

Ellyjobell Female Gnome Drd18

NAME

Drd18

306000

CLASS

EXPERIENCE

18

171000

TCL

NEXT LEVEL

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP SCORE	TEMP MODIFIER
STR Strength	10	+0	10	+0
DEX Dexterity	18	+4	18	+4
CON Constitution	14	+2	14	+2
INT Intelligence	13	+1	13	+1
WIS Wisdom	22	+6	22	+6
CHA Charisma	12	+1	12	+1

SAVING THROWS

FORTITUDE  
(constitution)

REFLEX  
(dexterity)

WILLPOWER  
(wisdom)

TOTAL

+13

=

+11

+

+2

+

+0

+

+0

+

TEMP MODIFIER

conditional modifiers

TOTAL

+12

=

+6

+

+4

+

+0

+

+2

+

TEMP MODIFIER

conditional modifiers

TOTAL

+17

=

+11

+

+6

+

+0

+

+0

+

TEMP MODIFIER

conditional modifiers

TOTAL

+14/+9/+4

=

+13/+8/+3

+

+0

+

+1

+

+0

+

TEMP MODIFIER

TOTAL

+18/+13/+8

=

+13/+8/+3

+

+4

+

+1

+

+0

+

TEMP MODIFIER

TOTAL

+14/+9/+4

=

+13/+8/+3

+

+0

+

+1

+

+0

+

TEMP MODIFIER

UNARMED

TOTAL ATTACK BONUS

+10/+5/+0

DAMAGE

1d2

CRITICAL

20/x2

ARMOR

TYPE

AC

MAXDEX

CHECK

SPELL FAILURE

EQUIPMENT					
ITEM	LOCATION	QTY	WT	COST	
Outfit (Explorer's)	Equipped	1	8.0	0.0	
TOTAL WEIGHT CARRIED/VALUE			0.0 lbs	0.0 gp	

WEIGHT ALLOWANCE					
Light	25.0	Medium	50.0	Heavy	75.0
Lift over head	75.0	Lift off ground	150.0	Push / Drag	375.0

FEATS	
Alertness	See Text
Improved Unarmed Strike	See Text
Leadership	See Text
Lightning Reflexes	See Text
Natural Spell	See Text
Weapon Finesse	See Text

NPC

PLAYERNAME

Gnome

Small

3'2"

39 lbs

RACE

SIZE

HEIGHT

WEIGHT

0

Female

AGE

GENDER

EYES

HAIR

HP

hit points

134

WOUNDS/CURRENT HP

AC

armor class

15

TOTAL

FLAT

TOUCH

BASE

ARMOR BONUS

SHIELD BONUS

STAT MODIFIER

SIZE MODIFIER

NATURAL ARMOR MODIFIER

MISC MODIFIER

MISS CHANCE

INITIATIVE

modifier

+4

TOTAL

+4

DEX MODIFIER

+0

MISC MODIFIER

BASE ATTACK

bonus

+13/+8/+3

DEITY

3'2"

39 lbs

HEIGHT

WEIGHT

EYES

HAIR

SUBDUAL DAMAGE

DAMAGE REDUCTION

MISS CHANCE

SKILLS		MAX RANKS 21/10.5				
SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER	
Craft (Alchemy)	INT	17	=	1	+ 14.0	2
Craft (Armorsmithing)	INT	16	=	1	+ 15.0	+
Craft (Bowmaking)	INT	3	=	1	+ 2.0	+
Craft (Painting)	INT	16	=	1	+ 15.0	+
Craft (Pottery)	INT	17	=	1	+ 16.0	+
Craft (Sculpting)	INT	14	=	1	+ 13.0	+
Craft (Shipmaking)	INT	8	=	1	+ 7.0	+
Craft (Woodworking)	INT	9	=	1	+ 8.0	+
Knowledge (Nature)	INT	18	=	1	+ 17.0	+
			=		+	
		✓	: can be used untrained. ✗ : exclusive skills			

SPECIAL ABILITIES	
+1 racial bonus on attack rolls against kobalds and goblinoids.	
+2 racial bonus on saving throws against illusions.	
+4 Dodge bonus to Armor Class against monsters of the giant type.	
A Thousand Faces (Su)	
Animal Companion (Ex)	
Nature Sense (Ex)	
Resist Nature's Lure (Ex)	
Speak with Animals (burrowing mammal only, duration 1 minute).	
Timeless Body (Ex)	
Trackless Step (Ex)	
Venom Immunity (Ex)	
Wild Empathy (Ex)	
Wildshape 7/day	
Wildshape (elemental 5/day)	
Wildshape (Huge)	
Wildshape (Plant)	
Wildshape (Tiny)	
Wildshape Large	
Woodland Stride (Ex)	

PROFICIENCIES	
Club, Dagger, Dart, Halfspear, Longspear, Quarterstaff, Scimitar, Shortspear, Sickle, Sling	

LANGUAGES	
Common, Druidic, Dwarven, Gnome	

## Innate Racial Spells

	Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
☐	<b>Speak with Animals</b> <i>Effect:</i> You can communicate with animals.	10	None	1 standard action	(CASTERLEVEL) minutes	Personal	V, S	No	Divination
☐	<b>Dancing Lights</b> <i>Effect:</i> Creates torches or other lights.	10	None	1 standard action	<i>Target:</i> You (CASTERLEVEL) minute [D]	Medium (100 Feet)	V, S	No	Evocation [Light]
☐	<b>Ghost Sound</b> <i>Effect:</i> Figment sounds.	11	Will disbelief (if interacted with)	1 standard action	(CASTERLEVEL) rounds [D]	Close (25 Feet)	V, S, M	No	Illusion (Figment)
☐	<b>Prestidigitation</b> <i>Effect:</i> Performs minor tricks.	10	See text	1 standard action	<i>Target:</i> Illusory sounds (CASTERLEVEL) hour	10 ft.	V, S	No	Universal
					<i>Target:</i> See text				

\* =Domain/Speciality Spell

## Druid Spells

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

## LEVEL 0

	Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
☐☐☐☐☐	<b>Create Water</b> <i>Effect:</i> Creates 36 gallons of pure water.	16	None	1 standard action	Instantaneous	Close (70 Feet)	V, S	No	Conjuration (Creation) [Water]
☐☐☐☐☐	<b>Cure Minor Wounds</b> <i>Effect:</i> Cures 1 point of damage.	16	Will half (harmless); see text	1 standard action	Instantaneous	Touch	V, S	Yes (harmless); see text	Conjuration (Healing)
☐☐☐☐☐	<b>Detect Magic</b> <i>Effect:</i> Detects spells and magic items within 60 ft.	16	None	1 standard action	<i>Target:</i> Creature touched Concentration, up to 18 minutes [D]	60 ft.	V, S	No	Divination
☐☐☐☐☐	<b>Detect Poison</b> <i>Effect:</i> Detects poison in one creature or small object.	16	None	1 standard action	<i>Target:</i> Cone-shaped emanation	Close (70 Feet)	V, S	No	Divination
☐☐☐☐☐	<b>Flare</b> <i>Effect:</i> Dazzles one creature [-1 on attack rolls].	16	Fortitude negates	1 standard action	<i>Target:</i> One creature, one object, or a 5-ft. cube	Close (70 Feet)	V	Yes	Evocation [Light]
☐☐☐☐☐	<b>Guidance</b> <i>Effect:</i> +1 on one attack roll, saving throw, or skill check.	16	Will negates (harmless)	1 standard action	<i>Target:</i> Burst of light 18 minute or until discharged	Touch	V, S	Yes	Divination
☐☐☐☐☐	<b>Know Direction</b> <i>Effect:</i> You discern north.	16	None	1 standard action	<i>Target:</i> Creature touched	Personal	V, S	No	Divination
☐☐☐☐☐	<b>Light</b> <i>Effect:</i> Object shines like a torch.	16	None	1 standard action	<i>Target:</i> You 180 minutes [D]	Touch	V, M/DF	No	Evocation [Light]
☐☐☐☐☐	<b>Mending</b> <i>Effect:</i> Makes minor repairs on an object.	16	Will negates (harmless, object)	1 standard action	<i>Target:</i> Object touched	10 ft.	V, S	Yes (harmless, object)	Transmutation
☐☐☐☐☐	<b>Purify Food and Drink</b> <i>Effect:</i> Purifies 18 cu. ft. of food or water.	16	Will negates (object)	1 standard action	<i>Target:</i> One object of up to 1 lb. Instantaneous	10 ft.	V, S	Yes (object)	Transmutation
☐☐☐☐☐	<b>Read Magic</b> <i>Effect:</i> Read scrolls and spellbooks.	16	None	1 standard action	<i>Target:</i> 18 cu. ft. of contaminated food and water 180 minutes	Personal	V, S, F	No	Divination
☐☐☐☐☐	<b>Resistance</b> <i>Effect:</i> Subject gains +1 on saving throws.	16	Will negates (harmless)	1 standard action	<i>Target:</i> You 18 minute	Touch	V, S, M/DF	Yes (harmless)	Abjuration
☐☐☐☐☐	<b>Virtue</b> <i>Effect:</i> Subject gains 1 temporary hp.	16	Fortitude negates (harmless)	1 standard action	<i>Target:</i> Creature touched 18 minutes	Touch	V, S, DF	Yes (harmless)	Transmutation

## LEVEL 1

	Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
☐☐☐☐☐	<b>Calm Animals</b> <i>Effect:</i> Calms [2d4 + level] HD of animals.	17	Will negates; see text	1 standard action	18 minutes	Close (70 Feet)	V, S	Yes	Enchantment (Compulsion) [Mind-Affecting]
☐☐☐☐☐	<b>Charm Animal</b> <i>Effect:</i> Makes one animal your friend.	17	Will negates	1 standard action	<i>Target:</i> Animals within 30 ft. of each other 18 hours	Close (70 Feet)	V, S	Yes	Enchantment (Charm) [Mind-Affecting]
☐☐☐☐☐	<b>Cure Light Wounds</b> <i>Effect:</i> Cures 1d8+5 damage	17	Will half (harmless); see text	1 standard action	<i>Target:</i> One animal Instantaneous	Touch	V, S	Yes (harmless); see text	Conjuration (Healing)
☐☐☐☐☐	<b>Detect Animals or Plants</b> <i>Effect:</i> Detects kinds of animals or plants.	17	None	1 standard action	<i>Target:</i> Creature touched Concentration, up to 10 minutes [D]	Long (1120 Feet)	V, S	No	Divination
☐☐☐☐☐	<b>Detect Snares and Pits</b> <i>Effect:</i> Reveals natural or primitive traps.	17	None	1 standard action	<i>Target:</i> Cone-shaped emanation Concentration, up to 180 minutes [D]	60 ft.	V, S	No	Divination
☐☐☐☐☐	<b>Endure Elements</b> <i>Effect:</i> Exist comfortably in hot or cold environments.	17	Will negates (harmless)	1 standard action	<i>Target:</i> Cone-shaped emanation 24 hours	Touch	V, S	Yes (harmless)	Abjuration
☐☐☐☐☐	<b>Entangle</b> <i>Effect:</i> Plants entangle everyone in 40-ft.-radius circle.	17	Reflex partial; see text	1 standard action	<i>Target:</i> Creature touched 18 minutes [D]	Long (1120 Feet)	V, S, DF	No	Transmutation
☐☐☐☐☐	<b>Faerie Fire</b> <i>Effect:</i> Outlines subjects with light, canceling blur, concealment, and the like.	17	None	1 standard action	<i>Target:</i> Plants in a 40-ft.-radius spread 18 minutes [D]	Long (1120 Feet)	V, S, DF	Yes	Evocation [Light]
☐☐☐☐☐	<b>Goodberry</b> <i>Effect:</i> 2d4 berries each cure 1 hp [max 8 hp/24 hours].	17	None	1 standard action	<i>Target:</i> Creatures and objects within a 5-ft.-radius burst 18 days	Touch	V, S, DF	Yes	Transmutation
☐☐☐☐☐	<b>Hide from Animals</b> <i>Effect:</i> Animals can't perceive 18 subjects.	17	Will negates (harmless)	1 standard action	<i>Target:</i> 2d4 fresh berries touched 180 minutes [D]	Touch	S, DF	Yes	Abjuration
☐☐☐☐☐	<b>Jump</b> <i>Effect:</i> Subject gets bonus on Jump checks.	17	Will negates (harmless)	1 standard action	<i>Target:</i> 18 creatures touched 18 minutes [D]	Touch	V, S, M	Yes	Transmutation
☐☐☐☐☐	<b>Longstrider</b> <i>Effect:</i> Increases your speed.	17	None	1 standard action	<i>Target:</i> Creature touched 18 hours [D]	Personal	V, S, M	No	Transmutation
☐☐☐☐☐	<b>Magic Fang</b> <i>Effect:</i> One natural weapon of subject creature gets +1 on attack and damage rolls.	17	Will negates (harmless)	1 standard action	<i>Target:</i> You 18 minutes	Touch	V, S, DF	Yes (harmless)	Transmutation
☐☐☐☐☐	<b>Magic Stone</b> <i>Effect:</i> Three stones gain +1 on attack rolls, deal 1d6+1 damage.	17	Will negates (harmless, object)	1 standard action	<i>Target:</i> Living creature touched 30 minutes or until discharged	Touch	V, S, DF	Yes (harmless, object)	Transmutation
☐☐☐☐☐	<b>Obscuring Mist</b> <i>Effect:</i> Fog surrounds you.	17	None	1 standard action	<i>Target:</i> Up to three pebbles touched 18 minutes	20 ft.	V, S	No	Conjuration (Creation)
☐☐☐☐☐	<b>Pass without Trace</b> <i>Effect:</i> 18 subjects leaves no tracks.	17	Will negates (harmless)	1 standard action	<i>Target:</i> Cloud spreads in 20-ft. radius from you, 20 ft. high 18 hours [D]	Touch	V, S, DF	Yes (harmless)	Transmutation
☐☐☐☐☐	<b>Produce Flame</b> <i>Effect:</i> 1d6+18 damage, touch or thrown.	17	None	1 standard action	<i>Target:</i> 18 creatures touched 18 minutes [D]	0 ft.	V, S	Yes	Evocation [Fire]
☐☐☐☐☐	<b>Shillelagh</b> <i>Effect:</i> Cudgel or quarterstaff becomes +1 weapon [1d10 damage] for 18 minutes.	17	Will negates (object)	1 standard action	<i>Target:</i> Flame in your palm 18 minutes	Touch	V, S, DF	Yes (object)	Transmutation
☐☐☐☐☐	<b>Speak with Animals</b> <i>Effect:</i> You can communicate with animals.	17	None	1 standard action	<i>Target:</i> One touched nonmagical oak club or quarterstaff 18 minutes	Personal	V, S	No	Divination
					<i>Target:</i> You				

\* =Domain/Speciality Spell

## Druid Spells

☐☐☐☐☐	Summon Nature's Ally I	17	None	1 round	18 rounds [D]	Close (70 Feet)	V, S, DF	No	Conjuration (Summoning)
	Effect: Calls creature to fight.				Target: One summoned creature				

## LEVEL 2

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
☐☐☐☐☐ Animal Messenger	18	None; see text	1 standard action	18 days	Close (70 Feet)	V, S, M	Yes	Enchantment (Compulsion) [Mind-Affecting]
Effect: Sends a Tiny animal to a specific place.				Target: One Tiny animal				
☐☐☐☐☐ Animal Trance	18	Will negates; see text	1 standard action	Concentration	Close (70 Feet)	V, S	Yes	Enchantment (Compulsion) [Mind-Affecting, Sonic]
Effect: Fascinates 2d6 HD of animals.				Target: Animals or magical beasts with Intelligence 1 or 2				
☐☐☐☐☐ Barkskin	18	None	1 standard action	180 minutes	Touch	V, S, DF	Yes (harmless)	Transmutation
Effect: Grants +5 enhancement to natural armor.				Target: Living creature touched				
☐☐☐☐☐ Bear's Endurance	18	Will negates (harmless)	1 standard action	18 minutes	Touch	V, S, DF	Yes	Transmutation
Effect: Subject gains +4 to Con for 18 minutes.				Target: Creature touched				
☐☐☐☐☐ Bull's Strength	18	Will negates (harmless)	1 standard action	18 minutes	Touch	V, S, M/DF	Yes (harmless)	Transmutation
Effect: Subject gains +4 to Str for 18 minutes.				Target: Creature touched				
☐☐☐☐☐ Cat's Grace	18	Will negates (harmless)	1 standard action	18 minutes	Touch	V, S, M	Yes	Transmutation
Effect: Subject gains +4 to Dex for 18 minutes.				Target: Creature touched				
☐☐☐☐☐ Chill Metal	18	Will negates (object)	1 standard action	7 rounds	Close (70 Feet)	V, S, DF	Yes (object)	Transmutation [Cold]
Effect: Cold metal damages those who touch it.				Target: Metal equipment of 9 creatures, no two of which can be more than 30 ft. apart; or 450 lbs of metal				Conjuration (Healing)
☐☐☐☐☐ Delay Poison	18	Fortitude negates (harmless)	1 standard action	18 hours	Touch	V, S, DF	Yes (harmless)	Conjuration (Healing)
Effect: Stops poison from harming subject for 18 hours.				Target: Creature touched				
☐☐☐☐☐ Fire Trap	18	Reflex half; see text	10 minutes	Permanent until discharged [D]	Touch	V, S, M	Yes	Abjuration [Fire]
Effect: Opened object deals 1d4+18 damage.				Target: Object touched				
☐☐☐☐☐ Flame Blade	18	None	1 standard action	18 minutes [D]	0 ft.	V, S, DF	Yes	Evocation [Fire]
Effect: Touch attack deals 1d8 +1/two levels damage.				Target: Sword-like beam				
☐☐☐☐☐ Flaming Sphere	18	Reflex negates	1 standard action	18 rounds	Medium (280 Feet)	V, S, M/DF	Yes	Evocation [Fire]
Effect: Creates rolling ball of fire, 2d6 damage, lasts 18 rounds.				Target: 5-ft.-diameter sphere				
☐☐☐☐☐ Fog Cloud	18	None	1 standard action	180 minutes	Medium (280 Feet)	V, S	No	Conjuration (Creation)
Effect: Fog obscures vision.				Target: Fog spreads in 20-ft. radius, 20 ft. high				
☐☐☐☐☐ Gust of Wind	18	Fortitude negates	1 standard action	18 round	60 ft.	V, S	Yes	Evocation [Air]
Effect: Blows away or knocks down smaller creatures.				Target: Line-shaped gust of severe wind emanating out from you to the extreme of the range				
☐☐☐☐☐ Heat Metal	18	Will negates (object)	1 standard action	7 rounds	Close (70 Feet)	V, S, DF	Yes (object)	Transmutation [Fire]
Effect: Make metal so hot it damages those who touch it.				Target: Metal equipment of 9 creatures, no two of which can be more than 30 ft. apart; or 450 lb. of metal, all of which must be within a 30-ft. circle				
☐☐☐☐☐ Hold Animal	18	Will negates; see text	1 standard action	18 rounds [D]; see text	Medium (280 Feet)	V, S	Yes	Enchantment (Compulsion) [Mind-Affecting]
Effect: Paralyzes one animal for 18 rounds.				Target: One animal				
☐☐☐☐☐ Owl's Wisdom	18	Will negates (harmless)	1 standard action	18 minutes	Touch	V, S, M/DF	Yes	Transmutation
Effect: Subject gains +4 to Wis for 18 minutes.				Target: Creature touched				
☐☐☐☐☐ Reduce Animal	18	None	1 standard action	18 hours [D]	Touch	V, S	No	Transmutation
Effect: Shrinks one willing animal.				Target: One willing animal of Small, Medium, Large, or Huge size				
☐☐☐☐☐ Resist Energy	18	Fortitude negates (harmless)	1 standard action	180 minutes	Touch	V, S, DF	Yes (harmless)	Abjuration
Effect: Ignores first 10 [or more] points of damage/attack from specified energy type.				Target: Creature touched				
☐☐☐☐☐ Restoration, Lesser	18	Will negates (harmless)	3 rounds	Instantaneous	Touch	V, S	Yes (harmless)	Conjuration (Healing)
Effect: Dispels magical ability penalty or repairs 1d4 ability damage.				Target: Creature touched				
☐☐☐☐☐ Soften Earth and Stone	18	None	1 standard action	Instantaneous	Close (70 Feet)	V, S, DF	No	Transmutation [Earth]
Effect: Turns stone to clay or dirt to sand or mud.				Target: 180 ft. square; see text				
☐☐☐☐☐ Spider Climb	18	Will negates (harmless)	1 standard action	180 minutes	Touch	V, S, M	Yes (harmless)	Transmutation
Effect: Grants ability to walk on walls and ceilings.				Target: Creature touched				
☐☐☐☐☐ Summon Nature's Ally II	18	None	1 round	18 rounds [D]	Close (70 Feet)	V, S, DF	No	Conjuration (Summoning)
Effect: Calls creature to fight.				Target: One or more creatures, no two of which can be more than 30 ft. apart				
☐☐☐☐☐ Summon Swarm	18	None	1 round	Concentration + 2 rounds	Close (70 Feet)	V, S, M/DF	No	Conjuration (Summoning)
Effect: Summons swarm of bats, rats, or spiders.				Target: One swarm of bats, rats, or spiders				
☐☐☐☐☐ Tree Shape	18	None	1 standard action	18 hours [D]	Personal	V, S, DF	No	Transmutation
Effect: You look exactly like a tree for 18 hours.				Target: You				
☐☐☐☐☐ Warp Wood	18	Will negates (object)	1 standard action	Instantaneous	Close (70 Feet)	V, S	Yes (object)	Transmutation
Effect: Bends wood [shaft, handle, door, plank].				Target: 18 Small wooden objects, all within a 20-ft. radius				
☐☐☐☐☐ Wood Shape	18	Will negates (object)	1 standard action	Instantaneous	Touch	V, S, DF	Yes (object)	Transmutation
Effect: Rearranges wooden objects to suit you.				Target: One touched piece of wood no larger than 28 cu. ft.				

## LEVEL 3

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
☐☐☐☐☐ Call Lightning	19	Reflex half	1 round	18 minutes	Medium (280 Feet)	V, S	Yes	Evocation [Electricity]
Effect: Calls down lightning bolts [3d6 per bolt] from sky.				Target: One or more 30-ft.-long vertical lines of lightning				
☐☐☐☐☐ Contagion	19	Fortitude negates	1 standard action	Instantaneous	Touch	V, S	Yes	Necromancy [Evil]
Effect: Infects subject with chosen disease.				Target: Living creature touched				
☐☐☐☐☐ Cure Moderate Wounds	19	Will half (harmless); see text	1 standard action	Instantaneous	Touch	V, S	Yes (harmless); see text	Conjuration (Healing)
Effect: Cures 2d8+10 damage				Target: Creature touched				
☐☐☐☐☐ Daylight	19	None	1 standard action	180 minutes [D]	Touch	V, S	No	Evocation [Light]
Effect: 60-ft. radius of bright light.				Target: Object touched				
☐☐☐☐☐ Diminish Plants	19	None	1 standard action	Instantaneous	See text	V, S, DF	No	Transmutation
Effect: Reduces size or blights growth of normal plants.				Target: See text				
☐☐☐☐☐ Dominate Animal	19	Will negates	1 round	18 rounds	Close (70 Feet)	V, S	Yes	Enchantment (Compulsion) [Mind-Affecting]
Effect: Subject animal obeys silent mental commands.				Target: One animal				
☐☐☐☐☐ Magic Fang, Greater	19	Will negates (harmless)	1 standard action	18 hours	Close (70 Feet)	V, S, DF	Yes (harmless)	Transmutation
Effect: One natural weapon of subject creature gets +5 on attack and damage rolls.				Target: One living creature				
☐☐☐☐☐ Meld into Stone	19	None	1 standard action	180 minutes	Personal	V, S, DF	No	Transmutation [Earth]
Effect: You and your gear merge with stone.				Target: You				
☐☐☐☐☐ Neutralize Poison	19	Will negates (harmless, object)	1 standard action	180 minutes	Touch	V, S, M/DF	Yes (harmless, object)	Conjuration (Healing)
Effect: Immunizes subject against poison, detoxifies venom in or on subject.				Target: Creature or object of up to 18 cu. ft. touched				
☐☐☐☐☐ Plant Growth	19	None	1 standard action	Instantaneous	See text	V, S, DF	No	Transmutation
Effect: Grows vegetation, improves crops.				Target: See text				
☐☐☐☐☐ Poison	19	Fortitude negates; see text	1 standard action	Instantaneous; see text	Touch	V, S, DF	Yes	Necromancy
Effect: Touch deals 1d10 Con damage, repeats in 1 minute.				Target: Living creature touched				
☐☐☐☐☐ Protection from Energy	19	Fortitude negates (harmless)	1 standard action	180 minutes or until discharged	Touch	V, S, DF	Yes (harmless)	Abjuration
Effect: Absorb 216 points of damage from one kind of energy.				Target: Creature touched				
☐☐☐☐☐ Quench	19	None or Will negates (object)	1 standard action	Instantaneous	Medium (280 Feet)	V, S, DF	No or Yes (object)	Transmutation
Effect: Extinguishes nonmagical fires or one magic item.				Target: 18 20-ft. cubes [S] or one fire-based magic item				
☐☐☐☐☐ Remove Disease	19	Fortitude negates (harmless)	1 standard action	Instantaneous	Touch	V, S	Yes (harmless)	Conjuration (Healing)
Effect: Cures all diseases affecting subject.				Target: Creature touched				

\* =Domain/Specialty Spell

## Druid Spells

■■■■■	<b>Sleet Storm</b>	19	None	1 standard action	18 rounds	Long (1120 Feet)	V, S, M/DF	No	Conjuration (Creation) [Cold]
	<i>Effect:</i> Hampers vision and movement.				<i>Target:</i> Cylinder 40				
■■■■■	<b>Snare</b>	19	None	3 rounds	Until triggered or broken	Touch	V, S, DF	No	Transmutation
	<i>Effect:</i> Creates a magic booby trap.				<i>Target:</i> Touched nonmagical circle of vine, rope, or thong with a 2 ft. diameter + 2 ft./level				
■■■■■	<b>Speak with Plants</b>	19	None	1 standard action	18 minutes	Personal	V, S	No	Divination
	<i>Effect:</i> You can talk to normal plants and plant creatures.				<i>Target:</i> You				
■■■■■	<b>Spike Growth</b>	19	Reflex partial	1 standard action	18 hours [D]	Medium (280 Feet)	V, S, DF	Yes	Transmutation
	<i>Effect:</i> Creatures in area take 1d4 damage, may be slowed.				<i>Target:</i> 18 20-ft. squares				
■■■■■	<b>Stone Shape</b>	19	None	1 standard action	Instantaneous	Touch	V, S, M/DF	No	Transmutation [Earth]
	<i>Effect:</i> Sculpts stone into any shape.				<i>Target:</i> Stone or stone object touched, up to 28 cu. ft.				
■■■■■	<b>Summon Nature's Ally III</b>	19	None	1 round	18 rounds [D]	Close (70 Feet)	V, S, DF	No	Conjuration (Summoning)
	<i>Effect:</i> Calls creature to fight.				<i>Target:</i> One or more creatures, no two of which can be more than 30 ft. apart				
■■■■■	<b>Water Breathing</b>	19	Will negates (harmless)	1 standard action	36 hours; see text	Touch	V, S, M/DF	Yes (harmless)	Transmutation
	<i>Effect:</i> Subjects can breathe underwater.				<i>Target:</i> Living creatures touched				
■■■■■	<b>Wind Wall</b>	19	None; see text	1 standard action	18 rounds	Medium (280 Feet)	V, S, M/DF	Yes	Evocation [Air]
	<i>Effect:</i> Deflects arrows, smaller creatures, and gases.				<i>Target:</i> Wall up to 180 ft. long and 90 ft. high [S]				

## LEVEL 4

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
■■■■■ Air Walk	20	None	1 standard action	180 minutes	Touch	V, S, DF	Yes (harmless)	Transmutation [Air]
Effect: Subject treads on air as if solid [climb at 45-degree angle].				Target: Creature [Gargantuan or smaller] touched				
■■■■■ Antiplant Shell	20	None	1 standard action	180 minutes [D]	10 ft.	V, S, DF	Yes	Abjuration
Effect: Keeps animated plants at bay.				Target: 10-ft.-radius emanation, centered on you				
■■■■■ Blight	20	Fortitude half; see text	1 standard action	Instantaneous	Touch	V, S, DF	Yes	Necromancy
Effect: Withers one plant or deals 18d6 damage to plant creature.				Target: one plant/plant-creature				
■■■■■ Command Plants	20	Will negates	1 standard action	18 days	Close (70 Feet)	V	Yes	Transmutation
Effect: Sway the actions of one or more plant creatures.				Target: Up to 18 HD of plant creatures, no two of which can be more than 30 ft. apart				
■■■■■ Control Water	20	None; see text	1 standard action	180 minutes [D]	Long (1120 Feet)	V, S, M/DF	No	Transmutation [Water]
Effect: Raises or lowers bodies of water.				Target: Water in a volume of 180 ft by 180 ft by 36 ft [S]				
■■■■■ Cure Serious Wounds	20	Will half (harmless); see text	1 standard action	Instantaneous	Touch	V, S	Yes (harmless); see text	Conjuration (Healing)
Effect: Cures 3d8+15 damage				Target: Creature touched				
■■■■■ Dispel Magic	20	None	1 standard action	Instantaneous	Medium (280 Feet)	V, S	No	Abjuration
Effect: Cancels magical spells and effects.				Target: One spellcaster, creature, or object; or 20-ft.-radius burst				
■■■■■ Flame Strike	20	Reflex half	1 standard action	Instantaneous	Medium (280 Feet)	V, S, DF	Yes	Evocation [Fire]
Effect: Smite foes with divine fire for 18d6 damage.				Target: Cylinder 10				
■■■■■ Freedom of Movement	20	Will negates (harmless)	1 standard action	180 minutes	Personal or touch	V, S, M, DF	Yes (harmless)	Abjuration
Effect: Subject moves normally despite impediments.				Target: You or creature touched				
■■■■■ Giant Vermin	20	None	1 standard action	18 minutes	Close (70 Feet)	V, S, DF	Yes	Transmutation
Effect: Turns centipedes, scorpions, or spiders into giant vermin.				Target: Up to three vermin, no two of which can be more than 30 ft. apart				
■■■■■ Ice Storm	20	None	1 standard action	18 full round	Long (1120 Feet)	V, S, M/DF	Yes	Evocation [Cold]
Effect: Hail deals 5d6 damage in cylinder 40 ft. across.				Target: Cylinder 20				
■■■■■ Reincarnate	20	None; see text	10 minutes	Instantaneous	Touch	V, S, M, DF	Yes (harmless)	Transmutation
Effect: Brings dead subject back in a random body.				Target: Dead creature touched				
■■■■■ Repel Vermin	20	None or Will negates; see text	1 standard action	180 minutes [D]	10 ft.	V, S, DF	Yes	Abjuration
Effect: Insects, spiders, and other vermin stay 10 ft. away.				Target: 10 ft. radius emanation centered on you				
■■■■■ Rusting Grasp	20	None	1 standard action	See text	Touch	V, S, DF	No	Transmutation
Effect: Your touch corrodes iron and alloys.				Target: One nonmagical ferrous object [or the volume of the object within 3 ft. of the touched point] or one ferrous creature				
■■■■■ Scrying	20	Will negates	1 hour	18 minutes	See text	V, S, M/DF, F	Yes	Divination (Scrying)
Effect: Spies on subject from a distance.				Target: Magical sensor				
■■■■■ Spike Stones	20	Reflex partial	1 standard action	18 hours [D]	Medium (280 Feet)	V, S, DF	Yes	Transmutation [Earth]
Effect: Creatures in area take 1d8 damage, may be slowed.				Target: 18 20-ft. squares				
■■■■■ Summon Nature's Ally IV	20	None	1 round	18 rounds [D]	Close (70 Feet)	V, S, DF	No	Conjuration (Summoning)
Effect: Calls creature to fight.				Target: One or more creatures, no two of which can be more than 30 ft. apart				

## LEVEL 5

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
■■■■■Animal Growth	21	Fortitude negates	1 standard action	18 minutes	Medium (280 Feet)	V, S	Yes	Transmutation
Effect: One animal/two levels doubles in size.				Target: Up to one animal [Gargantuan or smaller] per two levels, no two of which can be more than 30 ft. apart				
■■■■■Atonement	21	None	1 hour	Instantaneous	Touch	V, S, M, F, Yes DF, XP		Abjuration
Effect: Removes burden of misdeeds from subject.				Target: Living creature touched				
■■■■■Awaken	21	Will negates	24 hours	Instantaneous	Touch	V, S, DF, XP	Yes	Transmutation
Effect: Animal or tree gains human intellect.				Target: Animal or tree touched				
■■■■■Baleful Polymorph	21	Fortitude negates, Will partial; see text	1 standard action	Permanent	Close (70 Feet)	V, S	Yes	Transmutation
Effect: Transforms subject into harmless animal.				Target: One creature				
■■■■■Call Lightning Storm	21	Reflex half	1 round	18 minutes	Long (1120 Feet)	V, S	Yes	Evocation [Electricity]
Effect: As call lightning, but 5d6 damage per bolt.				Target: One or more 30-ft.-long vertical lines of lightning				
■■■■■Commune with Nature	21	None	10 minutes	Instantaneous	Personal	V, S	No	Divination
Effect: Learn about terrain for 18 miles.				Target: You				
■■■■■Control Winds	21	Fortitude negates	1 standard action	180 minutes	40 ft./level	V, S	No	Transmutation [Air]
Effect: Change wind direction and speed.				Target: 720 ft radius cylinder 40 ft. high				
■■■■■Cure Critical Wounds	21	Will half (harmless); see text	1 standard action	Instantaneous	Touch	V, S	Yes (harmless); see text	Conjuration (Healing)
Effect: Cures 4d8+18 damage.				Target: Creature touched				
■■■■■Death Ward	21	Will negates (harmless)	1 standard action	18 minutes	Touch	V, S, DF	Yes (harmless)	Necromancy
Effect: Grants immunity to death spells and negative energy effects.				Target: Living creature touched				
■■■■■Hallow	21	See text	24 hours	Instantaneous	Touch	V, S, M, DF	See text	Evocation [Good]
Effect: Designates location as holy.				Target: 40-ft. radius emanating from the touched point				
■■■■■Insect Plague	21	None	1 round	18 minutes	Long (1120 Feet)	V, S, DF	No	Conjuration (Summoning)
Effect: Locust swarms attack creatures.				Target: 6 swarms of locust, each of which must be adjacent to at least one other swarm				
■■■■■Stoneskin	21	Will negates (harmless)	1 standard action	180 minutes or until discharged	Touch	V, S, M	Yes (harmless)	Abjuration
Effect: Ignore 10 points of damage per attack.				Target: Creature touched				
■■■■■Summon Nature's Ally V	21	None	1 round	18 rounds [D]	Close (70 Feet)	V, S, DF	No	Conjuration (Summoning)
Effect: Calls creature to fight.				Target: One or more creatures, no two of which can be more than 30 ft. apart				
■■■■■Transmute Mud to Rock	21	See text	1 standard action	Permanent	Medium (280 Feet)	V, S, M/DF	No	Transmutation [Earth]
Effect: Transforms two 10-ft. cubes per level.				Target: Up to 36 10 ft. cubes [S]				
■■■■■Transmute Rock to Mud	21	See text	1 standard action	Permanent; see text	Medium (280 Feet)	V, S, M/DF	No	Transmutation [Earth]
Effect: Transforms two 10-ft. cubes per level.				Target: Up to 36 10 ft. cubes [S]				
■■■■■Tree Stride	21	None	1 standard action	18 hours or until expended; see text	Personal	V, S, DF	No	Conjuration (Teleportation)
* =Domain/Specialty Spell								

\* =Domain/Specialty Spell

## Druid Spells

					text				
					<i>Effect:</i> Step from one tree to another far away.				
□□□□□	Unhallow	21	See text	24 hours	Instantaneous	Touch	V, S, M	See text	Evocation [Evil]
					<i>Effect:</i> Designates location as unholy.				
□□□□□	Wall of Fire	21	None	1 standard action	Target: 40-ft. radius emanating from the touched point	Concentration + 18 rounds	Medium (280 Feet)	V, S, M/DF Yes	Evocation [Fire]
					<i>Effect:</i> Deals 2d4 fire damage out 10 ft. and 1d4 out 20 ft. Passing through wall deals 2d6+18 damage				
□□□□□	Wall of Thorns	21	None	1 standard action	Target: Opaque sheet of flame up to 360 ft. long or a ring of fire with a radius of up to 45 ft; either form 20 ft. high	180 minutes [D]	Medium (280 Feet)	V, S	No
					<i>Effect:</i> Thorns damage anyone who tries to pass.				Conjunction (Creation)
					<i>Target:</i> Wall of thorny brush, up to 18 10-ft. cubes [S]				

## LEVEL 6

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
Antilife Shell	22	None	1 round	180 minutes [D]	10 ft.	V, S, DF	Yes	Abjuration
Effect: 10-ft. field hedges out living creatures.				Target: 10-ft.-radius emanation, centered on you				
Bear's Endurance, Mass	22	Will negates (harmless)	1 standard action	18 minutes	Close (70 Feet)	V, S, DF	Yes	Transmutation
Effect: As bear's endurance, affects 18 subjects.				Target: 18 creatures, no two of which can be more than 30 ft. apart				
Bull's Strength, Mass	22	Will negates (harmless)	1 standard action	18 minutes	Close (70 Feet)	V, S, M/DF	Yes (harmless)	Transmutation
Effect: As bull's strength, affects one subject/ level.				Target: 18 creatures, no two of which can be more than 30 ft. apart				
Cat's Grace, Mass	22	Will negates (harmless)	1 standard action	18 minutes	Close (70 Feet)	V, S, M	Yes	Transmutation
Effect: As cat's grace, affects 18 subjects.				Target: 18 creatures, no two of which can be more than 30 ft. apart				
Cure Light Wounds, Mass	22	Will half (harmless) or Will half; see text	1 standard action	Instantaneous	Close (70 Feet)	V, S	Yes (harmless) or Yes; see text	Conjuration (Healing)
Effect: Cures 1d8+18 damage for many creatures.				Target: 18 creatures, no two of which can be more than 30 ft. apart				
Dispel Magic, Greater	22	None	1 standard action	Instantaneous	Medium (280 Feet)	V, S	No	Abjuration
Effect: As dispel magic, but +20 on check.				Target: One spellcaster, creature, or object; or 20-ft.-radius burst				
Find the Path	22	None or Will negates (harmless)	3 rounds	180 minutes	Personal or touch	V, S, F	No or Yes (harmless)	Divination
Effect: Shows most direct way to a location.				Target: You or creature touched				
Fire Seeds	22	None or Reflex half; see text	1 standard action	180 minutes or until used	Touch	V, S, M	No	Conjuration (Creation) [Fire]
Effect: Acorns and berries become grenades and bombs.				Target: Up to four touched acorns or up to eight touched holly berries				
Ironwood	22	None	1 minute/lb. created	18 days [D]	0 ft.	V, S, M	No	Transmutation
Effect: Magic wood is strong as steel.				Target: An ironwood object weighing up to 90 lbs				
Liveoak	22	None	10 minutes	18 days [D]	Touch	V, S	No	Transmutation
Effect: Oak becomes treant guardian.				Target: Tree touched				
Move Earth	22	None	See text	Instantaneous	Long (1120 Feet)	V, S, M	No	Transmutation [Earth]
Effect: Digs trenches and build hills.				Target: Dirt in an area up to 750 ft. square and up to 10 ft. deep [S]				
Owl's Wisdom, Mass	22	Will negates (harmless)	1 standard action	18 minutes	Close (70 Feet)	V, S, M/DF	Yes	Transmutation
Effect: As owl's wisdom, affects one subject/ level.				Target: 18 creatures, no two of which can be more than 30 ft. apart				
Repel Wood	22	None	1 standard action	18 minutes [D]	60 ft.	V, S	No	Transmutation
Effect: Pushes away wooden objects.				Target: 60 ft. line-shaped emanation from you				
Spellstaff	22	Will negates (object)	10 minutes	Permanent until discharged [D]	Touch	V, S, F	Yes (object)	Transmutation
Effect: Stores one spell in wooden quarterstaff.				Target: Wooden quarterstaff touched				
Stone Tell	22	None	10 minutes	18 minutes	Personal	V, S, DF	No	Divination
Effect: Talk to natural or worked stone.				Target: You				
Summon Nature's Ally VI	22	None	1 round	18 rounds [D]	Close (70 Feet)	V, S, DF	No	Conjuration (Summoning)
Effect: Calls creature to fight.				Target: One or more creatures, no two of which can be more than 30 ft. apart				
Transport via Plants	22	None	1 standard action	18 round	Unlimited	V, S	No	Transmutation
Effect: Move instantly from one plant to another of the same kind.				Target: You and touched objects or other touched willing creatures				
Wall of Stone	22	See text	1 standard action	Instantaneous	Medium (280 Feet)	V, S, M/DF	No	Conjuration (Creation) [Earth]
Effect: Creates a stone wall that can be shaped.				Target: Stone wall whose area is up to 18 5-ft. squares [S]				

## LEVEL 7

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	
☐☐☐☐☐ Animate Plants	23	None	1 standard action	18 rounds or hours; see text	Close (70 Feet)	V	No	Transmutation	
Effect: One or more plants animate and fight for you.				Target: 6 Large plants or all plants within range; see text	18 hours [D]	Touch	V, S, F	No	Transmutation
☐☐☐☐☐ Changestaff	23	None	1 round	18 hours [D]	Touch	V, S, F	No	Transmutation	
Effect: Your staff becomes a treant on command.				Target: Your touched staff					
☐☐☐☐☐ Control Weather	23	None	10 minutes; see text	4d12 hours; see text	2 miles	V, S	No	Transmutation	
Effect: Changes weather in local area.				Target: 2-mile-radius circle, centered on you; see text	18 minutes	Close (70 Feet)	V, S	No	Conjuration (Summoning)
☐☐☐☐☐ Creeping Doom	23	None	1 round	18 minutes	Close (70 Feet)	V, S	No	Conjuration (Summoning)	
Effect: Swarms of centipedes attack at your command.				Target: 9 swarms of centipedes					
☐☐☐☐☐ Cure Moderate Wounds, Mass	23	Will half (harmless) or Will half; see text	1 standard action	Instantaneous	Close (70 Feet)	V, S	Yes (harmless) or Yes; see text	Conjuration (Healing)	
Effect: Cures 2d8+18 damage for many creatures.				Target: 18 creatures, no two of which can be more than 30 ft. apart	Instantaneous	Medium (280 Feet)	V, S	Yes	Evocation [Fire]
☐☐☐☐☐ Fire Storm	23	Reflex half	1 round	Instantaneous	Medium (280 Feet)	V, S	Yes	Evocation [Fire]	
Effect: Deals 18d6 fire damage.				Target: 36 10-ft. cubes [S]					
☐☐☐☐☐ Heal	23	Will negates (harmless)	1 standard action	Instantaneous	Touch	V, S	Yes (harmless)	Conjuration (Healing)	
Effect: Cures 180 points of damage, all diseases and mental conditions.				Target: Creature touched					
☐☐☐☐☐ Scrying, Greater	23	Will negates	1 standard action	18 hours	See text	V, S	Yes	Divination (Scrying)	
Effect: As scrying, but faster and longer.				Target: Magical sensor					
☐☐☐☐☐ Summon Nature's Ally VII	23	None	1 round	18 rounds [D]	Close (70 Feet)	V, S, DF	No	Conjuration (Summoning)	
Effect: Calls creature to fight.				Target: One or more creatures, no two of which can be more than 30 ft. apart	18 rounds or until all beams are 60 ft. exhausted	V, S, DF	Yes	Evocation [Light]	
☐☐☐☐☐ Sunbeam	23	Reflex negates and Reflex half; see text	1 standard action	18 rounds or until all beams are 60 ft. exhausted	Target: Line from your hand				
Effect: Beam blinds and deals 4d6 damage.				Target: All metal objects within a 40-ft.-radius burst	18 minutes	Touch	V, S, M	Yes (harmless)	Divination
☐☐☐☐☐ Transmute Metal to Wood	23	None	1 standard action	Instantaneous	Long (1120 Feet)	V, S, DF	Yes (object; see text)	Transmutation	
Effect: Metal within 40 ft. becomes wood.				Target: Creature touched	18 hours [D]; see text	Touch	V, S, DF	No and Yes (harmless)	Transmutation [Air]
☐☐☐☐☐ True Seeing	23	Will negates (harmless)	1 standard action	18 minutes	Touch	V, S, M	Yes (harmless)	Divination	
Effect: Lets you see all things as they really are.				Target: You and 6 touched creatures					
☐☐☐☐☐ Wind Walk	23	No and Will negates (harmless)	1 standard action	18 hours [D]; see text	Touch	V, S, DF	No and Yes (harmless)	Transmutation [Air]	
Effect: You and your allies turn vaporous and travel fast.				Target: You and 6 touched creatures					

## LEVEL 8

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
Animal Shapes	24	None; see text	1 standard action	18 hours [D]	Close (70 Feet)	V, S, DF	Yes (harmless)	Transmutation
Effect: 18 allies polymorphs into chosen animal.								
Control Plants	24	Will negates	1 standard action	18 minutes	Close (70 Feet)	V, S, DF	No	Transmutation
Effect: Control actions of one or more plant creatures.								
Cure Serious Wounds, Mass	24	Will half (harmless) or Will half; see text	1 standard action	Instantaneous	Close (70 Feet)	V, S	Yes (harmless) or Yes; see text	Conjuration (Healing)
Effect: Cures 3d8+18 damage for many creatures.								
Earthquake	24	See text	1 standard action	18 round	Long (1120 Feet)	V, S, DF	No	Evocation [Earth]
Effect: Intense tremor shakes 90 ft radius.								
Finger of Death	24	Fortitude partial	1 standard action	Instantaneous	Close (70 Feet)	V, S	Yes	Necromancy [Death]
Effect: Kills one subject.								
Target: One living creature								
* =Domain/Speciality Spell								

\* =Domain/Specialty Spell

## Druid Spells

□□□□□	Repel Metal or Stone	24	None	1 standard action	18 rounds [D]	60 ft.	V, S	No	Abjuration [Earth]
	<i>Effect:</i> Pushes away metal and stone.				<i>Target:</i> 60 ft. line from you				
□□□□□	Reverse Gravity	24	None; see text	1 standard action	18 rounds [D]	Medium (280 Feet)	V, S, M/DF	No	Transmutation
	<i>Effect:</i> Objects and creatures fall upward.				<i>Target:</i> Up to 9 10-ft. cube [S]				
□□□□□	Summon Nature's Ally VIII	24	None	1 round	18 rounds [D]	Close (70 Feet)	V, S, DF	No	Conjuration (Summoning)
	<i>Effect:</i> Calls creature to fight.				<i>Target:</i> One or more creatures, no two of which can be more than 30 ft. apart				
□□□□□	Sunburst	24	Reflex partial; see text	1 standard action	Instantaneous	Long (1120 Feet)	V, S, M/DF	Yes	Evocation [Light]
	<i>Effect:</i> Blinds all within 10 ft., deals 6d6 damage.				<i>Target:</i> 80-ft.-radius burst				
□□□□□	Whirlwind	24	Reflex negates; see text	1 standard action	18 rounds [D]	Long (1120 Feet)	V, S, DF	Yes	Evocation [Air]
	<i>Effect:</i> Cyclone deals damage and can pick up creatures.				<i>Target:</i> Cyclone 10 ft. wide at base, 30 ft. wide at top, and 30 ft. tall				
□□□□□	Word of Recall	24	None or Will negates (harmless, object)	1 standard action	Instantaneous	Unlimited	V	No or Yes (harmless, object)	Conjuration (Teleportation)
	<i>Effect:</i> Teleports you back to designated place.				<i>Target:</i> You and touched objects or other willing creatures				

## LEVEL 9

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
Antipathy	25	Will partial	1 hour	36 hours [D]	Close (70 Feet)	V, S, M/DF	Yes	Enchantment (Compulsion) [Mind-Affecting]
Effect: Object or location affected by spell repels certain creatures.				Target: One location of up to a 180 ft. cube or one object				
Cure Critical Wounds, Mass	25	Will half (harmless) or Will half; see text	1 standard action	Instantaneous	Close (70 Feet)	V, S	Yes (harmless) or Yes; see text	Conjuration (Healing)
Effect: Cures 4d8+18 damage for many creatures.				Target: 18 creatures, no two of which can be more than 30 ft. apart				
Elemental Swarm	25	None	10 minutes	180 minutes [D]	Medium (280 Feet)	V, S	No	Conjuration (Summoning)
Effect: Summons multiple elementals.				Target: Two or more summoned creatures, no two of which can be more than 30 ft. apart				
Foresight	25	None or Will negates (harmless)	1 standard action	180 minutes	Personal or touch	V, S, M/DF	No or Yes (harmless)	Divination
Effect: 'Sixth sense' warns of impending danger.				Target: See text				
Regenerate	25	Fortitude negates (harmless)	3 full rounds	Instantaneous	Touch	V, S, DF	Yes (harmless)	Conjuration (Healing)
Effect: Subject's severed limbs grow back, cures 4d8+18				Target: Living creature touched				
Shambler	25	None	1 standard action	Seven days or seven months [D]; see text	Medium (280 Feet)	V, S	No	Conjuration (Creation)
Effect: Summons 1d4+2 shambling mounds to fight for you.				Target: Three or more shambling mounds, no two of which can be more than 30 ft. apart; see text				
Shapechange	25	None	1 standard action	180 minutes [D]	Personal	V, S, F	No	Transmutation
Effect: Transforms you into any creature, and change forms once per round.				Target: You				
Storm of Vengeance	25	See text	1 round	Concentration [maximum 10 rounds] [D]	Long (1120 Feet)	V, S	Yes	Conjuration (Summoning)
Effect: Storm rains acid, lightning, and hail.				Target: 360-ft.-radius storm cloud				
Summon Nature's Ally IX	25	None	1 round	18 rounds [D]	Close (70 Feet)	V, S, DF	No	Conjuration (Summoning)
Effect: Calls creature to fight.				Target: One or more creatures, no two of which can be more than 30 ft. apart				
Sympathy	25	Will negates; see text	1 hour	36 hours [D]	Close (70 Feet)	V, S, M	Yes	Enchantment (Compulsion) [Mind-Affecting]
Effect: Object or location attracts certain creatures.				Target: One location [18 10-ft. cubes] or one object				

\* =Domain/Specialty Spell