

Hengist Male Human Clr9Drd11

NAME

Clr9 Drd11

182000

CLASS

EXPERIENCE

20

210000

TCL

NEXT LEVEL

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP SCORE	TEMP MODIFIER
STR Strength	19	+4	19	+4
DEX Dexterity	13	+1	13	+1
CON Constitution	12	+1	12	+1
INT Intelligence	14	+2	14	+2
WIS Wisdom	22	+6	22	+6
CHA Charisma	13	+1	13	+1

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC MODIFIER	TEMP MODIFIER	conditional modifiers
FORTITUDE (constitution)	+14	= +13	+ +1	+ +0	+ +0		
REFLEX (dexterity)	+7	= +6	+ +1	+ +0	+ +0		
WILLPOWER (wisdom)	+19	= +13	+ +6	+ +0	+ +0		

TOTAL	BASE ATTACK BONUS	STAT MODIFIER	SIZE MODIFIER	MISC MODIFIER	TEMP MODIFIER
MELEE attack bonus	+18/+13/+8	= +14/+9/+4	+ +4	+ +0	+ +0
RANGED attack bonus	+15/+10/+5	= +14/+9/+4	+ +1	+ +0	+ +0
GRAPPLE attack bonus	+18/+13/+8	= +14/+9/+4	+ +4	+ +0	+ +0

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
	+18/+13/+8	1d3+4	20/x2

ARMOR	TYPE	AC	MAXDEX	CHECK	SPELL FAILURE
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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	116.0	Medium	233.0	Heavy	350.0
Lift over head	350.0	Lift off ground	700.0	Push / Drag	1750.0

FEATS	
Alertness	See Text
Blind-Fight	See Text
Combat Casting	See Text
Combat Reflexes	See Text
Extend Spell	See Text
Improved Initiative	See Text
Improved Unarmed Strike	See Text
Skill Focus (Craft (Alchemy))	See Text

DOMAINS	
Knowledge	All knowledge skills are class skills. You cast divinations at +1 caster level.
Plant	Rebuke or command plant creatures as an evil cleric rebukes or commands undead. Use this ability a total number of times per day equal to 3 + your Charisma modifier. This granted power is a supernatural ability.

NPC

PLAYERNAME

Human

Medium

5'9"

186 lbs

RACE

SIZE

HEIGHT

WEIGHT

0

Male

AGE

GENDER

EYES

HAIR

HP hit points	126	WOUNDS/CURRENT HP		SUBDUAL DAMAGE		DAMAGE REDUCTION		SPEED	
AC armor class	11	: 10	: 11	= 10	+ 0	+ 0	+ 1	+ 0	+ 0
TOTAL		FLAT	TOUCH	BASE	ARMOR BONUS	SHIELD BONUS	STAT MODIFIER	SIZE MODIFIER	NATURAL ARMOR MODIFIER

INITIATIVE modifier	+5	= +1	+ +4
TOTAL		DEX MODIFIER	MISC MODIFIER
BASE ATTACK bonus	+14/+9/+4		

None

DEITY

Chaotic Neutral

ALIGNMENT

Normal

VISION

0

POINTS

SKILLS		MAX RANKS		23/11.5
SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS
Craft (Alchemy)	INT	12	= 2	+ 10.0 +
Craft (Blacksmithing)	INT	9	= 2	+ 7.0 +
Craft (Carpentry)	INT	14	= 2	+ 12.0 +
Craft (Pottery)	INT	14	= 2	+ 12.0 +
Craft (Shipmaking)	INT	13	= 2	+ 11.0 +
Craft (Woodworking)	INT	4	= 2	+ 2.0 +
✓ Diplomacy	CHA	15	= 1	+ 14.0 +
Knowledge (Arcana)	INT	14	= 2	+ 12.0 +
Knowledge (Nature)	INT	15	= 2	+ 13.0 +
Knowledge (The Planes)	INT	10	= 2	+ 8.0 +
Profession (Miner)	WIS	20	= 6	+ 14.0 +
Speak Language		6	= 0	+ 6.0 +
✓ Spot	WIS	19	= 6	+ 11.0 + 2

TURN/REBUKE UNDEAD	
TURNING CHECK RESULT	UNDEAD AFFECTED (MAXIMUM HIT DICE)
Up to 0	5
1 - 3	6
4 - 6	7
7 - 9	8
10 - 12	9
13 - 15	10
16 - 18	11
19 - 21	12
22 +	13

Turn level 9

Turn damage 2d6+10

Turns/day 4

NOTE: You destroy undead if you have twice as many turning levels as they have Hit Dice

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Turns/day 4

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SPECIAL ABILITIES	
+4 to Concentration to use spll or spelllike ability	
Animal Companion (Ex)	
Nature Sense (Ex)	
Resist Nature's Lure (Ex)	
Spontaneous casting	
Trackless Step (Ex)	
Turn Undead 4/day (turn level 9) (turn damage 2d6+10)	
Venom Immunity (Ex)	
Wild Empathy (Ex)	
Wildshape 4/day	
Wildshape (Tiny)	
Wildshape Large	
Woodland Stride (Ex)	

PROFICIENCIES	
Club, Crossbow (Heavy), Crossbow (Light), Dagger, Dagger (Punching), Dart, Gauntlet, Gauntlet (Spiked), Halfspear, Javelin, Longspear, Mace (Heavy), Mace (Light), Morningstar, Quarterstaff, Scimitar, Shortsphear, Sickle, Sling, Spear, Spells(Energy Missile), Spells(Ray), Spells(Touch), Unarmed Strike	

LANGUAGES	
Abyssal, Auran, Common, Draconic, Druidic, Dwarven, Giant, Orc, Sylvan, Terran	

# Cleric 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	6+1	6+1	4+1	3+1	2+1	0	0	0	0

## LEVEL 0

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
<b>Create Water</b> <i>Effect:</i> Creates 18 gallons of pure water.	16	None	1 standard action	Instantaneous	Close (45 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 9 minutes	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 (45 Feet)	V, S	No	Divination
<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> One creature, one object, or a 5-ft. cube 9 minute or until discharged	Touch	V, S	Yes	Divination
<b>Inflict Minor Wounds</b> <i>Effect:</i> Touch attack, 1 point of damage.	16	Will negates	1 standard action	<i>Target:</i> Creature touched Instantaneous	Touch	V, S	Yes	Necromancy
<b>Light</b> <i>Effect:</i> Object shines like a torch.	16	None	1 standard action	<i>Target:</i> Object touched 90 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 9 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> 9 cu. ft. of contaminated food and water 90 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 9 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 9 minutes	Touch	V, S, DF	Yes (harmless)	Transmutation

## LEVEL 1

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
<b>Bane</b> <i>Effect:</i> Enemies take -1 on attack rolls and saves against fear.	17	Will negates	1 standard action	9 minutes	50 ft.	V, S, DF	Yes	Enchantment (Compulsion) [Fear, Mind-Affecting]
<b>Bless</b> <i>Effect:</i> Allies gain +1 on attack rolls and +1 on saves against fear.	17	None	1 standard action	9 minutes	50 ft.	V, S, DF	Yes (harmless)	Enchantment (Compulsion) [Mind-Affecting]
<b>Bless Water</b> <i>Effect:</i> Makes holy water.	17	Will negates (object)	1 minute	<i>Target:</i> The caster and all allies within a 50-ft. burst, centered on the caster Instantaneous	Touch	V, S, M	Yes (object)	Transmutation [Good]
<b>Cause Fear</b> <i>Effect:</i> One creature of 5 HD or less flees for 1d4 rounds.	17	Will partial	1 standard action	1d4 rounds or 1 round; see text	Close (45 Feet)	V, S	Yes	Necromancy [Fear, Mind-Affecting]
<b>Command</b> <i>Effect:</i> One subject obeys selected command for 1 round.	17	Will negates	1 standard action	<i>Target:</i> One living creature 9 minutes	Close (45 Feet)	V	Yes	Enchantment (Compulsion) [Language-Dependent, Mind-Affecting]
<b>Comprehend Languages</b> <i>Effect:</i> You understand all spoken and written languages.	17	None	1 standard action	90 minutes	Personal	V, S, M/DF	No	Divination
<b>Cure Light Wounds</b> <i>Effect:</i> Cures 1d8+5 damage	17	Will half (harmless); see text	1 standard action	<i>Target:</i> You Instantaneous	Touch	V, S	Yes (harmless); see text	Conjuration (Healing)
<b>Curse Water</b> <i>Effect:</i> Makes unholy water.	17	Will negates (object)	1 minute	<i>Target:</i> Creature touched Instantaneous	Touch	V, S, M	Yes (object)	Necromancy [Evil]
<b>Deathwatch</b> <i>Effect:</i> Reveals how near death subjects within 30 ft. are.	17	None	1 standard action	<i>Target:</i> Flask of water touched 90 minutes	30 ft.	V, S	No	Necromancy [Evil]
<b>Detect Chaos</b> <i>Effect:</i> Reveals creatures, spells, or objects of selected alignment.	17	None	1 standard action	<i>Target:</i> Cone-shaped emanation Concentration, up to 10 minutes [D]	60 ft.	V, S, DF	No	Divination
<b>Detect Evil</b> <i>Effect:</i> Reveals creatures, spells, or objects of selected alignment.	17	None	1 standard action	<i>Target:</i> Cone-shaped emanation Concentration, up to 10 minutes [D]	60 ft.	V, S, DF	No	Divination
<b>Detect Good</b> <i>Effect:</i> Reveals creatures, spells, or objects of selected alignment.	17	None	1 standard action	<i>Target:</i> Cone-shaped emanation Concentration, up to 10 minutes [D]	60 ft.	V, S, DF	No	Divination
<b>Detect Law</b> <i>Effect:</i> Reveals creatures, spells, or objects of selected alignment.	17	None	1 standard action	<i>Target:</i> Cone-shaped emanation Concentration, up to 10 minutes [D]	60 ft.	V, S, DF	No	Divination
<b>**Detect Secret Doors</b> <i>Effect:</i> Reveals hidden doors within 60 ft.	17	None	1 standard action	<i>Target:</i> Cone-shaped emanation Concentration, up to 9 minutes [D]	60 ft.	V, S	No	Divination
<b>Detect Undead</b> <i>Effect:</i> Reveals undead within 60 ft.	17	None	1 standard action	<i>Target:</i> Cone-shaped emanation Concentration, up to 9 minutes [D]	60 ft.	V, S, M/DF	No	Divination
<b>Divine Favor</b> <i>Effect:</i> You gain +3 on attack and damage rolls.	17	None	1 standard action	<i>Target:</i> Cone-shaped emanation 1 minute	Personal	V, S, DF	No	Evocation
<b>Doom</b> <i>Effect:</i> One subject takes -2 on attack rolls, damage rolls, saves, and checks.	17	Will negates	1 standard action	<i>Target:</i> You 9 minutes	Medium (190 Feet)	V, S, DF	Yes	Necromancy [Fear, Mind-Affecting]
<b>Endure Elements</b> <i>Effect:</i> Exist comfortably in hot or cold environments.	17	Will negates (harmless)	1 standard action	<i>Target:</i> One living creature 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 9 minutes [D]	Long (400 Feet)	V, S, DF	No	Transmutation
<b>Entropic Shield</b> <i>Effect:</i> Ranged attacks against you have 20% miss chance.	17	None	1 standard action	<i>Target:</i> Plants in a 40-ft.-radius spread 9 minutes [D]	Personal	V, S	No	Abjuration
<b>Hide from Undead</b> <i>Effect:</i> Undead can't perceive 9 subjects.	17	Will negates (harmless); see text	1 standard action	<i>Target:</i> You 90 minutes [D]	Touch	V, S, DF	Yes	Abjuration
<b>Inflict Light Wounds</b> <i>Effect:</i> Touch deals 1d8+5 damage	17	Will half	1 standard action	<i>Target:</i> 9 touched creatures Instantaneous	Touch	V, S	Yes	Necromancy
<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> Creature touched 30 minutes or until discharged	Touch	V, S, DF	Yes (harmless, object)	Transmutation
<b>Magic Weapon</b> <i>Effect:</i> Weapon gains +1 bonus.	17	Will negates (harmless, object)	1 standard action	<i>Target:</i> Up to three pebbles touched 9 minutes	Touch	V, S, DF	Yes (harmless, object)	Transmutation

\* =Domain/Specialty Spell

## Cleric Spells

Obscuring Mist	17	None	1 standard action	9 minutes	20 ft.	V, S	No	Conjuration (Creation)
<i>Effect:</i> Fog surrounds you.				<i>Target:</i> Cloud spreads in 20-ft. radius from you, 20 ft. high				
Protection from Chaos	17	Will negates (harmless)	1 standard action	9 minutes [D]	Touch	V, S, M/DF	No; see text	Abjuration [Lawful]
<i>Effect:</i> +2 to AC and saves, counter mind control, hedge out elementals and outsiders.				<i>Target:</i> Creature touched				
Protection from Evil	17	Will negates (harmless)	1 standard action	9 minutes [D]	Touch	V, S, M/DF	No; see text	Abjuration [Good]
<i>Effect:</i> +2 to AC and saves, counter mind control, hedge out elementals and outsiders.				<i>Target:</i> Creature touched				
Protection from Good	17	Will negates (harmless)	1 standard action	9 minutes [D]	Touch	V, S, M/DF	No; see text	Abjuration [Evil]
<i>Effect:</i> +2 to AC and saves, counter mind control, hedge out elementals and outsiders.				<i>Target:</i> Creature touched				
Protection from Law	17	Will negates (harmless)	1 standard action	9 minutes [D]	Touch	V, S, M/DF	No; see text	Abjuration [Chaotic]
<i>Effect:</i> +2 to AC and saves, counter mind control, hedge out elementals and outsiders.				<i>Target:</i> Creature touched				
Remove Fear	17	Will negates (harmless)	1 standard action	90 minutes; see text	Close (45 Feet)	V, S	Yes (harmless)	Abjuration
<i>Effect:</i> Suppresses fear or gives +4 on saves against fear for 3 subjects				<i>Target:</i> 3 creatures, no two of which can be more than 30 ft. apart				
Sanctuary	17	Will negates	1 standard action	9 rounds	Touch	V, S, DF	No	Abjuration
<i>Effect:</i> Opponents can't attack you, and you can't attack.				<i>Target:</i> Creature touched				
Shield of Faith	17	Will negates (harmless)	1 standard action	9 minutes	Touch	V, S, M	Yes (harmless)	Abjuration
<i>Effect:</i> Aura grants +3 deflection bonus.				<i>Target:</i> Creature touched				
Summon Monster I	17	None	1 round	9 rounds [D]	Close (45 Feet)	V, S, F/DF	No	Conjuration (Summoning)
<i>Effect:</i> Calls extraplanar creature to fight for you.				<i>Target:</i> One summoned creature				

## LEVEL 2

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
Aid	18	None	1 standard action	9 minutes	Touch	V, S, DF	Yes (harmless)	Enchantment (Compulsion) [Mind-Affecting]
<i>Effect:</i> +1 on attack rolls, +1 against fear, 1d8+9 temporary hp.				<i>Target:</i> Living creature touched				
Align Weapon	18	Will negates (harmless, object)	1 standard action	9 minutes	Touch	V, S, DF	Yes (harmless, object)	Transmutation
<i>Effect:</i> Weapon becomes good, evil, lawful, or chaotic.				<i>Target:</i> Weapon touched or fifty projectiles [all of which must be in contact with each other at the time of casting]				
Augury	18	None	1 minute	Instantaneous	Personal	V, S, M, F	No	Divination
<i>Effect:</i> Learns whether an action will be good or bad.				<i>Target:</i> You				
**Barkskin	18	None	1 standard action	90 minutes	Touch	V, S, DF	Yes (harmless)	Transmutation
<i>Effect:</i> Grants +4 enhancement to natural armor.				<i>Target:</i> Living creature touched				
Bear's Endurance	18	Will negates (harmless)	1 standard action	9 minutes	Touch	V, S, DF	Yes	Transmutation
<i>Effect:</i> Subject gains +4 to Con for 9 minutes.				<i>Target:</i> Creature touched				
Bull's Strength	18	Will negates (harmless)	1 standard action	9 minutes	Touch	V, S, M/DF	Yes (harmless)	Transmutation
<i>Effect:</i> Subject gains +4 to Str for 9 minutes.				<i>Target:</i> Creature touched				
Calm Emotions	18	Will negates	1 standard action	Concentration, up to 9 rounds [D]	Medium (190 Feet)	V, S, DF	Yes	Enchantment (Compulsion) [Mind-Affecting]
<i>Effect:</i> Calms creatures, negating emotion effects.				<i>Target:</i> Creatures in a 20-ft.-radius spread				
Consecrate	18	None	1 standard action	18 hours	Close (45 Feet)	V, S, M, DF	No	Evocation [Good]
<i>Effect:</i> Fills area with positive energy, making undead weaker.				<i>Target:</i> 20-ft.-radius emanation				
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+9 damage				<i>Target:</i> Creature touched				
Darkness	18	None	1 standard action	90 minutes [D]	Touch	V, M/DF	No	Evocation [Darkness]
<i>Effect:</i> 20-ft. radius of supernatural shadow.				<i>Target:</i> Object touched				
Death Knell	18	Will negates	1 standard action	Instantaneous/10 minutes per HD of subject; see text	Touch	V, S	Yes	Necromancy [Death, Evil]
<i>Effect:</i> Kill dying creature and gain 1d8 temporary hp, +2 to Str, and +1 caster level.				<i>Target:</i> Living creature touched				
Delay Poison	18	Fortitude negates (harmless)	1 standard action	9 hours	Touch	V, S, DF	Yes (harmless)	Conjuration (Healing)
<i>Effect:</i> Stops poison from harming subject for 9 hours.				<i>Target:</i> Creature touched				
Desecrate	18	None	1 standard action	18 hours	Close (45 Feet)	V, S, M, DF	Yes	Evocation [Evil]
<i>Effect:</i> Fills area with negative energy, making undead stronger.				<i>Target:</i> 20-ft.-radius emanation				
**Detect Thoughts	18	Will negates; see text	1 standard action	Concentration, up to 9 minutes [D]	60 ft.	V, S, F/DF	No	Divination [Mind-Affecting]
<i>Effect:</i> Allows 'listening' to surface thoughts.				<i>Target:</i> Cone-shaped emanation				
Eagle's Splendor	18	Will negates (harmless)	1 standard action	9 minutes	Touch	V, S, M/DF	Yes	Transmutation
<i>Effect:</i> Subject gains +4 to Cha for 9 minutes.				<i>Target:</i> Creature touched				
Enthrall	18	Will negates; see text	1 round	9 hour or less	Medium (190 Feet)	V, S	Yes	Enchantment (Charm)
<i>Effect:</i> Captivates all within 190 ft.				<i>Target:</i> Any number of creatures				
Find Traps	18	None	1 standard action	9 minutes	Personal	V, S	No	Divination
<i>Effect:</i> Notice traps as a rogue does.				<i>Target:</i> You				
Gentle Repose	18	Will negates (object)	1 standard action	9 days	Touch	V, S, M/DF	Yes (object)	Necromancy
<i>Effect:</i> Preserves one corpse.				<i>Target:</i> Corpse touched				
Hold Person	18	Will negates; see text	1 standard action	9 rounds [D]; see text	Medium (190 Feet)	V, S, F/DF	Yes	Enchantment (Compulsion) [Mind-Affecting]
<i>Effect:</i> Paralyzes one humanoid for 9 rounds.				<i>Target:</i> One humanoid creature				
Inflict Moderate Wounds	18	Will half	1 standard action	Instantaneous	Touch	V, S	Yes	Necromancy
<i>Effect:</i> Touch attack, 2d8+9 damage				<i>Target:</i> Creature touched				
Make Whole	18	Will negates (harmless, object)	1 standard action	Instantaneous	Close (45 Feet)	V, S	Yes (harmless, object)	Transmutation
<i>Effect:</i> Repairs an object.				<i>Target:</i> One object of up to 90 cu. ft				
Owl's Wisdom	18	Will negates (harmless)	1 standard action	9 minutes	Touch	V, S, M/DF	Yes	Transmutation
<i>Effect:</i> Subject gains +4 to Wis for 9 minutes.				<i>Target:</i> Creature touched				
Remove Paralysis	18	Will negates (harmless)	1 standard action	Instantaneous	Close (45 Feet)	V, S	Yes (harmless)	Conjuration (Healing)
<i>Effect:</i> Frees one or more creatures from paralysis or slow effect.				<i>Target:</i> Up to four creatures, no two of which can be more than 30 ft. apart				
Resist Energy	18	Fortitude negates (harmless)	1 standard action	90 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	18	Will negates (harmless)	3 rounds	Instantaneous	Touch	V, S	Yes (harmless)	Conjuration (Healing)
<i>Effect:</i> Dispel magical ability penalty or repairs 1d4 ability damage.				<i>Target:</i> Creature touched				
Shatter	18	Will negates (object); Will negates (object) or Fortitude half; see text	1 standard action	Instantaneous	Close (45 Feet)	V, S, M/DF	Yes (object)	Evocation [Sonic]
<i>Effect:</i> Sonic vibration damages objects or crystalline creatures.				<i>Target:</i> 5-ft.-radius spread; or one solid object or one crystalline creature				
Shield Other	18	Will negates (harmless)	1 standard action	9 hours [D]	Close (45 Feet)	V, S, F	Yes (harmless)	Abjuration
<i>Effect:</i> You take half of subject's damage.				<i>Target:</i> One creature				
Silence	18	Will negates; see text or none (object)	1 standard action	9 minutes [D]	Long (760 Feet)	V, S	Yes; see text or no (object)	Illusion (Glamer)
<i>Effect:</i> Negates sound in 15-ft. radius.				<i>Target:</i> 20 ft. radius emanation centered on a creature, object, or point in space				
Sound Burst	18	Fortitude partial	1 standard action	Instantaneous	Close (45 Feet)	V, S, F/DF	Yes	Evocation [Sonic]
<i>Effect:</i> Deals 1d8 sonic damage to subjects; may stun them.				<i>Target:</i> 10-ft.-radius spread				
Spiritual Weapon	18	None	1 standard action	9 rounds [D]	Medium (190 Feet)	V, S, DF	Yes	Evocation [Force]
<i>Effect:</i> Magical weapon attacks on its own.				<i>Target:</i> Magic weapon of force				
Status	18	Will negates (harmless)	1 standard action	9 hours	Touch	V, S	Yes (harmless)	Divination
<i>Effect:</i> Monitors condition, position of allies.				<i>Target:</i> 3 living creatures touched				
Summon Monster II	18	None	1 round	9 rounds [D]	Close (45 Feet)	V, S, F/DF	No	Conjuration (Summoning)
<i>Effect:</i> Calls extraplanar creature to fight for you.				<i>Target:</i> One or more summoned creatures, no two of which can be more than 30 ft. apart				

\* =Domain/Specialty Spell

## Cleric Spells

☐☐☐☐☐	Undetectable Alignment	18	Will negates (object)	1 standard action	24 hours	Close (45 Feet)	V, S	Yes (object)	Abjuration
	Effect: Conceals alignment for 24 hours.				Target: One creature or object				
☐☐☐☐☐	Zone of Truth	18	Will negates	1 standard action	9 minutes	Close (45 Feet)	V, S, DF	Yes	Enchantment (Compulsion) [Mind-Affecting]
	Effect: Subjects within range cannot lie.				Target: 20-ft.-radius emanation				

## LEVEL 3

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
☐☐☐☐☐ Animate Dead	19	None	1 standard action	Instantaneous	Touch	V, S, M	No	Necromancy [Evil]
Effect: Creates undead skeletons and zombies.				Target: One or more corpses touched				
☐☐☐☐☐ Bestow Curse	19	Will negates	1 standard action	Permanent	Touch	V, S	Yes	Necromancy
Effect: -6 to an ability score; -4 on attack rolls, saves, and checks; or 50% chance of losing each action.				Target: Creature touched				
☐☐☐☐☐ Blindness/Deafness	19	Fortitude negates	1 standard action	Permanent [D]	Medium (190 Feet)	V	Yes	Necromancy
Effect: Makes subject blinded or deafened.				Target: One living creature				
☐☐☐☐☐ **Clairaudience/Clairvoyance	19	None	10 minutes	9 minutes [D]	Long (400 Feet)	V, S, F/DF	No	Divination (Scrying)
Effect: Hear or see at a distance for 9 minutes.				Target: Magical sensor				
☐☐☐☐☐ Contagion	19	Fortitude negates	1 standard action	Instantaneous	Touch	V, S	Yes	Necromancy [Evil]
Effect: Infects subject with chosen disease.				Target: Living creature touched				
☐☐☐☐☐ Continual Flame	19	None	1 standard action	Permanent	Touch	V, S, M	No	Evocation [Light]
Effect: Makes a permanent, heatless torch.				Target: Object touched Magical, heatless flame				
☐☐☐☐☐ Create Food and Water	19	None	10 minutes	24 hours; see text	Close (45 Feet)	V, S	No	Conjuration (Creation)
Effect: Feeds 27 humans or 9 horse.				Target: Food and water to sustain 27 humans or 9 horses for 24 hours				
☐☐☐☐☐ 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+9 damage				Target: Creature touched				
☐☐☐☐☐ Daylight	19	None	1 standard action	90 minutes [D]	Touch	V, S	No	Evocation [Light]
Effect: 60-ft. radius of bright light.				Target: Object touched				
☐☐☐☐☐ Deeper Darkness	19	None	1 standard action	9 days [D]	Touch	V, M/DF	No	Evocation [Darkness]
Effect: Object sheds supernatural shadow in 60-ft. radius.				Target: Object touched				
☐☐☐☐☐ Dispel Magic	19	None	1 standard action	Instantaneous	Medium (190 Feet)	V, S	No	Abjuration
Effect: Cancels magical spells and effects.				Target: One spellcaster, creature, or object; or 20-ft.-radius burst				
☐☐☐☐☐ Glyph of Warding	19	See text	10 minutes	Permanent until discharged [D]	Touch	V, S, M	No (object) and Yes; see text	Abjuration
Effect: Inscription harms those who pass it.				Target: Object touched or up to 45 sq. ft				
☐☐☐☐☐ Helping Hand	19	None	1 standard action	9 hours	5 miles	V, S, DF	No	Evocation
Effect: Ghostly hand leads subject to you.				Target: Ghostly hand				
☐☐☐☐☐ Inflict Serious Wounds	19	Will half	1 standard action	Instantaneous	Touch	V, S	Yes	Necromancy
Effect: Touch attack, 3d8+9 damage				Target: Creature touched				
☐☐☐☐☐ Invisibility Purge	19	None	1 standard action	9 minutes [D]	Personal	V, S	No	Evocation
Effect: Dispers invisibility within 45 ft				Target: You				
☐☐☐☐☐ Locate Object	19	None	1 standard action	9 minutes	Long (760 Feet)	V, S, F/DF	No	Divination
Effect: Senses direction toward object [specific or type].				Target: Circle, centered on you, with a radius of 760 ft.				
☐☐☐☐☐ Magic Circle against Chaos	19	Will negates (harmless)	1 standard action	90 minutes	Touch	V, S, M/DF	No; see text	Abjuration [Lawful]
Effect: As protection spells, but 10-ft. radius and 90 minutes.				Target: 10-ft.-radius emanation from touched creature				
☐☐☐☐☐ Magic Circle against Evil	19	Will negates (harmless)	1 standard action	90 minutes	Touch	V, S, M/DF	No; see text	Abjuration [Good]
Effect: As protection spells, but 10-ft. radius and 90 minutes.				Target: 10-ft.-radius emanation from touched creature				
☐☐☐☐☐ Magic Circle against Good	19	Will negates (harmless)	1 standard action	90 minutes	Touch	V, S, M/DF	No; see text	Abjuration [Evil]
Effect: As protection spells, but 10-ft. radius and 90 minutes.				Target: 10-ft.-radius emanation from touched creature				
☐☐☐☐☐ Magic Circle against Law	19	Will negates (harmless)	1 standard action	90 minutes	Touch	V, S, M/DF	No; see text	Abjuration [Chaotic]
Effect: As protection spells, but 10-ft. radius and 90 minutes.				Target: 10-ft.-radius emanation from touched creature				
☐☐☐☐☐ Magic Vestment	19	Will negates (harmless, object)	1 standard action	9 hours	Touch	V, S, DF	Yes (harmless, object)	Transmutation
Effect: Armor or shield gains 2 enhancement				Target: Armor or shield touched				
☐☐☐☐☐ Meld into Stone	19	None	1 standard action	90 minutes	Personal	V, S, DF	No	Transmutation [Earth]
Effect: You and your gear merge with stone.				Target: You				
☐☐☐☐☐ Obscure Object	19	Will negates (object)	1 standard action	8 hours [D]	Touch	V, S, M/DF	Yes (object)	Abjuration
Effect: Masks object against scrying.				Target: One object touched of up to 900 lbs				
☐☐☐☐☐ **Plant Growth	19	None	1 standard action	Instantaneous	See text	V, S, DF	No	Transmutation
Effect: Grows vegetation, improves crops.				Target: See text				
☐☐☐☐☐ Prayer	19	None	1 standard action	9 rounds	40 ft.	V, S, DF	Yes	Enchantment (Compulsion) [Mind-Affecting]
Effect: Allies +1 bonus on most rolls, enemies -1 penalty.				Target: All allies and foes within a 40-ft.-radius burst centered on you				
☐☐☐☐☐ Protection from Energy	19	Fortitude negates (harmless)	1 standard action	90 minutes or until discharged	Touch	V, S, DF	Yes (harmless)	Abjuration
Effect: Absorb 108 points of damage from one kind of energy.				Target: Creature touched				
☐☐☐☐☐ Remove Blindness/Deafness	19	Fortitude negates (harmless)	1 standard action	Instantaneous	Touch	V, S	Yes (harmless)	Conjuration (Healing)
Effect: Cures normal or magical conditions.				Target: Creature touched				
☐☐☐☐☐ Remove Curse	19	Will negates (harmless)	1 standard action	Instantaneous	Touch	V, S	Yes (harmless)	Abjuration
Effect: Frees object or person from curse.				Target: Creature or item touched				
☐☐☐☐☐ Remove Disease	19	Fortitude negates (harmless)	1 standard action	Instantaneous	Touch	V, S	Yes (harmless)	Conjuration (Healing)
Effect: Cures all diseases affecting subject.				Target: Creature touched				
☐☐☐☐☐ Searing Light	19	None	1 standard action	Instantaneous	Medium (190 Feet)	V, S	Yes	Evocation
Effect: Ray deals 1d8/two levels, more against undead.				Target: Ray				
☐☐☐☐☐ Speak with Dead	19	Will negates; see text	10 minutes	9 minutes	10 ft.	V, S, DF	No	Necromancy [Language-Dependent]
Effect: Corpse answers one question/two levels.				Target: One dead creature				
☐☐☐☐☐ Stone Shape	19	None	1 standard action	Instantaneous	Touch	V, S, M/DF	No	Transmutation [Earth]
Effect: Sculpt stone into any shape.				Target: Stone or stone object touched, up to 19 cu. ft.				
☐☐☐☐☐ Summon Monster III	19	None	1 round	9 rounds [D]	Close (45 Feet)	V, S, F/DF	No	Conjuration (Summoning)
Effect: Calls extraplanar creature to fight for you.				Target: One or more summoned creatures, no two of which can be more than 30 ft. apart				
☐☐☐☐☐ Water Breathing	19	Will negates (harmless)	1 standard action	18 hours; see text	Touch	V, S, M/DF	Yes (harmless)	Transmutation
Effect: Subjects can breathe underwater.				Target: Living creatures touched				
☐☐☐☐☐ Water Walk	19	Will negates (harmless)	1 standard action	90 minutes [D]	Touch	V, S, DF	Yes (harmless)	Transmutation [Water]
Effect: Subject treads on water as if solid.				Target: 9 touched creatures				
☐☐☐☐☐ Wind Wall	19	None; see text	1 standard action	9 rounds	Medium (190 Feet)	V, S, M/DF	Yes	Evocation [Air]
Effect: Deflects arrows, smaller creatures, and gases.				Target: Wall up to 90 ft. long and 45 ft. high [S]				

## LEVEL 4

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
☐☐☐☐☐ Air Walk	20	None	1 standard action	90 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				
☐☐☐☐☐ **Command Plants	20	Will negates	1 standard action	9 days	Close (25 Feet)	V	Yes	Transmutation
Effect: Sway the actions of one or more plant creatures.				Target: Up to 9 HD of plant creatures, no two of which can be more than 30 ft. apart				
☐☐☐☐☐ Control Water	20	None; see text	1 standard action	90 minutes [D]	Long (760 Feet)	V, S, M/DF	No	Transmutation [Water]
Effect: Raises or lowers bodies of water.				Target: Water in a volume of 90 ft by 90 ft by 18 ft [S]				
☐☐☐☐☐ Cure Critical Wounds	20	Will half (harmless); see text	1 standard action	Instantaneous	Touch	V, S	Yes (harmless); see	Conjuration (Healing)
* =Domain/Specialty Spell								

\* =Domain/Specialty Spell

## Cleric Spells

text								
<i>Effect:</i> Cures 4d8+9 damage.				<i>Target:</i> Creature touched				
☐☐☐☐☐ Death Ward	20	Will negates (harmless)	1 standard action	9 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				
☐☐☐☐☐ Dimensional Anchor	20	None	1 standard action	9 minutes	Medium (190 Feet)	V, S	Yes (object)	Abjuration
<i>Effect:</i> Bars extradimensional movement.				<i>Target:</i> Ray				
☐☐☐☐☐ Discern Lies	20	Will negates	1 standard action	Concentration, up to 9 rounds	Close (45 Feet)	V, S, DF	No	Divination
<i>Effect:</i> Reveals deliberate falsehoods.				<i>Target:</i> 9 creatures, no two of which can be more than 30 ft. apart				
☐☐☐☐☐ Dismissal	20	Will negates; see text	1 standard action	Instantaneous	Close (45 Feet)	V, S, DF	Yes	Abjuration
<i>Effect:</i> Forces a creature to return to native plane.				<i>Target:</i> One extraplanar creature				
☐☐☐☐☐ *Divination	20	None	10 minutes	Instantaneous	Personal	V, S, M	No	Divination
<i>Effect:</i> Provides useful advice for specific proposed actions.				<i>Target:</i> You				
☐☐☐☐☐ Divination	20	None	10 minutes	Instantaneous	Personal	V, S, M	No	Divination
<i>Effect:</i> Provides useful advice for specific proposed actions.				<i>Target:</i> You				
☐☐☐☐☐ Divine Power	20	None	1 standard action	9 rounds	Personal	V, S, DF	No	Evocation
<i>Effect:</i> You gain attack bonus, +6 to Str, and 9 hps.				<i>Target:</i> You				
☐☐☐☐☐ Freedom of Movement	20	Will negates (harmless)	1 standard action	90 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	20	None	1 standard action	9 minutes	Close (45 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				
☐☐☐☐☐ Imbue with Spell Ability	20	Will negates (harmless)	10 minutes	Permanent until discharged [D]	Touch	V, S, DF	Yes (harmless)	Evocation
<i>Effect:</i> Transfer spells to subject.				<i>Target:</i> Creature touched; see text				
☐☐☐☐☐ Inflict Critical Wounds	20	Will half	1 standard action	Instantaneous	Touch	V, S	Yes	Necromancy
<i>Effect:</i> Touch attack, 4d8+9 damage				<i>Target:</i> Creature touched				
☐☐☐☐☐ Magic Weapon, Greater	20	Will negates (harmless, object)	1 standard action	9 hours	Close (45 Feet)	V, S, M/DF	Yes (harmless, object)	Transmutation
<i>Effect:</i> +1/four levels 5.				<i>Target:</i> One weapon or fifty projectiles [all of which must be in contact with each other at the time of casting]				
☐☐☐☐☐ Neutralize Poison	20	Will negates (harmless, object)	1 standard action	90 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 9 cu. ft. touched				
☐☐☐☐☐ Poison	20	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				
☐☐☐☐☐ Repel Vermin	20	None or Will negates; see text	1 standard action	90 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				
☐☐☐☐☐ Restoration	20	Will negates (harmless)	3 rounds	Instantaneous	Touch	V, S, M	Yes (harmless)	Conjuration (Healing)
<i>Effect:</i> Restores level and ability score drains.				<i>Target:</i> Creature touched				
☐☐☐☐☐ Sending	20	None	10 minutes	9 round; see text	See text	V, S, M/DF	No	Evocation
<i>Effect:</i> Delivers short message anywhere, instantly.				<i>Target:</i> One creature				
☐☐☐☐☐ Spell Immunity	20	Will negates (harmless)	1 standard action	90 minutes	Touch	V, S, DF	Yes (harmless)	Abjuration
<i>Effect:</i> Subject is immune to one spell per four levels.				<i>Target:</i> Creature touched				
☐☐☐☐☐ Summon Monster IV	20	None	1 round	9 rounds [D]	Close (45 Feet)	V, S, F/DF	No	Conjuration (Summoning)
<i>Effect:</i> Calls extraplanar creature to fight for you.				<i>Target:</i> One or more summoned creatures, no two of which can be more than 30 ft. apart				
☐☐☐☐☐ Tongues	20	Will negates (harmless)	1 standard action	90 minutes	Touch	V, M/DF	No	Divination
<i>Effect:</i> Speak any language.				<i>Target:</i> Creature touched				

## LEVEL 5

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
☐☐☐☐☐ Atonement	21	None	1 hour	Instantaneous	Touch	V, S, M, F, Yes DF, XP		Abjuration
<i>Effect:</i> Removes burden of misdeeds from subject.				<i>Target:</i> Living creature touched				
☐☐☐☐☐ Break Enchantment	21	See text	1 minute	Instantaneous	Close (45 Feet)	V, S	No	Abjuration
<i>Effect:</i> Frees subjects from enchantments, alterations, curses, and petrification.				<i>Target:</i> Up to 9 creatures, all within 30 ft. of each other				
☐☐☐☐☐ Command, Greater	21	Will negates	1 standard action	9 rounds	Close (45 Feet)	V	Yes	Enchantment (Compulsion)
<i>Effect:</i> As command, but affects 9 subjects.				<i>Target:</i> 9 creatures, no two of which can be more than 30 ft. apart				
☐☐☐☐☐ Commune	21	None	10 minutes	9 rounds	Personal	V, S, M, DF, XP	No	Divination
<i>Effect:</i> Deity answers 9 yes-or-no questions.				<i>Target:</i> You				
☐☐☐☐☐ Cure Light Wounds, Mass	21	Will half (harmless) or Will half; see text	1 standard action	Instantaneous	Close (45 Feet)	V, S	Yes (harmless) or Yes; see text	Conjuration (Healing)
<i>Effect:</i> Cures 1d8+9 damage for many creatures.				<i>Target:</i> 9 creatures, no two of which can be more than 30 ft. apart				
☐☐☐☐☐ Dispel Chaos	21	See text	1 standard action	9 rounds or until discharged, whichever comes first	Touch	V, S, DF	See text	Abjuration [Lawful]
<i>Effect:</i> +4 bonus against attacks.				<i>Target:</i> You and a touched evil creature from another plane; or you and an enchantment or evil spell on a touched creature or object				
☐☐☐☐☐ Dispel Evil	21	See text	1 standard action	9 rounds or until discharged, whichever comes first	Touch	V, S, DF	See text	Abjuration [Good]
<i>Effect:</i> +4 bonus against attacks.				<i>Target:</i> You and a touched evil creature from another plane; or you and an enchantment or evil spell on a touched creature or object				
☐☐☐☐☐ Dispel Good	21	See text	1 standard action	9 rounds or until discharged, whichever comes first	Touch	V, S, DF	See text	Abjuration [Evil]
<i>Effect:</i> +4 bonus against attacks.				<i>Target:</i> You and a touched evil creature from another plane; or you and an enchantment or evil spell on a touched creature or object				
☐☐☐☐☐ Dispel Law	21	See text	1 standard action	9 rounds or until discharged, whichever comes first	Touch	V, S, DF	See text	Abjuration [Chaotic]
<i>Effect:</i> +4 bonus against attacks.				<i>Target:</i> You and a touched evil creature from another plane; or you and an enchantment or evil spell on a touched creature or object				
☐☐☐☐☐ Disrupting Weapon	21	Will negates (harmless, object); see text	1 standard action	9 rounds	Touch	V, S	Yes (harmless, object)	Transmutation
<i>Effect:</i> Melee weapon destroys undead.				<i>Target:</i> One melee weapon				
☐☐☐☐☐ Flame Strike	21	Reflex half	1 standard action	Instantaneous	Medium (190 Feet)	V, S, DF	Yes	Evocation [Fire]
<i>Effect:</i> Smite foes with divine fire for 9d6 damage.				<i>Target:</i> Cylinder 10				
☐☐☐☐☐ Hallow	21	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				
☐☐☐☐☐ Inflict Light Wounds, Mass	21	Will half	1 standard action	Instantaneous	Close (45 Feet)	V, S	Yes	Necromancy
<i>Effect:</i> Deals 1d8+9 damage to many creatures.				<i>Target:</i> 9 creatures, no two of which can be more than 30 ft. apart				
☐☐☐☐☐ Insect Plague	21	None	1 round	9 minutes	Long (760 Feet)	V, S, DF	No	Conjuration (Summoning)
<i>Effect:</i> Locust swarms attack creatures.				<i>Target:</i> 3 swarms of locust, each of which must be adjacent to at least one other swarm				
☐☐☐☐☐ Mark of Justice	21	None	10 minutes	Permanent; see text	Touch	V, S, DF	Yes	Necromancy
<i>Effect:</i> Designates action that will trigger curse on subject.				<i>Target:</i> Creature touched				
☐☐☐☐☐ Plane Shift	21	Will negates	1 standard action	Instantaneous	Touch	V, S, F	Yes	Conjuration (Teleportation)
<i>Effect:</i> As many as eight subjects travel to another plane.				<i>Target:</i> Creature touched, or up to eight willing creatures joining hands				
☐☐☐☐☐ Raise Dead	21	None; see text	1 minute	Instantaneous	Touch	V, S, M, DF	Yes (harmless)	Conjuration (Healing)
<i>Effect:</i> Restores life to subject who died as long as 9 days ago.				<i>Target:</i> Dead creature touched				
☐☐☐☐☐ Righteous Might	21	None	1 standard action	9 rounds [D]	Personal	V, S, DF	No	Transmutation
<i>Effect:</i> Your size increases, and you gain combat bonuses.				<i>Target:</i> You				
☐☐☐☐☐ Scrying	21	Will negates	1 hour	9 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				

\* =Domain/Specialty Spell

## Cleric Spells

☐☐☐☐☐ Slay Living	21	Fortitude partial	1 standard action	Instantaneous	Touch	V, S	Yes	Necromancy [Death]
<i>Effect:</i> Touch attack kills subject.				<i>Target:</i> Living creature touched				
☐☐☐☐☐ Spell Resistance	21	Will negates (harmless)	1 standard action	9 minutes	Touch	V, S, DF	Yes (harmless)	Abjuration
<i>Effect:</i> Subject gains SR 12 + level.				<i>Target:</i> Creature touched				
☐☐☐☐☐ Summon Monster V	21	None	1 round	9 rounds [D]	Close (45 Feet)	V, S, F/DF	No	Conjuration (Summoning)
<i>Effect:</i> Calls extraplanar creature to fight for you.				<i>Target:</i> One or more summoned creatures, no two of which can be more than 30 ft. apart				
☐☐☐☐☐ Symbol of Pain	21	Fortitude negates	10 minutes	See text	0 ft.; see text	V, S, M	Yes	Necromancy [Evil]
<i>Effect:</i> Triggered rune wracks nearby creatures with pain.				<i>Target:</i> One symbol				
☐☐☐☐☐ Symbol of Sleep	21	Will negates	10 minutes	See text	0 ft.; see text	V, S, M	Yes	Enchantment (Compulsion) [Mind-Affecting]
<i>Effect:</i> Triggered rune puts nearby creatures into catatonic slumber.				<i>Target:</i> One symbol				
☐☐☐☐☐ *True Seeing	21	Will negates (harmless)	1 standard action	9 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				
☐☐☐☐☐ True Seeing	21	Will negates (harmless)	1 standard action	9 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				
☐☐☐☐☐ Unhallow	21	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 Stone	21	See text	1 standard action	Instantaneous	Medium (190 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 9 5-ft. squares [S]				
☐☐☐☐☐ **Wall of Thorns	21	None	1 standard action	90 minutes [D]	Medium (100 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 9 10-ft. cubes [S]				

\* =Domain/Speciality Spell

## Druid Spells

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

## LEVEL 0

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
☐☐☐☐☐ Create Water	16	None	1 standard action	Instantaneous	Close (50 Feet)	V, S	No	Conjuration (Creation) [Water]
<i>Effect:</i> Creates 22 gallons of pure water.				<i>Target:</i> Up to 22 gallons of water				
☐☐☐☐☐ Cure Minor Wounds	16	Will half (harmless); see text	1 standard action	Instantaneous	Touch	V, S	Yes (harmless); see text	Conjuration (Healing)
<i>Effect:</i> Cures 1 point of damage.				<i>Target:</i> Creature touched				
☐☐☐☐☐ Detect Magic	16	None	1 standard action	Concentration, up to 11 minutes [D]	60 ft.	V, S	No	Divination
<i>Effect:</i> Detects spells and magic items within 60 ft.				<i>Target:</i> Cone-shaped emanation				
☐☐☐☐☐ Detect Poison	16	None	1 standard action	Instantaneous	Close (50 Feet)	V, S	No	Divination
<i>Effect:</i> Detects poison in one creature or small object.				<i>Target:</i> One creature, one object, or a 5-ft. cube				
☐☐☐☐☐ Flare	16	Fortitude negates	1 standard action	Instantaneous	Close (50 Feet)	V	Yes	Evocation [Light]
<i>Effect:</i> Dazzles one creature [-1 on attack rolls].				<i>Target:</i> Burst of light				
☐☐☐☐☐ Guidance	16	Will negates (harmless)	1 standard action	11 minute or until discharged	Touch	V, S	Yes	Divination
<i>Effect:</i> +1 on one attack roll, saving throw, or skill check.				<i>Target:</i> Creature touched				
☐☐☐☐☐ Know Direction	16	None	1 standard action	Instantaneous	Personal	V, S	No	Divination
<i>Effect:</i> You discern north.				<i>Target:</i> You				
☐☐☐☐☐ Light	16	None	1 standard action	110 minutes [D]	Touch	V, M/DF	No	Evocation [Light]
<i>Effect:</i> Object shines like a torch.				<i>Target:</i> Object touched				
☐☐☐☐☐ Mending	16	Will negates (harmless, object)	1 standard action	Instantaneous	10 ft.	V, S	Yes (harmless, object)	Transmutation
<i>Effect:</i> Makes minor repairs on an object.				<i>Target:</i> One object of up to 1 lb.				
☐☐☐☐☐ Purify Food and Drink	16	Will negates (object)	1 standard action	Instantaneous	10 ft.	V, S	Yes (object)	Transmutation
<i>Effect:</i> Purifies 11 cu. ft. of food or water.				<i>Target:</i> 11 cu. ft. of contaminated food and water				
☐☐☐☐☐ Read Magic	16	None	1 standard action	110 minutes	Personal	V, S, F	No	Divination
<i>Effect:</i> Read scrolls and spellbooks.				<i>Target:</i> You				
☐☐☐☐☐ Resistance	16	Will negates (harmless)	1 standard action	11 minute	Touch	V, S, M/DF	Yes (harmless)	Abjuration
<i>Effect:</i> Subject gains +1 on saving throws.				<i>Target:</i> Creature touched				
☐☐☐☐☐ Virtue	16	Fortitude negates (harmless)	1 standard action	11 minutes	Touch	V, S, DF	Yes (harmless)	Transmutation
<i>Effect:</i> Subject gains 1 temporary hp.				<i>Target:</i> Creature touched				

## LEVEL 1

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
☐☐☐☐☐ Calm Animals	17	Will negates; see text	1 standard action	11 minutes	Close (50 Feet)	V, S	Yes	Enchantment (Compulsion) [Mind-Affecting]
<i>Effect:</i> Calms [2d4 + level] HD of animals.				<i>Target:</i> Animals within 30 ft. of each other				
☐☐☐☐☐ Charm Animal	17	Will negates	1 standard action	11 hours	Close (50 Feet)	V, S	Yes	Enchantment (Charm) [Mind-Affecting]
<i>Effect:</i> Makes one animal your friend.				<i>Target:</i> One animal				
☐☐☐☐☐ Cure Light Wounds	17	Will half (harmless); see text	1 standard action	Instantaneous	Touch	V, S	Yes (harmless); see text	Conjuration (Healing)
<i>Effect:</i> Cures 1d8+5 damage				<i>Target:</i> Creature touched				
☐☐☐☐☐ Detect Animals or Plants	17	None	1 standard action	Concentration, up to 10 minutes [D]	Long (840 Feet)	V, S	No	Divination
<i>Effect:</i> Detects kinds of animals or plants.				<i>Target:</i> Cone-shaped emanation				
☐☐☐☐☐ Detect Snares and Pits	17	None	1 standard action	Concentration, up to 110 minutes [D]	60 ft.	V, S	No	Divination
<i>Effect:</i> Reveals natural or primitive traps.				<i>Target:</i> Cone-shaped emanation				
☐☐☐☐☐ Endure Elements	17	Will negates (harmless)	1 standard action	24 hours	Touch	V, S	Yes (harmless)	Abjuration
<i>Effect:</i> Exist comfortably in hot or cold environments.				<i>Target:</i> Creature touched				
☐☐☐☐☐ Entangle	17	Reflex partial; see text	1 standard action	11 minutes [D]	Long (840 Feet)	V, S, DF	No	Transmutation
<i>Effect:</i> Plants entangle everyone in 40-ft.-radius circle.				<i>Target:</i> Plants in a 40-ft.-radius spread				
☐☐☐☐☐ Faerie Fire	17	None	1 standard action	11 minutes [D]	Long (840 Feet)	V, S, DF	Yes	Evocation [Light]
<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				
☐☐☐☐☐ Goodberry	17	None	1 standard action	11 days	Touch	V, S, DF	Yes	Transmutation
<i>Effect:</i> 2d4 berries each cure 1 hp [max 8 hp/24 hours].				<i>Target:</i> 2d4 fresh berries touched				
☐☐☐☐☐ Hide from Animals	17	Will negates (harmless)	1 standard action	110 minutes [D]	Touch	S, DF	Yes	Abjuration
<i>Effect:</i> Animals can't perceive 11 subjects.				<i>Target:</i> 11 creatures touched				
☐☐☐☐☐ Jump	17	Will negates (harmless)	1 standard action	11 minutes [D]	Touch	V, S, M	Yes	Transmutation
<i>Effect:</i> Subject gets bonus on Jump checks.				<i>Target:</i> Creature touched				
☐☐☐☐☐ Longstrider	17	None	1 standard action	11 hours [D]	Personal	V, S, M	No	Transmutation
<i>Effect:</i> Increases your speed.				<i>Target:</i> You				
☐☐☐☐☐ Magic Fang	17	Will negates (harmless)	1 standard action	11 minutes	Touch	V, S, DF	Yes (harmless)	Transmutation
<i>Effect:</i> One natural weapon of subject creature gets +1 on attack and damage rolls.				<i>Target:</i> Living creature touched				
☐☐☐☐☐ Magic Stone	17	Will negates (harmless, object)	1 standard action	30 minutes or until discharged	Touch	V, S, DF	Yes (harmless, object)	Transmutation
<i>Effect:</i> Three stones gain +1 on attack rolls, deal 1d6+1 damage.				<i>Target:</i> Up to three pebbles touched				

\* =Domain/Speciality Spell

## Druid Spells

Obscuring Mist	17	None	1 standard action	11 minutes	20 ft.	V, S	No	Conjuration (Creation)
<i>Effect:</i> Fog surrounds you.								
Pass without Trace	17	Will negates (harmless)	1 standard action	11 hours [D]	Touch	V, S, DF	Yes (harmless)	Transmutation
<i>Effect:</i> 11 subjects leaves no tracks.								
Produce Flame	17	None	1 standard action	11 minutes [D]	0 ft.	V, S	Yes	Evocation [Fire]
<i>Effect:</i> 1d6+11 damage, touch or thrown.								
Shillelagh	17	Will negates (object)	1 standard action	11 minutes	Touch	V, S, DF	Yes (object)	Transmutation
<i>Effect:</i> Cudgel or quarterstaff becomes +1 weapon [1d10 damage] for 11 minutes.								
Speak with Animals	17	None	1 standard action	11 minutes	Personal	V, S	No	Divination
<i>Effect:</i> You can communicate with animals.								
Summon Nature's Ally I	17	None	1 round	11 rounds [D]	Close (50 Feet)	V, S, DF	No	Conjuration (Summoning)
<i>Effect:</i> Calls creature to fight.								
<i>Target:</i> One summoned creature								

## LEVEL 2

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
Animal Messenger	18	None; see text	1 standard action	11 days	Close (50 Feet)	V, S, M	Yes	Enchantment (Compulsion) [Mind-Affecting]
<i>Effect:</i> Sends a Tiny animal to a specific place.								
Animal Trance	18	Will negates; see text	1 standard action	Concentration	Close (50 Feet)	V, S	Yes	Enchantment (Compulsion) [Mind-Affecting, Sonic]
<i>Effect:</i> Fascinates 2d6 HD of animals.								
Barkskin	18	None	1 standard action	110 minutes	Touch	V, S, DF	Yes (harmless)	Transmutation
<i>Effect:</i> Grants +4 enhancement to natural armor.								
Bear's Endurance	18	Will negates (harmless)	1 standard action	11 minutes	Touch	V, S, DF	Yes	Transmutation
<i>Effect:</i> Subject gains +4 to Con for 11 minutes.								
Bull's Strength	18	Will negates (harmless)	1 standard action	11 minutes	Touch	V, S, M/DF	Yes (harmless)	Transmutation
<i>Effect:</i> Subject gains +4 to Str for 11 minutes.								
Cat's Grace	18	Will negates (harmless)	1 standard action	11 minutes	Touch	V, S, M	Yes	Transmutation
<i>Effect:</i> Subject gains +4 to Dex for 11 minutes.								
Chill Metal	18	Will negates (object)	1 standard action	7 rounds	Close (50 Feet)	V, S, DF	Yes (object)	Transmutation [Cold]
<i>Effect:</i> Cold metal damages those who touch it.								
Delay Poison	18	Fortitude negates (harmless)	1 standard action	11 hours	Touch	V, S, DF	Yes (harmless)	Conjuration (Healing)
<i>Effect:</i> Stops poison from harming subject for 11 hours.								
Fire Trap	18	Reflex half; see text	10 minutes	Permanent until discharged [D]	Touch	V, S, M	Yes	Abjuration [Fire]
<i>Effect:</i> Opened object deals 1d4+11 damage.								
Flame Blade	18	None	1 standard action	11 minutes [D]	0 ft.	V, S, DF	Yes	Evocation [Fire]
<i>Effect:</i> Touch attack deals 1d8 +1/two levels damage.								
Flaming Sphere	18	Reflex negates	1 standard action	11 rounds	Medium (210 Feet)	V, S, M/DF	Yes	Evocation [Fire]
<i>Effect:</i> Creates rolling ball of fire, 2d6 damage, lasts 11 rounds.								
Fog Cloud	18	None	1 standard action	110 minutes	Medium (210 Feet)	V, S	No	Conjuration (Creation)
<i>Effect:</i> Fog obscures vision.								
Gust of Wind	18	Fortitude negates	1 standard action	11 round	60 ft.	V, S	Yes	Evocation [Air]
<i>Effect:</i> Blows away or knocks down smaller creatures.								
Heat Metal	18	Will negates (object)	1 standard action	7 rounds	Close (50 Feet)	V, S, DF	Yes (object)	Transmutation [Fire]
<i>Effect:</i> Make metal so hot it damages those who touch it.								
Hold Animal	18	Will negates; see text	1 standard action	11 rounds [D]; see text	Medium (210 Feet)	V, S	Yes	Enchantment (Compulsion) [Mind-Affecting]
<i>Effect:</i> Paralyzes one animal for 11 rounds.								
Owl's Wisdom	18	Will negates (harmless)	1 standard action	11 minutes	Touch	V, S, M/DF	Yes	Transmutation
<i>Effect:</i> Subject gains +4 to Wis for 11 minutes.								
Reduce Animal	18	None	1 standard action	11 hours [D]	Touch	V, S	No	Transmutation
<i>Effect:</i> Shrinks one willing animal.								
Resist Energy	18	Fortitude negates (harmless)	1 standard action	110 minutes	Touch	V, S, DF	Yes (harmless)	Abjuration
<i>Effect:</i> Ignores first 10 [or more] points of damage/attack from specified energy type.								
Restoration, Lesser	18	Will negates (harmless)	3 rounds	Instantaneous	Touch	V, S	Yes (harmless)	Conjuration (Healing)
<i>Effect:</i> Dispel magical ability penalty or repairs 1d4 ability damage.								
Soften Earth and Stone	18	None	1 standard action	Instantaneous	Close (50 Feet)	V, S, DF	No	Transmutation [Earth]
<i>Effect:</i> Turns stone to clay or dirt to sand or mud.								
Spider Climb	18	Will negates (harmless)	1 standard action	110 minutes	Touch	V, S, M	Yes (harmless)	Transmutation
<i>Effect:</i> Grants ability to walk on walls and ceilings.								
Summon Nature's Ally II	18	None	1 round	11 rounds [D]	Close (50 Feet)	V, S, DF	No	Conjuration (Summoning)
<i>Effect:</i> Calls creature to fight.								
Summon Swarm	18	None	1 round	Concentration + 2 rounds	Close (50 Feet)	V, S, M/DF	No	Conjuration (Summoning)
<i>Effect:</i> Summons swarm of bats, rats, or spiders.								
Tree Shape	18	None	1 standard action	11 hours [D]	Personal	V, S, DF	No	Transmutation
<i>Effect:</i> You look exactly like a tree for 11 hours.								
Warp Wood	18	Will negates (object)	1 standard action	Instantaneous	Close (50 Feet)	V, S	Yes (object)	Transmutation
<i>Effect:</i> Bends wood [shaft, handle, door, plank].								
Wood Shape	18	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 21 cu. ft.								

## LEVEL 3

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
Call Lightning	19	Reflex half	1 round	11 minutes	Medium (210 Feet)	V, S	Yes	Evocation [Electricity]
<i>Effect:</i> Calls down lightning bolts [3d6 per bolt] from sky.								
Contagion	19	Fortitude negates	1 standard action	Instantaneous	Touch	V, S	Yes	Necromancy [Evil]
<i>Effect:</i> 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)
<i>Effect:</i> Cures 2d8+10 damage								
Daylight	19	None	1 standard action	110 minutes [D]	Touch	V, S	No	Evocation [Light]
<i>Effect:</i> 60-ft. radius of bright light.								
Diminish Plants	19	None	1 standard action	Instantaneous	See text	V, S, DF	No	Transmutation
<i>Effect:</i> Reduces size or blights growth of normal plants.								
Dominate Animal	19	Will negates	1 round	11 rounds	Close (50 Feet)	V, S	Yes	Enchantment (Compulsion) [Mind-Affecting]
<i>Effect:</i> Subject animal obeys silent mental commands.								
Magic Fang, Greater	19	Will negates (harmless)	1 standard action	11 hours	Close (50 Feet)	V, S, DF	Yes (harmless)	Transmutation
<i>Effect:</i> One natural weapon of subject creature gets +3 on attack and damage rolls.								
Meld into Stone	19	None	1 standard action	110 minutes	Personal	V, S, DF	No	Transmutation [Earth]
<i>Effect:</i> You and your gear merge with stone.								
Neutralize Poison	19	Will negates (harmless, object)	1 standard action	110 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 11 cu. ft. touched								

\* =Domain/Specialty Spell

## Druid Spells

Plant Growth	19	None	1 standard action	Instantaneous	See text	V, S, DF	No	Transmutation
<i>Effect:</i> Grows vegetation, improves crops.								
Poison	19	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.								
Protection from Energy	19	Fortitude negates (harmless)	1 standard action	110 minutes or until discharged	Touch	V, S, DF	Yes (harmless)	Abjuration
<i>Effect:</i> Absorb 132 points of damage from one kind of energy.								
Quench	19	None or Will negates (object)	1 standard action	Instantaneous	Medium (210 Feet)	V, S, DF	No or Yes (object)	Transmutation
<i>Effect:</i> Extinguishes nonmagical fires or one magic item.								
Remove Disease	19	Fortitude negates (harmless)	1 standard action	Instantaneous	Touch	V, S	Yes (harmless)	Conjuration (Healing)
<i>Effect:</i> Cures all diseases affecting subject.								
Sleet Storm	19	None	1 standard action	11 rounds	Long (840 Feet)	V, S, M/DF	No	Conjuration (Creation) [Cold]
<i>Effect:</i> Hampers vision and movement.								
Snare	19	None	3 rounds	Until triggered or broken	Touch	V, S, DF	No	Transmutation
<i>Effect:</i> Creates a magic booby trap.								
Speak with Plants	19	None	1 standard action	11 minutes	Personal	V, S	No	Divination
<i>Effect:</i> You can talk to normal plants and plant creatures.								
Spike Growth	19	Reflex partial	1 standard action	11 hours [D]	Medium (210 Feet)	V, S, DF	Yes	Transmutation
<i>Effect:</i> 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]
<i>Effect:</i> Sculpts stone into any shape.								
Summon Nature's Ally III	19	None	1 round	11 rounds [D]	Close (50 Feet)	V, S, DF	No	Conjuration (Summoning)
<i>Effect:</i> Calls creature to fight.								
Water Breathing	19	Will negates (harmless)	1 standard action	22 hours; see text	Touch	V, S, M/DF	Yes (harmless)	Transmutation
<i>Effect:</i> Subjects can breathe underwater.								
Wind Wall	19	None; see text	1 standard action	11 rounds	Medium (210 Feet)	V, S, M/DF	Yes	Evocation [Air]
<i>Effect:</i> Deflects arrows, smaller creatures, and gases.								

## LEVEL 4

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
Air Walk	20	None	1 standard action	110 minutes	Touch	V, S, DF	Yes (harmless)	Transmutation [Air]
<i>Effect:</i> Subject treads on air as if solid [climb at 45-degree angle].								
Antiplant Shell	20	None	1 standard action	110 minutes [D]	10 ft.	V, S, DF	Yes	Abjuration
<i>Effect:</i> Keeps animated plants at bay.								
Blight	20	Fortitude half; see text	1 standard action	Instantaneous	Touch	V, S, DF	Yes	Necromancy
<i>Effect:</i> Withers one plant or deals 11d6 damage to plant creature.								
Command Plants	20	Will negates	1 standard action	11 days	Close (50 Feet)	V	Yes	Transmutation
<i>Effect:</i> Sway the actions of one or more plant creatures.								
Control Water	20	None; see text	1 standard action	110 minutes [D]	Long (840 Feet)	V, S, M/DF	No	Transmutation [Water]
<i>Effect:</i> Raises or lowers bodies of water.								
Cure Serious Wounds	20	Will half (harmless); see text	1 standard action	Instantaneous	Touch	V, S	Yes (harmless); see text	Conjuration (Healing)
<i>Effect:</i> Cures 3d8+11 damage								
Dispel Magic	20	None	1 standard action	Instantaneous	Medium (210 Feet)	V, S	No	Abjuration
<i>Effect:</i> Cancels magical spells and effects.								
Flame Strike	20	Reflex half	1 standard action	Instantaneous	Medium (210 Feet)	V, S, DF	Yes	Evocation [Fire]
<i>Effect:</i> Smite foes with divine fire for 11d6 damage.								
Freedom of Movement	20	Will negates (harmless)	1 standard action	110 minutes	Personal or touch	V, S, M, DF	Yes (harmless)	Abjuration
<i>Effect:</i> Subject moves normally despite impediments.								
Giant Vermin	20	None	1 standard action	11 minutes	Close (50 Feet)	V, S, DF	Yes	Transmutation
<i>Effect:</i> Turns centipedes, scorpions, or spiders into giant vermin.								
Ice Storm	20	None	1 standard action	11 full round	Long (840 Feet)	V, S, M/DF	Yes	Evocation [Cold]
<i>Effect:</i> Hail deals 5d6 damage in cylinder 40 ft. across.								
Reincarnate	20	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.								
Repel Vermin	20	None or Will negates; see text	1 standard action	110 minutes [D]	10 ft.	V, S, DF	Yes	Abjuration
<i>Effect:</i> Insects, spiders, and other vermin stay 10 ft. away.								
Rusting Grasp	20	None	1 standard action	See text	Touch	V, S, DF	No	Transmutation
<i>Effect:</i> Your touch corrodes iron and alloys.								
Scrying	20	Will negates	1 hour	11 minutes	See text	V, S, M/DF, F	Yes	Divination (Scrying)
<i>Effect:</i> Spies on subject from a distance.								
Spike Stones	20	Reflex partial	1 standard action	11 hours [D]	Medium (210 Feet)	V, S, DF	Yes	Transmutation [Earth]
<i>Effect:</i> Creatures in area take 1d8 damage, may be slowed.								
Summon Nature's Ally IV	20	None	1 round	11 rounds [D]	Close (50 Feet)	V, S, DF	No	Conjuration (Summoning)
<i>Effect:</i> Calls creature to fight.								

## LEVEL 5

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
Animal Growth	21	Fortitude negates	1 standard action	11 minutes	Medium (210 Feet)	V, S	Yes	Transmutation
<i>Effect:</i> One animal/two levels doubles in size.								
Atonement	21	None	1 hour	Instantaneous	Touch	V, S, M, F, Yes DF, XP		Abjuration
<i>Effect:</i> Removes burden of misdeeds from subject.								
Awaken	21	Will negates	24 hours	Instantaneous	Touch	V, S, DF, XP	Yes	Transmutation
<i>Effect:</i> Animal or tree gains human intellect.								
Baleful Polymorph	21	Fortitude negates, Will partial; see text	1 standard action	Permanent	Close (50 Feet)	V, S	Yes	Transmutation
<i>Effect:</i> Transforms subject into harmless animal.								
Call Lightning Storm	21	Reflex half	1 round	11 minutes	Long (840 Feet)	V, S	Yes	Evocation [Electricity]
<i>Effect:</i> As call lightning, but 5d6 damage per bolt.								
Commune with Nature	21	None	10 minutes	Instantaneous	Personal	V, S	No	Divination
<i>Effect:</i> Learn about terrain for 11 miles.								
Control Winds	21	Fortitude negates	1 standard action	110 minutes	40 ft./level	V, S	No	Transmutation [Air]
<i>Effect:</i> Change wind direction and speed.								
Cure Critical Wounds	21	Will half (harmless); see text	1 standard action	Instantaneous	Touch	V, S	Yes (harmless); see text	Conjuration (Healing)
<i>Effect:</i> Cures 4d8+11 damage.								
Death Ward	21	Will negates (harmless)	1 standard action	11 minutes	Touch	V, S, DF	Yes (harmless)	Necromancy
<i>Effect:</i> Grants immunity to death spells and negative energy effects.								
Hallow	21	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								

\* =Domain/Speciality Spell



## Druid Spells

☐☐☐☐☐ Insect Plague	21	None	1 round	11 minutes	Long (840 Feet)	V, S, DF	No	Conjuration (Summoning)
<i>Effect:</i> Locust swarms attack creatures.								
☐☐☐☐☐ Stoneskin	21	Will negates (harmless)	1 standard action	110 minutes or until discharged	Touch	V, S, M	Yes (harmless)	Abjuration
<i>Effect:</i> Ignore 10 points of damage per attack.								
☐☐☐☐☐ Summon Nature's Ally V	21	None	1 round	11 rounds [D]	Close (50 Feet)	V, S, DF	No	Conjuration (Summoning)
<i>Effect:</i> Calls creature to fight.								
☐☐☐☐☐ Transmute Mud to Rock	21	See text	1 standard action	Permanent	Medium (210 Feet)	V, S, M/DF	No	Transmutation [Earth]
<i>Effect:</i> Transforms two 10-ft. cubes per level.								
☐☐☐☐☐ Transmute Rock to Mud	21	See text	1 standard action	Permanent; see text	Medium (210 Feet)	V, S, M/DF	No	Transmutation [Earth]
<i>Effect:</i> Transforms two 10-ft. cubes per level.								
☐☐☐☐☐ Tree Stride	21	None	1 standard action	11 hours or until expended; see text	Personal	V, S, DF	No	Conjuration (Teleportation)
<i>Effect:</i> Step from one tree to another far away.								
☐☐☐☐☐ Unhallow	21	See text	24 hours	Instantaneous	Touch	V, S, M	See text	Evocation [Evil]
<i>Effect:</i> Designates location as unholy.								
☐☐☐☐☐ Wall of Fire	21	None	1 standard action	Concentration + 11 rounds	Medium (210 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+11 damage								
☐☐☐☐☐ Wall of Thorns	21	None	1 standard action	110 minutes [D]	Medium (210 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 11 10-ft. cubes [S]								

## LEVEL 6

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
☐☐☐☐☐ Antilife Shell	22	None	1 round	110 minutes [D]	10 ft.	V, S, DF	Yes	Abjuration
<i>Effect:</i> 10-ft. field hedges out living creatures.								
☐☐☐☐☐ Bear's Endurance, Mass	22	Will negates (harmless)	1 standard action	11 minutes	Close (50 Feet)	V, S, DF	Yes	Transmutation
<i>Effect:</i> As bear's endurance, affects 11 subjects.								
☐☐☐☐☐ Bull's Strength, Mass	22	Will negates (harmless)	1 standard action	11 minutes	Close (50 Feet)	V, S, M/DF	Yes (harmless)	Transmutation
<i>Effect:</i> As bull's strength, affects one subject/ level.								
☐☐☐☐☐ Cat's Grace, Mass	22	Will negates (harmless)	1 standard action	11 minutes	Close (50 Feet)	V, S, M	Yes	Transmutation
<i>Effect:</i> As cat's grace, affects 11 subjects.								
☐☐☐☐☐ Cure Light Wounds, Mass	22	Will half (harmless) or Will half; see text	1 standard action	Instantaneous	Close (50 Feet)	V, S	Yes (harmless) or see text	Yes;Conjuration (Healing)
<i>Effect:</i> Cures 1d8+11 damage for many creatures.								
☐☐☐☐☐ Dispel Magic, Greater	22	None	1 standard action	Instantaneous	Medium (210 Feet)	V, S	No	Abjuration
<i>Effect:</i> As dispel magic, but +20 on check.								
☐☐☐☐☐ Find the Path	22	None or Will negates (harmless)	3 rounds	110 minutes	Personal or touch	V, S, F	No or Yes (harmless)	Divination
<i>Effect:</i> Shows most direct way to a location.								
☐☐☐☐☐ Fire Seeds	22	None or Reflex half; see text	1 standard action	110 minutes or until used	Touch	V, S, M	No	Conjuration (Creation) [Fire]
<i>Effect:</i> Acorns and berries become grenades and bombs.								
☐☐☐☐☐ Ironwood	22	None	1 minute/lb. created	11 days [D]	0 ft.	V, S, M	No	Transmutation
<i>Effect:</i> Magic wood is strong as steel.								
☐☐☐☐☐ Liveoak	22	None	10 minutes	11 days [D]	Touch	V, S	No	Transmutation
<i>Effect:</i> Oak becomes treant guardian.								
☐☐☐☐☐ Move Earth	22	None	See text	Instantaneous	Long (840 Feet)	V, S, M	No	Transmutation [Earth]
<i>Effect:</i> Digs trenches and build hills.								
☐☐☐☐☐ Owl's Wisdom, Mass	22	Will negates (harmless)	1 standard action	11 minutes	Close (50 Feet)	V, S, M/DF	Yes	Transmutation
<i>Effect:</i> As owl's wisdom, affects one subject/ level.								
☐☐☐☐☐ Repel Wood	22	None	1 standard action	11 minutes [D]	60 ft.	V, S	No	Transmutation
<i>Effect:</i> Pushes away wooden objects.								
☐☐☐☐☐ 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.								
☐☐☐☐☐ Stone Tell	22	None	10 minutes	11 minutes	Personal	V, S, DF	No	Divination
<i>Effect:</i> Talk to natural or worked stone.								
☐☐☐☐☐ Summon Nature's Ally VI	22	None	1 round	11 rounds [D]	Close (50 Feet)	V, S, DF	No	Conjuration (Summoning)
<i>Effect:</i> Calls creature to fight.								
☐☐☐☐☐ Transport via Plants	22	None	1 standard action	11 round	Unlimited	V, S	No	Transmutation
<i>Effect:</i> Move instantly from one plant to another of the same kind.								
☐☐☐☐☐ Wall of Stone	22	See text	1 standard action	Instantaneous	Medium (210 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 11 5-ft. squares [S]								

\* =Domain/Specialty Spell