

Druid Spells

DC 19 (Attack +9)

Cantrips (Heightened Level 2)

Name	Duration	Range	Save	Area/Targets
◆◆ Caustic Blast	-	30 feet	basic Reflex	5-foot burst
◆ Guidance	until the start of...	30 feet	—	1 creature
◆◆ Frostbite	-	60 feet	Fortitude	1 creature
◆◆ Stabilize	-	30 feet	—	1 dying creature
◆◆ Tangle Vine	-	30 feet	AC	1 creature

Spell Rank 1

Name	Duration	Range	Save	Area/Targets
◆◆ Fleet Step	1 minute	—	—	—
◆-◆◆ Heal	-	varies	—	1 willing living c...
◆◆ Shillelagh	1 minute	touch	—	1 non-magical c...

Spell Rank 2

Name	Duration	Range	Save	Area/Targets
◆◆ Acid Arrow	-	120 feet	—	1 creature
◆◆ Entangling Flora	1 minute	120 feet	—	all squares in a ...

Cantrips

Caustic Blast ❖❖

Cantrip 1

Acid Cantrip Concentrate Manipulate

Range 30 feet; Area 5-foot burst

Defense basic Reflex

You fling a large glob of acid that immediately detonates, spraying nearby creatures. Creatures in the area take 1d8 acid damage with a basic Reflex save; on a critical failure, the creature also takes 1 persistent acid damage.

Heightened (+2) The initial damage increases by 1d8, and the persistent damage on a critical failure increases by 1.

PC1

Frostbite ❖❖

Cantrip 1

Cantrip Cold Concentrate Manipulate

Range 60 feet; Targets 1 creature

Defense basic Fortitude

An orb of biting cold coalesces around your target, freezing its body. The target takes 2d4 cold damage with a basic Fortitude save. On a critical failure, the target also gains weakness 1 to bludgeoning until the start of your next turn.

Heightened (+1) The damage increases by 1d4 and the weakness on a critical failure increases by 1.

PC1

Guidance ❖

Cantrip 1

Cantrip Concentrate

Range 30 feet; Targets 1 creature

Duration until the start of your next turn

You ask for the guidance of supernatural entities, granting the target a +1 status bonus to one attack roll, Perception check, saving throw, or skill check the target attempts before the duration ends. The target chooses which roll to use the bonus on before rolling. If the target uses the bonus, the spell ends. Either way, the target is then temporarily immune for 1 hour.

PC1

Stabilize ❖❖

Cantrip 1

Cantrip Concentrate Healing Manipulate Vitality

Range 30 feet; Targets 1 dying creature

Life energy shuts death's door. The target loses the dying condition, though it remains unconscious at 0 Hit Points.

PC1

Tangle Vine ❖❖

Cantrip 1

Attack Cantrip Concentrate Manipulate Plant Wood

Range 30 feet; Targets 1 creature

Defense AC

A vine appears from thin air, flicking from your hand and lashing itself to the target. Attempt a spell attack roll against the target.

Critical Success The target gains the immobilized condition and takes a –10-foot circumstance penalty to its Speeds for 1 round. It can attempt to Escape against your spell DC to remove the penalty and the immobilized condition.

Success The target takes a –10-foot circumstance penalty to its Speeds for 1 round. It can attempt to Escape against your spell DC to remove the penalty.

Failure The target is unaffected.

Heightened (2nd) The effects last for 2 rounds.

Heightened (4th) The effects last for 1 minute.

Rank 1 Spells

Fleet Step

Spell 1

Concentrate

Manipulate

Duration 1 minute

You gain a +30-foot status bonus to your Speed.

PC1

Heal

Spell 1

Healing

Manipulate

Vitality

Range varies; Targets 1 willing living creature or 1 undead creature

You channel vital energy to heal the living or damage the undead. If the target is a willing living creature, you restore 1d8 Hit Points. If the target is undead, you deal that amount of vitality damage to it, and it gets a basic Fortitude save. The number of actions you spend when Casting this Spell determines its targets, range, area, and other parameters.

[one-action] The spell has a range of touch.

[two-actions] (concentrate) The spell has a range of 30 feet. If you're healing a living creature, increase the Hit Points restored by 8.

[three-actions] (concentrate) You disperse vital energy in a 30-foot emanation. This targets all living and undead creatures in the burst.

Heightened (+1) The amount of healing or damage increases by 1d8, and the extra healing for the 2-action version increases by 8.

PC1

Shillelagh

Spell 1

Plant

Transmutation

Range touch; Targets 1 club or staff you hold

Duration 1 minute

The target grows vines and leaves, brimming with primal energy. The target becomes a *+1 striking weapon* while in your hands, gaining a +1 item bonus to attack rolls and increasing the number of weapon damage dice to two. Additionally, as long as you are on your home plane, attacks you make with the target against aberrations, extraplanar creatures, and undead increase the number of weapon damage dice to three.

CRB

Rank 2 Spells

Acid Arrow

Spell 2

Acid Attack Evocation

Range 120 feet; **Targets** 1 creature

You conjure an arrow of acid that continues corroding the target after it hits. Make a spell attack against the target. On a hit, you deal 3d8 acid damage plus 1d6 persistent acid damage. On a critical hit, double the initial damage, but not the persistent damage.

Heightened (+2) The initial damage increases by 2d8, and the persistent acid damage increases by 1d6.

CRB

Entangling Flora

Spell 2

Concentrate Manipulate Plant Wood

Range 120 feet; **Area** all squares in a 20-foot burst

Duration 1 minute

Plants and fungi burst out or quickly grow, entangling creatures. All surfaces in the area are difficult terrain. Each round that a creature starts its turn in the area, it must attempt a Reflex save. On a failure, it takes a –10-foot circumstance penalty to its Speeds until it leaves the area, and on a critical failure, it's also immobilized for 1 round. Creatures can attempt to Escape to remove these effects.

PC1