

NPC

True Neutral
ALIGNMENT
Low-Light, Normal
VISION
0
POINTS

SKILLS					MAX RANKS	17/8.5
SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	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

	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 grapple bonus	+11/+6	=	+10/+5	+1	+0	+0	

ARMOR	TYPE	AC	MAXDEX	CHECK	SPELL FAILURE
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TOTAL WEIGHT CARRIED/VALUE	0.0 lbs	0.0 gp
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FEATS

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)














Club, Dagger, Dart, Halfspear, Longbow, Longspear, Longsword, Quarterstaff,
Rapier, Scimitar, Shortbow, Shortspear, Sickle, Sling

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.	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.	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.	15	None	1 standard action	<i>Target:</i> Creature touched 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.	15	None	1 standard action	<i>Target:</i> Cone-shaped emanation Instantaneous	Close (60 Feet)	V, S	No	Divination
 Flare <i>Effect:</i> Dazzles one creature [-1 on attack rolls].	15	Fortitude negates	1 standard action	<i>Target:</i> One creature, one object, or a 5-ft. cube Instantaneous	Close (60 Feet)	V	Yes	Evocation [Light]
 Guidance <i>Effect:</i> +1 on one attack roll, saving throw, or skill check.	15	Will negates (harmless)	1 standard action	<i>Target:</i> Burst of light 14 minute or until discharged	Touch	V, S	Yes	Divination
 Know Direction <i>Effect:</i> You discern north.	15	None	1 standard action	<i>Target:</i> Creature touched Instantaneous	Personal	V, S	No	Divination
 Light <i>Effect:</i> Object shines like a torch.	15	None	1 standard action	<i>Target:</i> You 140 minutes [D]	Touch	V, M/DF	No	Evocation [Light]
 Mending <i>Effect:</i> Makes minor repairs on an object.	15	Will negates (harmless, object)	1 standard action	<i>Target:</i> Object touched Instantaneous	10 ft.	V, S	Yes (harmless, object)	Transmutation
 Purify Food and Drink <i>Effect:</i> Purifies 14 cu. ft. of food or water.	15	Will negates (object)	1 standard action	<i>Target:</i> One object of up to 1 lb. Instantaneous	10 ft.	V, S	Yes (object)	Transmutation
 Read Magic <i>Effect:</i> Read scrolls and spellbooks.	15	None	1 standard action	<i>Target:</i> 14 cu. ft. of contaminated food and water 140 minutes	Personal	V, S, F	No	Divination
 Resistance <i>Effect:</i> Subject gains +1 on saving throws.	15	Will negates (harmless)	1 standard action	<i>Target:</i> You 14 minute	Touch	V, S, M/DF	Yes (harmless)	Abjuration
 Virtue <i>Effect:</i> Subject gains 1 temporary hp.	15	Fortitude negates (harmless)	1 standard action	<i>Target:</i> Creature touched 14 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
 Calm Animals <i>Effect:</i> Calms [2d4 + level] HD of animals.	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.	16	Will negates	1 standard action	<i>Target:</i> Animals within 30 ft. of each other 14 hours	Close (60 Feet)	V, S	Yes	Enchantment (Charm) [Mind-Affecting]
 Cure Light Wounds <i>Effect:</i> Cures 1d8+5 damage	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.	16	None	1 standard action	<i>Target:</i> Creature touched 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.	16	None	1 standard action	<i>Target:</i> Cone-shaped emanation Concentration, up to 140 minutes [D]	60 ft.	V, S	No	Divination
 Endure Elements <i>Effect:</i> Exist comfortably in hot or cold environments.	16	Will negates (harmless)	1 standard action	<i>Target:</i> Cone-shaped emanation 24 hours	Touch	V, S	Yes (harmless)	Abjuration
 Entangle <i>Effect:</i> Plants entangle everyone in 40-ft.-radius circle.	16	Reflex partial; see text	1 standard action	<i>Target:</i> Creature touched 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.	16	None	1 standard action	<i>Target:</i> Plants in a 40-ft.-radius spread 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].	16	None	1 standard action	<i>Target:</i> Creatures and objects within a 5-ft.-radius burst 14 days	Touch	V, S, DF	Yes	Transmutation
 Hide from Animals <i>Effect:</i> Animals can't perceive 14 subjects.	16	Will negates (harmless)	1 standard action	<i>Target:</i> 2d4 fresh berries touched 140 minutes [D]	Touch	S, DF	Yes	Abjuration
 Jump <i>Effect:</i> Subject gets bonus on Jump checks.	16	Will negates (harmless)	1 standard action	<i>Target:</i> 14 creatures touched 14 minutes [D]	Touch	V, S, M	Yes	Transmutation
 Longstrider <i>Effect:</i> Increases your speed.	16	None	1 standard action	<i>Target:</i> Creature touched 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.	16	Will negates (harmless)	1 standard action	<i>Target:</i> You 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.	16	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
 Obscuring Mist <i>Effect:</i> Fog surrounds you.	16	None	1 standard action	<i>Target:</i> Up to three pebbles touched 14 minutes	20 ft.	V, S	No	Conjuration (Creation)
 Pass without Trace <i>Effect:</i> 14 subjects leaves no tracks.	16	Will negates (harmless)	1 standard action	<i>Target:</i> Cloud spreads in 20-ft. radius from you, 20 ft. high 14 hours [D]	Touch	V, S, DF	Yes (harmless)	Transmutation
 Produce Flame <i>Effect:</i> 1d6+14 damage, touch or thrown.	16	None	1 standard action	<i>Target:</i> 14 creatures touched 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.	16	Will negates (object)	1 standard action	<i>Target:</i> Flame in your palm 14 minutes	Touch	V, S, DF	Yes (object)	Transmutation
 Speak with Animals <i>Effect:</i> You can communicate with animals.	16	None	1 standard action	<i>Target:</i> One touched nonmagical oak club or quarterstaff 14 minutes	Personal	V, S	No	Divination
 Summon Nature's Ally I <i>Effect:</i> Calls creature to fight.	16	None	1 round	<i>Target:</i> You 14 rounds [D]	Close (60 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
 Animal Messenger <i>Effect:</i> Sends a Tiny animal to a specific place.	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.	17	Will negates; see text	1 standard action	<i>Target:</i> One Tiny animal Concentration	Close (60 Feet)	V, S	Yes	Enchantment (Compulsion) [Mind-Affecting, Sonic]
 Barkskin <i>Effect:</i> Grants +5 enhancement to natural armor.	17	None	1 standard action	<i>Target:</i> Animals or magical beasts with Intelligence 1 or 2 140 minutes	Touch	V, S, DF	Yes (harmless)	Transmutation
				<i>Target:</i> Living creature touched				

* =Domain/Specialty Spell

Druid Spells

■■■■■	Bear's Endurance <i>Effect:</i> Subject gains +4 to Con for 14 minutes.	17	Will negates (harmless)	1 standard action	14 minutes	Touch	V, S, DF	Yes	Transmutation
■■■■■	Bull's Strength <i>Effect:</i> Subject gains +4 to Str for 14 minutes.	17	Will negates (harmless)	1 standard action	14 minutes	Touch	V, S, M/DF	Yes (harmless)	Transmutation
■■■■■	Cat's Grace <i>Effect:</i> Subject gains +4 to Dex for 14 minutes.	17	Will negates (harmless)	1 standard action	14 minutes	Touch	V, S, M	Yes	Transmutation
■■■■■	Chill Metal <i>Effect:</i> Cold metal damages those who touch it.	17	Will negates (object)	1 standard action	7 rounds	Close (60 Feet)	V, S, DF	Yes (object)	Transmutation [Cold]
■■■■■	Delay Poison <i>Effect:</i> Stops poison from harming subject for 14 hours.	17	Fortitude negates (harmless)	1 standard action	14 hours	Touch	V, S, DF	Yes (harmless)	Conjuration (Healing)
■■■■■	Fire Trap <i>Effect:</i> Opened object deals 1d4+14 damage.	17	Reflex half; see text	10 minutes	Permanent until discharged [D]	Touch	V, S, M	Yes	Abjuration [Fire]
■■■■■	Flame Blade <i>Effect:</i> Touch attack deals 1d8 +1/2wo levels damage.	17	None	1 standard action	14 minutes [D]	0 ft.	V, S, DF	Yes	Evocation [Fire]
■■■■■	Flaming Sphere <i>Effect:</i> Creates rolling ball of fire, 2d6 damage, lasts 14 rounds.	17	Reflex negates	1 standard action	14 rounds	Medium (240 Feet)	V, S, M/DF	Yes	Evocation [Fire]
■■■■■	Fog Cloud <i>Effect:</i> Fog obscures vision.	17	None	1 standard action	140 minutes	Medium (240 Feet)	V, S	No	Conjuration (Creation)
■■■■■	Gust of Wind <i>Effect:</i> Blows away or knocks down smaller creatures.	17	Fortitude negates	1 standard action	14 round	60 ft.	V, S	Yes	Evocation [Air]
■■■■■	Heat Metal <i>Effect:</i> Make metal so hot it damages those who touch it.	17	Will negates (object)	1 standard action	7 rounds	Close (60 Feet)	V, S, DF	Yes (object)	Transmutation [Fire]
■■■■■	Hold Animal <i>Effect:</i> Paralyzes one animal for 14 rounds.	17	Will negates; see text	1 standard action	14 rounds [D]; see text	Medium (240 Feet)	V, S	Yes	Enchantment (Compulsion) [Mind-Affecting]
■■■■■	Owl's Wisdom <i>Effect:</i> Subject gains +4 to Wis for 14 minutes.	17	Will negates (harmless)	1 standard action	14 minutes	Touch	V, S, M/DF	Yes	Transmutation
■■■■■	Reduce Animal <i>Effect:</i> Shrinks one willing animal.	17	None	1 standard action	14 hours [D]	Touch	V, S	No	Transmutation
■■■■■	Resist Energy <i>Effect:</i> Ignores first 10 [or more] points of damage/attack from specified energy type.	17	Fortitude negates (harmless)	1 standard action	140 minutes	Touch	V, S, DF	Yes (harmless)	Abjuration
■■■■■	Restoration, Lesser <i>Effect:</i> Dispers magical ability penalty or repairs 1d4 ability damage.	17	Will negates (harmless)	3 rounds	Instantaneous	Touch	V, S	Yes (harmless)	Conjuration (Healing)
■■■■■	Soften Earth and Stone <i>Effect:</i> Turns stone to clay or dirt to sand or mud.	17	None	1 standard action	Instantaneous	Close (60 Feet)	V, S, DF	No	Transmutation [Earth]
■■■■■	Spider Climb <i>Effect:</i> Grants ability to walk on walls and ceilings.	17	Will negates (harmless)	1 standard action	140 minutes	Touch	V, S, M	Yes (harmless)	Transmutation
■■■■■	Summon Nature's Ally II <i>Effect:</i> Calls creature to fight.	17	None	1 round	14 rounds [D]	Close (60 Feet)	V, S, DF	No	Conjuration (Summoning)
■■■■■	Summon Swarm <i>Effect:</i> Summons swarm of bats, rats, or spiders.	17	None	1 round	Instantaneous	Close (60 Feet)	V, S, M/DF	No	Conjuration (Summoning)
■■■■■	Tree Shape <i>Effect:</i> You look exactly like a tree for 14 hours.	17	None	1 standard action	14 hours [D]	Personal	V, S, DF	No	Transmutation
■■■■■	Warp Wood <i>Effect:</i> Bends wood [shaft, handle, door, plank].	17	Will negates (object)	1 standard action	Instantaneous	Close (60 Feet)	V, S	Yes (object)	Transmutation
■■■■■	Wood Shape <i>Effect:</i> Rearranges wooden objects to suit you.	17	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	18	Reflex half	1 round	14 minutes	Medium (240 Feet)	V, S	Yes	Evocation [Electricity]
Effect: Calls down lightning bolts (3d6 per bolt) from sky.								
■■■■■ Contagion	18	Fortitude negates	1 standard action	Instantaneous	Touch	V, S	Yes	Necromancy [Evil]
Effect: Infects subject with chosen disease.								
■■■■■ Cure Moderate Wounds	18	Will half (harmless); see text	1 standard action	Instantaneous	Touch	V, S	Yes (harmless); see text	Conjuration (Healing)
Effect: Cures 2d8+10 damage								
■■■■■ Daylight	18	None	1 standard action	140 minutes [D]	Touch	V, S	No	Evocation [Light]
Effect: 60-ft. radius of bright light.								
■■■■■ Diminish Plants	18	None	1 standard action	Instantaneous	See text	V, S, DF	No	Transmutation
Effect: Reduces size or blights growth of normal plants.								
■■■■■ Dominate Animal	18	Will negates	1 round	14 rounds	Close (60 Feet)	V, S	Yes	Enchantment (Compulsion) [Mind-Affecting]
Effect: Subject animal obeys silent mental commands.								
■■■■■ Magic Fang, Greater	18	Will negates (harmless)	1 standard action	14 hours	Close (60 Feet)	V, S, DF	Yes (harmless)	Transmutation
Effect: One natural weapon of subject creature gets +4 on attack and damage rolls.								
■■■■■ Meld into Stone	18	None	1 standard action	140 minutes	Personal	V, S, DF	No	Transmutation [Earth]
Effect: You and your gear merge with stone.								
■■■■■ Neutralize Poison	18	Will negates (harmless, object)	1 standard action	140 minutes	Touch	V, S, M/DF	Yes (harmless, object)	Conjuration (Healing)
Effect: Immunizes subject against poison, detoxifies venom in or on subject.								
■■■■■ Plant Growth	18	None	1 standard action	Instantaneous	See text	V, S, DF	No	Transmutation
Effect: Grows vegetation, improves crops.								
■■■■■ Poison	18	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	18	Fortitude negates (harmless)	1 standard action	140 minutes or until discharged	Touch	V, S, DF	Yes (harmless)	Abjuration
Effect: Absorb 168 points of damage from one kind of energy.								
■■■■■ Quench	18	None or Will negates (object)	1 standard action	Instantaneous	Medium (240 Feet)	V, S, DF	No or Yes (object)	Transmutation
Effect: Extinguishes nonmagical fires or one magic item.								
■■■■■ Remove Disease	18	Fortitude negates (harmless)	1 standard action	Instantaneous	Touch	V, S	Yes (harmless)	Conjuration (Healing)
Effect: Cures all diseases affecting subject.								
■■■■■ Sleet Storm	18	None	1 standard action	14 rounds	Long (960 Feet)	V, S, M/DF	No	Conjuration (Creation) [Cold]
Effect: Hampers vision and movement.								
■■■■■ Snare	18	None	3 rounds	Until triggered or broken	Touch	V, S, DF	No	Transmutation
Effect: Creates a magic booby trap.								
■■■■■ Speak with Plants	18	None	1 standard action	14 minutes	Personal	V, S	No	Divination
Effect: You can talk to normal plants and plant creatures.								
■■■■■ Spike Growth	18	Reflex partial	1 standard action	14 hours [D]	Medium (240 Feet)	V, S, DF	Yes	Transmutation
Effect: Creatures in area take 1d4 damage, may be slowed.								
■■■■■ Stone Shape	18	None	1 standard action	Instantaneous	Touch	V, S, M/DF	No	Transmutation [Earth]
Effect: Sculpts stone into any shape.								
■■■■■ Summon Nature's Ally III	18	None	1 round	14 rounds [D]	Close (60 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	18	Will negates (harmless)	1 standard action	28 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	18	None; see text	1 standard action	14 rounds	Medium (240 Feet)	V, S, M/DF Yes	Evocation [Air]	
Effect: Deflects arrows, smaller creatures, and gases.				Target: Wall up to 140 ft. long and 70 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	19	None	1 standard action	140 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	19	None	1 standard action	140 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	19	Fortitude half; see text	1 standard action	Instantaneous	Touch	V, S, DF	Yes	Necromancy
Effect: Withers one plant or deals 14d6 damage to plant creature.				Target: one plant/plant-creature				
<div><div></div><div></div><div></div><div></div><div></div></div> Command Plants	19	Will negates	1 standard action	14 days	Close (60 Feet)	V	Yes	Transmutation
Effect: Sway the actions of one or more plant creatures.				Target: Up to 14 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	19	None; see text	1 standard action	140 minutes [D]	Long (960 Feet)	V, S, M/DF No		Transmutation [Water]
Effect: Raises or lowers bodies of water.				Target: Water in a volume of 140 ft by 140 ft by 28 ft [S]				
<div><div></div><div></div><div></div><div></div><div></div></div> Cure Serious Wounds	19	Will half (harmless); see text	1 standard action	Instantaneous	Touch	V, S	Yes (harmless); see text	Conjuration (Healing)
Effect: Cures 3d8+14 damage				Target: Creature touched				
<div><div></div><div></div><div></div><div></div><div></div></div> Dispel Magic	19	None	1 standard action	Instantaneous	Medium (240 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	19	Reflex half	1 standard action	Instantaneous	Medium (240 Feet)	V, S, DF	Yes	Evocation [Fire]
Effect: Smite foes with divine fire for 14d6 damage.				Target: Cylinder 10				
<div><div></div><div></div><div></div><div></div><div></div></div> Freedom of Movement	19	Will negates (harmless)	1 standard action	140 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	19	None	1 standard action	14 minutes	Close (60 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	19	None	1 standard action	14 full round	Long (960 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	19	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	19	None or Will negates; see text	1 standard action	140 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	19	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	19	Will negates	1 hour	14 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	19	Reflex partial	1 standard action	14 hours [D]	Medium (240 Feet)	V, S, DF	Yes	Transmutation [Earth]
Effect: Creatures in area take 1d8 damage, may be slowed.				Target: 14 20-ft. squares				
<div><div></div><div></div><div></div><div></div><div></div></div> Summon Nature's Ally IV	19	None	1 round	14 rounds [D]	Close (60 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	20	Fortitude negates	1 standard action	14 minutes	Medium (240 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	20	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	20	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	20	Fortitude negates, Will partial; see text	1 standard action	Permanent	Close (60 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	20	Reflex half	1 round	14 minutes	Long (960 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	20	None	10 minutes	Instantaneous	Personal	V, S	No	Divination
Effect: Learn about terrain for 14 miles.				Target: You				
<div><div></div><div></div><div></div><div></div><div></div></div> Control Winds	20	Fortitude negates	1 standard action	140 minutes	40 ft./level	V, S	No	Transmutation [Air]
Effect: Change wind direction and speed.				Target: 560 ft radius cylinder 40 ft. high				
<div><div></div><div></div><div></div><div></div><div></div></div> Cure Critical Wounds	20	Will half (harmless); see text	1 standard action	Instantaneous	Touch	V, S	Yes (harmless); see text	Conjuration (Healing)
Effect: Cures 4d8+14 damage.				Target: Creature touched				
<div><div></div><div></div><div></div><div></div><div></div></div> Death Ward	20	Will negates (harmless)	1 standard action	14 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	20	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	20	None	1 round	14 minutes	Long (960 Feet)	V, S, DF	No	Conjuration (Summoning)
Effect: Locust swarms attack creatures.				Target: 4 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	20	Will negates (harmless)	1 standard action	140 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	20	None	1 round	14 rounds [D]	Close (60 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	20	See text	1 standard action	Permanent	Medium (240 Feet)	V, S, M/DF No		Transmutation [Earth]
Effect: Transforms two 10-ft. cubes per level.				Target: Up to 28 10 ft. cubes [S]				
<div><div></div><div></div><div></div><div></div><div></div></div> Transmute Rock to Mud	20	See text	1 standard action	Permanent; see text	Medium (240 Feet)	V, S, M/DF No		Transmutation [Earth]
Effect: Transforms two 10-ft. cubes per level.				Target: Up to 28 10 ft. cubes [S]				
<div><div></div><div></div><div></div><div></div><div></div></div> Tree Stride	20	None	1 standard action	14 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	20	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	20	None	1 standard action	Concentration + 14 rounds	Medium (240 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+14 damage				Target: 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				
<div><div></div><div></div><div></div><div></div><div></div></div> Wall of Thorns	20	None	1 standard action	140 minutes [D]	Medium (240 Feet)	V, S	No	Conjuration (Creation)
Effect: Thorns damage anyone who tries to pass.				Target: Wall of thorny brush, up to 14 10-ft. cubes [S]				

* =Domain/Speciality Spell

Druid Spells

LEVEL 6

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
Antilife Shell	21	None	1 round	140 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	21	Will negates (harmless)	1 standard action	14 minutes	Close (60 Feet)	V, S, DF	Yes	Transmutation
<i>Effect:</i> As bear's endurance, affects 14 subjects.				<i>Target:</i> 14 creatures, no two of which can be more than 30 ft. apart				
Bull's Strength, Mass	21	Will negates (harmless)	1 standard action	14 minutes	Close (60 Feet)	V, S, M/DF	Yes (harmless)	Transmutation
<i>Effect:</i> As bull's strength, affects one subject/ level.				<i>Target:</i> 14 creatures, no two of which can be more than 30 ft. apart				
Cat's Grace, Mass	21	Will negates (harmless)	1 standard action	14 minutes	Close (60 Feet)	V, S, M	Yes	Transmutation
<i>Effect:</i> As cat's grace, affects 14 subjects.				<i>Target:</i> 14 creatures, no two of which can be more than 30 ft. apart				
Cure Light Wounds, Mass	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)
<i>Effect:</i> Cures 1d8+14 damage for many creatures.				<i>Target:</i> 14 creatures, no two of which can be more than 30 ft. apart				
Dispel Magic, Greater	21	None	1 standard action	Instantaneous	Medium (240 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	21	None or Will negates (harmless)	3 rounds	140 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	21	None or Reflex half; see text	1 standard action	140 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	21	None	1 minute/lb. created	14 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 70 lbs				
Liveoak	21	None	10 minutes	14 days [D]	Touch	V, S	No	Transmutation
<i>Effect:</i> Oak becomes treant guardian.				<i>Target:</i> Tree touched				
Move Earth	21	None	See text	Instantaneous	Long (960 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	21	Will negates (harmless)	1 standard action	14 minutes	Close (60 Feet)	V, S, M/DF	Yes	Transmutation
<i>Effect:</i> As owl's wisdom, affects one subject/ level.				<i>Target:</i> 14 creatures, no two of which can be more than 30 ft. apart				
Repel Wood	21	None	1 standard action	14 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	21	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	21	None	10 minutes	14 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	21	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				
Transport via Plants	21	None	1 standard action	14 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	21	See text	1 standard action	Instantaneous	Medium (240 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 14 5-ft. squares [S]				

LEVEL 7

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
Animate Plants	22	None	1 standard action	14 rounds or hours; see text	Close (60 Feet)	V	No	Transmutation
<i>Effect:</i> One or more plants animate and fight for you.				<i>Target:</i> 4 Large plants or all plants within range; see text				
Changestaff	22	None	1 round	14 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	22	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	22	None	1 round	14 minutes	Close (60 Feet)	V, S	No	Conjuration (Summoning)
<i>Effect:</i> Swarms of centipedes attack at your command.				<i>Target:</i> 7 swarms of centipedes				
Cure Moderate Wounds, Mass	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)
<i>Effect:</i> Cures 2d8+14 damage for many creatures.				<i>Target:</i> 14 creatures, no two of which can be more than 30 ft. apart				
Fire Storm	22	Reflex half	1 round	Instantaneous	Medium (240 Feet)	V, S	Yes	Evocation [Fire]
<i>Effect:</i> Deals 14d6 fire damage.				<i>Target:</i> 28 10-ft. cubes [S]				
Heal	22	Will negates (harmless)	1 standard action	Instantaneous	Touch	V, S	Yes (harmless)	Conjuration (Healing)
<i>Effect:</i> Cures 140 points of damage, all diseases and mental conditions.				<i>Target:</i> Creature touched				
Scrying, Greater	22	Will negates	1 standard action	14 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	22	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				
Sunbeam	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]
<i>Effect:</i> Beam blinds and deals 4d6 damage.				<i>Target:</i> Line from your hand				
Transmute Metal to Wood	22	None	1 standard action	Instantaneous	Long (960 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	22	Will negates (harmless)	1 standard action	14 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	22	No and Will negates (harmless)	1 standard action	14 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 4 touched creatures				

* =Domain/Specialty Spell