

Vash Female Human Drd17

NAME

Drd17

CLASS

272000

EXPERIENCE

17

TCL

153000

NEXT LEVEL

NPC

PLAYERNAME

Human

RACE

Medium

SIZE

5'4"

HEIGHT

151 lbs

WEIGHT

0

AGE

Female

GENDER

Chaotic Neutral

ALIGNMENT

Normal

VISION

0

POINTS

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP SCORE	TEMP MODIFIER
STR Strength	16	+3	16	+3
DEX Dexterity	13	+1	13	+1
CON Constitution	18	+4	18	+4
INT Intelligence	12	+1	12	+1
WIS Wisdom	19	+4	19	+4
CHA Charisma	12	+1	12	+1

HP  
hit points

152

WOUNDS/CURRENT HP

AC  
armor class

11

TOTAL

:

10

:

11

:

10

=

BASE

ARMOR BONUS

0

+

SHIELD BONUS

0

+

STAT MODIFIER

1

+

SIZE MODIFIER

0

+

NATURAL ARMOR MODIFIER

0

+

MISC MODIFIER

0

MISS CHANCE

SUBDUAL DAMAGE

DAMAGE REDUCTION

SPEED

Walk 30'

INITIATIVE  
modifier

+1

TOTAL

=

+1

+

+0

MISC MODIFIER

BASE ATTACK  
bonus

+12/+7/+2

SAVING THROWS

FORTITUDE  
(constitution)

REFLEX  
(dexterity)

WILLPOWER  
(wisdom)

TOTAL

+14

=

+10

+

+4

+

+0

+

+0

+

TEMP MODIFIER

BASE SAVE

+5

+

+1

+

+0

+

+0

+

TEMP MODIFIER

ABILITY MODIFIER

+4

+

+0

+

+0

+

TEMP MODIFIER

MAGIC MODIFIER

+0

+

+0

+

TEMP MODIFIER

MISC MODIFIER

+0

+

TEMP MODIFIER

conditional modifiers

MELEE  
attack bonus

TOTAL

+15/+10/+5

=

+12/+7/+2

+

+3

+

+0

+

+0

+

TEMP MODIFIER

RANGED  
attack bonus

TOTAL

+13/+8/+3

=

+12/+7/+2

+

+1

+

+0

+

+0

+

TEMP MODIFIER

GRAPPLE  
attack bonus

TOTAL

+15/+10/+5

=

+12/+7/+2

+

+3

+

+0

+

+0

+

TEMP MODIFIER

UNARMED

TOTAL ATTACK BONUS

+11/+6/+1

DAMAGE

1d3+3

CRITICAL

20/x2

ARMOR

TYPE

AC

MAXDEX

CHECK

SPELL FAILURE

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

WEIGHT ALLOWANCE					
Light	76.0	Medium	153.0	Heavy	230.0
Lift over head	230.0	Lift off ground	460.0	Push / Drag	1150.0

FEATS	
Combat Reflexes	See Text
Craft Wondrous Item	See Text
Endurance	See Text
Extend Spell	See Text
Negotiator	See Text
Quicken Spell	See Text
Self Sufficient	See Text

SKILLS					MAX RANKS	20/10
SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER	
Craft (Blacksmithing)	INT	14	= 1	+ 13.0	+	
Craft (Carpentry)	INT	12	= 1	+ 11.0	+	
Craft (Weaponsmithing)	INT	8	= 1	+ 7.0	+	
✓ Diplomacy	CHA	23	= 1	+ 20.0	+ 2	
Handle Animal	CHA	14	= 1	+ 13.0	+	
Knowledge (Nature)	INT	21	= 1	+ 18.0	+ 2	
✓ Listen	WIS	24	= 4	+ 20.0	+	
✓ Survival	WIS	25	= 4	+ 19.0	+ 2	
					=	+ _____ + _____
✓ : can be used untrained. X : exclusive skills						

SPECIAL ABILITIES
A Thousand Faces (Su)
Animal Companion (Ex)
Nature Sense (Ex)
Resist Nature's Lure (Ex)
Timeless Body (Ex)
Trackless Step (Ex)
Venom Immunity (Ex)
Wild Empathy (Ex)
Wildshape 7/day
Wildshape (elemental 5/day)
Wildshape (Huge)
Wildshape (Plant)
Wildshape (Tiny)
Wildshape Large
Woodland Stride (Ex)














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

LANGUAGES
Common, Druidic, Dwarven





















# 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	6	6	6	6	4	4	3	2	1




## LEVEL 0

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
 <b>Create Water</b> <i>Effect:</i> Creates 34 gallons of pure water.	14	None	1 standard action	Instantaneous	Close (65 Feet)	V, S	No	Conjuration (Creation) [Water]
 <b>Cure Minor Wounds</b> <i>Effect:</i> Cures 1 point of damage.	14	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.	14	None	1 standard action	<i>Target:</i> Creature touched Concentration, up to 17 minutes [D]	60 ft.	V, S	No	Divination
 <b>Detect Poison</b> <i>Effect:</i> Detects poison in one creature or small object.	14	None	1 standard action	<i>Target:</i> Cone-shaped emanation Instantaneous	Close (65 Feet)	V, S	No	Divination
 <b>Flare</b> <i>Effect:</i> Dazzles one creature [-1 on attack rolls].	14	Fortitude negates	1 standard action	<i>Target:</i> One creature, one object, or a 5-ft. cube Instantaneous	Close (65 Feet)	V	Yes	Evocation [Light]
 <b>Guidance</b> <i>Effect:</i> +1 on one attack roll, saving throw, or skill check.	14	Will negates (harmless)	1 standard action	<i>Target:</i> Burst of light 17 minute or until discharged	Touch	V, S	Yes	Divination
 <b>Know Direction</b> <i>Effect:</i> You discern north.	14	None	1 standard action	<i>Target:</i> Creature touched Instantaneous	Personal	V, S	No	Divination
 <b>Light</b> <i>Effect:</i> Object shines like a torch.	14	None	1 standard action	<i>Target:</i> You 170 minutes [D]	Touch	V, M/DF	No	Evocation [Light]
 <b>Mending</b> <i>Effect:</i> Makes minor repairs on an object.	14	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 17 cu. ft. of food or water.	14	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.	14	None	1 standard action	<i>Target:</i> 17 cu. ft. of contaminated food and water 170 minutes	Personal	V, S, F	No	Divination
 <b>Resistance</b> <i>Effect:</i> Subject gains +1 on saving throws.	14	Will negates (harmless)	1 standard action	<i>Target:</i> You 17 minute	Touch	V, S, M/DF	Yes (harmless)	Abjuration
 <b>Virtue</b> <i>Effect:</i> Subject gains 1 temporary hp.	14	Fortitude negates (harmless)	1 standard action	<i>Target:</i> Creature touched 17 minutes	Touch	V, S, DF	Yes (harmless)	Transmutation
				<i>Target:</i> Creature touched				

## LEVEL 1

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
 <b>Calm Animals</b> <i>Effect:</i> Calms [2d4 + level] HD of animals.	15	Will negates; see text	1 standard action	17 minutes	Close (65 Feet)	V, S	Yes	Enchantment (Compulsion) [Mind-Affecting]
 <b>Charm Animal</b> <i>Effect:</i> Makes one animal your friend.	15	Will negates	1 standard action	<i>Target:</i> Animals within 30 ft. of each other 17 hours	Close (65 Feet)	V, S	Yes	Enchantment (Charm) [Mind-Affecting]
 <b>Cure Light Wounds</b> <i>Effect:</i> Cures 1d8+5 damage	15	Will half (harmless); see text	1 standard action	Instantaneous	Touch	V, S	Yes (harmless); see text	Conjuration (Healing)
 <b>Detect Animals or Plants</b> <i>Effect:</i> Detects kinds of animals or plants.	15	None	1 standard action	<i>Target:</i> Creature touched Concentration, up to 10 minutes [D]	Long (1080 Feet)	V, S	No	Divination
 <b>Detect Snares and Pits</b> <i>Effect:</i> Reveals natural or primitive traps.	15	None	1 standard action	<i>Target:</i> Cone-shaped emanation Concentration, up to 170 minutes [D]	60 ft.	V, S	No	Divination
 <b>Endure Elements</b> <i>Effect:</i> Exist comfortably in hot or cold environments.	15	Will negates (harmless)	1 standard action	<i>Target:</i> Cone-shaped emanation 24 hours	Touch	V, S	Yes (harmless)	Abjuration
 <b>Entangle</b> <i>Effect:</i> Plants entangle everyone in 40-ft.-radius circle.	15	Reflex partial; see text	1 standard action	<i>Target:</i> Creature touched 17 minutes [D]	Long (1080 Feet)	V, S, DF	No	Transmutation
 <b>Faerie Fire</b> <i>Effect:</i> Outlines subjects with light, canceling blur, concealment, and the like.	15	None	1 standard action	<i>Target:</i> Plants in a 40-ft.-radius spread 17 minutes [D]	Long (1080 Feet)	V, S, DF	Yes	Evocation [Light]
 <b>Goodberry</b> <i>Effect:</i> 2d4 berries each cure 1 hp [max 8 hp/24 hours].	15	None	1 standard action	<i>Target:</i> Creatures and objects within a 5-ft.-radius burst 17 days	Touch	V, S, DF	Yes	Transmutation
 <b>Hide from Animals</b> <i>Effect:</i> Animals can't perceive 17 subjects.	15	Will negates (harmless)	1 standard action	<i>Target:</i> 2d4 fresh berries touched 170 minutes [D]	Touch	S, DF	Yes	Abjuration
 <b>Jump</b> <i>Effect:</i> Subject gets bonus on Jump checks.	15	Will negates (harmless)	1 standard action	<i>Target:</i> 17 creatures touched 17 minutes [D]	Touch	V, S, M	Yes	Transmutation
 <b>Longstrider</b> <i>Effect:</i> Increases your speed.	15	None	1 standard action	<i>Target:</i> Creature touched 17 hours [D]	Personal	V, S, M	No	Transmutation
 <b>Magic Fang</b> <i>Effect:</i> One natural weapon of subject creature gets +1 on attack and damage rolls.	15	Will negates (harmless)	1 standard action	<i>Target:</i> You 17 minutes	Touch	V, S, DF	Yes (harmless)	Transmutation
 <b>Magic Stone</b> <i>Effect:</i> Three stones gain +1 on attack rolls, deal 1d6+1 damage.	15	Will negates (harmless, object)	1 standard action	<i>Target:</i> Living creature touched 30 minutes or until discharged	Touch	V, S, DF	Yes (harmless, object)	Transmutation
 <b>Obscuring Mist</b> <i>Effect:</i> Fog surrounds you.	15	None	1 standard action	<i>Target:</i> Up to three pebbles touched 17 minutes	20 ft.	V, S	No	Conjuration (Creation)
 <b>Pass without Trace</b> <i>Effect:</i> 17 subjects leaves no tracks.	15	Will negates (harmless)	1 standard action	<i>Target:</i> Cloud spreads in 20-ft. radius from you, 20 ft. high 17 hours [D]	Touch	V, S, DF	Yes (harmless)	Transmutation
 <b>Produce Flame</b> <i>Effect:</i> 1d6+17 damage, touch or thrown.	15	None	1 standard action	<i>Target:</i> 17 creatures touched 17 minutes [D]	0 ft.	V, S	Yes	Evocation [Fire]
 <b>Shillelagh</b> <i>Effect:</i> Cudgel or quarterstaff becomes +1 weapon [1d10 damage] for 17 minutes.	15	Will negates (object)	1 standard action	<i>Target:</i> Flame in your palm 17 minutes	Touch	V, S, DF	Yes (object)	Transmutation
 <b>Speak with Animals</b> <i>Effect:</i> You can communicate with animals.	15	None	1 standard action	<i>Target:</i> One touched nonmagical oak club or quarterstaff 17 minutes	Personal	V, S	No	Divination
 <b>Summon Nature's Ally I</b> <i>Effect:</i> Calls creature to fight.	15	None	1 round	<i>Target:</i> You 17 rounds [D]	Close (65 Feet)	V, S, DF	No	Conjuration (Summoning)
				<i>Target:</i> One summoned creature				

## LEVEL 2

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
 <b>Animal Messenger</b> <i>Effect:</i> Sends a Tiny animal to a specific place.	16	None; see text	1 standard action	17 days	Close (65 Feet)	V, S, M	Yes	Enchantment (Compulsion) [Mind-Affecting]
 <b>Animal Trance</b> <i>Effect:</i> Fascinates 2d6 HD of animals.	16	Will negates; see text	1 standard action	<i>Target:</i> One Tiny animal Concentration	Close (65 Feet)	V, S	Yes	Enchantment (Compulsion) [Mind-Affecting, Sonic]
 <b>Barkskin</b> <i>Effect:</i> Grants +5 enhancement to natural armor.	16	None	1 standard action	<i>Target:</i> Animals or magical beasts with Intelligence 1 or 2 170 minutes	Touch	V, S, DF	Yes (harmless)	Transmutation
				<i>Target:</i> Living creature touched				

\* =Domain/Specialty Spell

## Druid Spells

■■■■■	<b>Bear's Endurance</b> <i>Effect:</i> Subject gains +4 to Con for 17 minutes.	16	Will negates (harmless)	1 standard action	17 minutes	Touch	V, S, DF	Yes	Transmutation
■■■■■	<b>Bull's Strength</b> <i>Effect:</i> Subject gains +4 to Str for 17 minutes.	16	Will negates (harmless)	1 standard action	17 minutes	Touch	V, S, M/DF	Yes (harmless)	Transmutation
■■■■■	<b>Cat's Grace</b> <i>Effect:</i> Subject gains +4 to Dex for 17 minutes.	16	Will negates (harmless)	1 standard action	17 minutes	Touch	V, S, M	Yes	Transmutation
■■■■■	<b>Chill Metal</b> <i>Effect:</i> Cold metal damages those who touch it.	16	Will negates (object)	1 standard action	7 rounds	Close (65 Feet)	V, S, DF	Yes (object)	Transmutation [Cold]
■■■■■	<b>Delay Poison</b> <i>Effect:</i> Stops poison from harming subject for 17 hours.	16	Fortitude negates (harmless)	1 standard action	17 hours	Touch	V, S, DF	Yes (harmless)	Conjuration (Healing)
■■■■■	<b>Fire Trap</b> <i>Effect:</i> Opened object deals 1d4+17 damage.	16	Reflex half; see text	10 minutes	Permanent until discharged [D]	Touch	V, S, M	Yes	Abjuration [Fire]
■■■■■	<b>Flame Blade</b> <i>Effect:</i> Touch attack deals 1d8 +1/20 levels damage.	16	None	1 standard action	17 minutes [D]	0 ft.	V, S, DF	Yes	Evocation [Fire]
■■■■■	<b>Flaming Sphere</b> <i>Effect:</i> Creates rolling ball of fire, 2d6 damage, lasts 17 rounds.	16	Reflex negates	1 standard action	17 rounds	Medium (270 Feet)	V, S, M/DF	Yes	Evocation [Fire]
■■■■■	<b>Fog Cloud</b> <i>Effect:</i> Fog obscures vision.	16	None	1 standard action	170 minutes	Medium (270 Feet)	V, S	No	Conjuration (Creation)
■■■■■	<b>Gust of Wind</b> <i>Effect:</i> Blows away or knocks down smaller creatures.	16	Fortitude negates	1 standard action	17 round	60 ft.	V, S	Yes	Evocation [Air]
■■■■■	<b>Heat Metal</b> <i>Effect:</i> Make metal so hot it damages those who touch it.	16	Will negates (object)	1 standard action	7 rounds	Close (65 Feet)	V, S, DF	Yes (object)	Transmutation [Fire]
■■■■■	<b>Hold Animal</b> <i>Effect:</i> Paralyzes one animal for 17 rounds.	16	Will negates; see text	1 standard action	17 rounds [D]; see text	Medium (270 Feet)	V, S	Yes	Enchantment (Compulsion) [Mind-Affecting]
■■■■■	<b>Owl's Wisdom</b> <i>Effect:</i> Subject gains +4 to Wis for 17 minutes.	16	Will negates (harmless)	1 standard action	17 minutes	Touch	V, S, M/DF	Yes	Transmutation
■■■■■	<b>Reduce Animal</b> <i>Effect:</i> Shrinks one willing animal.	16	None	1 standard action	17 hours [D]	Touch	V, S	No	Transmutation
■■■■■	<b>Resist Energy</b> <i>Effect:</i> Ignores first 10 [or more] points of damage/attack from specified energy type.	16	Fortitude negates (harmless)	1 standard action	170 minutes	Touch	V, S, DF	Yes (harmless)	Abjuration
■■■■■	<b>Restoration, Lesser</b> <i>Effect:</i> Dispers magical ability penalty or repairs 1d4 ability damage.	16	Will negates (harmless)	3 rounds	Instantaneous	Touch	V, S	Yes (harmless)	Conjuration (Healing)
■■■■■	<b>Soften Earth and Stone</b> <i>Effect:</i> Turns stone to clay or dirt to sand or mud.	16	None	1 standard action	Instantaneous	Close (65 Feet)	V, S, DF	No	Transmutation [Earth]
■■■■■	<b>Spider Climb</b> <i>Effect:</i> Grants ability to walk on walls and ceilings.	16	Will negates (harmless)	1 standard action	170 minutes	Touch	V, S, M	Yes (harmless)	Transmutation
■■■■■	<b>Summon Nature's Ally II</b> <i>Effect:</i> Calls creature to fight.	16	None	1 round	17 rounds [D]	Close (65 Feet)	V, S, DF	No	Conjuration (Summoning)
■■■■■	<b>Summon Swarm</b> <i>Effect:</i> Summons swarm of bats, rats, or spiders.	16	None	1 round	Concentration + 2 rounds	Close (65 Feet)	V, S, M/DF	No	Conjuration (Summoning)
■■■■■	<b>Tree Shape</b> <i>Effect:</i> You look exactly like a tree for 17 hours.	16	None	1 standard action	17 hours [D]	Personal	V, S, DF	No	Transmutation
■■■■■	<b>Warp Wood</b> <i>Effect:</i> Bends wood [shaft, handle, door, plank].	16	Will negates (object)	1 standard action	Instantaneous	Close (65 Feet)	V, S	Yes (object)	Transmutation
■■■■■	<b>Wood Shape</b> <i>Effect:</i> Rearranges wooden objects to suit you.	16	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	17	Reflex half	1 round	17 minutes	Medium (270 Feet)	V, S	Yes	Evocation [Electricity]
Effect: Calls down lightning bolts [3d6 per bolt] from sky.								
■■■■■ Contagion	17	Fortitude negates	1 standard action	Instantaneous	Touch	V, S	Yes	Necromancy [Evil]
Effect: Infects subject with chosen disease.								
■■■■■ Cure Moderate Wounds	17	Will half (harmless); see text	1 standard action	Instantaneous	Touch	V, S	Yes (harmless); see text	Conjuration (Healing)
Effect: Cures 2d8+10 damage								
■■■■■ Daylight	17	None	1 standard action	170 minutes [D]	Touch	V, S	No	Evocation [Light]
Effect: 60-ft. radius of bright light.								
■■■■■ Diminish Plants	17	None	1 standard action	Instantaneous	See text	V, S, DF	No	Transmutation
Effect: Reduces size or blights growth of normal plants.								
■■■■■ Dominate Animal	17	Will negates	1 round	17 rounds	Close (65 Feet)	V, S	Yes	Enchantment (Compulsion) [Mind-Affecting]
Effect: Subject animal obeys silent mental commands.								
■■■■■ Magic Fang, Greater	17	Will negates (harmless)	1 standard action	17 hours	Close (65 Feet)	V, S, DF	Yes (harmless)	Transmutation
Effect: One natural weapon of subject creature gets +5 on attack and damage rolls.								
■■■■■ Meld into Stone	17	None	1 standard action	170 minutes	Personal	V, S, DF	No	Transmutation [Earth]
Effect: You and your gear merge with stone.								
■■■■■ Neutralize Poison	17	Will negates (harmless, object)	1 standard action	170 minutes	Touch	V, S, M/DF	Yes (harmless, object)	Conjuration (Healing)
Effect: Immunizes subject against poison, detoxifies venom in or on subject.								
■■■■■ Plant Growth	17	None	1 standard action	Instantaneous	See text	V, S, DF	No	Transmutation
Effect: Grows vegetation, improves crops.								
■■■■■ Poison	17	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	17	Fortitude negates (harmless)	1 standard action	170 minutes or until discharged	Touch	V, S, DF	Yes (harmless)	Abjuration
Effect: Absorb 204 points of damage from one kind of energy.								
■■■■■ Quench	17	None or Will negates (object)	1 standard action	Instantaneous	Medium (270 Feet)	V, S, DF	No or Yes (object)	Transmutation
Effect: Extinguishes nonmagical fires or one magic item.								
■■■■■ Remove Disease	17	Fortitude negates (harmless)	1 standard action	Instantaneous	Touch	V, S	Yes (harmless)	Conjuration (Healing)
Effect: Cures all diseases affecting subject.								
■■■■■ Sleet Storm	17	None	1 standard action	17 rounds	Long (1080 Feet)	V, S, M/DF	No	Conjuration (Creation) [Cold]
Effect: Hampers vision and movement.								
■■■■■ Snare	17	None	3 rounds	Until triggered or broken	Touch	V, S, DF	No	Transmutation
Effect: Creates a magic booby trap.								
■■■■■ Speak with Plants	17	None	1 standard action	17 minutes	Personal	V, S	No	Divination
Effect: You can talk to normal plants and plant creatures.								
■■■■■ Spike Growth	17	Reflex partial	1 standard action	17 hours [D]	Medium (270 Feet)	V, S, DF	Yes	Transmutation
Effect: Creatures in area take 1d4 damage, may be slowed.								
■■■■■ Stone Shape	17	None	1 standard action	Instantaneous	Touch	V, S, M/DF	No	Transmutation [Earth]
Effect: Sculpts stone into any shape.								
■■■■■ Summon Nature's Ally III	17	None	1 round	17 rounds [D]	Close (65 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	17	Will negates (harmless)	1 standard action	34 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	17	None; see text	1 standard action	17 rounds	Medium (270 Feet)	V, S, M/DF Yes	Evocation [Air]	
Effect: Deflects arrows, smaller creatures, and gases.				Target: Wall up to 170 ft. long and 85 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	18	None	1 standard action	170 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	18	None	1 standard action	170 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	18	Fortitude half; see text	1 standard action	Instantaneous	Touch	V, S, DF	Yes	Necromancy
Effect: Withers one plant or deals 17d6 damage to plant creature.				Target: one plant/plant-creature				
<div><div></div><div></div><div></div><div></div><div></div></div> Command Plants	18	Will negates	1 standard action	17 days	Close (65 Feet)	V	Yes	Transmutation
Effect: Sway the actions of one or more plant creatures.				Target: Up to 17 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	18	None; see text	1 standard action	170 minutes [D]	Long (1080 Feet)	V, S, M/DF No		Transmutation [Water]
Effect: Raises or lowers bodies of water.				Target: Water in a volume of 170 ft by 170 ft by 34 ft [S]				
<div><div></div><div></div><div></div><div></div><div></div></div> Cure Serious Wounds	18	Will half (harmless); see text	1 standard action	Instantaneous	Touch	V, S	Yes (harmless); see text	Conjuration (Healing)
Effect: Cures 3d8+15 damage				Target: Creature touched				
<div><div></div><div></div><div></div><div></div><div></div></div> Dispel Magic	18	None	1 standard action	Instantaneous	Medium (270 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	18	Reflex half	1 standard action	Instantaneous	Medium (270 Feet)	V, S, DF	Yes	Evocation [Fire]
Effect: Smite foes with divine fire for 17d6 damage.				Target: Cylinder 10				
<div><div></div><div></div><div></div><div></div><div></div></div> Freedom of Movement	18	Will negates (harmless)	1 standard action	170 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	18	None	1 standard action	17 minutes	Close (65 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	18	None	1 standard action	17 full round	Long (1080 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	18	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	18	None or Will negates; see text	1 standard action	170 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	18	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	18	Will negates	1 hour	17 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	18	Reflex partial	1 standard action	17 hours [D]	Medium (270 Feet)	V, S, DF	Yes	Transmutation [Earth]
Effect: Creatures in area take 1d8 damage, may be slowed.				Target: 17 20-ft. squares				
<div><div></div><div></div><div></div><div></div><div></div></div> Summon Nature's Ally IV	18	None	1 round	17 rounds [D]	Close (65 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	19	Fortitude negates	1 standard action	17 minutes	Medium (270 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	19	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	19	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	19	Fortitude negates, Will partial; see text	1 standard action	Permanent	Close (65 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	19	Reflex half	1 round	17 minutes	Long (1080 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	19	None	10 minutes	Instantaneous	Personal	V, S	No	Divination
Effect: Learn about terrain for 17 miles.				Target: You				
<div><div></div><div></div><div></div><div></div><div></div></div> Control Winds	19	Fortitude negates	1 standard action	170 minutes	40 ft./level	V, S	No	Transmutation [Air]
Effect: Change wind direction and speed.				Target: 680 ft radius cylinder 40 ft. high				
<div><div></div><div></div><div></div><div></div><div></div></div> Cure Critical Wounds	19	Will half (harmless); see text	1 standard action	Instantaneous	Touch	V, S	Yes (harmless); see text	Conjuration (Healing)
Effect: Cures 4d8+17 damage.				Target: Creature touched				
<div><div></div><div></div><div></div><div></div><div></div></div> Death Ward	19	Will negates (harmless)	1 standard action	17 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	19	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	19	None	1 round	17 minutes	Long (1080 Feet)	V, S, DF	No	Conjuration (Summoning)
Effect: Locust swarms attack creatures.				Target: 5 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	19	Will negates (harmless)	1 standard action	170 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	19	None	1 round	17 rounds [D]	Close (65 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	19	See text	1 standard action	Permanent	Medium (270 Feet)	V, S, M/DF No		Transmutation [Earth]
Effect: Transforms two 10-ft. cubes per level.				Target: Up to 34 10 ft. cubes [S]				
<div><div></div><div></div><div></div><div></div><div></div></div> Transmute Rock to Mud	19	See text	1 standard action	Permanent; see text	Medium (270 Feet)	V, S, M/DF No		Transmutation [Earth]
Effect: Transforms two 10-ft. cubes per level.				Target: Up to 34 10 ft. cubes [S]				
<div><div></div><div></div><div></div><div></div><div></div></div> Tree Stride	19	None	1 standard action	17 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	19	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	19	None	1 standard action	Concentration + 17 rounds	Medium (270 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+17 damage				Target: Opaque sheet of flame up to 340 ft. long or a ring of fire with a radius of up to 40 ft; either form 20 ft. high				
<div><div></div><div></div><div></div><div></div><div></div></div> Wall of Thorns	19	None	1 standard action	170 minutes [D]	Medium (270 Feet)	V, S	No	Conjuration (Creation)
Effect: Thorns damage anyone who tries to pass.				Target: Wall of thorny brush, up to 17 10-ft. cubes [S]				

\* =Domain/Speciality Spell

## Druid Spells LEVEL 6

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
Antilife Shell	20	None	1 round	170 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	20	Will negates (harmless)	1 standard action	17 minutes	Close (65 Feet)	V, S, DF	Yes	Transmutation
<i>Effect:</i> As bear's endurance, affects 17 subjects.				<i>Target:</i> 17 creatures, no two of which can be more than 30 ft. apart				
Bull's Strength, Mass	20	Will negates (harmless)	1 standard action	17 minutes	Close (65 Feet)	V, S, M/DF	Yes (harmless)	Transmutation
<i>Effect:</i> As bull's strength, affects one subject/ level.				<i>Target:</i> 17 creatures, no two of which can be more than 30 ft. apart				
Cat's Grace, Mass	20	Will negates (harmless)	1 standard action	17 minutes	Close (65 Feet)	V, S, M	Yes	Transmutation
<i>Effect:</i> As cat's grace, affects 17 subjects.				<i>Target:</i> 17 creatures, no two of which can be more than 30 ft. apart				
Cure Light Wounds, Mass	20	Will half (harmless) or Will half; see text	1 standard action	Instantaneous	Close (65 Feet)	V, S	Yes (harmless) or Yes; see text	Conjuration (Healing)
<i>Effect:</i> Cures 1d8+17 damage for many creatures.				<i>Target:</i> 17 creatures, no two of which can be more than 30 ft. apart				
Dispel Magic, Greater	20	None	1 standard action	Instantaneous	Medium (270 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	20	None or Will negates (harmless)	3 rounds	170 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	20	None or Reflex half; see text	1 standard action	170 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	20	None	1 minute/lb. created	17 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 85 lbs				
Liveoak	20	None	10 minutes	17 days [D]	Touch	V, S	No	Transmutation
<i>Effect:</i> Oak becomes treant guardian.				<i>Target:</i> Tree touched				
Move Earth	20	None	See text	Instantaneous	Long (1080 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	20	Will negates (harmless)	1 standard action	17 minutes	Close (65 Feet)	V, S, M/DF	Yes	Transmutation
<i>Effect:</i> As owl's wisdom, affects one subject/ level.				<i>Target:</i> 17 creatures, no two of which can be more than 30 ft. apart				
Repel Wood	20	None	1 standard action	17 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	20	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	20	None	10 minutes	17 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	20	None	1 round	17 rounds [D]	Close (65 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	20	None	1 standard action	17 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	20	See text	1 standard action	Instantaneous	Medium (270 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 17 5-ft. squares [S]				

## LEVEL 7

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
Animate Plants	21	None	1 standard action	17 rounds or hours; see text	Close (65 Feet)	V	No	Transmutation
<i>Effect:</i> One or more plants animate and fight for you.				<i>Target:</i> 5 Large plants or all plants within range; see text				
Changestaff	21	None	1 round	17 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	21	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	21	None	1 round	17 minutes	Close (65 Feet)	V, S	No	Conjuration (Summoning)
<i>Effect:</i> Swarms of centipedes attack at your command.				<i>Target:</i> 8 swarms of centipedes				
Cure Moderate Wounds, Mass	21	Will half (harmless) or Will half; see text	1 standard action	Instantaneous	Close (65 Feet)	V, S	Yes (harmless) or Yes; see text	Conjuration (Healing)
<i>Effect:</i> Cures 2d8+17 damage for many creatures.				<i>Target:</i> 17 creatures, no two of which can be more than 30 ft. apart				
Fire Storm	21	Reflex half	1 round	Instantaneous	Medium (270 Feet)	V, S	Yes	Evocation [Fire]
<i>Effect:</i> Deals 17d6 fire damage.				<i>Target:</i> 34 10-ft. cubes [S]				
Heal	21	Will negates (harmless)	1 standard action	Instantaneous	Touch	V, S	Yes (harmless)	Conjuration (Healing)
<i>Effect:</i> Cures 170 points of damage, all diseases and mental conditions.				<i>Target:</i> Creature touched				
Scrying, Greater	21	Will negates	1 standard action	17 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	21	None	1 round	17 rounds [D]	Close (65 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	21	Reflex negates and Reflex half; see text	1 standard action	17 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	21	None	1 standard action	Instantaneous	Long (1080 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	21	Will negates (harmless)	1 standard action	17 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	21	No and Will negates (harmless)	1 standard action	17 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 5 touched creatures				

## LEVEL 8

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
Animal Shapes	22	None; see text	1 standard action	17 hours [D]	Close (65 Feet)	V, S, DF	Yes (harmless)	Transmutation
<i>Effect:</i> 17 allies polymorphs into chosen animal.				<i>Target:</i> Up to one willing creature per level, all within 30 ft. of each other				
Control Plants	22	Will negates	1 standard action	17 minutes	Close (65 Feet)	V, S, DF	No	Transmutation
<i>Effect:</i> Control actions of one or more plant creatures.				<i>Target:</i> 34 HD of plant creatures, no two of which can be more than 30 ft. apart				
Cure Serious Wounds, Mass	22	Will half (harmless) or Will half; see text	1 standard action	Instantaneous	Close (65 Feet)	V, S	Yes (harmless) or Yes; see text	Conjuration (Healing)
<i>Effect:</i> Cures 3d8+17 damage for many creatures.				<i>Target:</i> 17 creatures, no two of which can be more than 30 ft. apart				
Earthquake	22	See text	1 standard action	17 round	Long (1080 Feet)	V, S, DF	No	Evocation [Earth]
<i>Effect:</i> Intense tremor shakes 85 ft radius.				<i>Target:</i> 80-ft.-radius spread [S]				
Finger of Death	22	Fortitude partial	1 standard action	Instantaneous	Close (65 Feet)	V, S	Yes	Necromancy [Death]
<i>Effect:</i> Kills one subject.				<i>Target:</i> One living creature				
Repel Metal or Stone	22	None	1 standard action	17 rounds [D]	60 ft.	V, S	No	Abjuration [Earth]
<i>Effect:</i> Pushes away metal and stone.				<i>Target:</i> 60 ft. line from you				
Reverse Gravity	22	None; see text	1 standard action	17 rounds [D]	Medium (270 Feet)	V, S, M/DF	No	Transmutation
<i>Effect:</i> Objects and creatures fall upward.				<i>Target:</i> Up to 8 10-ft. cube [S]				
Summon Nature's Ally VIII	22	None	1 round	17 rounds [D]	Close (65 Feet)	V, S, DF	No	Conjuration (Summoning)
<i>Effect:</i> Calls creature to fight.				<i>Target:</i> One or more creatures, no two of which can be more than 30 ft. apart				
Sunburst	22	Reflex partial; see text	1 standard action	Instantaneous	Long (1080 Feet)	V, S, M/DF	Yes	Evocation [Light]
<i>Effect:</i> Blinds all within 10 ft., deals 6d6 damage.				<i>Target:</i> 80-ft.-radius burst				

\* =Domain/Specialty Spell

## Druid Spells

☐☐☐☐☐ Whirlwind	22	Reflex negates; see text	1 standard action	17 rounds [D]	Long (1080 Feet)	V, S, DF	Yes	Evocation [Air]
<i>Effect:</i> Cyclone deals damage and can pick up creatures.				<i>Target:</i> Cyclone 10 ft. wide at base, 30 ft. wide at top, and 30 ft. tall				
☐☐☐☐☐ Word of Recall	22	None or Will negates (harmless, object)	1 standard action	Instantaneous	Unlimited	V	No or Yes (harmless, object)	Conjuration (Teleportation)
<i>Effect:</i> Teleports you back to designated place.				<i>Target:</i> You and touched objects or other willing creatures				

## LEVEL 9

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
☐☐☐☐☐ Antipathy	23	Will partial	1 hour	34 hours [D]	Close (65 Feet)	V, S, M/DF	Yes	Enchantment (Compulsion) [Mind-Affecting]
<i>Effect:</i> Object or location affected by spell repels certain creatures.				<i>Target:</i> One location of up to a 170 ft. cube or one object				
☐☐☐☐☐ Cure Critical Wounds, Mass	23	Will half (harmless) or Will half; see text	1 standard action	Instantaneous	Close (65 Feet)	V, S	Yes (harmless) or Yes; see text	Conjuration (Healing)
<i>Effect:</i> Cures 4d8+17 damage for many creatures.				<i>Target:</i> 17 creatures, no two of which can be more than 30 ft. apart				
☐☐☐☐☐ Elemental Swarm	23	None	10 minutes	170 minutes [D]	Medium (270 Feet)	V, S	No	Conjuration (Summoning)
<i>Effect:</i> Summons multiple elementals.				<i>Target:</i> Two or more summoned creatures, no two of which can be more than 30 ft. apart				
☐☐☐☐☐ Foresight	23	None or Will negates (harmless)	1 standard action	170 minutes	Personal or touch	V, S, M/DF	No or Yes (harmless)	Divination
<i>Effect:</i> 'Sixth sense' warns of impending danger.				<i>Target:</i> See text				
☐☐☐☐☐ Regenerate	23	Fortitude negates (harmless)	3 full rounds	Instantaneous	Touch	V, S, DF	Yes (harmless)	Conjuration (Healing)
<i>Effect:</i> Subject's severed limbs grow back, cures 4d8+17				<i>Target:</i> Living creature touched				
☐☐☐☐☐ Shambler	23	None	1 standard action	Seven days or seven months [D]; see text	Medium (270 Feet)	V, S	No	Conjuration (Creation)
<i>Effect:</i> Summons 1d4+2 shambling mounds to fight for you.				<i>Target:</i> Three or more shambling mounds, no two of which can be more than 30 ft. apart; see text				
☐☐☐☐☐ Shapechange	23	None	1 standard action	170 minutes [D]	Personal	V, S, F	No	Transmutation
<i>Effect:</i> Transforms you into any creature, and change forms once per round.				<i>Target:</i> You				
☐☐☐☐☐ Storm of Vengeance	23	See text	1 round	Concentration [maximum 10 rounds] [D]	Long (1080 Feet)	V, S	Yes	Conjuration (Summoning)
<i>Effect:</i> Storm rains acid, lightning, and hail.				<i>Target:</i> 360-ft.-radius storm cloud				
☐☐☐☐☐ Summon Nature's Ally IX	23	None	1 round	17 rounds [D]	Close (65 Feet)	V, S, DF	No	Conjuration (Summoning)
<i>Effect:</i> Calls creature to fight.				<i>Target:</i> One or more creatures, no two of which can be more than 30 ft. apart				
☐☐☐☐☐ Sympathy	23	Will negates; see text	1 hour	34 hours [D]	Close (65 Feet)	V, S, M	Yes	Enchantment (Compulsion) [Mind-Affecting]
<i>Effect:</i> Object or location attracts certain creatures.				<i>Target:</i> One location [17 10-ft. cubes] or one object				

\* =Domain/Speciality Spell