 min/lev (D)	-	N	Hampers vision and ranged att., quenches fires	CD.158
Creeping Cold	[Cold]	Tr	VSD	1 act	Close	3 rounds	For 1/2	Y	Creature feels chill that increases each round	CD.159
Daggerspell Stance		Ab	VF	Swift	Personal	1 round/lev (D)	-	N	You gain attack/damage bonus, SR, DR	CV.145
Decomposition		Ne	VSD	1 act	50 ft	1 round/lev	-	Y	Wounds deal 1 extra point of damage/round	CD.161
Delay Poison		Co	VSD	1 act	Touch	1 hour/lev	For n.	Y	Stops poison from harming subject for 1 hr/lev	PHB.217
Drifts of the Shalm		Ev	VS	1 act	Medium	1 round/lev	-	N	Create difficult terrain (snow, leaves, or ash)	PH2.111
Easy Trail		Ab	VS	1 act	40 ft	1 hour/lev (D)	-	Y	You make a temporary trail	CV.147
Embrace the Wild		Tr	V	1 act	Personal	10 min/lev (D)	-	N	You gain an animal's senses	CV.147
Fire Trap	[Fire]	Ab	VSM	10 min	Touch	Until discharg.	Ref 1/2	Y	Opened object deals 1d4 +1/level of damage	PHB.231
Flame Blade	[Fire]	Ev	VSD	1 act	0 ft	1 min/lev (D)	-	Y	Touch attack deals 1d8 +1/2 levels of damage	PHB.231
Flaming Sphere	[Fire]	Ev	VSD	1 act	Medium	1 round/lev	Ref n.	Y	Rolling ball of fire deals 2d6 damage	PHB.232
Fog Cloud		Co	VS	1 act	Medium	10 min/lev	-	N	Fog obscures vision	PHB.232
Gust of Wind	[Air]	Ev	VS	1 act	60 ft	1 round	For n.	Y	Blows away or knocks down smaller creatures	PHB.238
Healing Lorecall		Di	VSM	1 act	Personal	1 min/lev	-	N	Can remove harmful conditions with spells	CV.151
Heat Metal	[Fire]	Tr	VSD	1 act	Close	7 rounds	Will n.	Y	Hot metal damages those who touch it	PHB.239
Hold Animal	[Mind-Affecting]	En	VS	1 act	Medium	1 round/lev (D)	Will n.	Y	Paralyzes one animal for 1 round/level	PHB.241
Linked Perception		Di	VD	1 act	20 ft	1 min/lev (D)	Will n.	Y	Listen and Spot checks at +2/ally in area	PH2.117
Listening Lorecall		Di	VSD	1 act	Personal	10 min/lev (D)	-	N	Gain +4 on Listen, blindsense and blindsight	CV.154
Nature's Favor		Ev	VSD	1 act	Touch	1 min	Will n.	Y	Animal gains +1/3 lev to attack and damage	CV.155
Owl's Wisdom		Tr	VSD	1 act	Touch	1 min/lev	Will n.	Y	Subject gains +4 Wis for 1 min/lev	PHB.259
Reduce Animal		Tr	VS	1 act	Touch	1 hour/lev (D)	-	N	Shrinks one willing animal	PHB.269
Resist Energy		Ab	VSD	1 act	Touch	10 min/lev	For n.	Y	Ignores 10+ damage/attack from one energy	PHB.272
Restoration, Lesser		Co	VS	3 rds	Touch	Instantaneous	Will n.	Y	Repairs 1d4 ability damage	PHB.272
Scent		Tr	VSM	1 act	Touch	10 min/lev	-	Y	Grants the scent special ability	CD.178
Soften Earth and Stone	[Earth]	Tr	VSD	1 act	Close	Instantaneous	-	N	Turns stone to clay or dirt to sand or mud	PHB.280
Spider Climb		Tr	VSM	1 act	Touch	10 min/lev	Will n.	Y	Grants ability to walk on walls and ceilings	PHB.283
Summon Nature's Ally II		Co	VSD	1 round	Close	1 round/lev (D)	-	N	Calls animals to fight (1 2nd or 1d3 1st level)	PHB.288
Summon Swarm		Co	VSD	1 round	Close	Conc. +2 rds	-	N	Summon swarm of bats, rats, or spiders	PHB.289
Swim	[Water]	Tr	VSM	1 round	Medium	10 min/lev (D)	-	Y	Gain swim speed and +8 to Swim checks	CA.125
Train Animal	[Mind-Affecting]	En	VSD	10 min	Touch	1 hour/lev	Will n.	Y	Animal gains 1/2 caster lev tricks	CV.157
Tree Shape		Tr	VSD	1 act	Personal	1 hour/lev (D)	-	N	You look exactly like a tree for 1 hr/lev	PHB.296
Warp Wood		Tr	VS	1 act	Close	Instantaneous	Will n.	Y	Bends wood	PHB.300
Wood Shape		Tr	VSD	1 act	Touch	Instantaneous	Will n.	Y	Rearrange wooden objects to suit you	PHB.303
Wracking Touch		Ne	VS	1 act	Touch	Instantaneous	For 1/2	Y	Deal 1d6 +1 damage/lev, can sneak attack	CV.158

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3RD-LEVEL SPELLS

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Alter Fortune	Di	VX	Immed.	Close	Instantaneous	-	N	Cause one creature to reroll any die roll	PH2.101
Beast Claws	Tr	VSM	1 act	Personal	1 round/lev	-	N	Your hands become slashing natural weapons	CD.151
Call Lightning	Ev	VS	1 round	Medium	1 min/lev	Ref 1/2	Y	Calls down lightning bolts (3d6 per bolt)	PHB.207
Contagion	Ne	VS	1 act	Touch	Instantaneous	For n.	Y	Infects subject with chosen disease	PHB.213
Crown of Clarity	Di	VSF	1 act	Touch	1 hour/lev (D)	Will n.	Y	+2 to Listen and Spot, discharge spell for +8	PH2.107
Cure Moderate Wounds	Co	VS	1 act	Touch	Instantaneous	Will 1/2	Y	Cures 2d8 damage +1/lev (max +10)	PHB.216
Daylight	Ev	VS	1 act	Touch	10 min/lev (D)	-	N	60-ft radius of bright light	PHB.216
Diminish Plants	Tr	VSD	1 act	Special	Instantaneous	-	N	Reduces size or blights growth of plants	PHB.221
Dominate Animal	En	VS	1 round	Close	1 round/lev	Will n.	Y	Subject animal obeys silent mental commands	PHB.224
Entangling Staff	Tr	VF	Swift	Touch	1 round/lev (D)	Will n.	Y	Quarterstaff can grab and constrict foes	CV.147
Evard's Menacing Tentacles	Tr	VSM	1 act	Personal	1 round/lev	-	N	Grow 2 tentacles that deal 1d8 dmg, 10 ft reach	PH2.113
Fire Wings	Tr	VSMF	1 round	Personal	1 min/lev	-	N	Your arms become fiery wings (fly, 2d6 dmg)	CD.165
Fly, Swift	Tr	V	Swift	Personal	1 round	-	N	You fly for 1 round	CV.149
Infestation of Maggots	Ne	VSM	1 act	Touch	1 round/2 lev	For n.	Y	Touch attack deals 1d4 Con/round	CD.166
Magic Fang, Greater	Tr	VSD	1 act	Close	1 hour/lev	Will n.	Y	Natural weap. +1 to hit/dmg per 4 lev (max +5)	PHB.250
Meld into Stone	Tr	VSD	1 act	Personal	10 min/lev	-	N	You and your gear merge with stone	PHB.252
Nature's Favor	Ev	VSD	1 act	Touch	1 min/lev	Will n.	Y	Target animal gains +1/3 lev to hit and dmg	CD.170
Neutralize Poison	Co	VSD	1 act	Touch	10 min/lev	Will n.	Y	Detoxifies venom in or on subject	PHB.257
Plant Growth	Tr	VSD	1 act	Special	Instantaneous	-	N	Grows vegetation and improves crops	PHB.262
Poison	Ne	VSD	1 act	Touch	Instantaneous	For n.	Y	Touch deals 1d10 Con damage, repeat in 1 min	PHB.262
Protection from Energy	Ab	VSD	1 act	Touch	10 min/lev	For n.	Y	Absorbs 12 damage/level from one energy	PHB.266
Quench	Tr	VSD	1 act	Medium	Instantaneous	-/Will n.	Sp.	Extinguish nonmagical fires or 1 magic item	PHB.267
Remove Disease	Co	VS	1 act	Touch	Instantaneous	For n.	Y	Cures all diseases affecting subject	PHB.271
Resist Energy, Mass	Ab	VSD	1 act	Close	10 min/lev	For n.	Y	Subjects ignore damage from one energy type	CA.120
Sleet Storm	Co	VSD	1 act	Long	1 round/lev	-	N	Hampers vision and movement	PHB.280
Snare	Tr	VSD	3 rds	Touch	Until triggered	-	N	Creates a magical booby trap	PHB.280
Speak with Plants	Di	VS	1 act	Personal	1 min/lev	-	N	Talk to normal plants and plant creatures	PHB.282
Spike Growth	Tr	VSD	1 act	Medium	1 hour/lev (D)	Ref part.	Y	Creatures take 1d4 damage and may be slowed	PHB.283
Spikes	Tr	VSM	1 act	Touch	1 hour/lev	-	N	Wooden weapon deals +2 dmg/lev, 2x threat	CD.181
Standing Wave	Tr	VSD	1 act	Close	10 min/lev	Ref n.	Y	Magically propels boat or swimming creature	CD.182
Stone Shape	Tr	VSD	1 act	Touch	Instantaneous	-	N	Sculpts stone into any shape	PHB.284
Summon Nature's Ally III	Co	VSD	1 round	Close	1 round/lev (D)	-	N	Calls animals to fight (1 3rd/1d3 2nd/1d4+1 1st)	PHB.288
Thornskin	Tr	VSM	1 act	Personal	1 round/lev	-	N	Unarmed attacks gain +1d6 dmg, foes take 1d4	CA.127
Vigor	Co	VS	1 act	Touch	10 rds +1 rd/lev	Will n.	Y	Creature heals 2 hp/round (max 25 rounds)	CD.186
Vigor, Mass Lesser	Co	VS	1 act	20 ft	10 rds +1 rd/lev	Will n.	Y	Creatures heal 1 hp/round (max 25 rounds)	CD.186
Water Breathing	Tr	VSD	1 act	Touch	2 hours/lev	Will n.	Y	Subject can breathe underwater	PHB.300
Weather Eye	Di	VSMF	1 hour	Special	Instantaneous	-	N	Predict weather up to 1 week ahead	CD.189
Wind Wall	Ev	VSD	1 act	Medium	1 round/lev	-	Y	Deflects arrows, smaller creatures, gases	PHB.302

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5TH-LEVEL SPELLS

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Animal Growth	Tr	VS	1 act	Medium	1 min/lev	For n.	Y	One animal/2 levels doubles in size	PHB.198
Atonement	Ab	VSMFDPX	1 hour	Touch	Instantaneous	-	Y	Removes burden of misdeeds from subject	PHB.201
Awaken	Tr	VSEFX	1 day	Touch	Instantaneous	Will n.	Y	Animal or tree gains human intellect	PHB.202
Baleful Polymorph	Tr	VS	1 act	Close	Permanent	Special	Y	Transforms subject into harmless animal	PHB.202
Binding Winds	Ev	VS	1 act	Medium	Concentration	Ref n.	Y	Air prevents target from moving	CD.153
Blood Creepers	Co	VSD	1 act	Medium	1 round/lev	For n.	Y	Vines deal 1 dmg/lev and entangle one creat.	PH2.104
Call Lightning Storm	Ev	VS	1 round	Long	1 min/lev	Ref 1/2	Y	Calls down lightning bolts (5d6 per bolt)	PHB.207
Cloak of the Sea	Tr	VSD	1 act	Touch	1 hour/lev (D)	Will n.	Y	Gain blur, freedom of movem., water breath	CV.144
Commune with Nature	Di	VS	10 min	Personal	Instantaneous	-	N	Learn about terrain for 1 mile/level	PHB.211
Control Winds	Tr	VS	1 act	40 ft/lev	10 min/lev	For n.	N	Change wind direction and speed	PHB.214
Cure Critical Wounds	Co	VS	1 act	Touch	Instantaneous	Will 1/2	Y	Cures 4d8 damage +1/lev (max +20)	PHB.215
Dance of the Unicorn	Ab	VS	1 act	Personal	1 min/lev (D)	-	N	Purifying mist washes the air clean	CD.161
Death Ward	Ne	VSD	1 act	Touch	1 min/lev	Will n.	Y	Grants immunity to death spells and effects	PHB.217
Hallow	Ev	VSM DP	1 day	Touch	Instantaneous	Special	Sp.	Designates location as holy	PHB.238
Insect Plague	Co	VSD	1 round	Long	1 min/lev	-	N	Locust swarms attack creatures	PHB.244
Longstrider, Mass	Tr	V	Swift	60 ft	1 hour/lev (D)	For n.	Y	Allies in range gain +10 ft bonus to speed	PH2.117
Magic Convalescence	Co	VSM	1 act	20 ft	1 round/lev	-	N	Spells cast nearby heal you 1 hp/spell level	PH2.118
Phantom Stag	Co	VS	1 act	0 ft	1 hour/lev (D)	-	N	Magic stag appears for 1 hour/lev	CD.174
Poison Thorns	Tr	V	1 act	Personal	1 round/lev (D)	-	N	You grow thorns that poison attackers	CD.175
Quill Blast	Co	VSM	1 act	20 ft	Instantaneous	Ref 1/2	Y	Quills deal 1d6 damage and impose penalties	CD.176
Radiance	Ev	VSD	1 act	60 ft	1 round/lev (D)	-	N	Creates daylight that dazzles undead	PH2.122
Rejuvenation Cocoon	Co	VSM	1 act	Touch	2 rounds	Will n.	Y	Energy cocoon shields creature then heals it	CD.177
Stoneskin	Ab	VSM	1 act	Touch	10 min/lev	Will n.	Y	Ignore 10 points of damage per attack	PHB.284
Summon Nature's Ally V	Co	VSD	1 round	Close	1 round/lev (D)	-	N	Calls animals (1 5th/1d3 4th/1d4+1 3rd)	PHB.289
Transmute Mud to Rock	Tr	VSD	1 act	Medium	Permanent	Special	N	Transforms two 10-ft cubes/level	PHB.295
Transmute Rock to Mud	Tr	VSD	1 act	Medium	Permanent	Special	N	Transforms two 10-ft cubes/level	PHB.295
Tree Stride	Co	VSD	1 act	Personal	1 hour/lev	-	N	Step from one tree to another far away	PHB.296
Unhallow	Ev	VSM	1 day	Touch	Instantaneous	Special	Sp.	Designates location as unholy	PHB.297
Vigor, Greater	Co	VS	1 act	Touch	10 rds +1 rd/lev	Will n.	Y	Creature heals 4 hp/round (max 25 rounds)	CD.186
Wall of Fire	Ev	VSD	1 act	Medium	Conc. +1 r/lev	-	Y	Deals 2d4 or 1d4. Passing is 2d6 +1/lev	PHB.298
Wall of Thorns	Co	VS	1 act	Medium	10 min/lev (D)	-	N	Thorns damage who tries to pass	PHB.300
Wood Rot	Tr	VSM	1 act	Touch	Special	-	N	Destroy wood or deal damage to plant creat.	CA.130

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