

## NPC

Chaotic Neutral
ALIGNMENT
Low-Light, Normal
VISION
0
POINTS

SPEED		
Walk 30'		
0	+0	0
ARCANE	ARMOR	SPELL RESISTANCE

SKILLS							MAX RANKS	21/10.5
SKILL NAME		KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER		
	Craft (Bowmaking)	INT	12	= 1	+ 11.0	+		
	Craft (Stonemasonry)	INT	13	= 1	+ 12.0	+		
	Craft (Trapmaking)	INT	17	= 1	+ 16.0	+		
✓	Diplomacy	CHA	14	= 1	+ 13.0	+		
	Handle Animal	CHA	15	= 1	+ 14.0	+		
✓	Spot	WIS	28	= 6	+ 18.0	4		
✓	Survival	WIS	27	= 6	+ 21.0	+		
				=	+	+		

### SPECIAL ABILITIES

+2 racial saving throw bonus against enchantment spells or effects.

### A Thousand Faces (Su)

An elf who merely passes within 5 feet of a secret or concealed door is entitled to a Search check to notice it as if she were actively looking for it.

Animal Companion (Ex)

Immunity to magic sleep effects.

## Nature Sense (Ex)

Resist Nature's Lure (Ex)

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, Longbow, Longspear, Longsword, Quarterstaff, Rapier, Scimitar, Shortbow, Shortspear, Sickle, Sling














## LANGUAGES

Common, Druidic, Elven, Orc





















# 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 Instantaneous	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 Instantaneous	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 Instantaneous	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 Instantaneous	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
				<i>Target:</i> Creature touched				

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

## LEVEL 2

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
 <b>Animal Messenger</b> <i>Effect:</i> Sends a Tiny animal to a specific place.	18	None; see text	1 standard action	18 days	Close (70 Feet)	V, S, M	Yes	Enchantment (Compulsion) [Mind-Affecting]
 <b>Animal Trance</b> <i>Effect:</i> Fascinates 2d6 HD of animals.	18	Will negates; see text	1 standard action	<i>Target:</i> One Tiny animal Concentration	Close (70 Feet)	V, S	Yes	Enchantment (Compulsion) [Mind-Affecting, Sonic]
 <b>Barkskin</b> <i>Effect:</i> Grants +5 enhancement to natural armor.	18	None	1 standard action	<i>Target:</i> Animals or magical beasts with Intelligence 1 or 2 180 minutes	Touch	V, S, DF	Yes (harmless)	Transmutation
				<i>Target:</i> Living creature touched				

\* =Domain/Specialty Spell

## Druid Spells

■■■■■	<b>Bear's Endurance</b> <i>Effect:</i> Subject gains +4 to Con for 18 minutes.	18	Will negates (harmless)	1 standard action	18 minutes	Touch	V, S, DF	Yes	Transmutation
■■■■■	<b>Bull's Strength</b> <i>Effect:</i> Subject gains +4 to Str for 18 minutes.	18	Will negates (harmless)	1 standard action	18 minutes	Touch	V, S, M/DF	Yes (harmless)	Transmutation
■■■■■	<b>Cat's Grace</b> <i>Effect:</i> Subject gains +4 to Dex for 18 minutes.	18	Will negates (harmless)	1 standard action	18 minutes	Touch	V, S, M	Yes	Transmutation
■■■■■	<b>Chill Metal</b> <i>Effect:</i> Cold metal damages those who touch it.	18	Will negates (object)	1 standard action	7 rounds	Close (70 Feet)	V, S, DF	Yes (object)	Transmutation [Cold]
■■■■■	<b>Delay Poison</b> <i>Effect:</i> Stops poison from harming subject for 18 hours.	18	Fortitude negates (harmless)	1 standard action	18 hours	Touch	V, S, DF	Yes (harmless)	Conjuration (Healing)
■■■■■	<b>Fire Trap</b> <i>Effect:</i> Opened object deals 1d4+18 damage.	18	Reflex half; see text	10 minutes	Permanent until discharged [D]	Touch	V, S, M	Yes	Abjuration [Fire]
■■■■■	<b>Flame Blade</b> <i>Effect:</i> Touch attack deals 1d8 +1/2two levels damage.	18	None	1 standard action	18 minutes [D]	0 ft.	V, S, DF	Yes	Evocation [Fire]
■■■■■	<b>Flaming Sphere</b> <i>Effect:</i> Creates rolling ball of fire, 2d6 damage, lasts 18 rounds.	18	Reflex negates	1 standard action	18 rounds	Medium (280 Feet)	V, S, M/DF	Yes	Evocation [Fire]
■■■■■	<b>Fog Cloud</b> <i>Effect:</i> Fog obscures vision.	18	None	1 standard action	180 minutes	Medium (280 Feet)	V, S	No	Conjuration (Creation)
■■■■■	<b>Gust of Wind</b> <i>Effect:</i> Blows away or knocks down smaller creatures.	18	Fortitude negates	1 standard action	18 round	60 ft.	V, S	Yes	Evocation [Air]
■■■■■	<b>Heat Metal</b> <i>Effect:</i> Make metal so hot it damages those who touch it.	18	Will negates (object)	1 standard action	7 rounds	Close (70 Feet)	V, S, DF	Yes (object)	Transmutation [Fire]
■■■■■	<b>Hold Animal</b> <i>Effect:</i> Paralyzes one animal for 18 rounds.	18	Will negates; see text	1 standard action	18 rounds [D]; see text	Medium (280 Feet)	V, S	Yes	Enchantment (Compulsion) [Mind-Affecting]
■■■■■	<b>Owl's Wisdom</b> <i>Effect:</i> Subject gains +4 to Wis for 18 minutes.	18	Will negates (harmless)	1 standard action	18 minutes	Touch	V, S, M/DF	Yes	Transmutation
■■■■■	<b>Reduce Animal</b> <i>Effect:</i> Shrinks one willing animal.	18	None	1 standard action	18 hours [D]	Touch	V, S	No	Transmutation
■■■■■	<b>Resist Energy</b> <i>Effect:</i> Ignores first 10 [or more] points of damage/attack from specified energy type.	18	Fortitude negates (harmless)	1 standard action	180 minutes	Touch	V, S, DF	Yes (harmless)	Abjuration
■■■■■	<b>Restoration, Lesser</b> <i>Effect:</i> Dispers magical ability penalty or repairs 1d4 ability damage.	18	Will negates (harmless)	3 rounds	Instantaneous	Touch	V, S	Yes (harmless)	Conjuration (Healing)
■■■■■	<b>Soften Earth and Stone</b> <i>Effect:</i> Turns stone to clay or dirt to sand or mud.	18	None	1 standard action	Instantaneous	Close (70 Feet)	V, S, DF	No	Transmutation [Earth]
■■■■■	<b>Spider Climb</b> <i>Effect:</i> Grants ability to walk on walls and ceilings.	18	Will negates (harmless)	1 standard action	180 minutes	Touch	V, S, M	Yes (harmless)	Transmutation
■■■■■	<b>Summon Nature's Ally II</b> <i>Effect:</i> Calls creature to fight.	18	None	1 round	18 rounds [D]	Close (70 Feet)	V, S, DF	No	Conjuration (Summoning)
■■■■■	<b>Summon Swarm</b> <i>Effect:</i> Summons swarm of bats, rats, or spiders.	18	None	1 round	Concentration + 2 rounds	Close (70 Feet)	V, S, M/DF	No	Conjuration (Summoning)
■■■■■	<b>Tree Shape</b> <i>Effect:</i> You look exactly like a tree for 18 hours.	18	None	1 standard action	18 hours [D]	Personal	V, S, DF	No	Transmutation
■■■■■	<b>Warp Wood</b> <i>Effect:</i> Bends wood [shaft, handle, door, plank].	18	Will negates (object)	1 standard action	Instantaneous	Close (70 Feet)	V, S	Yes (object)	Transmutation
■■■■■	<b>Wood Shape</b> <i>Effect:</i> Rearranges wooden objects to suit you.	18	Will negates (object)	1 standard action	Instantaneous	Touch	V, S, DF	Yes (object)	Transmutation

## 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.								
■■■■■ Contagion	19	Fortitude negates	1 standard action	Instantaneous	Touch	V, S	Yes	Necromancy [Evil]
Effect: Infects subject with chosen disease.								
■■■■■ 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								
■■■■■ Daylight	19	None	1 standard action	180 minutes [D]	Touch	V, S	No	Evocation [Light]
Effect: 60-ft. radius of bright light.								
■■■■■ Diminish Plants	19	None	1 standard action	Instantaneous	See text	V, S, DF	No	Transmutation
Effect: Reduces size or blights growth of normal plants.								
■■■■■ 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.								
■■■■■ 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.								
■■■■■ 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.								
■■■■■ 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.								
■■■■■ Plant Growth	19	None	1 standard action	Instantaneous	See text	V, S, DF	No	Transmutation
Effect: Grows vegetation, improves crops.								
■■■■■ 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.								
■■■■■ 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.								
■■■■■ 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.								
■■■■■ Remove Disease	19	Fortitude negates (harmless)	1 standard action	Instantaneous	Touch	V, S	Yes (harmless)	Conjuration (Healing)
Effect: Cures all diseases affecting subject.								
■■■■■ Sleet Storm	19	None	1 standard action	18 rounds	Long (1120 Feet)	V, S, M/DF	No	Conjuration (Creation) [Cold]
Effect: Hampers vision and movement.								
■■■■■ Snare	19	None	3 rounds	Until triggered or broken	Touch	V, S, DF	No	Transmutation
Effect: Creates a magic booby trap.								
■■■■■ Speak with Plants	19	None	1 standard action	18 minutes	Personal	V, S	No	Divination
Effect: You can talk to normal plants and plant creatures.								
■■■■■ Spike Growth	19	Reflex partial	1 standard action	18 hours [D]	Medium (280 Feet)	V, S, DF	Yes	Transmutation
Effect: Creatures in area take 1d4 damage, may be slowed.								
■■■■■ Stone Shape	19	None	1 standard action	Instantaneous	Touch	V, S, M/DF	No	Transmutation [Earth]
Effect: Sculpts stone into any shape.								
■■■■■ Summon Nature's Ally III	19	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								

\* =Domain/Specialty Spell

## Druid Spells

<div><div></div><div></div><div></div><div></div><div></div></div> Water Breathing	19	Will negates (harmless)	1 standard action	36 hours; see text	Touch	V, S, M/DF Yes (harmless)	Transmutation	
Effect: Subjects can breathe underwater.				Target: Living creatures touched				
<div><div></div><div></div><div></div><div></div><div></div></div> Wind Wall	19	None; see text	1 standard action	18 rounds	Medium (280 Feet)	V, S, M/DF Yes	Evocation [Air]	
Effect: Deflects arrows, smaller creatures, and gases.				Target: Wall up to 180 ft. long and 90 ft. high [S]				
LEVEL 4								
Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
<div><div></div><div></div><div></div><div></div><div></div></div> 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				
<div><div></div><div></div><div></div><div></div><div></div></div> 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				
<div><div></div><div></div><div></div><div></div><div></div></div> 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				
<div><div></div><div></div><div></div><div></div><div></div></div> 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				
<div><div></div><div></div><div></div><div></div><div></div></div> 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]				
<div><div></div><div></div><div></div><div></div><div></div></div> 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				
<div><div></div><div></div><div></div><div></div><div></div></div> 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				
<div><div></div><div></div><div></div><div></div><div></div></div> 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				
<div><div></div><div></div><div></div><div></div><div></div></div> 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				
<div><div></div><div></div><div></div><div></div><div></div></div> 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				
<div><div></div><div></div><div></div><div></div><div></div></div> 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				
<div><div></div><div></div><div></div><div></div><div></div></div> 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				
<div><div></div><div></div><div></div><div></div><div></div></div> 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				
<div><div></div><div></div><div></div><div></div><div></div></div> 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				
<div><div></div><div></div><div></div><div></div><div></div></div> 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				
<div><div></div><div></div><div></div><div></div><div></div></div> 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				
<div><div></div><div></div><div></div><div></div><div></div></div> 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
<div><div></div><div></div><div></div><div></div><div></div></div> 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				
<div><div></div><div></div><div></div><div></div><div></div></div> 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				
<div><div></div><div></div><div></div><div></div><div></div></div> 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				
<div><div></div><div></div><div></div><div></div><div></div></div> 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				
<div><div></div><div></div><div></div><div></div><div></div></div> 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				
<div><div></div><div></div><div></div><div></div><div></div></div> Commune with Nature	21	None	10 minutes	Instantaneous	Personal	V, S	No	Divination
Effect: Learn about terrain for 18 miles.				Target: You				
<div><div></div><div></div><div></div><div></div><div></div></div> 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				
<div><div></div><div></div><div></div><div></div><div></div></div> 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				
<div><div></div><div></div><div></div><div></div><div></div></div> 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				
<div><div></div><div></div><div></div><div></div><div></div></div> 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				
<div><div></div><div></div><div></div><div></div><div></div></div> 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				
<div><div></div><div></div><div></div><div></div><div></div></div> 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				
<div><div></div><div></div><div></div><div></div><div></div></div> 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				
<div><div></div><div></div><div></div><div></div><div></div></div> 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]				
<div><div></div><div></div><div></div><div></div><div></div></div> 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]				
<div><div></div><div></div><div></div><div></div><div></div></div> Tree Stride	21	None	1 standard action	18 hours or until expended; see text	Personal	V, S, DF	No	Conjuration (Teleportation)
Effect: Step from one tree to another far away.				Target: You				
<div><div></div><div></div><div></div><div></div><div></div></div> Unhallow	21	See text	24 hours	Instantaneous	Touch	V, S, M	See text	Evocation [Evil]
Effect: Designates location as unholy.				Target: 40-ft. radius emanating from the touched point				
<div><div></div><div></div><div></div><div></div><div></div></div> Wall of Fire	21	None	1 standard action	Concentration + 18 rounds	Medium (280 Feet)	V, S, M/DF Yes		Evocation [Fire]
Effect: Deals 2d4 fire damage out 10 ft. and 1d4 out 20 ft. Passing through wall deals 2d6+18 damage				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				
<div><div></div><div></div><div></div><div></div><div></div></div> Wall of Thorns	21	None	1 standard action	180 minutes [D]	Medium (280 Feet)	V, S	No	Conjuration (Creation)
Effect: Thorns damage anyone who tries to pass.				Target: Wall of thorny brush, up to 18 10-ft. cubes [S]				

\* =Domain/Speciality Spell

# Druid Spells

## 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
<i>Effect:</i> 10-ft. field hedges out living creatures.				<i>Target:</i> 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
<i>Effect:</i> As bear's endurance, affects 18 subjects.				<i>Target:</i> 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
<i>Effect:</i> As bull's strength, affects one subject/ level.				<i>Target:</i> 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
<i>Effect:</i> As cat's grace, affects 18 subjects.				<i>Target:</i> 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)
<i>Effect:</i> Cures 1d8+18 damage for many creatures.				<i>Target:</i> 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
<i>Effect:</i> As dispel magic, but +20 on check.				<i>Target:</i> 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
<i>Effect:</i> Shows most direct way to a location.				<i>Target:</i> 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]
<i>Effect:</i> Acorns and berries become grenades and bombs.				<i>Target:</i> 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
<i>Effect:</i> Magic wood is strong as steel.				<i>Target:</i> An ironwood object weighing up to 90 lbs				
Liveoak	22	None	10 minutes	18 days [D]	Touch	V, S	No	Transmutation
<i>Effect:</i> Oak becomes treant guardian.				<i>Target:</i> Tree touched				
Move Earth	22	None	See text	Instantaneous	Long (1120 Feet)	V, S, M	No	Transmutation [Earth]
<i>Effect:</i> Digs trenches and build hills.				<i>Target:</i> 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
<i>Effect:</i> As owl's wisdom, affects one subject/ level.				<i>Target:</i> 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
<i>Effect:</i> Pushes away wooden objects.				<i>Target:</i> 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
<i>Effect:</i> Stores one spell in wooden quarterstaff.				<i>Target:</i> Wooden quarterstaff touched				
Stone Tell	22	None	10 minutes	18 minutes	Personal	V, S, DF	No	Divination
<i>Effect:</i> Talk to natural or worked stone.				<i>Target:</i> You				
Summon Nature's Ally VI	22	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				
Transport via Plants	22	None	1 standard action	18 round	Unlimited	V, S	No	Transmutation
<i>Effect:</i> Move instantly from one plant to another of the same kind.				<i>Target:</i> 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]
<i>Effect:</i> Creates a stone wall that can be shaped.				<i>Target:</i> 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
<i>Effect:</i> One or more plants animate and fight for you.				<i>Target:</i> 6 Large plants or all plants within range; see text				
Changestaff	23	None	1 round	18 hours [D]	Touch	V, S, F	No	Transmutation
<i>Effect:</i> Your staff becomes a treant on command.				<i>Target:</i> Your touched staff				
Control Weather	23	None	10 minutes; see text	4d12 hours; see text	2 miles	V, S	No	Transmutation
<i>Effect:</i> Changes weather in local area.				<i>Target:</i> 2-mile-radius circle, centered on you; see text				
Creeping Doom	23	None	1 round	18 minutes	Close (70 Feet)	V, S	No	Conjuration (Summoning)
<i>Effect:</i> Swarms of centipedes attack at your command.				<i>Target:</i> 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)
<i>Effect:</i> Cures 2d8+18 damage for many creatures.				<i>Target:</i> 18 creatures, no two of which can be more than 30 ft. apart				
Fire Storm	23	Reflex half	1 round	Instantaneous	Medium (280 Feet)	V, S	Yes	Evocation [Fire]
<i>Effect:</i> Deals 18d6 fire damage.				<i>Target:</i> 36 10-ft. cubes [S]				
Heal	23	Will negates (harmless)	1 standard action	Instantaneous	Touch	V, S	Yes (harmless)	Conjuration (Healing)
<i>Effect:</i> Cures 180 points of damage, all diseases and mental conditions.				<i>Target:</i> Creature touched				
Scrying, Greater	23	Will negates	1 standard action	18 hours	See text	V, S	Yes	Divination (Scrying)
<i>Effect:</i> As scrying, but faster and longer.				<i>Target:</i> Magical sensor				
Summon Nature's Ally VII	23	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				
Sunbeam	23	Reflex negates and Reflex half; see text	1 standard action	18 rounds or until all beams are exhausted	60 ft.	V, S, DF	Yes	Evocation [Light]
<i>Effect:</i> Beam blinds and deals 4d6 damage.				<i>Target:</i> Line from your hand				
Transmute Metal to Wood	23	None	1 standard action	Instantaneous	Long (1120 Feet)	V, S, DF	Yes (object; see text)	Transmutation
<i>Effect:</i> Metal within 40 ft. becomes wood.				<i>Target:</i> All metal objects within a 40-ft.-radius burst				
True Seeing	23	Will negates (harmless)	1 standard action	18 minutes	Touch	V, S, M	Yes (harmless)	Divination
<i>Effect:</i> Lets you see all things as they really are.				<i>Target:</i> Creature touched				
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]
<i>Effect:</i> You and your allies turn vaporous and travel fast.				<i>Target:</i> 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
<i>Effect:</i> 18 allies polymorphs into chosen animal.				<i>Target:</i> Up to one willing creature per level, all within 30 ft. of each other				
Control Plants	24	Will negates	1 standard action	18 minutes	Close (70 Feet)	V, S, DF	No	Transmutation
<i>Effect:</i> Control actions of one or more plant creatures.				<i>Target:</i> 36 HD of plant creatures, no two of which can be more than 30 ft. apart				
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)
<i>Effect:</i> Cures 3d8+18 damage for many creatures.				<i>Target:</i> 18 creatures, no two of which can be more than 30 ft. apart				
Earthquake	24	See text	1 standard action	18 round	Long (1120 Feet)	V, S, DF	No	Evocation [Earth]
<i>Effect:</i> Intense tremor shakes 90 ft radius.				<i>Target:</i> 80-ft.-radius spread [S]				
Finger of Death	24	Fortitude partial	1 standard action	Instantaneous	Close (70 Feet)	V, S	Yes	Necromancy [Death]
<i>Effect:</i> Kills one subject.				<i>Target:</i> One living creature				
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				

\* =Domain/Specialty Spell

## Druid Spells

☐☐☐☐☐ 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]
<i>Effect:</i> Object or location affected by spell repels certain creatures.				<i>Target:</i> 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)
<i>Effect:</i> Cures 4d8+18 damage for many creatures.				<i>Target:</i> 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)
<i>Effect:</i> Summons multiple elementals.				<i>Target:</i> 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
<i>Effect:</i> 'Sixth sense' warns of impending danger.				<i>Target:</i> See text				
☐☐☐☐☐ Regenerate	25	Fortitude negates (harmless)	3 full rounds	Instantaneous	Touch	V, S, DF	Yes (harmless)	Conjuration (Healing)
<i>Effect:</i> Subject's severed limbs grow back, cures 4d8+18				<i>Target:</i> 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)
<i>Effect:</i> Summons 1d4+2 shambling mounds to fight for you.				<i>Target:</i> 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
<i>Effect:</i> Transforms you into any creature, and change forms once per round.				<i>Target:</i> You				
☐☐☐☐☐ Storm of Vengeance	25	See text	1 round	Concentration [maximum 10 rounds] [D]	Long (1120 Feet)	V, S	Yes	Conjuration (Summoning)
<i>Effect:</i> Storm rains acid, lightning, and hail.				<i>Target:</i> 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)
<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				
☐☐☐☐☐ Sympathy	25	Will negates; see text	1 hour	36 hours [D]	Close (70 Feet)	V, S, M	Yes	Enchantment (Compulsion) [Mind-Affecting]
<i>Effect:</i> Object or location attracts certain creatures.				<i>Target:</i> One location [18 10-ft. cubes] or one object				

\* =Domain/Speciality Spell