

NAME _____

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP SCORE	TEMP MODIFIER
STR Strength	13	+1	13	+1
DEX Dexterity	13	+1	13	+1
CON Constitution	20	+5	20	+5
INT Intelligence	13	+1	13	+1
WIS Wisdom	19	+4	19	+4
CHA Charisma	10	+0	10	+0

PLAYERNAME

HP hit points	87				WOUNDS/CURRENT HP			
AC armor class	11	:	10	:	11	=	10	
	TOTAL		FLAT		TOUCH		BASE	
INITIATIVE modifier	+1				=	+1		+ +0
	TOTAL					DEX MODIFIER		MISC MODIFIER
SAVE ATTACK bonus					+6/+1			

DEITY

ALIGNMENT

SPEED		
Walk 20'		
0	+0	0
ARCANE SPELL FAILURE	ARMOR CHECK PENALTY	SPELL RESISTANCE

SAVING THROWS		TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC MODIFIER	TEMP MODIFIER	conditional modifiers
FORTITUDE (constitution)	+11	=	+6	+5	+0	+0		
REFLEX (dexterity)	+4	=	+3	+1	+0	+0		
WILLPOWER (wisdom)	+10	=	+6	+4	+0	+0		

	TOTAL	=	BASE ATTACK BONUS	+	STAT MODIFIER	+	SIZE MODIFIER	+	MISC MODIFIER	+	TEMP MODIFIER
MELEE attack bonus	+7/+2	=	+6/+1	+	+1	+	+0	+	+0	+	
RANGED attack bonus	+7/+2	=	+6/+1	+	+1	+	+0	+	+0	+	
GRAPPLE attack bonus	+7/+2	=	+6/+1	+	+1	+	+0	+	+0	+	

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
	+3/-2	1d3+1	20/x2

ARMOR	TYPE	AC	MAXDEX	CHECK	SPELL FAILURE
-------	------	----	--------	-------	---------------

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

WEIGHT ALLOWANCE					
Light	50.0	Medium	100.0	Heavy	150.0
Lift over head	150.0	Lift off ground	300.0	Push / Drag	750.0

FEATS	
Eschew Materials	See Text
Heighten Spell	See Text
Maximize Spell	See Text
Track	See Text














Club, Dagger, Dart, Halfspear, Longspear, Quarterstaff, Scimitar, Shortspear, Sickle,
Sling

LANGUAGES	
Common	Druidic, Dwarven, Terran





















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	5	5	4	3	1	0	0	0	0




LEVEL 0

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
 Create Water <i>Effect:</i> Creates 18 gallons of pure water.	14	None	1 standard action	Instantaneous	Close (45 Feet)	V, S	No	Conjuration (Creation) [Water]
 Cure Minor Wounds <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)
 Detect Magic <i>Effect:</i> Detects spells and magic items within 60 ft.	14	None	1 standard action	<i>Target:</i> Creature touched Concentration, up to 9 minutes [D]	60 ft.	V, S	No	Divination
 Detect Poison <i>Effect:</i> Detects poison in one creature or small object.	14	None	1 standard action	<i>Target:</i> Cone-shaped emanation Instantaneous	Close (45 Feet)	V, S	No	Divination
 Flare <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 (45 Feet)	V	Yes	Evocation [Light]
 Guidance <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 9 minute or until discharged	Touch	V, S	Yes	Divination
 Know Direction <i>Effect:</i> You discern north.	14	None	1 standard action	<i>Target:</i> Creature touched Instantaneous	Personal	V, S	No	Divination
 Light <i>Effect:</i> Object shines like a torch.	14	None	1 standard action	<i>Target:</i> You 90 minutes [D]	Touch	V, M/DF	No	Evocation [Light]
 Mending <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
 Purify Food and Drink <i>Effect:</i> Purifies 9 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
 Read Magic <i>Effect:</i> Read scrolls and spellbooks.	14	None	1 standard action	<i>Target:</i> 9 cu. ft. of contaminated food and water 90 minutes	Personal	V, S, F	No	Divination
 Resistance <i>Effect:</i> Subject gains +1 on saving throws.	14	Will negates (harmless)	1 standard action	<i>Target:</i> You 9 minute	Touch	V, S, M/DF	Yes (harmless)	Abjuration
 Virtue <i>Effect:</i> Subject gains 1 temporary hp.	14	Fortitude negates (harmless)	1 standard action	<i>Target:</i> Creature touched 9 minutes	Touch	V, S, DF	Yes (harmless)	Transmutation
				<i>Target:</i> Creature touched				

LEVEL 1

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
 Calm Animals <i>Effect:</i> Calms [2d4 + level] HD of animals.	15	Will negates; see text	1 standard action	9 minutes	Close (45 Feet)	V, S	Yes	Enchantment (Compulsion) [Mind-Affecting]
 Charm Animal <i>Effect:</i> Makes one animal your friend.	15	Will negates	1 standard action	<i>Target:</i> Animals within 30 ft. of each other 9 hours	Close (45 Feet)	V, S	Yes	Enchantment (Charm) [Mind-Affecting]
 Cure Light Wounds <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)
 Detect Animals or Plants <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 (760 Feet)	V, S	No	Divination
 Detect Snares and Pits <i>Effect:</i> Reveals natural or primitive traps.	15	None	1 standard action	<i>Target:</i> Cone-shaped emanation Concentration, up to 90 minutes [D]	60 ft.	V, S	No	Divination
 Endure Elements <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
 Entangle <i>Effect:</i> Plants entangle everyone in 40-ft.-radius circle.	15	Reflex partial; see text	1 standard action	<i>Target:</i> Creature touched 9 minutes [D]	Long (760 Feet)	V, S, DF	No	Transmutation
 Faerie Fire <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 9 minutes [D]	Long (760 Feet)	V, S, DF	Yes	Evocation [Light]
 Goodberry <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 9 days	Touch	V, S, DF	Yes	Transmutation
 Hide from Animals <i>Effect:</i> Animals can't perceive 9 subjects.	15	Will negates (harmless)	1 standard action	<i>Target:</i> 2d4 fresh berries touched 90 minutes [D]	Touch	S, DF	Yes	Abjuration
 Jump <i>Effect:</i> Subject gets bonus on Jump checks.	15	Will negates (harmless)	1 standard action	<i>Target:</i> 9 creatures touched 9 minutes [D]	Touch	V, S, M	Yes	Transmutation
 Longstrider <i>Effect:</i> Increases your speed.	15	None	1 standard action	<i>Target:</i> Creature touched 9 hours [D]	Personal	V, S, M	No	Transmutation
 Magic Fang <i>Effect:</i> One natural weapon of subject creature gets +1 on attack and damage rolls.	15	Will negates (harmless)	1 standard action	<i>Target:</i> You 9 minutes	Touch	V, S, DF	Yes (harmless)	Transmutation
 Magic Stone <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
 Obscuring Mist <i>Effect:</i> Fog surrounds you.	15	None	1 standard action	<i>Target:</i> Up to three pebbles touched 9 minutes	20 ft.	V, S	No	Conjuration (Creation)
 Pass without Trace <i>Effect:</i> 9 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 9 hours [D]	Touch	V, S, DF	Yes (harmless)	Transmutation
 Produce Flame <i>Effect:</i> 1d6+9 damage, touch or thrown.	15	None	1 standard action	<i>Target:</i> 9 creatures touched 9 minutes [D]	0 ft.	V, S	Yes	Evocation [Fire]
 Shillelagh <i>Effect:</i> Cudgel or quarterstaff becomes +1 weapon [1d10 damage] for 9 minutes.	15	Will negates (object)	1 standard action	<i>Target:</i> Flame in your palm 9 minutes	Touch	V, S, DF	Yes (object)	Transmutation
 Speak with Animals <i>Effect:</i> You can communicate with animals.	15	None	1 standard action	<i>Target:</i> One touched nonmagical oak club or quarterstaff 9 minutes	Personal	V, S	No	Divination
 Summon Nature's Ally I <i>Effect:</i> Calls creature to fight.	15	None	1 round	<i>Target:</i> You 9 rounds [D]	Close (45 Feet)	V, S, DF	No	Conjuration (Summoning)
				<i>Target:</i> One summoned creature				

LEVEL 2

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
 Animal Messenger <i>Effect:</i> Sends a Tiny animal to a specific place.	16	None; see text	1 standard action	9 days	Close (45 Feet)	V, S, M	Yes	Enchantment (Compulsion) [Mind-Affecting]
 Animal Trance <i>Effect:</i> Fascinates 2d6 HD of animals.	16	Will negates; see text	1 standard action	<i>Target:</i> One Tiny animal Concentration	Close (45 Feet)	V, S	Yes	Enchantment (Compulsion) [Mind-Affecting, Sonic]
 Barkskin <i>Effect:</i> Grants +4 enhancement to natural armor.	16	None	1 standard action	<i>Target:</i> Animals or magical beasts with Intelligence 1 or 2 90 minutes	Touch	V, S, DF	Yes (harmless)	Transmutation
				<i>Target:</i> Living creature touched				

* =Domain/Specialty Spell

Druid Spells

■■■■■	Bear's Endurance <i>Effect:</i> Subject gains +4 to Con for 9 minutes.	16	Will negates (harmless)	1 standard action	9 minutes	Touch	V, S, DF	Yes	Transmutation
■■■■■	Bull's Strength <i>Effect:</i> Subject gains +4 to Str for 9 minutes.	16	Will negates (harmless)	1 standard action	9 minutes	Touch	V, S, M/DF	Yes (harmless)	Transmutation
■■■■■	Cat's Grace <i>Effect:</i> Subject gains +4 to Dex for 9 minutes.	16	Will negates (harmless)	1 standard action	9 minutes	Touch	V, S, M	Yes	Transmutation
■■■■■	Chill Metal <i>Effect:</i> Cold metal damages those who touch it.	16	Will negates (object)	1 standard action	7 rounds	Close (45 Feet)	V, S, DF	Yes (object)	Transmutation [Cold]
■■■■■	Delay Poison <i>Effect:</i> Stops poison from harming subject for 9 hours.	16	Fortitude negates (harmless)	1 standard action	9 hours	Touch	V, S, DF	Yes (harmless)	Conjuration (Healing)
■■■■■	Fire Trap <i>Effect:</i> Opened object deals 1d4+9 damage.	16	Reflex half; see text	10 minutes	Permanent until discharged [D]	Touch	V, S, M	Yes	Abjuration [Fire]
■■■■■	Flame Blade <i>Effect:</i> Touch attack deals 1d8 +1/two levels damage.	16	None	1 standard action	9 minutes [D]	0 ft.	V, S, DF	Yes	Evocation [Fire]
■■■■■	Flaming Sphere <i>Effect:</i> Creates rolling ball of fire, 2d6 damage, lasts 9 rounds.	16	Reflex negates	1 standard action	9 rounds	Medium (190 Feet)	V, S, M/DF	Yes	Evocation [Fire]
■■■■■	Fog Cloud <i>Effect:</i> Fog obscures vision.	16	None	1 standard action	90 minutes	Medium (190 Feet)	V, S	No	Conjuration (Creation)
■■■■■	Gust of Wind <i>Effect:</i> Blows away or knocks down smaller creatures.	16	Fortitude negates	1 standard action	9 round	60 ft.	V, S	Yes	Evocation [Air]
■■■■■	Heat Metal <i>Effect:</i> Make metal so hot it damages those who touch it.	16	Will negates (object)	1 standard action	7 rounds	Close (45 Feet)	V, S, DF	Yes (object)	Transmutation [Fire]
■■■■■	Hold Animal <i>Effect:</i> Paralyzes one animal for 9 rounds.	16	Will negates; see text	1 standard action	9 rounds [D]; see text	Medium (190 Feet)	V, S	Yes	Enchantment (Compulsion) [Mind-Affecting]
■■■■■	Owl's Wisdom <i>Effect:</i> Subject gains +4 to Wis for 9 minutes.	16	Will negates (harmless)	1 standard action	9 minutes	Touch	V, S, M/DF	Yes	Transmutation
■■■■■	Reduce Animal <i>Effect:</i> Shrinks one willing animal.	16	None	1 standard action	9 hours [D]	Touch	V, S	No	Transmutation
■■■■■	Resist Energy <i>Effect:</i> Ignores first 10 [or more] points of damage/attack from specified energy type.	16	Fortitude negates (harmless)	1 standard action	90 minutes	Touch	V, S, DF	Yes (harmless)	Abjuration
■■■■■	Restoration, Lesser <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)
■■■■■	Soften Earth and Stone <i>Effect:</i> Turns stone to clay or dirt to sand or mud.	16	None	1 standard action	Instantaneous	Close (45 Feet)	V, S, DF	No	Transmutation [Earth]
■■■■■	Spider Climb <i>Effect:</i> Grants ability to walk on walls and ceilings.	16	Will negates (harmless)	1 standard action	90 minutes	Touch	V, S, M	Yes (harmless)	Transmutation
■■■■■	Summon Nature's Ally II <i>Effect:</i> Calls creature to fight.	16	None	1 round	9 rounds [D]	Close (45 Feet)	V, S, DF	No	Conjuration (Summoning)
■■■■■	Summon Swarm <i>Effect:</i> Summons swarm of bats, rats, or spiders.	16	None	1 round	Concentration + 2 rounds	Close (45 Feet)	V, S, M/DF	No	Conjuration (Summoning)
■■■■■	Tree Shape <i>Effect:</i> You look exactly like a tree for 9 hours.	16	None	1 standard action	9 hours [D]	Personal	V, S, DF	No	Transmutation
■■■■■	Warp Wood <i>Effect:</i> Bends wood [shaft, handle, door, plank].	16	Will negates (object)	1 standard action	Instantaneous	Close (45 Feet)	V, S	Yes (object)	Transmutation
■■■■■	Wood Shape <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	9 minutes	Medium (190 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+9 damage								
■■■■■ Daylight	17	None	1 standard action	90 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	9 rounds	Close (45 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	9 hours	Close (45 Feet)	V, S, DF	Yes (harmless)	Transmutation
Effect: One natural weapon of subject creature gets +3 on attack and damage rolls.								
■■■■■ Meld into Stone	17	None	1 standard action	90 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	90 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	90 minutes or until discharged	Touch	V, S, DF	Yes (harmless)	Abjuration
Effect: Absorb 108 points of damage from one kind of energy.								
■■■■■ Quench	17	None or Will negates (object)	1 standard action	Instantaneous	Medium (190 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	9 rounds	Long (760 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	9 minutes	Personal	V, S	No	Divination
Effect: You can talk to normal plants and plant creatures.								
■■■■■ Spike Growth	17	Reflex partial	1 standard action	9 hours [D]	Medium (190 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	9 rounds [D]	Close (45 Feet)	V, S, DF	No	Conjuration (Summoning)
Effect: Calls creature to fight.								

* =Domain/Specialty Spell

Druid Spells

Water Breathing	17	Will negates (harmless)	1 standard action	18 hours; see text	Touch	V, S, M/DF Yes (harmless)	Transmutation
<i>Effect:</i> Subjects can breathe underwater.				<i>Target:</i> Living creatures touched			
Wind Wall	17	None; see text	1 standard action	9 rounds	Medium (190 Feet)	V, S, M/DF Yes	Evocation [Air]
<i>Effect:</i> Deflects arrows, smaller creatures, and gases.				<i>Target:</i> 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	18	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				
Antiplant Shell	18	None	1 standard action	90 minutes [D]	10 ft.	V, S, DF	Yes	Abjuration
Effect: Keeps animated plants at bay.				Target: 10-ft.-radius emanation, centered on you				
Blight	18	Fortitude half; see text	1 standard action	Instantaneous	Touch	V, S, DF	Yes	Necromancy
Effect: Withers one plant or deals 9d6 damage to plant creature.				Target: one plant/plant-creature				
Command Plants	18	Will negates	1 standard action	9 days	Close (45 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	18	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 Serious Wounds	18	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				
Dispel Magic	18	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				
Flame Strike	18	Reflex half	1 standard action	Instantaneous	Medium (190 Feet)	V, S, DF	Yes	Evocation [Fire]
Effect: Smite foes with divine fire for 9d6 damage.				Target: Cylinder 10				
Freedom of Movement	18	Will negates (harmless)	1 standard action	90 minutes	Personal or touch	V, S, M, DF	Yes (harmless)	Abjuration
Effect: Subject moves normally despite impediments.				Target: You or creature touched				
Giant Vermin	18	None	1 standard action	9 minutes	Close (45 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				
Ice Storm	18	None	1 standard action	9 full round	Long (760 Feet)	V, S, M/DF	Yes	Evocation [Cold]
Effect: Hail deals 5d6 damage in cylinder 40 ft. across.				Target: Cylinder 20				
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				
Repel Vermin	18	None or Will negates; see text	1 standard action	90 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				
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				
Scrying	18	Will negates	1 hour	9 minutes	See text	V, S, M/DF, F	Yes	Divination (Scrying)
Effect: Spies on subject from a distance.				Target: Magical sensor				
Spike Stones	18	Reflex partial	1 standard action	9 hours [D]	Medium (190 Feet)	V, S, DF	Yes	Transmutation [Earth]
Effect: Creatures in area take 1d8 damage, may be slowed.				Target: 9 20-ft. squares				
Summon Nature's Ally IV	18	None	1 round	9 rounds [D]	Close (45 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
Animal Growth	19	Fortitude negates	1 standard action	9 minutes	Medium (190 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				
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				
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				
Baleful Polymorph	19	Fortitude negates, Will partial; see text	1 standard action	Permanent	Close (45 Feet)	V, S	Yes	Transmutation
Effect: Transforms subject into harmless animal.				Target: One creature				
Call Lightning Storm	19	Reflex half	1 round	9 minutes	Long (760 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				
Commune with Nature	19	None	10 minutes	Instantaneous	Personal	V, S	No	Divination
Effect: Learn about terrain for 9 miles.				Target: You				
Control Winds	19	Fortitude negates	1 standard action	90 minutes	40 ft./level	V, S	No	Transmutation [Air]
Effect: Change wind direction and speed.				Target: 360 ft radius cylinder 40 ft. high				
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+9 damage.				Target: Creature touched				
Death Ward	19	Will negates (harmless)	1 standard action	9 minutes	Touch	V, S, DF	Yes (harmless)	Necromancy
Effect: Grants immunity to death spells and negative energy effects.				Target: Living creature touched				
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				
Insect Plague	19	None	1 round	9 minutes	Long (760 Feet)	V, S, DF	No	Conjuration (Summoning)
Effect: Locust swarms attack creatures.				Target: 3 swarms of locust, each of which must be adjacent to at least one other swarm				
Stoneskin	19	Will negates (harmless)	1 standard action	90 minutes or until discharged	Touch	V, S, M	Yes (harmless)	Abjuration
Effect: Ignore 10 points of damage per attack.				Target: Creature touched				
Summon Nature's Ally V	19	None	1 round	9 rounds [D]	Close (45 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				
Transmute Mud to Rock	19	See text	1 standard action	Permanent	Medium (190 Feet)	V, S, M/DF	No	Transmutation [Earth]
Effect: Transforms two 10-ft. cubes per level.				Target: Up to 18 10 ft. cubes [S]				
Transmute Rock to Mud	19	See text	1 standard action	Permanent; see text	Medium (190 Feet)	V, S, M/DF	No	Transmutation [Earth]
Effect: Transforms two 10-ft. cubes per level.				Target: Up to 18 10 ft. cubes [S]				
Tree Stride	19	None	1 standard action	9 hours or until expended; see text	Personal	V, S, DF	No	Conjuration (Teleportation)
Effect: Step from one tree to another far away.				Target: You				
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				
Wall of Fire	19	None	1 standard action	Concentration + 9 rounds	Medium (190 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+9 damage.				Target: Opaque sheet of flame up to 180 ft. long or a ring of fire with a radius of up to 20 ft; either form 20 ft. high				
Wall of Thorns	19	None	1 standard action	90 minutes [D]	Medium (190 Feet)	V, S	No	Conjuration (Creation)
Effect: Thorns damage anyone who tries to pass.				Target: Wall of thorny brush, up to 9 10-ft. cubes [S]				

* =Domain/Speciality Spell