

Name: Ryne Player: Daniel  
Class: Circle of Stars Druid  
Experience: 23.000 Next level: 34.000  
Background: Grave Keepers Wolven Pact  
Race: Tabaxi (Woodkin) Size: Medium Height: 5'6" Weight: 122 lbs  
Gender: Catgirl Hair: Brown Eyes: Blue Skin: Fair  
Age: 40 Alignment: Chaotic Good Faith: Some Starry Spirit

Abilities

ABILITY	MODIFIER	SAVING THROW	PROF. BONUS
11 STR STRENGTH	0	0	
16 DEX DEXTERITY	+3	+3	
14 CON CONSTITUTION	+2	+2	
12 INT INTELLIGENCE	+1	+4	<input checked="" type="checkbox"/>
18 WIS WISDOM	+4	+7	<input checked="" type="checkbox"/>
10 CHA CHARISMA	0	0	

Saving Throw Advantages / Disadvantages

Ability Save DC

PROFICIENCY BONUS +8 + Wis 15

Senses

17 Passive Perception  
Darkvision 120 ft  
Scent (grants advantage)  
Blindsight 5'

Limited Features

FEATURE	MAX USAGES	RECOVERY	USED
Star Map (Guiding Bolt)	3	LR	
Wild Shape (CR 1/2, no fly; 3 h)	2	SR	
Feline Agility (still for 1 turn to recover)	1	Turn	
Cosmic Omen	3	LR	



Proficiency Bonus  
INSPIRATION

Skills

ABV DEX	BONUS	NAME (ABILITY)	PROF.	EXP.
<input checked="" type="checkbox"/>	+3	Acrobatics (DEX)	<input type="checkbox"/>	<input type="checkbox"/>
<input checked="" type="checkbox"/>	+4	Animal Handling (WIS)	<input type="checkbox"/>	<input type="checkbox"/>
<input checked="" type="checkbox"/>	+1	Arcana (INT)	<input type="checkbox"/>	<input type="checkbox"/>
<input checked="" type="checkbox"/>	+3	Athletics (STR)	<input checked="" type="checkbox"/>	<input type="checkbox"/>
<input checked="" type="checkbox"/>	0	Deception (CHA)	<input type="checkbox"/>	<input type="checkbox"/>
<input checked="" type="checkbox"/>	+1	History (INT)	<input type="checkbox"/>	<input type="checkbox"/>
<input checked="" type="checkbox"/>	+7	Insight (WIS)	<input checked="" type="checkbox"/>	<input type="checkbox"/>
<input checked="" type="checkbox"/>	0	Intimidation (CHA)	<input type="checkbox"/>	<input type="checkbox"/>
<input checked="" type="checkbox"/>	+1	Investigation (INT)	<input type="checkbox"/>	<input type="checkbox"/>
<input checked="" type="checkbox"/>	+7	Medicine (WIS)	<input checked="" type="checkbox"/>	<input type="checkbox"/>
<input checked="" type="checkbox"/>	+4	Nature (INT)	<input checked="" type="checkbox"/>	<input type="checkbox"/>
<input checked="" type="checkbox"/>	+7	Perception (WIS)	<input checked="" type="checkbox"/>	<input type="checkbox"/>
<input checked="" type="checkbox"/>	0	Performance (CHA)	<input type="checkbox"/>	<input type="checkbox"/>
<input checked="" type="checkbox"/>	0	Persuasion (CHA)	<input type="checkbox"/>	<input type="checkbox"/>
<input checked="" type="checkbox"/>	+1	Religion (INT)	<input type="checkbox"/>	<input type="checkbox"/>
<input checked="" type="checkbox"/>	+3	Sleight of Hand (DEX)	<input type="checkbox"/>	<input type="checkbox"/>
<input checked="" type="checkbox"/>	+6	Stealth (DEX)	<input checked="" type="checkbox"/>	<input type="checkbox"/>
<input checked="" type="checkbox"/>	+7	Survival (WIS)	<input checked="" type="checkbox"/>	<input type="checkbox"/>
<input checked="" type="checkbox"/>			<input type="checkbox"/>	<input type="checkbox"/>

Combat

Defense

17 AC

ARMOR BONUS +12  
SHIELD BONUS +2  
DEXTERITY MOD +3  
MAGIC  
MISC MOD 1  
MISC MOD 2

Studded Leather

Shield

☐ MEDIUM ARMOR (MAX = 2)  
☐ HEAVY ARMOR (MAX = 0)  
☐ SLEATH DISADV.

AC DURING REST

RESISTANCE

HALF DAMAGE

Attacks

WEAPON / DESCRIPTION	PROF	ABILITY	RANGE	TO HIT	DAMAGE	DAMAGE TYPE
Luminous Arrow Use as bonus action	✓	Wis	60 ft	+7	1d8+4	Radiant
Tabaxi Claws	✓	Dex	Melee	+6	1d4+3	Slashing
Quarterstaff Versatile (1d8)	✓	Str	Melee	+3	1d6	Bludgeoning
Dagger Finesse, light, thrown	✓	Dex	Melee, 20/60 ft	+6	1d4+3	Piercing
Produce Flame 10-ft radius bright light and 10-ft radius dim light until thrown	✓	Wis	30 ft	+7	2d8	Fire

TYPE

TOTAL

AMMUNITION

TYPE

TOTAL

AMMUNITION

Initiative

Health

HP 70  
MAX HIT POINTS

HIT DICE

RECOVER HALF OF YOUR MAXIMUM HIT DICE AFTER A LONG REST.

TEMPORARY HP

WOUNDS

7 x d8 + 2

LEVEL DIE CON USED

DC10

DEATH SAVING THROWS

Actions

MAXIMUM OF 1 ACTION, 1 BONUS ACTION, AND 1 REACTION PER TURN.

Attack / Cast a Spell

Dash / Disengage / Dodge

Escape Grapple / Help / Hide

Ready / Search / Use Object

Overrun / Tumble (or as bonus action)

As 1 attack: Disarm / Grapple / Shove

Wild Shape (start)

BONUS ACTIONS

Archer Constellation (Luminous Arrow)

Wild Shape (end)

REACTIONS

Opportunity Attack

Cosmic Omen





## Possessions

Made by Joost Wiinen (momb@flaplan.com); Graphics by Javier Aumente (jaauvel@gmail.com); D&D logos, Dragon Heads ©Wizards of the Coast



# Background

## Character History

- Nature Guide
- Grave Keeper
- Catgirl
- Booba Wildshape



## Appearance

Catgirl

## Enemies

## Allies & Organizations

GRAVE KEEPERS

-- 404: Background Information Not Found --



CHARACTER: *Ryne*

Spell Slots

1ST LEVEL

2ND LEVEL

3RD LEVEL

4TH LEVEL

5TH LEVEL

6TH LEVEL

7TH LEVEL

8TH LEVEL

9TH LEVEL

 **Druid Spells**

Spells to prepare: 

11

Spell attack modifier: 

+7

Spell save DC: 

15

Spellcasting ability

*Wisdom*

 **Cantrips (0 Level)**

ME	SPELL	DESCRIPTION	SAVE	SCHOOL	TIME	RANGE	COMP	DURATION	B	PG.
	Druidcraft	Small nature effect; predict weather, expedite small plant growth, snuff light, harmless sensory effect	—	Trans	1 a	30 ft	V,S	Instantaneous	P	236
	Frostbite	1 crea save or 2d6 Cold dmg and dis. on next weapon attack roll	Con	Evoc	1 a	60 ft	V,S	Instantaneous	X	156
	Guidance	1 willing creature adds 1d4 to ability check of its choice, after rolling, once during the duration	—	Div	1 a	Touch	V,S	Conc, 1 min	P	248
	Produce Flame	Flame 10 ft bright light; once 30 ft ranged spell attack for 2d8 Fire dmg	—	Conj	1 a	Self	V,S	10 min (D)	P	269

 **1st Level**

ME	SPELL	DESCRIPTION	SAVE	SCHOOL	TIME	RANGE	COMP	DURATION	B	PG.
<input type="checkbox"/>	Absorb Elements	Acid, Cold, Fire, Lightning, or Thunder resistance vs. 1 atk; first melee hit next rnd +1d6+1d6/SL dmg	—	Abjur	1 rea	Self	S	1 rnd	X	150
<input type="checkbox"/>	Animal Friendship	1+1/SL beasts Int<4 save or charmed for the duration	Wis	Ench	1 a	30 ft	V,S,M	24 h	P	212
<input type="checkbox"/>	Beast Bond	Telepathic link with 1 beast Int<4 while in line of sight; beast has adv. on attacks vs. crea I can see	—	Div	1 a	Touch	V,S,M	Conc, 10 min	X	150
<input type="checkbox"/>	Charm Person	1+1/SL humanoids, each max 30 ft apart, save or charmed; adv. on save if me/ally is fighting it	Wis	Ench	1 a	30 ft	V,S	1 h	P	221
<input type="checkbox"/>	Create or Destroy Water	Create/destroy 10+10/SL gal of water in open container or create rain/destroy fog in 30+5/SL-ft cu	—	Trans	1 a	30 ft	V,S,M	Instantaneous	P	229
<input type="checkbox"/>	Cure Wounds	1 living creature heals 1d8+1d8/SL+4 (Wis) HP	—	Evoc	1 a	Touch	V,S	Instantaneous	P	230
<input type="checkbox"/>	Detect Magic (R)	Know presence of magic within 30 ft; 1 a to see auras and determine school	—	Div	1 a	Self	V,S	Conc, 10 min	P	231
<input type="checkbox"/>	Detect Poison/Disease (R)	Know presence, location, and type of poisons, poisonous creatures, and diseases within 30 ft	—	Div	1 a	Self	V,S,M	Conc, 10 min	P	231
<input type="checkbox"/>	Earth Tremor	All crea in range except me save or 1d6+1d6/SL Bludgeoning dmg and prone; loose ground is dif. ter.	Dex	Evoc	1 a	10 ft	V,S	Instantaneous	X	155
<input checked="" type="checkbox"/>	Entangle	20-ft square save or restrained; Str check vs. Spell DC to escape; for duration area is difficult terrain	Str	Conj	1 a	90 ft	V,S	Conc, 1 min	P	238
<input type="checkbox"/>	Faerie Fire	20-ft cube all obj/crea save or outlined in 10 ft dim light and attacks have adv.; see invisible crea	Dex	Evoc	1 a	60 ft	V	Conc, 1 min	P	239
SP	Find Familiar (R)	Gain the services of a fey familiar; can see through its eyes; it can deliver touch spells; see B	—	Conj	1 h	10 ft	V,S	½ druid lvl h	P	240
<input type="checkbox"/>	Fog Cloud	20-ft+20-ft/SL rad fog that spreads around corners; heavily obscures; 10 mph wind disperses it	—	Conj	1 a	120 ft	V,S	Conc, 1 h	P	243
<input type="checkbox"/>	Gift of Alacrity	1 willing creature can add 1d8 to its initiative rolls for the duration	—	Div	1 min	Touch	V,S	8 h	W	186
<input type="checkbox"/>	Goodberry	Create 10 berries; 1 a to eat 1 berry: heal 1 HP, nourishment for 1 day; berries lose potency after 24h	—	Trans	1 a	Touch	V,S,M	Instantaneous	P	246
SP	Guiding Bolt	Spell attack for 4d6+1d6/SL Radiant dmg and next attack against target has advantage	—	Evoc	1 a	120 ft	V,S	1 rnd	P	248
<input checked="" type="checkbox"/>	Healing Word	1 living creature heals 1d4+1d4/SL+4 (Wis) HP	—	Evoc	1 bns	60 ft	V	Instantaneous	P	250
<input type="checkbox"/>	Ice Knife	Ranged atk for 1d10 Piercing dmg; hit/miss 5-ft rad on target all crea save or 2d6+1d6/SL Cold dmg	Dex	Conj	1 a	60 ft	S,M	Instantaneous	X	157
<input type="checkbox"/>	Jump	1 creature's jump distance is tripled for the duration	—	Trans	1 a	Touch	V,S,M	1 min	P	254
<input type="checkbox"/>	Longstrider	1+1/SL creature's speed increases by 10 ft for the duration	—	Trans	1 a	Touch	V,S,M	1 h	P	256
<input checked="" type="checkbox"/>	Magnify Gravity	10-ft rad all crea 2d8+1d8/SL Force dmg, half spd; Save halves & no spd reduce; Str check to move obj	Con	Trans	1 a	60 ft	V,S	1 rnd	W	188
<input type="checkbox"/>	Prot. from Evil/Good	1 crea immune fear/charm/possess by abber./celest./elem./fey/fiends/undead, they also dis. on atks	—	Abjur	1 a	Touch	V,S,M,†	Conc, 10 min	P	270
<input type="checkbox"/>	Purify Food and Drink (R)	5-ft rad of food and drink is rendered free of all poison and disease	—	Trans	1 a	10 ft	V,S	Instantaneous	P	270
<input type="checkbox"/>	Snare	5-ft rad trap; Investigation vs spell DC to see; save or restrained 3 ft in the air; save each rnd (5sp)	Dex	Abjur	1 min	Touch	S,M,†	8 h, till trigger	X	165
<input type="checkbox"/>	Speak with Animals (R)	Speak verbally with and understand beasts for duration; interaction limited by intelligence of beasts	—	Div	1 a	Self	V,S	10 min	P	277
<input type="checkbox"/>	Thunderwave	All crea/obj in area 2d8+1d8/SL Thunder dmg, pushed 10 ft away; save halves and not pushed	Con	Evoc	1 a	S:15ft cube	V,S	Instantaneous	P	282

 **2nd Level**

ME	SPELL	DESCRIPTION	SAVE	SCHOOL	TIME	RANGE	COMP	DURATION	B	PG.
<input checked="" type="checkbox"/>	Animal Messenger (R)	Tiny beast delivers 25 word message up to 25 miles (50 miles if flyer); +48h/SL duration	—	Ench	1 a	30 ft	V,S,M	24 h	P	212
<input type="checkbox"/>	Augury (R)	Omen about specific course of action I plan to take in the next 30 min (25gp)	—	Div	1 min	Self	V,S,M,f	Instantaneous	P	215
<input type="checkbox"/>	Barkskin	1 willing crea AC cannot be reduced below 16, regardless of armor it is wearing	—	Trans	1 a	Touch	V,S,M	Conc, 1 h	P	217
<input type="checkbox"/>	Beast Sense (R)	Use 1 willing beast's senses; I'm blinded and deafened while doing so	—	Div	1 a	Touch	S	Conc, 1 h	P	217
<input type="checkbox"/>	Continual Flame	Create a permanent flame (50gp cons.)	—	Evoc	1 a	Touch	V,S,M,†	Till dispelled	P	227
<input type="checkbox"/>	Darkvision	1 willing creature has darkvision 60 ft for the duration	—	Trans	1 a	Touch	V,S,M	8 h	P	230
<input type="checkbox"/>	Dust Devil	5-ft cube; all in 5-ft 1d8+1d8/SL Bludg. dmg and pushed 10 ft away; save halves, no push; see book	Str	Conj	1 a	60 ft	V,S,M	Conc, 1 min	X	154
<input type="checkbox"/>	Earthbind	1 creatures save or fly speed is reduced to 0; airborne creatures safely descend at 60 ft per round	Str	Trans	1 a	300 ft	V	Conc, 1 min	X	154
<input type="checkbox"/>	Enhance Ability	1+1/SL crea adv. on checks with 1 stat; choosing Str, Dex, Con gives secondary benefits	—	Trans	1 a	Touch	V,S,M	Conc, 1 h	P	237
<input type="checkbox"/>	Enlarge/Reduce	1 crea/object save or enlarged (Str adv. +1d4 weapon dmg), reduced (Str dis. -1d4 weapon dmg)	Con	Trans	1 a	30 ft	V,S,M	Conc, 1 min	P	237
<input type="checkbox"/>	Find Traps	Sense presence of any trap within line of sight; not exact location, but general nature of trap	—	Div	1 a	120 ft	V,S	Instantaneous	P	241
<input type="checkbox"/>	Flame Blade	Summon fiery blade; 1 a to make a melee spell attack for 3d6+1d6/2SL Fire dmg; 10 ft bright light	—	Evoc	1 bns	Self	V,S,M	Conc, 10 min	P	242
<input type="checkbox"/>	Flaming Sphere	2.5-ft rad flaming sphere; bns a move 30 ft; all within 5-ft rad 2d6+1d6/SL Fire dmg; save halves	Dex	Conj	1 a	60 ft	V,S,M	Conc, 1 min	P	242
<input type="checkbox"/>	Fortune's Favor	1+1/SL crea once roll extra d20 and select which to use for atk, check, save, or atk vs. it (100gp cons.)	—	Div	1 min	Touch	V,S,M,†	1 h	W	186
<input type="checkbox"/>	Gust of Wind	60-ft long 10-ft wide line of wind; crea starting turn in wind save or pushed 15 ft; see book	Str	Evoc	1 a	S:60ft line	V,S,M	Conc, 1 min	P	248
<input type="checkbox"/>	Healing Spirit	5-ft cube; any living crea I see start/enter heals 1d6+1d6/SL HP; 1+4 (Wis) uses; bns a move it 30 ft	—	Conj	1 bns	60 ft	V,S	Conc, 1 min	X	157
<input type="checkbox"/>	Heat Metal	1 metal obj on touch 2d8+1d8/SL Fire dmg; save or drop obj; if held: dis. atk/chk; bns a reheate obj	Con	Trans	1 a	60 ft	V,S,M	Conc, 1 min	P	250
<input type="checkbox"/>	Hold Person	1+1/SL humanoids, within 30 ft of each other, save or paralyzed; extra save at end of each turn	Wis	Ench	1 a	60 ft	V,S,M	Conc, 1 min	P	251
<input type="checkbox"/>	Immovable Object	1 obj <10 lb fixed in place; holds 4k lb; Str check move, except chosen/password; See B (25gp cons.)	—	Trans	1 a	Touch	V,S,M,†	1 h	W	187
<input type="checkbox"/>	Lesser Restoration	1 crea cured of 1 disease, or 1 condition: blinded, deafened, paralyzed, or poisoned	—	Abjur	1 a	Touch	V,S	Instantaneous	P	255
<input type="checkbox"/>	Locate Animal/Plants (R)	Learn direction and distance to closest named or described kind of beast or plant within 5 miles	—	Div	1 a	Self	V,S,M	Instantaneous	P	256
<input type="checkbox"/>	Locate Object	Learn direction to closest named or described kind or specific object within 1000 ft; see book	—	Div	1 a	Self	V,S,M	Conc, 10 min	P	256
<input checked="" type="checkbox"/>	Moonbeam	5-ft rad 40-ft high all enter/start turn 2d10+1d10/SL Radiant dmg; save half; 1 a move it 60 ft; see B	Con	Evoc	1 a	120 ft	V,S,M	Conc, 1 min	P	261
<input type="checkbox"/>	Pass Without Trace	Any within 30-ft rad +10 Dex(Stealth) checks, leave no tracks, can't be tracked by nonmagical means	—	Abjur	1 a	Self	V,S,M	Conc, 1 h	P	264
<input type="checkbox"/>	Protection from Poison	1 crea cured from 1 poison, gains resistance to Poison damage, and adv. on saves vs. being poisoned	—	Abjur	1 a	Touch	V,S	1 h	P	270
<input type="checkbox"/>	Skywrite (R)	Write up to 10 words with clouds in a part of the sky I can see; strong wind can diperse the clouds	—	Trans	1 a	Sight	V,S	Conc, 1 h	X	165
<input type="checkbox"/>	Spike Growth	20-ft rad difficult terrain; all 2d4 Piercing dmg per 5 ft moved; Wis(Perc) vs. Spell DC to recognize	—	Trans	1 a	150 ft	V,S,M	Conc, 10 min	P	277
<input checked="" type="checkbox"/>	Summon Beast	Summon choice of Bestial Spirit; obeys commands; takes turn after mine; disappears at 0 hp (200gp)	—	Conj	1 a	90 ft	V,S,M,f	Conc, 1 h	T	109
<input type="checkbox"/>	Warding Wind	Strong (20 mph) wind around me deafens/extinguishes unprotected flames/dif. ter./ranged wea dis.	—	Evoc	1 a	S:10-ft rad	V	Conc, 10 min	X	170
<input type="checkbox"/>	Wristpocket (R)	Store 1 held obj <5 lb in extradim. space; 1 a to summon obj in free hand or return; reappears at end	—	Conj	1 a	Self	S	Conc, 1 h	W	190

MorePurpleMoreBetter's D&D 5th edition

Character Record Sheet v13.0.9+211119 (Colorful - A4); Spell Sheet 1/2

Made by Joost Wijnen (mpmb@flapkan.com); Graphics by Javier Aumenté (jaauvel@gmail.com); D&D logos, Dragon Heads ©Wizards of the Coast

# 3rd Level

ME	SPELL	DESCRIPTION	SAVE	SCHOOL	TIME	RANGE	COMP	DURATION	B	PG.
<input type="checkbox"/>	Aura of Vitality	As a bonus action for the duration, I can heal 2d6 HP to 1 creature in range (can be me)	—	Evoc	1 a	S:30-ft rad	V	Conc, 1 min	P	216
<input type="checkbox"/>	Call Lightning	60-ft rad 10-ft high cloud; 1 a all in 5-ft rad under cloud 3d10+1d10/SL Lightning dmg; save half	Dex	Conj	1 a	120 ft	V,S	Conc, 10 min	P	220
<input type="checkbox"/>	Conjure Animals	Summon 2+2/2SL CR of beasts; obey my verbal commands	—	Conj	1 a	60 ft	V,S	Conc, 1 h	P	225
<input type="checkbox"/>	Daylight	60-ft rad bright light + 60-ft dim light on point or object; only magical darkness of SL 4+ works in it	—	Evoc	1 a	60 ft	V,S	1 h	P	230
<input checked="" type="checkbox"/>	Dispel Magic	Dispel all magical effects on crea or object; if above this SL, DC 10+SL Wisdom check (+4)	—	Abjur	1 a	120 ft	V,S	Instantaneous	P	234
<input type="checkbox"/>	Elemental Weapon	+1 magical weapon; +1d4 Acid, Cold, Fire, Lightning, or Thunder dmg; SL5: +2/+2d4, SL7: +3/+3d4	—	Trans	1 a	Touch	V,S	Conc, 1 h	P	237
<input type="checkbox"/>	Erupting Earth	20-ft cube all crea 3d12+1d12/SL Bludgeoning dmg; save halves; area becomes difficult terrain	Dex	Trans	1 a	120 ft	V,S,M	Instantaneous	X	155
<input type="checkbox"/>	Feign Death (R)	Willing creature appears dead; it is blinded, incapacitated, has dmg resist. all but Psychic, and speed 0	—	Necro	1 a	Touch	V,S,M	1 h (D)	P	240
<input type="checkbox"/>	Flame Arrows	12+2/SL ammunition drawn from touched quiver do +1d6 Fire damage on a successful hit	—	Trans	1 a	Touch	V,S	Conc, 1 h	X	156
<input type="checkbox"/>	Meld into Stone (R)	I merge into a stone object large enough to contain me; can't see through the stone; see book	—	Trans	1 a	Touch	V,S	8 h	P	259
<input type="checkbox"/>	Plant Growth	1 a: 100-ft rad plants overgrow for 1/4 speed; 8h: 1 mile diameter plants yield double food at harvest	—	Trans	1 a/8h	150 ft	V,S	Instantaneous	P	261
<input type="checkbox"/>	Protection from Energy	1 creature gains resistance to either Acid, Cold, Fire, Lightning, or Thunder damage for duration	—	Abjur	1 a	Touch	V,S	Conc, 1 h	P	270
<input type="checkbox"/>	Pulse Wave	6d6+1d6/SL Force dmg, pulled/pushed 15+5/SL ft from me (also free obj); save halves, no move	Con	Evoc	1 a	S:30ft cone	V,S	Instantaneous	W	188
<input type="checkbox"/>	Revivify	Restores a creature's body that has died in the last min to life with 1 HP (300gp cons.)	—	Necro	1 a	Touch	V,S,M†	Instantaneous	P	272
<input type="checkbox"/>	Sleet Storm	40-ft rad 20-ft high; heavily obsc.; douses flames; difficult ter.; save or prone; Con save or lose conc.	Dex	Conj	1 a	150 ft	V,S,M	Conc, 1 min	P	276
<input type="checkbox"/>	Speak with Plants	Speak with plants in range about last 24h events; turn difficult plant terrain to normal or vice versa	—	Trans	1 a	S:30-ft rad	V,S	10 min	P	277
<input type="checkbox"/>	Summon Fey	Summon choice of Fey Spirit; obeys commands; takes turn after mine; disappears at 0 hp (300gp)	—	Conj	1 a	90 ft	V,S,Mf	Conc, 1 h	T	112
<input type="checkbox"/>	Tidal Wave	30-ft x 10-ft, 10-ft high all crea 4d8 Bludg. dmg and prone; save halves not prone; extinguish flames	Dex	Conj	1 a	120 ft	V,S,M	Instantaneous	X	168
<input type="checkbox"/>	Wall of Water	30×1×10ft (l×w×h) or 20-ft rad 20-ft high; dif. ter.; range wea dis.; Fire dmg half; Cold dmg freezes	—	Evoc	1 a	60 ft	V,S,M	Conc, 10 min	X	170
<input checked="" type="checkbox"/>	Water Breathing (R)	10 willing creatures can breathe underwater for the duration	—	Trans	1 a	30 ft	V,S,M	24 h	P	287
<input type="checkbox"/>	Water Walk (R)	10 willing creatures can move across any liquid for the duration; rise to surface if underwater	—	Trans	1 a	30 ft	V,S,M	1 h	P	287
<input type="checkbox"/>	Wind Wall	50×1×15ft (l×w×h) wall, any line-shape, at cast all in 3d8 Bludg. dmg; save halves; blocks arrows	Str	Evoc	1 a	120 ft	V,S,M	Conc, 1 min	P	288

# 4th Level

ME	SPELL	DESCRIPTION	SAVE	SCHOOL	TIME	RANGE	COMP	DURATION	B	PG.
<input type="checkbox"/>	Blight	1 creature takes 8d8+1d8/SL Necrotic dmg; save halves; plants have dis. on save	Con	Necro	1 a	30 ft	V,S	Instantaneous	P	219
<input checked="" type="checkbox"/>	Charm Monster	1+1/SL creatures, each max 30 ft apart, save or charmed; adv. on save if me/ally is fighting it	Wis	Ench	1 a	30 ft	V,S	1 h	X	151
<input type="checkbox"/>	Confusion	10+5/SL-ft rad all save or confused, see book; extra save at end of every turn	Wis	Ench	1 a	90 ft	V,S,M	Conc, 1 min	P	224
<input type="checkbox"/>	Conj. Minor Elementals	Summon 2+2/2SL CR of elementals; obey my verbal commands	—	Conj	1 min	90 ft	V,S	Conc, 1 h	P	226
<input type="checkbox"/>	Conj. Woodland Beings	Summon 2+2/2SL CR of fey; obey my verbal commands	—	Conj	1 a	60 ft	V,S,M	Conc, 1 h	P	226
<input type="checkbox"/>	Control Water	Control an amount of water in a 100 ft cube as 1 a; flood, part, redirect, or whirlpool, see book	—	Trans	1 a	300 ft	V,S,M	Conc, 10 min	P	227
<input type="checkbox"/>	Divination (R)	Get answer to one question about a goal, event, or activity to occur within the next 7 days (25gp cons.)	—	Div	1 a	Self	V,S,M†	Instantaneous	P	234
<input type="checkbox"/>	Dominate Beast	1 beast save or charmed, follows telepathic commands, 1 a for complete control; +SL for duration	Wis	Ench	1 a	60 ft	V,S	Conc, 1 min	P	234
<input type="checkbox"/>	Elemental Bane	1+1/SL crea, each max 30 ft apart, save or 1 energy: lose resist. to it & +2d6 to first dmg with it/turn	Con	Trans	1 a	90 ft	V,S	Conc, 1 min	X	155
<input type="checkbox"/>	Fire Shield	Fiery shield gives either Fire or Cold dmg resist. and deals 2d8 of the other dmg type to melee attackers	—	Evoc	1 a	Self	V,S,M	10 min (D)	P	241
<input checked="" type="checkbox"/>	Freedom of Movement	1 willing crea; magic cannot reduce speed, paralyze, restrain; use 5 ft to escape nonmagical restraints	—	Abjur	1 a	Touch	V,S,M	1 h	P	244
<input type="checkbox"/>	Giant Insect	Transform centipedes, spiders, wasps, or scorpions into giant versions; obey my verbal commands	—	Trans	1 a	30 ft	V,S	Conc, 10 min	P	245
<input type="checkbox"/>	Grasping Vine	Conjure vine with 30 ft reach; bns a to direct to 1 crea save or pulled 20 ft to vine	Dex	Conj	1 bns	30 ft	V,S	Conc, 1 min	P	246
<input type="checkbox"/>	Gravity Sinkhole	20-ft rad all crea 5d10+1d10/SL Force dmg, pulled to center of radius; save halves and not pulled	Con	Evoc	1 a	120 ft	V,S,M	Instantaneous	W	187
<input type="checkbox"/>	Guardian of Nature	I transform into a Primal Beast (offensive bonuses) or a Great Tree (defensive bonuses); see book	—	Trans	1 bns	Self	V	Conc, 1 min	X	157
<input type="checkbox"/>	Hallucinatory Terrain	150-ft cube of terrain resembles some other sort of terrain; Int (Investigation) vs. Spell DC; see book	—	Illus	10 min	300 ft	V,S,M	24 h	P	249
<input type="checkbox"/>	Ice Storm	20-ft rad 40-ft high all crea 2d8+1d8/SL Bludg. dmg & 4d6 Cold dmg; save half; 1 rnd difficult ter.	Dex	Evoc	1 a	300 ft	V,S,M	Instantaneous	P	252
<input type="checkbox"/>	Locate Creature	Learn direction to closest named or described kind or specific creature within 1000 ft; see book	—	Div	1 a	Self	V,S,M	Conc, 1 h	P	256
<input checked="" type="checkbox"/>	Polymorph	1 creature with > 0 HP save or transformed into beast of choice of same CR or lower; see book	Wis	Trans	1 a	60 ft	V,S,M	Conc, 1 h	P	266
<input type="checkbox"/>	Stone Shape	Form 5 cu ft of stone into any shape; can have up to two hinges and a latch, but no finer mechanisms	—	Trans	1 a	Touch	V,S,M	Instantaneous	P	278
<input type="checkbox"/>	Stoneskin	1 willing crea resistance to nonmagical Bludgeoning, Piercing, and Slashing dmg (100gp cons.)	—	Abjur	1 a	Touch	V,S,M†	Conc, 1 h	P	278
<input type="checkbox"/>	Summon Elemental	Summon choice of Elemental Spirit; obeys commands; takes turn after mine; vanishes at 0 hp (400gp)	—	Conj	1 a	90 ft	V,S,Mf	Conc, 1 h	T	111
<input type="checkbox"/>	Wall of Fire	60×1×20ft (l×w×h) or 10-ft rad all in and 10 ft on 1 side 5d8+1d8/SL Fire dmg; save halves; see B	Dex	Evoc	1 a	120 ft	V,S,M	Conc, 1 min	P	285
<input type="checkbox"/>	Watery Sphere	5-ft rad all crea < Huge save or restrained; on save ejected; save each rnd; 1 a move sphere 30 ft	Str	Conj	1 a	90 ft	V,S,M	Conc, 1 min	X	170