

Anaquaphia Female Elf Drd14

NPC

NAME Drd14	182000	PLAYERNAME Elf	Medium	DEITY 5'0"	115 lbs	True Neutral
CLASS 14	EXPERIENCE 105000	RACE 0	SIZE Female	HEIGHT WEIGHT		ALIGNMENT Low-Light, Normal
TCL	NEXT LEVEL	AGE	GENDER	EYES	HAIR	VISION 0

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP SCORE	TEMP MODIFIER
STR Strength	12	+1	12	+1
DEX Dexterity	21	+5	21	+5
CON Constitution	10	+0	10	+0
INT Intelligence	16	+3	16	+3
WIS Wisdom	20	+5	20	+5
CHA Charisma	12	+1	12	+1

HP hit points	64	WOUNDS/CURRENT HP		SUBDUAL DAMAGE			DAMAGE REDUCTION			SPEED Walk 30'					
AC armor class	15	TOTAL	FLAT	TOUCH	BASE	ARMOR BONUS	SHIELD BONUS	STAT MODIFIER	SIZE MODIFIER	NATURAL ARMOR	MISC MODIFIER	MISS CHANCE	ARCANE SPELL FAILURE	ARMOR CHECK PENALTY	SPELL RESISTANCE

INITIATIVE modifier	+5	TOTAL	+5	DEX MODIFIER	+0	MISC MODIFIER
BASE ATTACK bonus	+10/+5					

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC MODIFIER	TEMP MODIFIER	conditional modifiers
FORTITUDE (constitution)	+9	+9	+0	+0	+0		
REFLEX (dexterity)	+9	+4	+5	+0	+0		
WILLPOWER (wisdom)	+14	+9	+5	+0	+0		

	TOTAL	BASE ATTACK BONUS	STAT MODIFIER	SIZE MODIFIER	MISC MODIFIER	TEMP MODIFIER
MELEE attack bonus	+11/+6	+10/+5	+1	+0	+0	
RANGED attack bonus	+15/+10	+10/+5	+5	+0	+0	
GRAPPLE attack bonus	+11/+6	+10/+5	+1	+0	+0	

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
	+7/+2	1d3+1	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	Medium	Heavy		
	43.0	86.0	130.0		
Lift over head	130.0	Lift off ground	260.0	Push / Drag	650.0

FEATS	
Alertness	See Text
Enlarge Spell	See Text
Eschew Materials	See Text
Scribe Scroll	See Text
Skill Focus (Ride)	See Text

SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	MAX RANKS	
				RANKS	MISC MODIFIER
Craft (Alchemy)	INT	15	= 3	+ 12.0	
Craft (Armorsmithing)	INT	17	= 3	+ 14.0	
Craft (Stonemasonry)	INT	15	= 3	+ 12.0	
Craft (Woodworking)	INT	19	= 3	+ 16.0	
✓ Diplomacy	CHA	18	= 1	+ 17.0	
Knowledge (Nature)	INT	22	= 3	+ 16.0	3
✓ Ride	DEX	22	= 5	+ 17.0	
✓ Swim	STR	16	= 1	+ 15.0	

✓ : can be used untrained. X : exclusive skills

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)
- Trackless Step (Ex)
- Venom Immunity (Ex)
- Wild Empathy (Ex)
- Wildshape 7/day
- 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, Gnoll, Gnome, Goblin

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	6	5	5	4	3	2	0	0

LEVEL 0

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□ Create Water <i>Effect:</i> Creates 28 gallons of pure water. <i>Target:</i> Up to 28 gallons of water	15	None	1 standard action	Instantaneous	Close (60 Feet)	V, S	No	Conjuration (Creation) [Water]
□□□□ Cure Minor Wounds <i>Effect:</i> Cures 1 point of damage. <i>Target:</i> Creature touched	15	Will half (harmless); see text	1 standard action	Instantaneous	Touch	V, S	Yes (harmless); see text	Conjuration (Healing)
□□□□ Detect Magic <i>Effect:</i> Detects spells and magic items within 60 ft. <i>Target:</i> Cone-shaped emanation	15	None	1 standard action	Concentration, up to 14 minutes [D]	60 ft.	V, S	No	Divination
□□□□ Detect Poison <i>Effect:</i> Detects poison in one creature or small object. <i>Target:</i> One creature, one object, or a 5-ft. cube	15	None	1 standard action	Instantaneous	Close (60 Feet)	V, S	No	Divination
□□□□ Flare <i>Effect:</i> Dazzles one creature [-1 on attack rolls]. <i>Target:</i> Burst of light	15	Fortitude negates	1 standard action	Instantaneous	Close (60 Feet)	V	Yes	Evocation [Light]
□□□□ Guidance <i>Effect:</i> +1 on one attack roll, saving throw, or skill check. <i>Target:</i> Creature touched	15	Will negates (harmless)	1 standard action	14 minute or until discharged	Touch	V, S	Yes	Divination
□□□□ Know Direction <i>Effect:</i> You discern north. <i>Target:</i> You	15	None	1 standard action	Instantaneous	Personal	V, S	No	Divination
□□□□ Light <i>Effect:</i> Object shines like a torch. <i>Target:</i> Object touched	15	None	1 standard action	140 minutes [D]	Touch	V, M/DF	No	Evocation [Light]
□□□□ Mending <i>Effect:</i> Makes minor repairs on an object. <i>Target:</i> One object of up to 1 lb.	15	Will negates (harmless, object)	1 standard action	Instantaneous	10 ft.	V, S	Yes (harmless, object)	Transmutation
□□□□ Purify Food and Drink <i>Effect:</i> Purifies 14 cu. ft. of food or water. <i>Target:</i> 14 cu. ft. of contaminated food and water	15	Will negates (object)	1 standard action	Instantaneous	10 ft.	V, S	Yes (object)	Transmutation
□□□□ Read Magic <i>Effect:</i> Read scrolls and spellbooks. <i>Target:</i> You	15	None	1 standard action	140 minutes	Personal	V, S, F	No	Divination
□□□□ Resistance <i>Effect:</i> Subject gains +1 on saving throws. <i>Target:</i> Creature touched	15	Will negates (harmless)	1 standard action	14 minute	Touch	V, S, M/DF	Yes (harmless)	Abjuration
□□□□ Virtue <i>Effect:</i> Subject gains 1 temporary hp. <i>Target:</i> Creature touched	15	Fortitude negates (harmless)	1 standard action	14 minutes	Touch	V, S, DF	Yes (harmless)	Transmutation

LEVEL 1

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□ Calm Animals <i>Effect:</i> Calms [2d4 + level] HD of animals. <i>Target:</i> Animals within 30 ft. of each other	16	Will negates; see text	1 standard action	14 minutes	Close (60 Feet)	V, S	Yes	Enchantment (Compulsion) [Mind-Affecting]
□□□□ Charm Animal <i>Effect:</i> Makes one animal your friend. <i>Target:</i> One animal	16	Will negates	1 standard action	14 hours	Close (60 Feet)	V, S	Yes	Enchantment (Charm) [Mind-Affecting]
□□□□ Cure Light Wounds <i>Effect:</i> Cures 1d8+5 damage <i>Target:</i> Creature touched	16	Will half (harmless); see text	1 standard action	Instantaneous	Touch	V, S	Yes (harmless); see text	Conjuration (Healing)
□□□□ Detect Animals or Plants <i>Effect:</i> Detects kinds of animals or plants. <i>Target:</i> Cone-shaped emanation	16	None	1 standard action	Concentration, up to 10 minutes [D]	Long (960 Feet)	V, S	No	Divination
□□□□ Detect Snares and Pits <i>Effect:</i> Reveals natural or primitive traps. <i>Target:</i> Cone-shaped emanation	16	None	1 standard action	Concentration, up to 140 minutes [D]	60 ft.	V, S	No	Divination
□□□□ Endure Elements <i>Effect:</i> Exist comfortably in hot or cold environments. <i>Target:</i> Creature touched	16	Will negates (harmless)	1 standard action	24 hours	Touch	V, S	Yes (harmless)	Abjuration
□□□□ Entangle <i>Effect:</i> Plants entangle everyone in 40-ft.-radius circle. <i>Target:</i> Plants in a 40-ft.-radius spread	16	Reflex partial; see text	1 standard action	14 minutes [D]	Long (960 Feet)	V, S, DF	No	Transmutation
□□□□ Faerie Fire <i>Effect:</i> Outlines subjects with light, canceling blur, concealment, and the like. <i>Target:</i> Creatures and objects within a 5-ft.-radius burst	16	None	1 standard action	14 minutes [D]	Long (960 Feet)	V, S, DF	Yes	Evocation [Light]
□□□□ Goodberry <i>Effect:</i> 2d4 berries each cure 1 hp [max 8 hp/24 hours]. <i>Target:</i> 2d4 fresh berries touched	16	None	1 standard action	14 days	Touch	V, S, DF	Yes	Transmutation
□□□□ Hide from Animals <i>Effect:</i> Animals can't perceive 14 subjects. <i>Target:</i> 14 creatures touched	16	Will negates (harmless)	1 standard action	140 minutes [D]	Touch	S, DF	Yes	Abjuration
□□□□ Jump <i>Effect:</i> Subject gets bonus on Jump checks. <i>Target:</i> Creature touched	16	Will negates (harmless)	1 standard action	14 minutes [D]	Touch	V, S, M	Yes	Transmutation
□□□□ Longstrider <i>Effect:</i> Increases your speed. <i>Target:</i> You	16	None	1 standard action	14 hours [D]	Personal	V, S, M	No	Transmutation
□□□□ Magic Fang <i>Effect:</i> One natural weapon of subject creature gets +1 on attack and damage rolls. <i>Target:</i> Living creature touched	16	Will negates (harmless)	1 standard action	14 minutes	Touch	V, S, DF	Yes (harmless)	Transmutation
□□□□ Magic Stone <i>Effect:</i> Three stones gain +1 on attack rolls, deal 1d6+1 damage. <i>Target:</i> Up to three pebbles touched	16	Will negates (harmless, object)	1 standard action	30 minutes or until discharged	Touch	V, S, DF	Yes (harmless, object)	Transmutation
□□□□ Obscuring Mist <i>Effect:</i> Fog surrounds you. <i>Target:</i> Cloud spreads in 20-ft. radius from you, 20 ft. high	16	None	1 standard action	14 minutes	20 ft.	V, S	No	Conjuration (Creation)
□□□□ Pass without Trace <i>Effect:</i> 14 subjects leaves no tracks. <i>Target:</i> 14 creatures touched	16	Will negates (harmless)	1 standard action	14 hours [D]	Touch	V, S, DF	Yes (harmless)	Transmutation
□□□□ Produce Flame <i>Effect:</i> 1d6+14 damage, touch or thrown. <i>Target:</i> Flame in your palm	16	None	1 standard action	14 minutes [D]	0 ft.	V, S	Yes	Evocation [Fire]
□□□□ Shillelagh <i>Effect:</i> Cudgel or quarterstaff becomes +1 weapon [1d10 damage] for 14 minutes. <i>Target:</i> One touched nonmagical oak club or quarterstaff	16	Will negates (object)	1 standard action	14 minutes	Touch	V, S, DF	Yes (object)	Transmutation
□□□□ Speak with Animals <i>Effect:</i> You can communicate with animals. <i>Target:</i> You	16	None	1 standard action	14 minutes	Personal	V, S	No	Divination
□□□□ Summon Nature's Ally I <i>Effect:</i> Calls creature to fight. <i>Target:</i> One summoned creature	16	None	1 round	14 rounds [D]	Close (60 Feet)	V, S, DF	No	Conjuration (Summoning)

LEVEL 2

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□ Animal Messenger <i>Effect:</i> Sends a Tiny animal to a specific place. <i>Target:</i> One Tiny animal	17	None; see text	1 standard action	14 days	Close (60 Feet)	V, S, M	Yes	Enchantment (Compulsion) [Mind-Affecting]
□□□□ Animal Trance <i>Effect:</i> Fascinates 2d6 HD of animals. <i>Target:</i> Animals or magical beasts with Intelligence 1 or 2	17	Will negates; see text	1 standard action	Concentration	Close (60 Feet)	V, S	Yes	Enchantment (Compulsion) [Mind-Affecting, Sonic]
□□□□ Barkskin <i>Effect:</i> Grants +5 enhancement to natural armor. <i>Target:</i> Living creature touched	17	None	1 standard action	140 minutes	Touch	V, S, DF	Yes (harmless)	Transmutation

* =Domain/Specialty Spell

Druid Spells

■■■■■	Bear's Endurance	17	Will negates (harmless)	1 standard action	14 minutes	Touch	V, S, DF	Yes	Transmutation
	<i>Effect:</i> Subject gains +4 to Con for 14 minutes.				<i>Target:</i> Creature touched				
■■■■■	Bull's Strength	17	Will negates (harmless)	1 standard action	14 minutes	Touch	V, S, M/DF	Yes (harmless)	Transmutation
	<i>Effect:</i> Subject gains +4 to Str for 14 minutes.				<i>Target:</i> Creature touched				
■■■■■	Cat's Grace	17	Will negates (harmless)	1 standard action	14 minutes	Touch	V, S, M	Yes	Transmutation
	<i>Effect:</i> Subject gains +4 to Dex for 14 minutes.				<i>Target:</i> Creature touched				
■■■■■	Chill Metal	17	Will negates (object)	1 standard action	7 rounds	Close (60 Feet)	V, S, DF	Yes (object)	Transmutation [Cold]
	<i>Effect:</i> Cold metal damages those who touch it.				<i>Target:</i> Metal equipment of 7 creatures, no two of which can be more than 30 ft. apart; or 350 lbs of metal				
■■■■■	Delay Poison	17	Fortitude negates (harmless)	1 standard action	14 hours	Touch	V, S, DF	Yes (harmless)	Conjuration (Healing)
	<i>Effect:</i> Stops poison from harming subject for 14 hours.				<i>Target:</i> Creature touched				
■■■■■	Fire Trap	17	Reflex half; see text	10 minutes	Permanent until discharged [D]	Touch	V, S, M	Yes	Abjuration [Fire]
	<i>Effect:</i> Opened object deals 1d4+14 damage.				<i>Target:</i> Object touched				
■■■■■	Flame Blade	17	None	1 standard action	14 minutes [D]	0 ft.	V, S, DF	Yes	Evocation [Fire]
	<i>Effect:</i> Touch attack deals 1d8 +1/two levels damage.				<i>Target:</i> Sword-like beam				
■■■■■	Flaming Sphere	17	Reflex negates	1 standard action	14 rounds	Medium (240 Feet)	V, S, M/DF	Yes	Evocation [Fire]
	<i>Effect:</i> Creates rolling ball of fire, 2d6 damage, lasts 14 rounds.				<i>Target:</i> 5-ft.-diameter sphere				
■■■■■	Fog Cloud	17	None	1 standard action	140 minutes	Medium (240 Feet)	V, S	No	Conjuration (Creation)
	<i>Effect:</i> Fog obscures vision.				<i>Target:</i> Fog spreads in 20-ft. radius, 20 ft. high				
■■■■■	Gust of Wind	17	Fortitude negates	1 standard action	14 round	60 ft.	V, S	Yes	Evocation [Air]
	<i>Effect:</i> Blows away or knocks down smaller creatures.				<i>Target:</i> Line-shaped gust of severe wind emanating out from you to the extreme of the range				
■■■■■	Heat Metal	17	Will negates (object)	1 standard action	7 rounds	Close (60 Feet)	V, S, DF	Yes (object)	Transmutation [Fire]
	<i>Effect:</i> Make metal so hot it damages those who touch it.				<i>Target:</i> Metal equipment of 7 creatures, no two of which can be more than 30 ft. apart; or 350 lb. of metal, all of which must be within a 30-ft. circle				
■■■■■	Hold Animal	17	Will negates; see text	1 standard action	14 rounds [D]; see text	Medium (240 Feet)	V, S	Yes	Enchantment (Compulsion) [Mind-Affecting]
	<i>Effect:</i> Paralyzes one animal for 14 rounds.				<i>Target:</i> One animal				
■■■■■	Owl's Wisdom	17	Will negates (harmless)	1 standard action	14 minutes	Touch	V, S, M/DF	Yes	Transmutation
	<i>Effect:</i> Subject gains +4 to Wis for 14 minutes.				<i>Target:</i> Creature touched				
■■■■■	Reduce Animal	17	None	1 standard action	14 hours [D]	Touch	V, S	No	Transmutation
	<i>Effect:</i> Shrinks one willing animal.				<i>Target:</i> One willing animal of Small, Medium, Large, or Huge size				
■■■■■	Resist Energy	17	Fortitude negates (harmless)	1 standard action	140 minutes	Touch	V, S, DF	Yes (harmless)	Abjuration
	<i>Effect:</i> Ignores first 10 [or more] points of damage/attack from specified energy type.				<i>Target:</i> Creature touched				
■■■■■	Restoration, Lesser	17	Will negates (harmless)	3 rounds	Instantaneous	Touch	V, S	Yes (harmless)	Conjuration (Healing)
	<i>Effect:</i> Dispels magical ability penalty or repairs 1d4 ability damage.				<i>Target:</i> Creature touched				
■■■■■	Soften Earth and Stone	17	None	1 standard action	Instantaneous	Close (60 Feet)	V, S, DF	No	Transmutation [Earth]
	<i>Effect:</i> Turns stone to clay or dirt to sand or mud.				<i>Target:</i> 140 ft. square; see text				
■■■■■	Spider Climb	17	Will negates (harmless)	1 standard action	140 minutes	Touch	V, S, M	Yes (harmless)	Transmutation
	<i>Effect:</i> Grants ability to walk on walls and ceilings.				<i>Target:</i> Creature touched				
■■■■■	Summon Nature's Ally II	17	None	1 round	14 rounds [D]	Close (60 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				
■■■■■	Summon Swarm	17	None	1 round	Concentration + 2 rounds	Close (60 Feet)	V, S, M/DF	No	Conjuration (Summoning)
	<i>Effect:</i> Summons swarm of bats, rats, or spiders.				<i>Target:</i> One swarm of bats, rats, or spiders				
■■■■■	Tree Shape	17	None	1 standard action	14 hours [D]	Personal	V, S, DF	No	Transmutation
	<i>Effect:</i> You look exactly like a tree for 14 hours.				<i>Target:</i> You				
■■■■■	Warp Wood	17	Will negates (object)	1 standard action	Instantaneous	Close (60 Feet)	V, S	Yes (object)	Transmutation
	<i>Effect:</i> Bends wood [shaft, handle, door, plank].				<i>Target:</i> 14 Small wooden objects, all within a 20-ft. radius				
■■■■■	Wood Shape	17	Will negates (object)	1 standard action	Instantaneous	Touch	V, S, DF	Yes (object)	Transmutation
	<i>Effect:</i> Rearranges wooden objects to suit you.				<i>Target:</i> One touched piece of wood no larger than 24 cu. ft.				

LEVEL 3

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	
■■■■■	Call Lightning	18	Reflex half	1 round	14 minutes	Medium (240 Feet)	V, S	Yes	Evocation [Electricity]
	<i>Effect:</i> Calls down lightning bolts [3d6 per bolt] from sky.				<i>Target:</i> One or more 30-ft.-long vertical lines of lightning				
■■■■■	Contagion	18	Fortitude negates	1 standard action	Instantaneous	Touch	V, S	Yes	Necromancy [Evil]
	<i>Effect:</i> Infects subject with chosen disease.				<i>Target:</i> Living creature touched				
■■■■■	Cure Moderate Wounds	18	Will half (harmless); see text	1 standard action	Instantaneous	Touch	V, S	Yes (harmless); see text	Conjuration (Healing)
	<i>Effect:</i> Cures 2d8+10 damage				<i>Target:</i> Creature touched				
■■■■■	Daylight	18	None	1 standard action	140 minutes [D]	Touch	V, S	No	Evocation [Light]
	<i>Effect:</i> 60-ft. radius of bright light.				<i>Target:</i> Object touched				
■■■■■	Diminish Plants	18	None	1 standard action	Instantaneous	See text	V, S, DF	No	Transmutation
	<i>Effect:</i> Reduces size or blights growth of normal plants.				<i>Target:</i> See text				
■■■■■	Dominate Animal	18	Will negates	1 round	14 rounds	Close (60 Feet)	V, S	Yes	Enchantment (Compulsion) [Mind-Affecting]
	<i>Effect:</i> Subject animal obeys silent mental commands.				<i>Target:</i> One animal				
■■■■■	Magic Fang, Greater	18	Will negates (harmless)	1 standard action	14 hours	Close (60 Feet)	V, S, DF	Yes (harmless)	Transmutation
	<i>Effect:</i> One natural weapon of subject creature gets +4 on attack and damage rolls.				<i>Target:</i> One living creature				
■■■■■	Meld into Stone	18	None	1 standard action	140 minutes	Personal	V, S, DF	No	Transmutation [Earth]
	<i>Effect:</i> You and your gear merge with stone.				<i>Target:</i> You				
■■■■■	Neutralize Poison	18	Will negates (harmless, object)	1 standard action	140 minutes	Touch	V, S, M/DF	Yes (harmless, object)	Conjuration (Healing)
	<i>Effect:</i> Immunizes subject against poison, detoxifies venom in or on subject.				<i>Target:</i> Creature or object of up to 14 cu. ft. touched				
■■■■■	Plant Growth	18	None	1 standard action	Instantaneous	See text	V, S, DF	No	Transmutation
	<i>Effect:</i> Grows vegetation, improves crops.				<i>Target:</i> See text				
■■■■■	Poison	18	Fortitude negates; see text	1 standard action	Instantaneous; see text	Touch	V, S, DF	Yes	Necromancy
	<i>Effect:</i> Touch deals 1d10 Con damage, repeats in 1 minute.				<i>Target:</i> Living creature touched				
■■■■■	Protection from Energy	18	Fortitude negates (harmless)	1 standard action	140 minutes or until discharged	Touch	V, S, DF	Yes (harmless)	Abjuration
	<i>Effect:</i> Absorb 168 points of damage from one kind of energy.				<i>Target:</i> Creature touched				
■■■■■	Quench	18	None or Will negates (object)	1 standard action	Instantaneous	Medium (240 Feet)	V, S, DF	No or Yes (object)	Transmutation
	<i>Effect:</i> Extinguishes nonmagical fires or one magic item.				<i>Target:</i> 14 20-ft. cubes [S] or one fire-based magic item				
■■■■■	Remove Disease	18	Fortitude negates (harmless)	1 standard action	Instantaneous	Touch	V, S	Yes (harmless)	Conjuration (Healing)
	<i>Effect:</i> Cures all diseases affecting subject.				<i>Target:</i> Creature touched				
■■■■■	Sleet Storm	18	None	1 standard action	14 rounds	Long (960 Feet)	V, S, M/DF	No	Conjuration (Creation) [Cold]
	<i>Effect:</i> Hampers vision and movement.				<i>Target:</i> Cylinder 40				
■■■■■	Snare	18	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				
■■■■■	Speak with Plants	18	None	1 standard action	14 minutes	Personal	V, S	No	Divination
	<i>Effect:</i> You can talk to normal plants and plant creatures.				<i>Target:</i> You				
■■■■■	Spike Growth	18	Reflex partial	1 standard action	14 hours [D]	Medium (240 Feet)	V, S, DF	Yes	Transmutation
	<i>Effect:</i> Creates in area take 1d4 damage, may be slowed.				<i>Target:</i> 14 20-ft. squares				
■■■■■	Stone Shape	18	None	1 standard action	Instantaneous	Touch	V, S, M/DF	No	Transmutation [Earth]
	<i>Effect:</i> Sculpt stone into any shape.				<i>Target:</i> Stone or stone object touched, up to 24 cu. ft.				
■■■■■	Summon Nature's Ally III	18	None	1 round	14 rounds [D]	Close (60 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				

* =Domain/Specialty Spell

Druid Spells

□□□□	Water Breathing	18	Will negates (harmless)	1 standard action	28 hours; see text	Touch	V, S, M/DF	Yes (harmless)	Transmutation
	<i>Effect:</i> Subjects can breathe underwater.								<i>Target:</i> Living creatures touched
□□□□	Wind Wall	18	None; see text	1 standard action	14 rounds	Medium (240 Feet)	V, S, M/DF	Yes	Evocation [Air]
	<i>Effect:</i> Deflects arrows, smaller creatures, and gases.								<i>Target:</i> Wall up to 140 ft. long and 70 ft. high [S]

LEVEL 4

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	
□□□□	Air Walk	19	None	1 standard action	140 minutes	Touch	V, S, DF	Yes (harmless)	Transmutation [Air]
	<i>Effect:</i> Subject treads on air as if solid [climb at 45-degree angle].								<i>Target:</i> Creature [Gargantuan or smaller] touched
□□□□	Antiplant Shell	19	None	1 standard action	140 minutes	10 ft.	V, S, DF	Yes	Abjuration
	<i>Effect:</i> Keeps animated plants at bay.								<i>Target:</i> 10-ft.-radius emanation, centered on you
□□□□	Blight	19	Fortitude half; see text	1 standard action	Instantaneous	Touch	V, S, DF	Yes	Necromancy
	<i>Effect:</i> Withers one plant or deals 14d6 damage to plant creature.								<i>Target:</i> one plant/plant-creature
□□□□	Command Plants	19	Will negates	1 standard action	14 days	Close (60 Feet)	V	Yes	Transmutation
	<i>Effect:</i> Sway the actions of one or more plant creatures.								<i>Target:</i> Up to 14 HD of plant creatures, no two of which can be more than 30 ft. apart
□□□□	Control Water	19	None; see text	1 standard action	140 minutes [D]	Long (960 Feet)	V, S, M/DF	No	Transmutation [Water]
	<i>Effect:</i> Raises or lowers bodies of water.								<i>Target:</i> Water in a volume of 140 ft by 140 ft by 28 ft [S]
□□□□	Cure Serious Wounds	19	Will half (harmless); see text	1 standard action	Instantaneous	Touch	V, S	Yes (harmless); see text	Conjuration (Healing)
	<i>Effect:</i> Cures 3d8+14 damage								<i>Target:</i> Creature touched
□□□□	Dispel Magic	19	None	1 standard action	Instantaneous	Medium (240 Feet)	V, S	No	Abjuration
	<i>Effect:</i> Cancels magical spells and effects.								<i>Target:</i> One spellcaster, creature, or object; or 20-ft.-radius burst
□□□□	Flame Strike	19	Reflex half	1 standard action	Instantaneous	Medium (240 Feet)	V, S, DF	Yes	Evocation [Fire]
	<i>Effect:</i> Smite foes with divine fire for 14d6 damage.								<i>Target:</i> Cylinder 10
□□□□	Freedom of Movement	19	Will negates (harmless)	1 standard action	140 minutes	Personal or touch	V, S, M, DF	Yes (harmless)	Abjuration
	<i>Effect:</i> Subject moves normally despite impediments.								<i>Target:</i> You or creature touched
□□□□	Giant Vermin	19	None	1 standard action	14 minutes	Close (60 Feet)	V, S, DF	Yes	Transmutation
	<i>Effect:</i> Turns centipedes, scorpions, or spiders into giant vermin.								<i>Target:</i> Up to three vermin, no two of which can be more than 30 ft. apart
□□□□	Ice Storm	19	None	1 standard action	14 full round	Long (960 Feet)	V, S, M/DF	Yes	Evocation [Cold]
	<i>Effect:</i> Hail deals 5d6 damage in cylinder 40 ft. across.								<i>Target:</i> Cylinder 20
□□□□	Reincarnate	19	None; see text	10 minutes	Instantaneous	Touch	V, S, M, DF	Yes (harmless)	Transmutation
	<i>Effect:</i> Brings dead subject back in a random body.								<i>Target:</i> Dead creature touched
□□□□	Repel Vermin	19	None or Will negates; see text	1 standard action	140 minutes [D]	10 ft.	V, S, DF	Yes	Abjuration
	<i>Effect:</i> Insects, spiders, and other vermin stay 10 ft. away.								<i>Target:</i> 10 ft. radius emanation centered on you
□□□□	Rusting Grasp	19	None	1 standard action	See text	Touch	V, S, DF	No	Transmutation
	<i>Effect:</i> Your touch corrodes iron and alloys.								<i>Target:</i> One nonmagical ferrous object [or the volume of the object within 3 ft. of the touched point] or one ferrous creature
□□□□	Scrying	19	Will negates	1 hour	14 minutes	See text	V, S, M/DF, F	Yes	Divination (Scrying)
	<i>Effect:</i> Spies on subject from a distance.								<i>Target:</i> Magical sensor
□□□□	Spike Stones	19	Reflex partial	1 standard action	14 hours [D]	Medium (240 Feet)	V, S, DF	Yes	Transmutation [Earth]
	<i>Effect:</i> Creatures in area take 1d8 damage, may be slowed.								<i>Target:</i> 14 20-ft. squares
□□□□	Summon Nature's Ally IV	19	None	1 round	14 rounds [D]	Close (60 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

LEVEL 5

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	
□□□□	Animal Growth	20	Fortitude negates	1 standard action	14 minutes	Medium (240 Feet)	V, S	Yes	Transmutation
	<i>Effect:</i> One animal/two levels doubles in size.								<i>Target:</i> Up to one animal [Gargantuan or smaller] per two levels, no two of which can be more than 30 ft. apart
□□□□	Atonement	20	None	1 hour	Instantaneous	Touch	V, S, M, F, Yes DF, XP	Yes	Abjuration
	<i>Effect:</i> Removes burden of misdeeds from subject.								<i>Target:</i> Living creature touched
□□□□	Awaken	20	Will negates	24 hours	Instantaneous	Touch	V, S, DF, XP	Yes	Transmutation
	<i>Effect:</i> Animal or tree gains human intellect.								<i>Target:</i> Animal or tree touched
□□□□	Baleful Polymorph	20	Fortitude negates, Will partial; see text	1 standard action	Permanent	Close (60 Feet)	V, S	Yes	Transmutation
	<i>Effect:</i> Transforms subject into harmless animal.								<i>Target:</i> One creature
□□□□	Call Lightning Storm	20	Reflex half	1 round	14 minutes	Long (960 Feet)	V, S	Yes	Evocation [Electricity]
	<i>Effect:</i> As call lightning, but 5d6 damage per bolt.								<i>Target:</i> One or more 30-ft.-long vertical lines of lightning
□□□□	Commune with Nature	20	None	10 minutes	Instantaneous	Personal	V, S	No	Divination
	<i>Effect:</i> Learn about terrain for 14 miles.								<i>Target:</i> You
□□□□	Control Winds	20	Fortitude negates	1 standard action	140 minutes	40 ft./level	V, S	No	Transmutation [Air]
	<i>Effect:</i> Change wind direction and speed.								<i>Target:</i> 560 ft radius cylinder 40 ft. high
□□□□	Cure Critical Wounds	20	Will half (harmless); see text	1 standard action	Instantaneous	Touch	V, S	Yes (harmless); see text	Conjuration (Healing)
	<i>Effect:</i> Cures 4d8+14 damage.								<i>Target:</i> Creature touched
□□□□	Death Ward	20	Will negates (harmless)	1 standard action	14 minutes	Touch	V, S, DF	Yes (harmless)	Necromancy
	<i>Effect:</i> Grants immunity to death spells and negative energy effects.								<i>Target:</i> Living creature touched
□□□□	Hallow	20	See text	24 hours	Instantaneous	Touch	V, S, M, DF	See text	Evocation [Good]
	<i>Effect:</i> Designates location as holy.								<i>Target:</i> 40-ft. radius emanating from the touched point
□□□□	Insect Plague	20	None	1 round	14 minutes	Long (960 Feet)	V, S, DF	No	Conjuration (Summoning)
	<i>Effect:</i> Locust swarms attack creatures.								<i>Target:</i> 4 swarms of locust, each of which must be adjacent to at least one other swarm
□□□□	Stoneskin	20	Will negates (harmless)	1 standard action	140 minutes or until discharged	Touch	V, S, M	Yes (harmless)	Abjuration
	<i>Effect:</i> Ignore 10 points of damage per attack.								<i>Target:</i> Creature touched
□□□□	Summon Nature's Ally V	20	None	1 round	14 rounds [D]	Close (60 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
□□□□	Transmute Mud to Rock	20	See text	1 standard action	Permanent	Medium (240 Feet)	V, S, M/DF	No	Transmutation [Earth]
	<i>Effect:</i> Transforms two 10-ft. cubes per level.								<i>Target:</i> Up to 28 10 ft. cubes [S]
□□□□	Transmute Rock to Mud	20	See text	1 standard action	Permanent; see text	Medium (240 Feet)	V, S, M/DF	No	Transmutation [Earth]
	<i>Effect:</i> Transforms two 10-ft. cubes per level.								<i>Target:</i> Up to 28 10 ft. cubes [S]
□□□□	Tree Stride	20	None	1 standard action	14 hours or until expended; see text	Personal	V, S, DF	No	Conjuration (Teleportation)
	<i>Effect:</i> Step from one tree to another far away.								<i>Target:</i> You
□□□□	Unhallow	20	See text	24 hours	Instantaneous	Touch	V, S, M	See text	Evocation [Evil]
	<i>Effect:</i> Designates location as unholy.								<i>Target:</i> 40-ft. radius emanating from the touched point
□□□□	Wall of Fire	20	None	1 standard action	Concentration + 14 rounds	Medium (240 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+14 damage								<i>Target:</i> Opaque sheet of flame up to 280 ft. long or a ring of fire with a radius of up to 35 ft; either form 20 ft. high
□□□□	Wall of Thorns	20	None	1 standard action	140 minutes [D]	Medium (240 Feet)	V, S	No	Conjuration (Creation)
	<i>Effect:</i> Thorns damage anyone who tries to pass.								<i>Target:</i> Wall of thorny brush, up to 14 10-ft. cubes [S]

* =Domain/Specialty Spell

Druid Spells LEVEL 6

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
Antilife Shell <i>Effect:</i> 10-ft. field hedges out living creatures.	21	None	1 round	140 minutes [D]	10 ft.	V, S, DF	Yes	Abjuration
Bear's Endurance, Mass <i>Effect:</i> As bear's endurance, affects 14 subjects.	21	Will negates (harmless)	1 standard action	14 minutes	Close (60 Feet)	V, S, DF	Yes	Transmutation
Bull's Strength, Mass <i>Effect:</i> As bull's strength, affects one subject/ level.	21	Will negates (harmless)	1 standard action	14 minutes	Close (60 Feet)	V, S, M/DF	Yes (harmless)	Transmutation
Cat's Grace, Mass <i>Effect:</i> As cat's grace, affects 14 subjects.	21	Will negates (harmless)	1 standard action	14 minutes	Close (60 Feet)	V, S, M	Yes	Transmutation
Cure Light Wounds, Mass <i>Effect:</i> Cures 1d8+14 damage for many creatures.	21	Will half (harmless) or Will half; see text	1 standard action	Instantaneous	Close (60 Feet)	V, S	Yes (harmless) or Yes; see text	Conjuration (Healing)
Dispel Magic, Greater <i>Effect:</i> As dispel magic, but +20 on check.	21	None	1 standard action	Instantaneous	Medium (240 Feet)	V, S	No	Abjuration
Find the Path <i>Effect:</i> Shows most direct way to a location.	21	None or Will negates (harmless)	3 rounds	140 minutes	Personal or touch	V, S, F	No or Yes (harmless)	Divination
Fire Seeds <i>Effect:</i> Acorns and berries become grenades and bombs.	21	None or Reflex half; see text	1 standard action	140 minutes or until used	Touch	V, S, M	No	Conjuration (Creation) [Fire]
Ironwood <i>Effect:</i> Magic wood is strong as steel.	21	None	1 minute/lb. created	14 days [D]	0 ft.	V, S, M	No	Transmutation
Liveoak <i>Effect:</i> Oak becomes treant guardian.	21	None	10 minutes	14 days [D]	Touch	V, S	No	Transmutation
Move Earth <i>Effect:</i> Digs trenches and build hills.	21	None	See text	Instantaneous	Long (960 Feet)	V, S, M	No	Transmutation [Earth]
Owl's Wisdom, Mass <i>Effect:</i> As owl's wisdom, affects one subject/ level.	21	Will negates (harmless)	1 standard action	14 minutes	Close (60 Feet)	V, S, M/DF	Yes	Transmutation
Repel Wood <i>Effect:</i> Pushes away wooden objects.	21	None	1 standard action	14 minutes [D]	60 ft.	V, S	No	Transmutation
Spellstaff <i>Effect:</i> Stores one spell in wooden quarterstaff.	21	Will negates (object)	10 minutes	Permanent until discharged [D]	Touch	V, S, F	Yes (object)	Transmutation
Stone Tell <i>Effect:</i> Talk to natural or worked stone.	21	None	10 minutes	14 minutes	Personal	V, S, DF	No	Divination
Summon Nature's Ally VI <i>Effect:</i> Calls creature to fight.	21	None	1 round	14 rounds [D]	Close (60 Feet)	V, S, DF	No	Conjuration (Summoning)
Transport via Plants <i>Effect:</i> Move instantly from one plant to another of the same kind.	21	None	1 standard action	14 round	Unlimited	V, S	No	Transmutation
Wall of Stone <i>Effect:</i> Creates a stone wall that can be shaped.	21	See text	1 standard action	Instantaneous	Medium (240 Feet)	V, S, M/DF	No	Conjuration (Creation) [Earth]

LEVEL 7

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
Animate Plants <i>Effect:</i> One or more plants animate and fight for you.	22	None	1 standard action	14 rounds or hours; see text	Close (60 Feet)	V	No	Transmutation
Changestaff <i>Effect:</i> Your staff becomes a treant on command.	22	None	1 round	14 hours [D]	Touch	V, S, F	No	Transmutation
Control Weather <i>Effect:</i> Changes weather in local area.	22	None	10 minutes; see text	4d12 hours; see text	2 miles	V, S	No	Transmutation
Creeping Doom <i>Effect:</i> Swarms of centipedes attack at your command.	22	None	1 round	14 minutes	Close (60 Feet)	V, S	No	Conjuration (Summoning)
Cure Moderate Wounds, Mass <i>Effect:</i> Cures 2d8+14 damage for many creatures.	22	Will half (harmless) or Will half; see text	1 standard action	Instantaneous	Close (60 Feet)	V, S	Yes (harmless) or Yes; see text	Conjuration (Healing)
Fire Storm <i>Effect:</i> Deals 14d6 fire damage.	22	Reflex half	1 round	Instantaneous	Medium (240 Feet)	V, S	Yes	Evocation [Fire]
Heal <i>Effect:</i> Cures 140 points of damage, all diseases and mental conditions.	22	Will negates (harmless)	1 standard action	Instantaneous	Touch	V, S	Yes (harmless)	Conjuration (Healing)
Scrying, Greater <i>Effect:</i> As scrying, but faster and longer.	22	Will negates	1 standard action	14 hours	See text	V, S	Yes	Divination (Scrying)
Summon Nature's Ally VII <i>Effect:</i> Calls creature to fight.	22	None	1 round	14 rounds [D]	Close (60 Feet)	V, S, DF	No	Conjuration (Summoning)
Sunbeam <i>Effect:</i> Beam blinds and deals 4d6 damage.	22	Reflex negates and Reflex half; see text	1 standard action	14 rounds or until all beams are exhausted	60 ft.	V, S, DF	Yes	Evocation [Light]
Transmute Metal to Wood <i>Effect:</i> Metal within 40 ft. becomes wood.	22	None	1 standard action	Instantaneous	Long (960 Feet)	V, S, DF	Yes (object; see text)	Transmutation
True Seeing <i>Effect:</i> Lets you see all things as they really are.	22	Will negates (harmless)	1 standard action	14 minutes	Touch	V, S, M	Yes (harmless)	Divination
Wind Walk <i>Effect:</i> You and your allies turn vaporous and travel fast.	22	No and Will negates (harmless)	1 standard action	14 hours [D]; see text	Touch	V, S, DF	No and Yes (harmless)	Transmutation [Air]

* =Domain/Specialty Spell