

Pathfinder Roleplaying Game requires the Pathfinder Roleplaying Game from Paizo Publishing, LLC. See <http://paizo.com/pathfinderRPG> for more information on the Pathfinder Roleplaying Game. Paizo Publishing, LLC does not guarantee compatibility, and does not endorse this product.

ULTIMATE SPELL DECKS



DRUID SPELL CARDS

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This spell generates wholesome, drinkable water, just like clean rain water. Water can be created in an area as small as will actually contain the liquid, or in an area three times as large—possibly creating a downpour or filling many small receptacles. This water disappears after 1 day if not consumed.

[illegible]

DETECT MAGIC

School divination; **Level** druid 0; **Casting Time** 1 standard action; **Component** V, S; **Range** 60 ft.; **Area** cone-shaped emanation; **Duration** concentration, up to 1 min./level (*D*); **Saving Throw** none; **Spell Resistance** no

You detect magical auras. The amount of information revealed depends on how long you study a particular area or subject.

1st Round: Presence or absence of magical auras.

2nd Round: Number of different magical auras and the power of the most potent aura.

3rd Round: The strength and location of each aura. If the items or creatures bearing the auras are in line of sight, you can make Knowledge (*arcana*) skill checks to determine the school of magic involved in each. (*Make one check per aura: DC 15 + spell level, or 15 + 1/2 caster level for a nonspell effect.*) If the aura emanates from a magic item, you can attempt to identify its properties (*see Spellcraft*). Magical areas, multiple types of magic, or strong local magical emanations may distort or conceal weaker auras.

Aura Strength: An aura's power depends on a spell's functioning spell level or an item's caster level; see the accompanying table. If an aura falls into more than one category, detect magic indicates the stronger of the two.

Lingering Aura: A magical aura lingers after its original source dissipates (*in the case of a spell*) or is destroyed (*in the case of a magic item*). If detect magic is cast and directed at such a location, the spell indicates an aura strength of dim (*even weaker than a faint aura*). How long the aura lingers at this dim level depends on its original power:

1. 2. 3. 4. 5. 6. 7. 8. 9. 10. 11. 12. 13. 14. 15. 16. 17. 18. 19. 20. 21. 22. 23. 24. 25. 26. 27. 28. 29. 30. 31. 32. 33. 34. 35. 36. 37. 38. 39. 40. 41. 42. 43. 44. 45. 46. 47. 48. 49. 50. 51. 52. 53. 54. 55. 56. 57. 58. 59. 60. 61. 62. 63. 64. 65. 66. 67. 68. 69. 70. 71. 72. 73. 74. 75. 76. 77. 78. 79. 80. 81. 82. 83. 84. 85. 86. 87. 88. 89. 90. 91. 92. 93. 94. 95. 96. 97. 98. 99. 100. 101. 102. 103. 104. 105. 106. 107. 108. 109. 110. 111. 112. 113. 114. 115. 116. 117. 118. 119. 120. 121. 122. 123. 124. 125. 126. 127. 128. 129. 130. 131. 132. 133. 134. 135. 136. 137. 138. 139. 140. 141. 142. 143. 144. 145. 146. 147. 148. 149. 150. 151. 152. 153. 154. 155. 156. 157. 158. 159. 160. 161. 162. 163. 164. 165. 166. 167. 168. 169. 170. 171. 172. 173. 174. 175. 176. 177. 178. 179. 180. 181. 182. 183. 184. 185. 186. 187. 188. 189. 190. 191. 192. 193. 194. 195. 196. 197. 198. 199. 200. 201. 202. 203. 204. 205. 206. 207. 208. 209. 210. 211. 212. 213. 214. 215. 216. 217. 218. 219. 220. 221. 222. 223. 224. 225. 226. 227. 228. 229. 230. 231. 232. 233. 234. 235. 236. 237. 238. 239. 240. 241. 242. 243. 244. 245. 246. 247. 248. 249. 250. 251. 252. 253. 254. 255. 256. 257. 258. 259. 260. 261. 262. 263. 264. 265. 266. 267. 268. 269. 270. 271. 272. 273. 274. 275. 276. 277. 278. 279. 280. 281. 282. 283. 284. 285. 286. 287. 288. 289. 290. 291. 292. 293. 294. 295. 296. 297. 298. 299. 300. 301. 302. 303. 304. 305. 306. 307. 308. 309. 310. 311. 312. 313. 314. 315. 316. 317. 318. 319. 320. 321. 322. 323. 324. 325. 326. 327. 328. 329. 330. 331. 332. 333. 334. 335. 336. 337. 338. 339. 340. 341. 342. 343. 344. 345. 346. 347. 348. 349. 350. 351. 352. 353. 354. 355. 356. 357. 358. 359. 360. 361. 362. 363. 364. 365. 366. 367. 368. 369. 370. 371. 372. 373. 374. 375. 376. 377. 378. 379. 380. 381. 382. 383. 384. 385. 386. 387. 388. 389. 390. 391. 392. 393. 394. 395. 396. 397. 398. 399. 400. 401. 402. 403. 404. 405. 406. 407. 408. 409. 410. 411. 412. 413. 414. 415. 416. 417. 418. 419. 420. 421. 422. 423. 424. 425. 426. 427. 428. 429. 430. 431. 432. 433. 434. 435. 436. 437. 438. 439. 440. 441. 442. 443. 444. 445. 446. 447. 448. 449. 450. 451. 452. 453. 454. 455. 456. 457. 458. 459. 460. 461. 462. 463. 464. 465. 466. 467. 468. 469. 470. 471. 472. 473. 474. 475. 476. 477. 478. 479. 480. 481. 482. 483. 484. 485. 486. 487. 488. 489. 490. 491. 492. 493. 494. 495. 496. 497. 498. 499. 500. 501. 502. 503. 504. 505. 506. 507. 508. 509. 510. 511. 512. 513. 514. 515. 516. 517. 518. 519. 520. 521. 522. 523. 524. 525. 526. 527. 528. 529. 530. 531. 532. 533. 534. 535. 536. 537. 538. 539. 540. 541. 542. 543. 544. 545. 546. 547. 548. 549. 550. 551. 552. 553. 554. 555. 556. 557. 558. 559. 560. 561. 562. 563. 564. 565. 566. 567. 568. 569. 570. 571. 572. 573. 574. 575. 576. 577. 578. 579. 580. 581. 582. 583. 584. 585. 586. 587. 588. 589. 590. 591. 592. 593. 594. 595. 596. 597. 598. 599. 600. 601. 602. 603. 604. 605. 606. 607. 608. 609. 610. 611. 612. 613. 614. 615. 616. 617. 618. 619. 620. 621. 622. 623. 624. 625. 626. 627. 628. 629. 630. 631. 632. 633. 634. 635. 636. 637. 638. 639. 640. 641. 642. 643. 644. 645. 646. 647. 648. 649. 650. 651. 652. 653. 654. 655. 656. 657. 658. 659. 660. 661. 662. 663. 664. 665. 666. 667. 668. 669. 670. 671. 672. 673. 674. 675. 676. 677. 678. 679. 680. 681. 682. 683. 684. 685. 686. 687. 688. 689. 690. 691. 692. 693. 694. 695. 696. 697. 698. 699. 700. 701. 702. 703. 704. 705. 706. 707. 708. 709. 710. 711. 712. 713. 714. 715. 716. 717. 718. 719. 720. 721. 722. 723. 724. 725. 726. 727. 728. 729. 730. 731. 732. 733. 734. 735. 736. 737. 738. 739. 740. 741. 742. 743. 744. 745. 746. 747. 748. 749. 750. 751. 752. 753. 754. 755. 756. 757. 758. 759. 760. 761. 762. 763. 764. 765. 766. 767. 768. 769. 770. 771. 772. 773. 774. 775. 776. 777. 778. 779. 780. 781. 782. 783. 784. 785. 786. 787. 788. 789. 790. 791. 792. 793. 794. 795. 796. 797. 798. 799. 800. 801. 802. 803. 804. 805. 806. 807. 808. 809. 810. 811. 812. 813. 814. 815. 816. 817. 818. 819. 820. 821. 822. 823. 824. 825. 826. 827. 828. 829. 830. 831. 832. 833. 834. 835. 836. 837. 838. 839. 840.

You determine whether a creature, object, or area has been poisoned or is poisonous. You can determine the exact type of poison with a DC 20 Wisdom check. A character with the Craft (*alchemy*) skill may try a DC 20 Craft (*alchemy*) check if the Wisdom check fails, or may try the Craft (*alchemy*) check prior to the Wisdom check. The spell can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it.

[illegible]

1. 2019年12月31日，公司总资产为1,234,567,890.12元，净资产为890,123,456.78元，营业收入为567,890,123.45元，净利润为123,456,789.01元。

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When you cast this spell, you instantly know the direction of

Uses Per Day:

Uses: □□□□□□□□

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This spell repairs damaged objects, restoring 1d4 hit points to the object. If the object has the broken condition, this condition is removed if the object is restored to at least half its original hit points. All of the pieces of an object must be present for this spell to function. Magic items can be repaired by this spell, but you must have a caster level equal to or higher than that of the object. Magic items that are destroyed (*at 0 hit points or less*) can be repaired with this spell, but this spell does not restore their magic abilities. This spell does not affect creatures (*including constructs*). This spell has no effect on objects that have been warped or otherwise transmuted, but it can still repair damage done to such items.

Uses: □□□□□□□□

PURIFY FOOD AND DRINK

School transmutation; **Level** druid 0; **Casting Time** 1 standard action; **Components** V, S; **Range** 10 ft.; **Target** 1 cu. ft./level of contaminated food and water; **Duration** instantaneous; **Saving Throw** Will negates (object); **Spell Resistance** yes (object)

This spell makes spoiled, rotten, diseased, poisonous, or otherwise contaminated food and water pure and suitable for eating and drinking. This spell does not prevent subsequent natural decay or spoilage. Unholy water and similar food and drink of significance is spoiled by purify food and drink, but the spell has no effect on creatures of any type nor upon magic potions. Water weighs about 8 pounds per gallon. One cubic foot of water contains roughly 8 gallons and weighs about 60 pounds.

Uses Per Day:

Uses: □□□□□□□□

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This deciphering does not normally invoke the magic contained in

Table 1

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1. *Journal of Management Studies*, 1996, 33, 1, 1-15.

Upon casting this spell, you target a living creature that has –1 or fewer hit points. That creature is automatically stabilized and does not lose any further hit points. If the creature later takes damage, it continues dying normally.

Uses: □□□□□□□□

[illegible]

1. 2019年12月31日，公司总资产为1,000,000.00元，净资产为1,000,000.00元，营业收入为1,000,000.00元，净利润为1,000,000.00元。

[illegible]

This spell soothes and quiets animals, rendering them docile and harmless. Only ordinary animals (*those with Intelligence scores of 1 or 2*) can be affected by this spell. All the subjects must be of the same kind, and no two may be more than 30 feet apart. The maximum number of HD of animals you can affect is equal to $2d4 + \text{caster level}$.

[illegible]

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[illegible]

DETECT SNARES AND PITS

School divination; **Level** druid 1; **Casting Time** 1 standard action; **Components** V, S; **Range** 60 ft.; **Area** cone-shaped emanation; **Duration** concentration, up to 10 min./level (*D*); **Saving Throw** none; **Spell Resistance** no

You can detect simple pits, deadfalls, and snares as well as mechanical traps constructed of natural materials. The spell does not detect complex traps, including trapdoor traps.

Detect snares and pits does detect certain natural hazards—quicksand (*a snare*), a sinkhole (*a pit*), or unsafe walls of natural rock (*a deadfall*). It does not reveal other potentially dangerous conditions. The spell does not detect magic traps (*except those that operate by pit, deadfall, or snaring; see the spell snare*), nor mechanically complex ones, nor those that have been rendered safe or inactive.

The amount of information revealed depends on how long you study a particular area.

1st Round: Presence or absence of hazards.

2nd Round: Number of hazards and the location of each. If a hazard is outside your line of sight, then you discern its direction but not its exact location.

Each Additional Round: The general type and trigger for one particular hazard closely examined by you.

Each round, you can turn to examine a new area. The spell can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it.

Uses Per Day: _____ **Uses:** □□□□□□□□

A creature protected by endure elements suffers no harm from being in a hot or cold environment. It can exist comfortably in conditions between -50 and 140 degrees Fahrenheit without having to make Fortitude saves. The creature's equipment is likewise protected.

Endure elements doesn't provide any protection from fire or cold damage, nor does it protect against other environmental hazards such as smoke, lack of air, and so forth.

[illegible]

School transmutation; **Level** druid 1; **Casting Time** 1 standard action; **Components** V, S, DF; **Range** long (400 ft. + 40 ft./level); **Area** plants in a 40-ft.-radius spread; **Duration** 1 min./level (D) **Saving Throw:** Reflex partial; see text; **Spell Resistance:** no

This spell causes tall grass, weeds, and other plants to wrap around foes in the area of effect or those that enter the area. Creatures that fail their save gain the entangled condition. Creatures that make their save can move as normal, but those that remain in the area must save again at the end of your turn. Creatures that move into the area must save immediately. Those that fail must end their movement and gain the entangled condition. Entangled creatures can attempt to break free as a move action, making a Strength or Escape Artist check. The DC for this check is equal to the DC of the spell. The entire area of effect is considered difficult terrain while the effect lasts.

If the plants in the area are covered in thorns, those in the area take 1 point of damage each time they fail a save against the entangle or fail a check made to break free. Other effects, depending on the local plants, might be possible at GM discretion.

[illegible]

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1. *Journal of Management Studies*, 1996, 33, 1, 1-14.

Casting goodberry makes 2d4 freshly picked berries magical. You (*as well as any other druid of 3rd or higher level*) can immediately discern which berries are affected. Each transmuted berry provides nourishment as if it were a normal meal for a Medium creature. The berry also cures 1 point of damage when eaten, subject to a maximum of 8 points of such curing in any 24-hour period.

[illegible]

School abjuration; **Level** druid 1; **Casting Time** 1 standard action; **Components** S, DF; **Range** touch; **Targets** one creature touched/level; **Duration** 10 min./level (*D*); **Saving Throw** Will negates (*harmless*); **Spell Resistance** yes

Animals cannot sense the warded creatures. Even extraordinary or supernatural sensory capabilities, such as blindsense, blindsight, scent, and tremorsense, cannot detect or locate warded creatures. Animals simply act as though the warded creatures are not there. If a warded character touches an animal or attacks any creature, even with a spell, the spell ends for all recipients.

Uses Per Day:_____

Uses: □□□□□□□□

[illegible]

1. 2019年12月31日，公司总资产为1,000,000.00元，净资产为1,000,000.00元，营业收入为1,000,000.00元，净利润为1,000,000.00元。

[illegible]

This spell gives you a +10 foot enhancement bonus to your base speed. It has no effect on other modes of movement, such as burrow, climb, fly, or swim.

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School transmutation; **Level** druid 1; **Casting Time** 1 standard action; **Components** V, S, DF; **Range** touch; **Targets** up to three pebbles touched; **Duration** 30 minutes or until discharged; **Saving Throw** Will negates (*harmless, object*); **Spell Resistance** yes (*harmless, object*)

You transmute as many as three pebbles, which can be no larger than sling bullets, so that they strike with great force when thrown or slung. If hurled, they have a range increment of 20 feet. If slung, treat them as sling bullets (range increment 50 feet). The spell gives them a +1 enhancement bonus on attack and damage rolls. The user of the stones makes a normal ranged attack. Each stone that hits deals 1d6+1 points of damage (including the spell's enhancement bonus), or 2d6+2 points against undead.

[illegible]

[illegible]

PASS WITHOUT TRACE

School transmutation; **Level** ranger 1; **Casting Time** 1 standard action; **Components** V, S, DF; **Range** touch; **Targets** one creature/level touched; **Duration** 1 hour/level (D); **Saving Throw** Will negates (*harmless*); **Spell Resistance** yes (*harmless*)

The subject or subjects of this spell do not leave footprints or a scent trail while moving. Tracking the subjects is impossible by nonmagical means.

Uses Per Day: _____

Uses: ☐☐☐☐☐☐☐☐☐☐

Flames as bright as a torch appear in your open hand. The flames harm neither you nor your equipment.

In addition to providing illumination, the flames can be hurled or used to touch enemies. You can strike an opponent with a melee touch attack, dealing fire damage equal to 1d6 + 1 point per caster level (maximum +5). Alternatively, you can hurl the flames up to 120 feet as a thrown weapon. When doing so, you attack with a ranged touch attack (with no range penalty) and deal the same damage as with the melee attack. No sooner do you hurl the flames than a new set appears in your hand. Each attack you make reduces the remaining duration by 1 minute. If an attack reduces the remaining duration to 0 minutes or less, the spell ends after the attack resolves.

This spell does not function underwater.

[illegible]

School transmutation; **Level** druid 1; **Casting Time** 1 standard action; **Components** V, S, DF; **Range** touch; **Target** one touched nonmagical oak club or quarterstaff; **Duration** 1 min./level; **Saving Throw** Will negates (*object*); **Spell Resistance** yes (*object*)

Your own nonmagical club or quarterstaff becomes a weapon with a +1 enhancement bonus on attack and damage rolls. A quarterstaff gains this enhancement for both ends of the weapon. It deals damage as if it were two size categories larger (*a Small club or quarterstaff so transmuted deals 1d8 points of damage, a Medium 2d6, and a Large 3d6*), +1 for its enhancement bonus. These effects only occur when the weapon is wielded by you. If you do not wield it, the weapon behaves as if unaffected by this spell.

[illegible]

School divination; **Level** druid 1; **Casting Time** 1 standard action; **Components** V, S; **Range** personal; **Target** you; **Duration** 1 min./level

You can ask questions of and receive answers from animals, but the spell doesn't make them any more friendly than normal. Wary and cunning animals are likely to be terse and evasive, while the more stupid ones make inane comments. If an animal is friendly toward you, it may do some favor or service for you.

[illegible]

SUMMON NATURE'S ALLY I

School conjuration (*summoning*); **Level** druid 1; **Casting Time** 1 round; **Components** V, S, DF; **Range** close (25 ft. + 5 ft./2 levels); **Effect** one summoned creature; **Duration** 1 round/level (D); **Saving Throw** none; **Spell Resistance** no

This spell summons to your side a natural creature (*typically an animal, fey, magical beast, outsider with the elemental subtype, or a giant*). The summoned ally appears where you designate and acts immediately, on your turn. It attacks your opponents to the best of its ability. If you can communicate with the creature, you can direct it not to attack, to attack particular enemies, or to perform other actions as you command.

A summoned monster cannot summon or otherwise conjure another creature, nor can it use any teleportation or planar travel abilities. Creatures cannot be summoned into an environment that cannot support them. Creatures summoned using this spell cannot use spells or spell-like abilities that duplicate spells that have expensive material components (*such as wish*).

You can summon nature's ally I, except that you can summon one 6th-level creature, 1d3 5th-level creatures of the same kind, or 1d4+1 lower-level creatures of the same kind. You choose which kind of creature to summon, and you can change that choice each time you cast the spell. All the creatures on the table are neutral unless otherwise noted.

When you use a summoning spell to summon a creature with an alignment or elemental subtype, it is a spell of that type. All creatures summoned with this spell without alignment subtypes have an alignment that matches yours, regardless of their usual alignment. Summoning these creatures makes the summoning spell's type match your alignment.

1st Level: Dire rat, Dolphin, Eagle, Giant centipede, Fire beetle, Mite (*gremlin*), Poisonous frog, Pony (*horse*), Riding dog, Stirge, Viper (*snake*)

Uses: □□□□□□□□

1. 2. 3. 4. 5. 6. 7. 8. 9. 10. 11. 12. 13. 14. 15. 16. 17. 18. 19. 20. 21. 22. 23. 24. 25. 26. 27. 28. 29. 30. 31. 32. 33. 34. 35. 36. 37. 38. 39. 40. 41. 42. 43. 44. 45. 46. 47. 48. 49. 50. 51. 52. 53. 54. 55. 56. 57. 58. 59. 60. 61. 62. 63. 64. 65. 66. 67. 68. 69. 70. 71. 72. 73. 74. 75. 76. 77. 78. 79. 80. 81. 82. 83. 84. 85. 86. 87. 88. 89. 90. 91. 92. 93. 94. 95. 96. 97. 98. 99. 100. 101. 102. 103. 104. 105. 106. 107. 108. 109. 110. 111. 112. 113. 114. 115. 116. 117. 118. 119. 120. 121. 122. 123. 124. 125. 126. 127. 128. 129. 130. 131. 132. 133. 134. 135. 136. 137. 138. 139. 140. 141. 142. 143. 144. 145. 146. 147. 148. 149. 150. 151. 152. 153. 154. 155. 156. 157. 158. 159. 160. 161. 162. 163. 164. 165. 166. 167. 168. 169. 170. 171. 172. 173. 174. 175. 176. 177. 178. 179. 180. 181. 182. 183. 184. 185. 186. 187. 188. 189. 190. 191. 192. 193. 194. 195. 196. 197. 198. 199. 200. 201. 202. 203. 204. 205. 206. 207. 208. 209. 210. 211. 212. 213. 214. 215. 216. 217. 218. 219. 220. 221. 222. 223. 224. 225. 226. 227. 228. 229. 230. 231. 232. 233. 234. 235. 236. 237. 238. 239. 240. 241. 242. 243. 244. 245. 246. 247. 248. 249. 250. 251. 252. 253. 254. 255. 256. 257. 258. 259. 260. 261. 262. 263. 264. 265. 266. 267. 268. 269. 270. 271. 272. 273. 274. 275. 276. 277. 278. 279. 280. 281. 282. 283. 284. 285. 286. 287. 288. 289. 290. 291. 292. 293. 294. 295. 296. 297. 298. 299. 300. 301. 302. 303. 304. 305. 306. 307. 308. 309. 310. 311. 312. 313. 314. 315. 316. 317. 318. 319. 320. 321. 322. 323. 324. 325. 326. 327. 328. 329. 330. 331. 332. 333. 334. 335. 336. 337. 338. 339. 340. 341. 342. 343. 344. 345. 346. 347. 348. 349. 350. 351. 352. 353. 354. 355. 356. 357. 358. 359. 360. 361. 362. 363. 364. 365. 366. 367. 368. 369. 370. 371. 372. 373. 374. 375. 376. 377. 378. 379. 380. 381. 382. 383. 384. 385. 386. 387. 388. 389. 390. 391. 392. 393. 394. 395. 396. 397. 398. 399. 400. 401. 402. 403. 404. 405. 406. 407. 408. 409. 410. 411. 412. 413. 414. 415. 416. 417. 418. 419. 420. 421. 422. 423. 424. 425. 426. 427. 428. 429. 430. 431. 432. 433. 434. 435. 436. 437. 438. 439. 440. 441. 442. 443. 444. 445. 446. 447. 448. 449. 450. 451. 452. 453. 454. 455. 456. 457. 458. 459. 460. 461. 462. 463. 464. 465. 466. 467. 468. 469. 470. 471. 472. 473. 474. 475. 476. 477. 478. 479. 480. 481. 482. 483. 484. 485. 486. 487. 488. 489. 490. 491. 492. 493. 494. 495. 496. 497. 498. 499. 500. 501. 502. 503. 504. 505. 506. 507. 508. 509. 510. 511. 512. 513. 514. 515. 516. 517. 518. 519. 520. 521. 522. 523. 524. 525. 526. 527. 528. 529. 530. 531. 532. 533. 534. 535. 536. 537. 538. 539. 540. 541. 542. 543. 544. 545. 546. 547. 548. 549. 550. 551. 552. 553. 554. 555. 556. 557. 558. 559. 560. 561. 562. 563. 564. 565. 566. 567. 568. 569. 570. 571. 572. 573. 574. 575. 576. 577. 578. 579. 580. 581. 582. 583. 584. 585. 586. 587. 588. 589. 590. 591. 592. 593. 594. 595. 596. 597. 598. 599. 600. 601. 602. 603. 604. 605. 606. 607. 608. 609. 610. 611. 612. 613. 614. 615. 616. 617. 618. 619. 620. 621. 622. 623. 624. 625. 626. 627. 628. 629. 630. 631. 632. 633. 634. 635. 636. 637. 638. 639. 640. 641. 642. 643. 644. 645. 646. 647. 648. 649. 650. 651. 652. 653. 654. 655. 656. 657. 658. 659. 660. 661. 662. 663. 664. 665. 666. 667. 668. 669. 670. 671. 672. 673. 674. 675. 676. 677. 678. 679. 680. 681. 682. 683. 684. 685. 686. 687. 688. 689. 690. 691. 692. 693. 694. 695. 696. 697. 698. 699. 700. 701. 702. 703. 704. 705. 706. 707. 708. 709. 710. 711. 712. 713. 714. 715. 716. 717. 718. 719. 720. 721. 722. 723. 724. 725. 726. 727. 728. 729. 730. 731. 732. 733. 734. 735. 736. 737. 738. 739. 740. 741. 742. 743. 744. 745. 746. 747. 748. 749. 750. 751. 752. 753. 754. 755. 756. 757. 758. 759. 760. 761. 762. 763. 764. 765. 766. 767. 768. 769. 770. 771. 772. 773. 774. 775. 776. 777. 778. 779. 780. 781. 782. 783. 784. 785. 786. 787. 788. 789. 790. 791. 792. 793. 794. 795. 796. 797. 798. 799. 800. 801. 802. 803. 804. 805. 806. 807. 808. 809. 810. 811. 812. 813. 814. 815. 816. 817. 818. 819. 820. 821. 822. 823. 824. 825. 826. 827. 828. 829. 830. 831. 832. 833. 834. 835. 836. 837. 838. 839. 840.

You compel a Tiny animal to go to a spot you designate. The most common use for this spell is to get an animal to carry a message to your allies. The animal cannot be one tamed or trained by someone else, including such creatures as familiars and animal companions.

Using some type of food desirable to the animal as a lure, you call the animal to you. It advances and awaits your bidding. You can mentally impress on the animal a certain place well known to you or an obvious landmark. The directions must be simple, because the animal depends on your knowledge and can't find a destination on its own. You can attach a small item or note to the messenger. The animal then goes to the designated location and waits there until the duration of the spell expires, whereupon it resumes its normal activities.

During this period of waiting, the messenger allows others to approach it and remove any scroll or token it carries. The intended recipient gains no special ability to communicate with the animal or read any attached message (*if it's written in a language he doesn't know, for example*).

[illegible]

Your swaying motions and music (*or singing, or chanting*) compel animals and magical beasts to do nothing but watch you. Only a creature with an Intelligence score of 1 or 2 can be fascinated by this spell. Roll 2d6 to determine the total number of HD worth of creatures that you fascinate. The closest targets are selected first until no more targets within range can be affected.

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Barkskin toughens a creature's skin. The effect grants a +2 enhancement bonus to the creature's existing natural armor bonus. This enhancement bonus increases by 1 for every three caster levels above 3rd, to a maximum of +5 at 12th level.

The enhancement bonus provided by barkskin stacks with the target's natural armor bonus, but not with other enhancement bonuses to natural armor. A creature without natural armor has an effective natural armor bonus of +0.

Uses Per Day: _____ **Uses:** □□□□□□□□

School transmutation; **Level** druid 2; **Casting Time** 1 standard action; **Components** V, S, M/DF (*a few hairs, or a pinch of dung, from a bear*); **Range** touch; **Target** creature touched; **Duration** 1 min./level; **Saving Throw** Will negates (*harmless*); **Spell Resistance** yes

The affected creature gains greater vitality and stamina. The spell grants the subject a +4 enhancement bonus to Constitution, which adds the usual benefits to hit points, Fortitude saves, Constitution checks, and so forth. Hit points gained by a temporary increase in Constitution score are not temporary hit points. They go away when the subject's Constitution drops back to normal. They are not lost first as temporary hit points are.

Uses Per Day:

Uses: □□□□□□□□

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School transmutation; **Level** druid 2; **Casting Time** 1 standard action; **Components** V, S, M (*pinch of cat fur*); **Range** touch; **Target** creature touched; **Duration** 1 min./level; **Saving Throw** Will negates (*harmless*); **Spell Resistance** yes

The transmuted creature becomes more graceful, agile, and coordinated. The spell grants a +4 enhancement bonus to Dexterity, adding the usual benefits to AC, Reflex saves, and other uses of the Dexterity modifier.

Uses Per Day: _____ **Uses:** □□□□□□□□

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1. *Journal of Management Studies*, 1997, 34, 1, 1-14.

Fire trap creates a fiery explosion when an intruder opens the item that the trap protects. A fire trap spell can ward any object that can be opened and closed.

When casting fire trap, you select a point on the object as the spell's center. When someone other than you opens the object, a fiery explosion fills the area within a 5-foot radius around the spell's center. The flames deal 1d4 points of fire damage + 1 point per caster level (*maximum* +20). The item protected by the trap is not harmed by this explosion.

A fire-trapped item cannot have a second closure or warding spell placed on it. A knock spell does not bypass a fire trap. An unsuccessful dispel magic spell does not detonate the spell. Underwater, this ward deals half damage and creates a large cloud of steam.

You can use the fire-trapped object without discharging it, as can any individual to whom the object was specifically attuned when cast. Attuning a fire-trapped object to an individual usually involves setting a password that you can share with friends.

Magic traps such as fire trap are hard to detect and disable. A rogue (*only*) can use the Perception skill to find a fire trap and Disable Device to thwart it. The DC in each case is 25 + spell level (*DC 27 for a druid's fire trap or DC 29 for the arcane version*).

[illegible]

A 3-foot-long, blazing beam of red-hot fire springs forth from your hand. You wield this blade-like beam as if it were a scimitar. Attacks with the flame blade are melee touch attacks. The blade deals 1d8 points of fire damage + 1 point per two caster levels (*maximum +10*). Since the blade is immaterial, your Strength modifier does not apply to the damage. A flame blade can ignite combustible materials such as parchment, straw, dry sticks, and cloth.

[illegible]

A burning globe of fire rolls in whichever direction you point and burns those it strikes. It moves 30 feet per round. As part of this movement, it can ascend or jump up to 30 feet to strike a target. If it enters a space with a creature, it stops moving for the round and deals 3d6 points of fire damage to that creature, though a successful Reflex save negates that damage. A flaming sphere rolls over barriers less than 4 feet tall. It ignites flammable substances it touches and illuminates the same area as a torch would.

The sphere moves as long as you actively direct it (*a move action for you*); otherwise, it merely stays at rest and burns. It can be extinguished by any means that would put out a normal fire of its size. The surface of the sphere has a spongy, yielding consistency and so does not cause damage except by its flame. It cannot push aside unwilling creatures or batter down large obstacles. A flaming sphere winks out if it exceeds the spell's range.

[illegible]

A bank of fog billows out from the point you designate. The fog obscures all sight, including darkvision, beyond 5 feet. A creature within 5 feet has concealment (attacks have a 20% miss chance). Creatures farther away have total concealment (*50% miss chance, and the attacker can't use sight to locate the target*).

A moderate wind ($11 + mph$) disperses the fog in 4 rounds; a strong wind ($21 + mph$) disperses the fog in 1 round.

The spell does not function underwater.

[illegible]

GUST OF WIND

School evocation [*air*]; **Level** druid 2; **Casting Time** 1 standard action; **Components** V, S; **Range** 60 ft.; **Effect** line-shaped gust of severe wind emanating out from you to the extreme of the range; **Duration** 1 round; **Saving Throw** Fortitude negates; **Spell Resistance** yes

This spell creates a severe blast of air (*approximately 50 mph*) that originates from you, affecting all creatures in its path. All flying creatures in this area take a -4 penalty on Fly skill checks. Tiny or smaller flying creatures must make a DC 25 Fly skill check or be blown back $2d6 \times 10$ feet and take 2d6 points of damage. Small or smaller flying creatures must make a DC 20 Fly skill check to move against the force of the wind.

A Tiny or smaller creature on the ground is knocked down and rolled $1d4 \times 10$ feet, taking 1d4 points of nonlethal damage per 10 feet.

Small creatures are knocked prone by the force of the wind.

Medium or smaller creatures are unable to move forward against the force of the wind unless they succeed at a DC 15 Strength check.

Large or larger creatures may move normally within a gust of wind effect.

This spell can't move a creature beyond the limit of it's range.

Any creature, regardless of size, takes a -4 penalty on ranged attacks and Perception checks in the area of a gust of wind.

School evocation [air]; **Level** druid 2; **Casting Time** 1 standard action; **Components** V, S; **Range** 60 ft.; **Effect** line-shaped gust of severe wind emanating out from you to the extreme of the range; **Duration** 1 round; **Saving Throw** Fortitude negates; **Spell Resistance** yes

The force of the gust automatically extinguishes candles, torches, and similar unprotected flames. It causes protected flames, such as those in lanterns, to dance wildly and has a 50% chance to extinguish those lights.

In addition to the effects noted, a gust of wind can do anything that a sudden blast of wind would be expected to do. It can create a stinging spray of sand or dust, fan a large fire, overturn delicate awnings or hangings, heel over a small boat, and blow gases or vapors to the edge of its range.

Gust of wind can be made permanent with a permanency spell.

[illegible]

HEAT METAL

School transmutation [*fire*]; **Level** druid 2; **Casting Time** 1 standard action; **Components** V, S, DF; **Range** close (25 ft. + 5 ft./2 levels); **Target** metal equipment of one creature per two levels, no two of which can be more than 30 ft. apart; or 25 lbs. of metal/level, all of which must be within a 30-ft. circle; **Duration** 7 rounds; **Saving Throw** Will negates (*object*); **Spell Resistance** yes (*object*)

Heat metal causes metal objects to become red-hot. Unattended, nonmagical metal gets no saving throw. Magical metal is allowed a saving throw against the spell. An item in a creature's possession uses the creature's saving throw bonus unless its own is higher.

A creature takes fire damage if its equipment is heated. It takes full damage if its armor, shield, or weapon is affected. The creature takes minimum damage (*1 point or 2 points; see the table*) if it's not wearing or wielding such an item.

On the first round of the spell, the metal becomes warm and uncomfortable to touch but deals no damage. The same effect also occurs on the last round of the spell's duration. During the second (*and also the next-to-last*) round, intense heat causes pain and damage. In the third, fourth, and fifth rounds, the metal is searing hot, and causes more damage, as shown on the table below.

| Round | Metal Temperature | Damage |
|-------|-------------------|------------|
| 1 | Warm | None |
| 2 | Hot | 1d4 points |
| 3–5 | Searing | 2d4 points |
| 6 | Hot | 1d4 points |
| 7 | Warm | None |

School transmutation [*fire*]; **Level** druid 2; **Casting Time** 1 standard action; **Components** V, S, DF; **Range** close (25 ft. + 5 ft./2 levels); **Target** metal equipment of one creature per two levels, no two of which can be more than 30 ft. apart; or 25 lbs. of metal/level, all of which must be within a 30-ft. circle; **Duration** 7 rounds; **Saving Throw** Will negates (*object*); **Spell Resistance** yes (*object*)

Any cold intense enough to damage the creature negates fire damage from the spell (*and vice versa*) on a point-for-point basis. If cast underwater, heat metal deals half damage and boils the surrounding water.

Heat metal counters and dispels chill metal.

Uses Per Day: _____ **Uses:** □□□□□□□□

School enchantment (*compulsion*) [*mind-affecting*]; **Level** ranger 2; **Casting Time** 1 standard action; **Components** V, S; **Range** medium (100 ft. + 10 ft./level); **Target** one animal; **Duration** 1 round/level (D); see text; **Saving Throw** Will negates; see text; **Spell Resistance** yes

The subject becomes paralyzed and freezes in place. It is aware and breathes normally but cannot take any actions, even speech. Each round on its turn, the subject may attempt a new saving throw to end the effect. This is a full-round action that does not provoke attacks of opportunity. A winged creature who is paralyzed cannot flap its wings and falls. A swimmer can't swim and may drown.

This spell functions like hold person, except that it affects an animal instead of a humanoid.

Uses Per Day:

Uses:

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1. *Journal of Management Studies*, 1996, 33, 1, 1-14.

This spell functions like *reduce person*, except that it affects a single willing animal. Reduce the damage dealt by the animal's natural attacks as appropriate for its new size (*see Equipment how to adjust damage for size*).

Uses: □□□□□□□□

This abjuration grants a creature limited protection from damage of whichever one of five energy types you select: acid, cold, electricity, fire, or sonic. The subject gains resist energy 10 against the energy type chosen, meaning that each time the creature is subjected to such damage (*whether from a natural or magical source*), that damage is reduced by 10 points before being applied to the creature's hit points. The value of the energy resistance granted increases to 20 points at 7th level and to a maximum of 30 points at 11th level. The spell protects the recipient's equipment as well.

Resist energy overlaps (*and does not stack with*) protection from energy. If a character is warded by protection from energy and resist energy, the protection spell absorbs damage until its power is exhausted.

Uses: □□□□□□□□

RESTORATION, LESSER

School conjuration (*healing*); **Level** paladin 1; **Casting Time** 3 rounds; **Components** V, S; **Range** touch; **Target** creature touched; **Duration** instantaneous; **Saving Throw** Will negates (*harmless*); **Spell Resistance** yes (*harmless*)

Lesser restoration dispels any magical effects reducing one of the subject's ability scores or cures 1d4 points of temporary ability damage to one of the subject's ability scores. It also eliminates any fatigue suffered by the character, and improves an exhausted condition to fatigued. It does not restore permanent ability drain.

Uses Per Day: _____

Uses: ☐☐☐☐☐☐☐☐☐☐

SOFTEN EARTH AND STONE

School transmutation [*earth*]; **Level** druid 2; **Casting Time** 1 standard action; **Components** V, S, DF; **Range** close (25 ft. + 5 ft./2 levels); **Area** 10-ft. square/level; see text; **Duration** instantaneous; **Saving Throw** none; **Spell Resistance** no

When this spell is cast, all natural, undressed earth or stone in the spell's area is softened. Wet earth becomes thick mud, dry earth becomes loose sand or dirt, and stone becomes soft clay that is easily molded or chopped. You affect a 10-foot square area to a depth of 1 to 4 feet, depending on the toughness or resilience of the ground at that spot. Magical, enchanted, dressed, or worked stone cannot be affected. Earth or stone creatures are not affected.

A creature in mud must succeed on a Reflex save or be caught for 1d2 rounds and unable to move, attack, or cast spells. A creature that succeeds on its save can move through the mud at half speed, and it can't run or charge. Loose dirt is not as troublesome as mud, but all creatures in the area can move at only half their normal speed and can't run or charge over the surface. Stone softened into clay does not hinder movement, but it does allow characters to cut, shape, or excavate areas they may not have been able to affect before.

While this spell does not affect dressed or worked stone, cavern ceilings or vertical surfaces such as cliff faces can be affected. Usually, this causes a moderate collapse or landslide as the loosened material peels away from the face of the wall or roof and falls (*treat as a cave-in with no bury zone, see Environment*).

A moderate amount of structural damage can be dealt to a manufactured structure by softening the ground beneath it, causing it to settle. However, most well-built structures will only be damaged by this spell, not destroyed.

[illegible]

The subject can climb and travel on vertical surfaces or even traverse ceilings as well as a spider does. The affected creature must have its hands free to climb in this manner. The subject gains a climb speed of 20 feet and a +8 racial bonus on Climb skill checks; furthermore, it need not make Climb checks to traverse a vertical or horizontal surface (*even upside down*). A spider climbing creature retains its Dexterity bonus to Armor Class (*if any*) while climbing, and opponents get no special bonus to their attacks against it. It cannot, however, use the run action while climbing.

[illegible]

SUMMON NATURE'S ALLY II

School conjuration (*summoning*); **Level** druid 2; **Casting Time** 1 round; **Components** V, S, DF; **Range** close (25 ft. + 5 ft./2 levels); **Effect** one summoned creature; **Duration** 1 round/level (D); **Saving Throw** none; **Spell Resistance** no

This spell summons to your side a natural creature (*typically an animal, fey, magical beast, outsider with the elemental subtype, or a giant*). The summoned ally appears where you designate and acts immediately, on your turn. It attacks your opponents to the best of its ability. If you can communicate with the creature, you can direct it not to attack, to attack particular enemies, or to perform other actions as you command.

A summoned monster cannot summon or otherwise conjure another creature, nor can it use any teleportation or planar travel abilities. Creatures cannot be summoned into an environment that cannot support them. Creatures summoned using this spell cannot use spells or spell-like abilities that duplicate spells that have expensive material components (*such as wish*).

You can summon nature's ally I, except that you can summon one 6th-level creature, 1d3 5th-level creatures of the same kind, or 1d4+1 lower-level creatures of the same kind. You choose which kind of creature to summon, and you can change that choice each time you cast the spell. All the creatures on the table are neutral unless otherwise noted.

When you use a summoning spell to summon a creature with an alignment or elemental subtype, it is a spell of that type. All creatures summoned with this spell without alignment subtypes have an alignment that matches yours, regardless of their usual alignment. Summoning these creatures makes the summoning spell's type match your alignment.

1st Level: Dire rat, Dolphin, Eagle, Giant centipede, Fire beetle, Mite (*gremlin*), Poisonous frog, Pony (*horse*), Riding dog, Stirge, Viper (*snake*)

[illegible][illegible]

You summon a swarm of bats, rats, or spiders (*your choice*), which attacks all other creatures within its area. (*You may summon the swarm so that it shares the area of other creatures.*) If no living creatures are within its area, the swarm attacks or pursues the nearest creature as best it can. The caster has no control over its target or direction of travel.

Uses: □□□□□□□□

School transmutation; **Level** druid 2; **Casting Time** 1 standard action; **Components** V, S, DF; **Range** personal; **Target** you; **Duration** 1 hour/level (*D*)

This spell allows you to assume the form of a Large living tree or shrub or a Large dead tree trunk with a small number of limbs. The exact type of tree, as well as its appearance, is completely under your control. Even the closest inspection cannot reveal that the tree in question is actually a magically concealed creature. To all normal tests you are, in fact, a tree or shrub, although a detect magic spell reveals a faint transmutation on the tree. While in tree form, you can observe all that transpires around you just as if you were in your normal form, and your hit points and save bonuses remain unaffected. You gain a +10 natural armor bonus to AC but have an effective Dexterity score of 0 and a speed of 0 feet. You are immune to critical hits while in tree form. All clothing and gear carried or worn changes with you. You can dismiss tree shape as a free action (*instead of as a standard action*).

[illegible]

WARP WOOD

School transmutation; **Level** druid 2; **Casting Time** 1 standard action; **Components** V, S; **Range** close (25 ft. + 5 ft./2 levels); **Target** 1 Small wooden object/level, all within a 20-ft. radius; **Duration** instantaneous; **Saving Throw** Will negates (*object*); **Spell Resistance** yes (*object*)

You cause wood to bend and warp, permanently destroying its straightness, form, and strength. A warped door springs open (*or becomes stuck, requiring a Strength check to open, at your option*). A boat or ship springs a leak. Warped ranged weapons are useless. A warped melee weapon causes a –4 penalty on attack rolls.

You may warp one Small or smaller object or its equivalent per caster level. A Medium object counts as two Small objects, a Large object as four, a Huge object as eight, a Gargantuan object as 16, and a Colossal object as 32.

Alternatively, you can unwarp wood (*effectively warping it back to normal*) with this spell. Make whole, on the other hand, does no good in repairing a warped item.

You can combine multiple consecutive warp wood spells to warp (*or unwarp*) an object that is too large for you to warp with a single spell. Until the object is completely warped, it suffers no ill effects.

Uses Per Day:

Uses:

Wood shape enables you to form one existing piece of wood into any shape that suits your purpose. While it is possible to make crude coffers, doors, and so forth, fine detail isn't possible. There is a 30% chance that any shape that includes moving parts simply doesn't work.

Uses: □□□□□□□□

CALL LIGHTNING

School evocation [*electricity*]; **Level** druid 3; **Casting Time** 1 round; **Components** V, S; **Range** medium (100 ft. + 10 ft./level); **Effect** one or more 30-ft.-long vertical lines of lightning; **Duration** 1 min./level; **Saving Throw** Reflex half; **Spell Resistance** yes

Immediately upon completion of the spell, and once per round thereafter, you may call down a 5-foot-wide, 30-foot-long, vertical bolt of lightning that deals 3d6 points of electricity damage. The bolt of lightning flashes down in a vertical stroke at whatever target point you choose within the spell's range (*measured from your position at the time*). Any creature in the target square or in the path of the bolt is affected.

You need not call a bolt of lightning immediately; other actions, even spellcasting, can be performed first. Each round after the first you may use a standard action (concentrating on the spell) to call a bolt. You may call a total number of bolts equal to your caster level (*maximum 10 bolts*).

If you are outdoors and in a stormy area—a rain shower, clouds and wind, hot and cloudy conditions, or even a tornado (*including a whirlwind formed by a djinni or an air elemental of at least Large size*)—each bolt deals 3d10 points of electricity damage instead of 3d6.

This spell functions indoors or underground but not underwater.

Uses Per Day: _____ **Uses:** ☐☐☐☐☐☐☐☐☐☐

The subject contracts one of the following diseases: blinding sickness, bubonic plague, cackle fever, filth fever, leprosy, mindfire, red ache, shakes, or slimy doom. The disease is contracted immediately (*the onset period does not apply*). Use the disease's listed frequency and save DC to determine further effects.

[illegible]

CURE MODERATE WOUNDS

School conjuration (*healing*); **Level** druid 3; **Casting Time** 1 standard action; **Components** V, S; **Range** touch; **Target** creature touched; **Duration** instantaneous; **Saving Throw** Will half (*harmless*); see text; **Spell Resistance** yes (*harmless*); see text

When laying your hand upon a living creature, you channel positive energy that cures 2d8 points of damage + 1 point per caster level (*maximum +10*). Since undead are powered by negative energy, this spell deals damage to them instead of curing their wounds. An undead creature can apply spell resistance, and can attempt a Will save to take half damage.

Uses Per Day:_____[illegible]

[illegible]

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[illegible]

This spell has two versions.

Prune Growth: This version of the spell causes normal vegetation within long range (*400 feet + 40 feet per level*) to shrink to about one-third normal size, becoming untangled and less bushy. The affected vegetation appears to have been carefully pruned and trimmed. This version of diminish plants automatically dispels any spells or effects that enhance plants, such as entangle, plant growth, and wall of thorns.

At your option, the area can be a 100-foot-radius circle, a 150-foot-radius semicircle, or a 200-foot-radius quarter-circle. You may also designate portions of the area that are not affected.

Stunt Growth: This version of the spell targets all normal plants within a range of 1/2 mile, reducing their potential productivity over the course of the following year to half normal.

This spell has no effect on plant creatures.

[illegible]

This spell allows you to enchant the targeted animal and direct it with simple commands such as “Attack,” “Run,” and “Fetch.” Suicidal or self-destructive commands (*including an order to attack a creature two or more size categories larger than the dominated animal*) are simply ignored.

[illegible]

1. *Journal of Management Studies*, 1997, 34, 1, 1-14.

MELD INTO STONE

School transmutation [*earth*]; **Level** druid 3; **Casting Time** 1 standard action; **Components** V, S, DF; **Range** personal; **Target** you; **Duration** 10 min./level

Meld into stone enables you to meld your body and possessions into a single block of stone. The stone must be large enough to accommodate your body in all three dimensions. When the casting is complete, you and not more than 100 pounds of nonliving gear merge with the stone. If either condition is violated, the spell fails and is wasted.

While in the stone, you remain in contact, however tenuous, with the face of the stone through which you melded. You remain aware of the passage of time and can cast spells on yourself while hiding in the stone. Nothing that goes on outside the stone can be seen, but you can still hear what happens around you. Minor physical damage to the stone does not harm you, but its partial destruction (to the extent that you no longer fit within it) expels you and deals you 5d6 points of damage. The stone's complete destruction expels you and slays you instantly unless you make a DC 18 Fortitude save. Even if you make your save, you still take 5d6 points of damage.

Any time before the duration expires, you can step out of the stone through the surface that you entered. If the spell's duration expires or the effect is dispelled before you voluntarily exit the stone, you are violently expelled and take 5d6 points of damage. The following spells harm you if cast upon the stone that you are occupying. Stone to flesh expels you and deals you 5d6 points of damage. Stone shape deals 3d6 points of damage but does not expel you. Transmute rock to mud expels you and then slays you instantly unless you make a DC 18 Fortitude save, in which case

MELD INTO STONE (CONT'D)

School transmutation [*earth*]; **Level** druid 3; **Casting Time** 1 standard action; **Components** V, S, DF; **Range** personal; **Target** you; **Duration** 10 min./level

you are merely expelled. Finally, passwall expels you without damage.

Uses Per Day:_____

Uses: □□□□□□□□

You detoxify any sort of venom in the creature or object touched. If the target is a creature, you must make a caster level check (*1d20 + caster level*) against the DC of each poison affecting the target. Success means that the poison is neutralized. A cured creature suffers no additional effects from the poison, and any temporary effects are ended, but the spell does not reverse instantaneous effects, such as hit point damage, temporary ability damage, or effects that don't go away on their own.

This spell can instead neutralize the poison in a poisonous creature or object for 10 minutes per level, at the caster's option. If cast on a creature, the creature receives a Will save to negate the effect.

[illegible]

PLANT GROWTH

School transmutation; **Level** ranger 3; **Casting Time** 1 standard action; **Components** V, S, DF; **Range** see text; **Target or Area** see text; **Duration** instantaneous; **Saving Throw** none; **Spell Resistance** no

Plant growth has different effects depending on the version chosen.

Overgrowth: This effect causes normal vegetation (*grasses, briars, bushes, creepers, thistles, trees, vines, and so on*) within long range (*400 feet + 40 feet per caster level*) to become thick and overgrown. The plants entwine to form a thicket or jungle that creatures must hack or force a way through. Speed drops to 5 feet, or 10 feet for Large or larger creatures. The area must have brush and trees in it for this spell to take effect. If this spell is cast on an area that is already affected by any spell or effect that enhances plants, such as entangle or wall of thorns, any DC involved with these spells is increased by 4. This bonus is granted for 1 day after the casting of plant growth.

At your option, the area can be a 100-foot-radius circle, a 150-foot-radius semicircle, or a 200-foot-radius quarter circle.

You may designate places within the area that are not affected.

Enrichment: This effect targets plants within a range of a half-mile, raising their potential productivity over the course of the next year to one-third above normal. Plant growth counters diminish plants. This spell has no effect on plant creatures.

Uses Per Day: _____

Uses: ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

Calling upon the venomous powers of natural predators, you infect the subject with a horrible poison by making a successful melee touch attack. This poison deals 1d3 Constitution damage per round for 6 rounds. Poisoned creatures can make a Fortitude save each round to negate the damage and end the affliction.

Uses: □□□□□□□□

PROTECTION FROM ENERGY

School abjuration; **Level** druid 3; **Casting Time** 1 standard action; **Components** V, S, DF; **Range** touch; **Target** creature touched; **Duration** 10 min./level or until discharged; **Saving Throw** Fortitude negates (*harmless*); **Spell Resistance** yes (*harmless*)

Protection from energy grants temporary immunity to the type of energy you specify when you cast it (*acid, cold, electricity, fire, or sonic*). When the spell absorbs 12 points per caster level of energy damage (*to a maximum of 120 points at 10th level*), it is discharged.

Protection from energy overlaps (*and does not stack with*) resist energy. If a character is warded by protection from energy and resist energy, the protection spell absorbs damage until its power is exhausted.

Uses Per Day: _____

Uses: ☐☐☐☐☐☐☐☐☐☐

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Table 1

[illegible]

Remove disease can cure all diseases from which the subject is suffering. You must make a caster level check ($1d20 + \text{caster level}$) against the DC of each disease affecting the target. Success means that the disease is cured. The spell also kills some hazards and parasites, including green slime and others.

[illegible]

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The sleet extinguishes torches and small fires.

[illegible]

1. 2. 3. 4. 5. 6. 7. 8. 9. 10. 11. 12. 13. 14. 15. 16. 17. 18. 19. 20. 21. 22. 23. 24. 25. 26. 27. 28. 29. 30. 31. 32. 33. 34. 35. 36. 37. 38. 39. 40. 41. 42. 43. 44. 45. 46. 47. 48. 49. 50. 51. 52. 53. 54. 55. 56. 57. 58. 59. 60. 61. 62. 63. 64. 65. 66. 67. 68. 69. 70. 71. 72. 73. 74. 75. 76. 77. 78. 79. 80. 81. 82. 83. 84. 85. 86. 87. 88. 89. 90. 91. 92. 93. 94. 95. 96. 97. 98. 99. 100. 101. 102. 103. 104. 105. 106. 107. 108. 109. 110. 111. 112. 113. 114. 115. 116. 117. 118. 119. 120. 121. 122. 123. 124. 125. 126. 127. 128. 129. 130. 131. 132. 133. 134. 135. 136. 137. 138. 139. 140. 141. 142. 143. 144. 145. 146. 147. 148. 149. 150. 151. 152. 153. 154. 155. 156. 157. 158. 159. 160. 161. 162. 163. 164. 165. 166. 167. 168. 169. 170. 171. 172. 173. 174. 175. 176. 177. 178. 179. 180. 181. 182. 183. 184. 185. 186. 187. 188. 189. 190. 191. 192. 193. 194. 195. 196. 197. 198. 199. 200. 201. 202. 203. 204. 205. 206. 207. 208. 209. 210. 211. 212. 213. 214. 215. 216. 217. 218. 219. 220. 221. 222. 223. 224. 225. 226. 227. 228. 229. 230. 231. 232. 233. 234. 235. 236. 237. 238. 239. 240. 241. 242. 243. 244. 245. 246. 247. 248. 249. 250. 251. 252. 253. 254. 255. 256. 257. 258. 259. 260. 261. 262. 263. 264. 265. 266. 267. 268. 269. 270. 271. 272. 273. 274. 275. 276. 277. 278. 279. 280. 281. 282. 283. 284. 285. 286. 287. 288. 289. 290. 291. 292. 293. 294. 295. 296. 297. 298. 299. 300. 301. 302. 303. 304. 305. 306. 307. 308. 309. 310. 311. 312. 313. 314. 315. 316. 317. 318. 319. 320. 321. 322. 323. 324. 325. 326. 327. 328. 329. 330. 331. 332. 333. 334. 335. 336. 337. 338. 339. 340. 341. 342. 343. 344. 345. 346. 347. 348. 349. 350. 351. 352. 353. 354. 355. 356. 357. 358. 359. 360. 361. 362. 363. 364. 365. 366. 367. 368. 369. 370. 371. 372. 373. 374. 375. 376. 377. 378. 379. 380. 381. 382. 383. 384. 385. 386. 387. 388. 389. 390. 391. 392. 393. 394. 395. 396. 397. 398. 399. 400. 401. 402. 403. 404. 405. 406. 407. 408. 409. 410. 411. 412. 413. 414. 415. 416. 417. 418. 419. 420. 421. 422. 423. 424. 425. 426. 427. 428. 429. 430. 431. 432. 433. 434. 435. 436. 437. 438. 439. 440. 441. 442. 443. 444. 445. 446. 447. 448. 449. 450. 451. 452. 453. 454. 455. 456. 457. 458. 459. 460. 461. 462. 463. 464. 465. 466. 467. 468. 469. 470. 471. 472. 473. 474. 475. 476. 477. 478. 479. 480. 481. 482. 483. 484. 485. 486. 487. 488. 489. 490. 491. 492. 493. 494. 495. 496. 497. 498. 499. 500. 501. 502. 503. 504. 505. 506. 507. 508. 509. 510. 511. 512. 513. 514. 515. 516. 517. 518. 519. 520. 521. 522. 523. 524. 525. 526. 527. 528. 529. 530. 531. 532. 533. 534. 535. 536. 537. 538. 539. 540. 541. 542. 543. 544. 545. 546. 547. 548. 549. 550. 551. 552. 553. 554. 555. 556. 557. 558. 559. 560. 561. 562. 563. 564. 565. 566. 567. 568. 569. 570. 571. 572. 573. 574. 575. 576. 577. 578. 579. 580. 581. 582. 583. 584. 585. 586. 587. 588. 589. 590. 591. 592. 593. 594. 595. 596. 597. 598. 599. 600. 601. 602. 603. 604. 605. 606. 607. 608. 609. 610. 611. 612. 613. 614. 615. 616. 617. 618. 619. 620. 621. 622. 623. 624. 625. 626. 627. 628. 629. 630. 631. 632. 633. 634. 635. 636. 637. 638. 639. 640. 641. 642. 643. 644. 645. 646. 647. 648. 649. 650. 651. 652. 653. 654. 655. 656. 657. 658. 659. 660. 661. 662. 663. 664. 665. 666. 667. 668. 669. 670. 671. 672. 673. 674. 675. 676. 677. 678. 679. 680. 681. 682. 683. 684. 685. 686. 687. 688. 689. 690. 691. 692. 693. 694. 695. 696. 697. 698. 699. 700. 701. 702. 703. 704. 705. 706. 707. 708. 709. 710. 711. 712. 713. 714. 715. 716. 717. 718. 719. 720. 721. 722. 723. 724. 725. 726. 727. 728. 729. 730. 731. 732. 733. 734. 735. 736. 737. 738. 739. 740. 741. 742. 743. 744. 745. 746. 747. 748. 749. 750. 751. 752. 753. 754. 755. 756. 757. 758. 759. 760. 761. 762. 763. 764. 765. 766. 767. 768. 769. 770. 771. 772. 773. 774. 775. 776. 777. 778. 779. 780. 781. 782. 783. 784. 785. 786. 787. 788. 789. 790. 791. 792. 793. 794. 795. 796. 797. 798. 799. 800. 801. 802. 803. 804. 805. 806. 807. 808. 809. 810. 811. 812. 813. 814. 815. 816. 817. 818. 819. 820. 821. 822. 823. 824. 825. 826. 827. 828. 829. 830. 831. 832. 833. 834. 835. 836. 837. 838. 839. 840.

Uses: □□□□□□□□

School divination; **Level** druid 3; **Casting Time** 1 standard action; **Components** V, S; **Range** personal; **Target** you; **Duration** 1 min./level

You can communicate with normal plants and plant creatures, and can ask questions of and receive answers from them. A normal plant's sense of its surroundings is limited, so it won't be able to give (*or recognize*) detailed descriptions of creatures or answer questions about events outside its immediate vicinity. The spell doesn't make plant creatures any more friendly or cooperative than normal. Furthermore, wary and cunning plant creatures are likely to be terse and evasive, while the more stupid ones may make inane comments. If a plant creature is friendly, it may do some favor or service for you.

Uses Per Day:_____[illegible]

SPIKE GROWTH

School transmutation; **Level** druid 3; **Casting Time** 1 standard action; **Components** V, S, DF; **Range** medium (100 ft. + 10 ft./level); **Area** one 20-ft. square/level; **Duration** 1 hour/level (D); **Saving Throw** Reflex partial; **Spell Resistance** yes

Any ground-covering vegetation in the spell's area becomes very hard and sharply pointed without changing its appearance.

In areas of bare earth, roots and rootlets act in the same way. Typically, spike growth can be cast in any outdoor setting except open water, ice, heavy snow, sandy desert, or bare stone. Any creature moving on foot into or through the spell's area takes 1d4 points of piercing damage for each 5 feet of movement through the spiked area.

Any creature that takes damage from this spell must also succeed on a Reflex save or suffer injuries to its feet and legs that slow its land speed by half. This speed penalty lasts for 24 hours or until the injured creature receives a cure spell (which also restores lost hit points). Another character can remove the penalty by taking 10 minutes to dress the injuries and succeeding on a Heal check against the spell's save DC.

Magic traps are hard to detect. A rogue (*only*) can use the Perception skill to find a spike growth. The DC is 25 + spell level, or DC 28 for spike growth (*or DC 27 for spike growth cast by a ranger*). Spike growth can't be disabled with the Disable Device skill.

Uses Per Day: _____ Uses: ☐☐☐☐☐☐☐☐☐☐

You can form an existing piece of stone into any shape that suits your purpose. While it's possible to make crude coffers, doors, and so forth with stone shape, fine detail isn't possible. There is a 30% chance that any shape including moving parts simply doesn't work.

基多市、山里、山脊里、山地、丘陵、山脊里、山地、丘陵、山脊里、山地、丘陵、山脊里、山地、丘陵、山脊里

SUMMON NATURE'S ALLY III

School conjuration (*summoning*); **Level** druid 3; **Casting Time** 1 round; **Components** V, S, DF; **Range** close (25 ft. + 5 ft./2 levels); **Effect** one summoned creature; **Duration** 1 round/level (D); **Saving Throw** none; **Spell Resistance** no

This spell summons to your side a natural creature (*typically an animal, fey, magical beast, outsider with the elemental subtype, or a giant*). The summoned ally appears where you designate and acts immediately, on your turn. It attacks your opponents to the best of its ability. If you can communicate with the creature, you can direct it not to attack, to attack particular enemies, or to perform other actions as you command.

A summoned monster cannot summon or otherwise conjure another creature, nor can it use any teleportation or planar travel abilities. Creatures cannot be summoned into an environment that cannot support them. Creatures summoned using this spell cannot use spells or spell-like abilities that duplicate spells that have expensive material components (*such as wish*).

You can summon nature's ally I, except that you can summon one 6th-level creature, 1d3 5th-level creatures of the same kind, or 1d4+1 lower-level creatures of the same kind. You choose which kind of creature to summon, and you can change that choice each time you cast the spell. All the creatures on the table are neutral unless otherwise noted.

When you use a summoning spell to summon a creature with an alignment or elemental subtype, it is a spell of that type. All creatures summoned with this spell without alignment subtypes have an alignment that matches yours, regardless of their usual alignment. Summoning these creatures makes the summoning spell's type match your alignment.

School conjuration (*summoning*); **Level** druid 3; **Casting Time** 1 round; **Components** V, S, DF; **Range** close (25 ft. + 5 ft./2 levels); **Effect** one summoned creature; **Duration** 1 round/level (D); **Saving Throw** none; **Spell Resistance** no

1st Level: Dire rat, Dolphin, Eagle, Giant centipede, Fire beetle, Mite (*gremlin*), Poisonous frog, Pony (*horse*), Riding dog, Stirge, Viper (*snake*)

2nd Level: Ant, drone; Elemental (*Small*) Elemental; Giant frog; Giant spider; Goblin Dog; Horse; Hyena; Octopus; Squid; Wolf

3rd Level: Ant, soldier; Ape; Aurochs (*herd animal*); Boar; Cheetah; Constrictor snake; Crocodile; Dire bat; Electric Eel; Giant crab; Giant lizard; Leopard (*cat*); Shark, Wolverine

[illegible]

School transmutation; **Level** druid 3; **Casting Time** 1 standard action; **Components** V, S, M/DF (*short reed or piece of straw*); **Range** touch; **Target** living creatures touched; **Duration** 2 hours/level; see text; **Saving Throw** Will negates (*harmless*); **Spell Resistance** yes (*harmless*)

The transmuted creatures can breathe water freely. Divide the duration evenly among all the creatures you touch. The spell does not make creatures unable to breathe air.

[illegible]

While the wall must be vertical, you can shape it in any continuous path along the ground that you like. It is possible to create cylindrical or square wind walls to enclose specific points.

Uses Per Day: Uses:

AIR WALK

School transmutation [*air*]; **Level** druid 4; **Casting Time** 1 standard action; **Components** V, S, DF; **Range** touch; **Target** creature (*Gargantuan or smaller*) touched; **Duration** 10 min./level; **Saving Throw** none; **Spell Resistance** yes (*harmless*)

The subject can tread on air as if walking on solid ground. Moving upward is similar to walking up a hill. The maximum upward or downward angle possible is 45 degrees, at a rate equal to half the air walker's normal speed.

A strong wind (*21+ miles per hour*) can push the subject along or hold it back. At the end of a creature's turn each round, the wind blows the air walker 5 feet for each 5 miles per hour of wind speed. The creature may be subject to additional penalties in exceptionally strong or turbulent winds, such as loss of control over movement or physical damage from being buffeted about.

Should the spell duration expire while the subject is still aloft, the magic fails slowly. The subject floats downward 60 feet per round for 1d6 rounds. If it reaches the ground in that amount of time, it lands safely. If not, it falls the rest of the distance, taking 1d6 points of damage per 10 feet of fall. Since dispelling a spell effectively ends it, the subject also descends in this way if the air walk spell is dispelled, but not if it is negated by an antimagic field.

You can cast air walk on a specially trained mount so it can be ridden through the air. You can train a mount to move with the aid of air walk (*counts as a trick*; see *Handle Animal* skill) with 1 week of work and a DC 25 Handle Animal check.

Uses Per Day: _____

Uses: ☐☐☐☐☐☐☐☐☐☐

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1. *Journal of the American Medical Association*, 1997; 278: 1039-1044.

[illegible]

This spell has no effect on the soil or surrounding plant life.

[illegible]

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0 0 0 0

1. *Journal of the American Medical Association*, 2000; 284: 2689-2695.

CONTROL WATER

School transmutation [*water*]; **Level** druid 4; **Casting Time** 1 standard action; **Components** V, S, M/DF (*a pinch of dust for lower water or a drop of water for raise water*); **Range** long (400 ft. + 40 ft./level); **Area** water in a volume of 10 ft./level by 10 ft./level by 2 ft./level (S); **Duration** 10 min./level (D); **Saving Throw** none; see text; **Spell Resistance** no

This spell has two different applications, both of which control water in different ways. The first version of this spell causes water in the area to swiftly evaporate or to sink into the ground below, lowering the water's depth. The second version causes the water to surge and rise, increasing its overall depth and possibly flooding nearby areas.

Lower Water: This causes water or similar liquid to reduce its depth by as much as 2 feet per caster level (to a minimum depth of 1 inch). The water is lowered within a squarish depression whose sides are up to caster level \times 10 feet long. In extremely large and deep bodies of water, such as a deep ocean, the spell creates a whirlpool that sweeps ships and similar craft downward, putting them at risk and rendering them unable to leave by normal movement for the duration of the spell. When cast on water elementals and other water-based creatures, this spell acts as a slow spell (*Will negates*). The spell has no effect on other creatures.

Raise Water: This causes water or similar liquid to rise in height, just as the lower water version causes it to lower. Boats raised in this way slide down the sides of the hump that the spell creates. If the area affected by the spell includes riverbanks, a beach, or other land nearby, the water can spill over onto dry land.

CONTROL WATER (CONT'D)

School transmutation [water]; **Level** druid 4; **Casting Time** 1 standard action; **Components** V, S, M/DF (*a pinch of dust for lower water or a drop of water for raise water*); **Range** long (400 ft. + 40 ft./level); **Area** water in a volume of 10 ft./level by 10 ft./level by 2 ft./level (S); **Duration** 10 min./level (D); **Saving Throw** none; see text; **Spell Resistance** no

With either version of this spell, you may reduce one horizontal dimension by half and double the other horizontal dimension to change the overall area of effect.

[illegible]

When laying your hand upon a living creature, you channel positive energy that cures 3d8 points of damage + 1 point per caster level (*maximum +15*). Since undead are powered by negative energy, this spell deals damage to them instead of curing their wounds. An undead creature can apply spell resistance, and can attempt a Will save to take half damage.

Uses: □□□□□□□□

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FREEDOM OF MOVEMENT

School abjuration; **Level** druid 4; **Casting Time** 1 standard action; **Components** V, S, M (*a leather strip bound to the target*), DF; **Range** personal or touch; **Target** you or creature touched; **Duration** 10 min./level; **Saving Throw** Will negates (*harmless*); **Spell Resistance** yes (*harmless*)

This spell enables you or a creature you touch to move and attack normally for the duration of the spell, even under the influence of magic that usually impedes movement, such as paralysis, solid fog, slow, and web. All combat maneuver checks made to grapple the target automatically fail. The subject automatically succeeds on any combat maneuver checks and Escape Artist checks made to escape a grapple or a pin.

The spell also allows the subject to move and attack normally while underwater, even with slashing weapons such as axes and swords or with bludgeoning weapons such as flails, hammers, and maces, provided that the weapon is wielded in the hand rather than hurled. The freedom of movement spell does not, however, grant water breathing.

Uses Per Day:[illegible]

GIANT VERMIN

School transmutation; **Level** druid 4; **Casting Time** 1 standard action; **Components** V, S, DF; **Range** close (25 ft. + 5 ft./2 levels); **Targets** 1 or more vermin, no two of which can be more than 30 ft. apart; **Duration** 1 min./level; **Saving Throw** none; **Spell Resistance** yes

You turn a number of normal-sized centipedes, scorpions, or spiders into their giant counterparts. Only one type of vermin can be transmuted (so a single casting cannot affect both a centipede and a spider). The number of vermin which can be affected by this spell depends on your caster level, as noted on the table below.

Giant vermin created by this spell do not attempt to harm you, but your control of such creatures is limited to simple commands (“Attack,” “Defend,” “Stop,” and so forth). Orders to attack a certain creature when it appears or guard against a particular occurrence are too complex for the vermin to understand. Unless commanded to do otherwise, the giant vermin attack whomever or whatever is near them.

| Caster Level | Centipedes | Scorpions | Spiders |
|----------------|------------|-----------|---------|
| 9th or lower | 3 | 1 | 2 |
| 10th–13th | 4 | 2 | 3 |
| 14th–17th | 6 | 3 | 4 |
| 18th–19th | 8 | 4 | 5 |
| 20th or higher | 12 | 6 | 8 |

Uses Per Day: _____

Uses: ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

School evocation [*cold*]; **Level** druid 4; **Casting Time** 1 standard action; **Components** V, S, M/DF (*dust and water*); **Range** long (400 ft. + 40 ft./level); **Area** cylinder (20-ft. radius, 40 ft. high); **Duration** 1 round/level (D); **Saving Throw** none; **Spell Resistance** yes

Great magical hailstones pound down upon casting this spell, dealing 3d6 points of bludgeoning damage and 2d6 points of cold damage to every creature in the area. This damage only occurs once, when the spell is cast. For the remaining duration of the spell, heavy snow and sleet rains down in the area. Creatures inside this area take a -4 penalty on Perception skill checks and the entire area is treated as difficult terrain. At the end of the duration, the snow and hail disappear, leaving no aftereffects (*other than the damage dealt*).

Uses Per Day:[illegible]

REINCARNATE

School transmutation; **Level** druid 4; **Casting Time** 10 minutes; **Components** V, S, M, DF (*oils worth 1,000 gp*); **Range** touch; **Target** dead creature touched; **Duration** instantaneous; **Saving Throw** none, see text; **Spell Resistance** yes (*harmless*)

With this spell, you bring back a dead creature in another body, provided that its death occurred no more than 1 week before the casting of the spell and the subject's soul is free and willing to return. If the subject's soul is not willing to return, the spell does not work; therefore, a subject that wants to return receives no saving throw. Since the dead creature is returning in a new body, all physical ills and afflictions are repaired. The condition of the remains is not a factor. So long as some small portion of the creature's body still exists, it can be reincarnated, but the portion receiving the spell must have been part of the creature's body at the time of death. The magic of the spell creates an entirely new young adult body for the soul to inhabit from the natural elements at hand. This process takes 1 hour to complete. When the body is ready, the subject is reincarnated.

A reincarnated creature recalls the majority of its former life and form. It retains any class abilities, feats, or skill ranks it formerly possessed. Its class, base attack bonus, base save bonuses, and hit points are unchanged. Strength, Dexterity, and Constitution scores depend partly on the new body. First eliminate the subject's racial adjustments (*since it is no longer necessarily of his previous race*) and then apply the adjustments found below to its remaining ability scores. The subject of the spell gains two permanent negative levels when it is reincarnated. If the subject is 1st level, it takes 2 points of Constitution drain instead (*if this would reduce its Con to 0 or less, it can't be reincarnated*). A character who died with spells prepared has a 50% chance of losing any given spell upon

REINCARNATE (CONT'D)

School transmutation; **Level** druid 4; **Casting Time** 10 minutes; **Components** V, S, M, DF (*oils worth 1,000 gp*); **Range** touch; **Target** dead creature touched; **Duration** instantaneous; **Saving Throw** none, see text; **Spell Resistance** yes (*harmless*)

being reincarnated. A spellcasting creature that doesn't prepare spells (*such as a sorcerer*) has a 50% chance of losing any given unused spell slot as if it had been used to cast a spell.

It's possible for the change in the subject's ability scores to make it difficult for it to pursue its previous character class. If this is the case, the subject is advised to become a multiclass character. For a humanoid creature, the new incarnation is determined using the table below. For nonhumanoid creatures, a similar table of creatures of the same type should be created. A creature that has been turned into an undead creature or killed by a death effect can't be returned to life by this spell. Constructs, elementals, outsiders, and undead creatures can't be reincarnated. The spell can bring back a creature that has died of old age.

| d% | Incarnation | Str | Dex | Con |
|-------|-------------|-----|-----|-----|
| 01 | Bugbear | +4 | +2 | +2 |
| 02–13 | Dwarf | +0 | +0 | +2 |
| 14–25 | Elf | +0 | +2 | –2 |
| 26 | Gnoll | +4 | +0 | +2 |
| 27–38 | Gnome | –2 | +0 | +2 |
| 39–42 | Goblin | –2 | +2 | +0 |
| 43–52 | Half-elf | +0 | +2 | +0 |
| 53–62 | Half-orc | +2 | +0 | +0 |
| 63–74 | Halfling | –2 | +2 | +0 |
| 75–89 | Human | +0 | +0 | +2 |
| 90–93 | Kobold | –4 | +2 | –2 |

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Any iron or iron alloy item you touch crumbles into rust. If the item is so large that it cannot fit within a 3-foot radius, a 3-foot-radius volume of the metal is rusted and destroyed. Magic items made of metal are immune to this spell.

You may employ rusting grasp in combat with a successful melee touch attack. Rusting grasp used in this way instantaneously destroys 1d6 points of AC gained from metal armor (*to the maximum amount of protection the armor offers*) through corrosion.

Weapons in use by an opponent targeted by the spell are more difficult to grasp. You must succeed on a melee touch attack against the weapon. A metal weapon that is hit is destroyed. Striking at an opponent's weapon provokes an attack of opportunity. Also, you must touch the weapon and not the other way around.

Against a ferrous creature, rusting grasp instantaneously deals 3d6 points of damage + 1 per caster level (*maximum +15*) per successful attack. The spell lasts for 1 round per level, and you can make one melee touch attack per round.

[illegible]

SCRYING

School divination (*scrying*); **Level** druid 4; **Casting Time** 1 hour; **Components** V, S, M/DF (*a pool of water*), F (*a silver mirror worth 1,000 gp*); **Range** see text; **Effect** magical sensor; **Duration** 1 min./level; **Saving Throw** Will negates; **Spell Resistance** yes

You can observe a creature at any distance. If the subject succeeds on a Will save, the spell fails. The difficulty of the save depends on how well your knowledge of the subject and what sort of physical connection (*if any*) you have to that creature. Furthermore, if the subject is on another plane, it gets a +5 bonus on its Will save.

| Knowledge | Will Save Modifier |
|---|--------------------|
| None* | +10 |
| Secondhand (<i>you have heard of the subject</i>) | +5 |
| Firsthand (<i>you have met the subject</i>) | +0 |
| Familiar (<i>you know the subject well</i>) | -5 |
| Connection | Will Save Modifier |
| Likeness or picture | -2 |
| Possession or garment | -4 |
| Body part, lock of hair, bit of nail, etc. | -10 |

*You must have some sort of connection (*see below*) to a creature of which you have no knowledge.

If the save fails, you can see and hear the subject and its surroundings (*approximately 10 feet in all directions of the subject*). If the subject moves, the sensor follows at a speed of up to 150 feet.

As with all divination (*scrying*) spells, the sensor has your full visual acuity, including any magical effects. In addition, the following spells have a 5% chance per caster level of operating through the sensor: detect chaos, detect evil, detect good, detect law, detect magic, and message.

School divination (*scrying*); Level druid 4; **Casting Time** 1 hour;

Components V, S, M/DF (a pool of water), F (a silver mirror)

worth 1,000 gp); **Range** see text; **Effect** magical sensor; **Duration** 1 min./level; **Saving Throw** Will negates; **Spell Resistance** yes

If the save succeeds, you can't attempt to scry on that subject again

Uses Per Day: _____[illegible]

SPIKE STONES

School transmutation [*earth*]; **Level** druid 4; **Casting Time** 1 standard action; **Components** V, S, DF; **Range** medium (100 ft. + 10 ft./level); **Area** one 20-ft. square/level; **Duration** 1 hour/level (D); **Saving Throw** Reflex partial; **Spell Resistance** yes

Rocky ground, stone floors, and similar surfaces shape themselves into long, sharp points that blend into the background.

Spike stones impede progress through an area and deal damage. Any creature moving on foot into or through the spell's area moves at half speed. In addition, each creature moving through the area takes 1d8 points of piercing damage for each 5 feet of movement through the spiked area.

Any creature that takes damage from this spell must also succeed on a Reflex save to avoid injuries to its feet and legs. A failed save causes the creature's speed to be reduced to half normal for 24 hours or until the injured creature receives a cure spell (*which also restores lost hit points*). Another character can remove the penalty by taking 10 minutes to dress the injuries and succeeding on a Heal check against the spell's save DC.

Magic traps such as spike stones are hard to detect. A rogue (*only*) can use the Perception skill to find spike stones. The DC is 25 + spell level, or DC 29 for spike stones. Spike stones is a magic trap that can't be disabled with the Disable Device skill.

Uses Per Day: _____

Uses: ☐☐☐☐☐☐☐☐☐☐

SUMMON NATURE'S ALLY IV

School conjuration (*summoning*); **Level** druid 4; **Casting Time** 1 round; **Components** V, S, DF; **Range** close (25 ft. + 5 ft./2 levels); **Effect** one summoned creature; **Duration** 1 round/level (D); **Saving Throw** none; **Spell Resistance** no

This spell summons to your side a natural creature (*typically an animal, fey, magical beast, outsider with the elemental subtype, or a giant*). The summoned ally appears where you designate and acts immediately, on your turn. It attacks your opponents to the best of its ability. If you can communicate with the creature, you can direct it not to attack, to attack particular enemies, or to perform other actions as you command.

A summoned monster cannot summon or otherwise conjure another creature, nor can it use any teleportation or planar travel abilities. Creatures cannot be summoned into an environment that cannot support them. Creatures summoned using this spell cannot use spells or spell-like abilities that duplicate spells that have expensive material components (*such as wish*).

You can summon one 4th-level creature, 1d3 3rd-level creatures of the same kind, or 1d4+1 lower-level creatures of the same kind. You choose which kind of creature to summon, and you can change that choice each time you cast the spell. All the creatures on the table are neutral unless otherwise noted.

When you use a summoning spell to summon a creature with an alignment or elemental subtype, it is a spell of that type. All creatures summoned with this spell without alignment subtypes have an alignment that matches yours, regardless of their usual alignment. Summoning these creatures makes the summoning spell's type match your alignment.

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The target animal grows to twice its normal size and eight times its normal weight. This alteration changes the animal's size category to the next largest, grants it a +8 size bonus to Strength and a +4 size bonus to Constitution (*and thus an extra 2 hit points per HD*), and imposes a –2 size penalty to Dexterity. The creature's existing natural armor bonus increases by 2. The size change also affects the animal's modifier to AC, attack rolls, and its base damage. The animal's space and reach change as appropriate to the new size, but its speed does not change. If insufficient room is available for the desired growth, the creature attains the maximum possible size and may make a Strength check (*using its increased Strength*) to burst any enclosures in the process. If it fails, it is constrained without harm by the materials enclosing it—the spell cannot be used to crush a creature by increasing its size.

Any enlarged item that leaves the enlarged creature's possession instantly returns to its normal size. The spell gives no means of command over an enlarged animal. Multiple magical effects that increase size do not stack.

[illegible]

ATONEMENT

School abjuration; **Level** druid 5; **Casting Time** 1 hour; **Components** V, S, M (*burning incense*), F (*a set of prayer beads or other prayer device worth at least 500 gp*), DF; **Range** touch; **Target** living creature touched; **Duration** instantaneous; **Saving Throw** none; **Spell Resistance** yes

This spell removes the burden of misdeeds from the subject. The creature seeking atonement must be truly repentant and desirous of setting right its misdeeds. If the atoning creature committed the evil act unwittingly or under some form of compulsion, atonement operates normally at no cost to you. However, in the case of a creature atoning for deliberate misdeeds, you must intercede with your deity (*requiring you to expend 2,500 gp in rare incense and offerings*). Atonement may be cast for one of several purposes, depending on the version selected.

Reverse Magical Alignment Change: If a creature has had its alignment magically changed, atonement returns its alignment to its original status at no additional cost.

Restore Class: A paladin, or other class, who has lost her class features due to violating the alignment restrictions of her class may have her class features restored by this spell.

Restore Cleric or Druid Spell Powers: A cleric or druid who has lost the ability to cast spells by incurring the anger of her deity may regain that ability by seeking atonement from another cleric of the same deity or another druid. If the transgression was intentional, the casting cleric must expend 2,500 gp in rare incense and offerings for her god's intercession.

School abjuration; **Level** druid 5; **Casting Time** 1 hour; **Components** V, S, M (*burning incense*), F (*a set of prayer beads or other prayer device worth at least 500 gp*), DF; **Range** touch; **Target** living creature touched; **Duration** instantaneous; **Saving Throw** none; **Spell Resistance** yes

Redemption or Temptation: You may cast this spell upon a creature of an opposing alignment in order to offer it a chance to change its alignment to match yours. The prospective subject must be present for the entire casting process. Upon completion of the spell, the subject freely chooses whether it retains its original alignment or acquiesces to your offer and changes to your alignment. No duress, compulsion, or magical influence can force the subject to take advantage of the opportunity offered if it is unwilling to abandon its old alignment. This use of the spell does not work on outsiders or any creature incapable of changing its alignment naturally.

Though the spell description refers to evil acts, atonement can be used on any creature that has performed acts against its alignment, regardless of the actual alignment in question.

Note: Normally, changing alignment is up to the player. This use of atonement offers a method for a character to change his or her alignment drastically, suddenly, and definitively.

[illegible]

AWAKEN

School transmutation; **Level** druid 5; **Casting Time** 24 hours; **Components** V, S, M (*herbs and oils worth 2,000 gp*), DF; **Range** touch; **Target** animal or tree touched; **Duration** instantaneous; **Saving Throw** Will negates; **Spell Resistance** yes

You awaken a tree or animal to human-like sentience. To succeed, you must make a Will save (*DC 10 + the animal's current HD, or the HD the tree will have once awakened*). The awakened animal or tree is friendly toward you. You have no special empathy or connection with a creature you awaken, although it serves you in specific tasks or endeavors if you communicate your desires to it. If you cast awaken again, any previously awakened creatures remain friendly to you, but they no longer undertake tasks for you unless it is in their best interests.

An awakened tree has characteristics as if it were an animated object, except that it gains the plant type and its Intelligence, Wisdom, and Charisma scores are each 3d6. An awakened plant gains the ability to move its limbs, roots, vines, creepers, and so forth, and it has senses similar to a human's.

An awakened animal gets 3d6 Intelligence, +1d3 Charisma, and +2 HD. Its type becomes magical beast (*augmented animal*). An awakened animal can't serve as an animal companion, familiar, or special mount.

An awakened tree or animal can speak one language that you know, plus one additional language that you know per point of Intelligence bonus (*if any*). This spell does not function on an animal or plant with an Intelligence greater than 2.

[illegible]

School transmutation (*polymorph*); **Level** druid 5; **Casting Time** 1 standard action; **Components** V, S; **Range** close (25 ft. + 5 ft./2 levels); **Target** one creature; **Duration** permanent; **Saving Throw** Fortitude negates, Will partial, see text; **Spell Resistance** yes

As beast shape III, except that you change the subject into a Small or smaller animal of no more than 1 HD. If the new form would prove fatal to the creature, such as an aquatic creature not in water, the subject gets a +4 bonus on the save.

If the spell succeeds, the subject must also make a Will save. If this second save fails, the creature loses its extraordinary, supernatural, and spell-like abilities, loses its ability to cast spells (*if it had the ability*), and gains the alignment, special abilities, and Intelligence, Wisdom, and Charisma scores of its new form in place of its own. It still retains its class and level (*or HD*), as well as all benefits deriving therefrom (*such as base attack bonus, base save bonuses, and hit points*). It retains any class features (*other than spellcasting*) that aren't extraordinary, supernatural, or spell-like abilities.

Any polymorph effects on the target are automatically dispelled when a target fails to resist the effects of baleful polymorph, and as long as baleful polymorph remains in effect, the target cannot use other polymorph spells or effects to assume a new form. Incorporeal or gaseous creatures are immune to baleful polymorph, and a creature with the shapechanger subtype can revert to its natural form as a standard action.

[illegible]

CALL LIGHTNING STORM

School evocation [*electricity*]; **Level** druid 5; **Casting Time** 1 round; **Components** V, S; **Range** long (400 ft. + 40 ft./level); **Effect** one or more 30-ft.-long vertical lines of lightning; **Duration** 1 min./level; **Saving Throw** Reflex half; **Spell Resistance** yes

Immediately upon completion of the spell, and once per round thereafter, you may call down a 5-foot-wide, 30-foot-long, vertical bolt of lightning that deals 5d6 points of electricity damage. The bolt of lightning flashes down in a vertical stroke at whatever target point you choose within the spell's range (*measured from your position at the time*). Any creature in the target square or in the path of the bolt is affected.

You need not call a bolt of lightning immediately; other actions, even spellcasting, can be performed first. Each round after the first you may use a standard action (concentrating on the spell) to call a bolt. You may call a total number of bolts equal to your caster level (*maximum 15 bolts*).

If you are outdoors and in a stormy area—a rain shower, clouds and wind, hot and cloudy conditions, or even a tornado (*including a whirlwind formed by a djinni or an air elemental of at least Large size*)—each bolt deals 5d10 points of electricity damage instead of 5d6.

This spell functions indoors or underground but not underwater.

Uses Per Day:

Uses:

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[illegible]

CONTROL WINDS

School transmutation [*air*]; **Level** druid 5; **Casting Time** 1 standard action; **Components** V, S; **Range** 40 ft./level; **Area** 40 ft./level radius cylinder 40 ft. high; **Duration** 10 min./level; **Saving Throw** Fortitude negates; **Spell Resistance** no

You alter wind force in the area surrounding you. You can make the wind blow in a certain direction or manner, increase its strength, or decrease its strength. The new wind direction and strength persist until the spell ends or until you choose to alter your handiwork, which requires concentration. You may create an “eye” of calm air up to 80 feet in diameter at the center of the area if you so desire, and you may choose to limit the area to any cylindrical area less than your full limit.

Wind Direction: You may choose one of four basic wind patterns to function over the spell’s area.

A downdraft blows from the center outward in equal strength in all directions.

An updraft blows from the outer edges in toward the center in equal strength from all directions, veering upward before impinging on the eye in the center.

Rotation causes the winds to circle the center in clockwise or counterclockwise fashion.

A blast simply causes the winds to blow in one direction across the entire area from one side to the other.

Wind Strength: For every three caster levels, you can increase or decrease wind strength by one level. Each round on your turn, a creature in the wind must make a Fortitude save or suffer the effect of being in the windy area. See Environment for more details.

Strong winds (21+ mph) make sailing difficult.

A windstorm (51+ mph) drives most flying creatures from the skies, uproots small trees, knocks down light wooden structures, tears off roofs, and endangers ships.

A tornado ($175+ \text{ mph}$) destroys all nonfortified buildings and often uproots large trees.

[illegible]

School conjuration (*healing*); **Level** druid 5; **Casting Time** 1 standard action; **Components** V, S; **Range** touch; **Target** creature touched; **Duration** instantaneous; **Saving Throw** Will half (*harmless*); see text; **Spell Resistance** yes (*harmless*); see text

When laying your hand upon a living creature, you channel positive energy that cures 4d8 points of damage + 1 point per caster level (*maximum* +20). Since undead are powered by negative energy, this spell deals damage to them instead of curing their wounds. An undead creature can apply spell resistance, and can attempt a Will save to take half damage.

Uses Per Day:_____

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The subject gains a +4 morale bonus on saves against all death spells and magical death effects. The subject is granted a save to negate such effects even if one is not normally allowed. The subject is immune to energy drain and any negative energy effects, including channeled negative energy.

Death ward does not protect against other sorts of attacks, even if those attacks might be lethal.

[illegible]

HALLOW

School evocation [*good*]; **Level** druid 5; **Casting Time** 24 hours; **Components** V, S, M (*herbs, oils, and incense worth at least 1,000 gp, plus 1,000 gp per level of the spell to be included in the hallowed area*), DF; **Range** touch; **Area** 40-ft. radius emanating from the touched point; **Duration** instantaneous; **Saving Throw** see text; **Spell Resistance** see text

Hallow makes a particular site, building, or structure a holy site. This has four major effects. First, the site is warded by a magic circle against evil effect. Second, the DC to resist positive channeled energy within this area gains a +4 sacred bonus and the DC to resist negative energy is reduced by 4. Spell resistance does not apply to this effect. This provision does not apply to the druid version of the spell. Third, any dead body interred in a hallowed site cannot be turned into an undead creature.

Finally, you can fix a single spell effect to the hallowed site. The spell effect lasts for 1 year and functions throughout the entire site, regardless of the normal duration and area or effect. You may designate whether the effect applies to all creatures, creatures who share your faith or alignment, or creatures who adhere to another faith or alignment. At the end of the year, the chosen effect lapses, but it can be renewed or replaced simply by casting hallow again.

Spell effects that may be tied to a hallowed site include aid, bane, bless, cause fear, darkness, daylight, death ward, deeper darkness, detect evil, detect magic, dimensional anchor, discern lies, dispel magic, endure elements, freedom of movement, invisibility purge, protection from energy, remove fear, resist energy, silence, tongues, and zone of truth. Saving throws and spell resistance might apply to these spells' effects. (*See the individual spell descriptions for details.*)

An area can receive only one hallow spell (*and its associated spell effect*) at a time. Hallow counters but does not dispel unhallow.

[illegible]

School conjuration (*summoning*); **Level** druid 5; **Casting Time** 1 round; **Components** V, S, DF; **Range** long (400 ft. + 40 ft./level); **Effect** one swarm of wasps per three levels, each of which must be adjacent to at least one other swarm; **Duration** 1 min./level; **Saving Throw** none; **Spell Resistance** no

You summon a number of swarms of wasps (*one per three levels, to a maximum of six swarms at 18th level*). The swarms must be summoned so that each one is adjacent to at least one other swarm (*that is, the swarms must fill one contiguous area*). You may summon the wasp swarms so that they share the area of other creatures. Each swarm attacks any creatures occupying its area. The swarms are stationary after being summoned, and won't pursue creatures that flee.

[illegible]

The warded creature gains resistance to blows, cuts, stabs, and slashes. The subject gains DR 10/adamantine. It ignores the first 10 points of damage each time it takes damage from a weapon, though an adamantine weapon bypasses the reduction. Once the spell has prevented a total of 10 points of damage per caster level (*maximum 150 points*), it is discharged.

Uses: □□□□□□□□

SUMMON NATURE'S ALLY V

School conjuration (*summoning*); **Level** druid 5; **Casting Time** 1 round; **Components** V, S, DF; **Range** close (25 ft. + 5 ft./2 levels); **Effect** one summoned creature; **Duration** 1 round/level (D); **Saving Throw** none; **Spell Resistance** no

This spell summons to your side a natural creature (*typically an animal, fey, magical beast, outsider with the elemental subtype, or a giant*). The summoned ally appears where you designate and acts immediately, on your turn. It attacks your opponents to the best of its ability. If you can communicate with the creature, you can direct it not to attack, to attack particular enemies, or to perform other actions as you command.

A summoned monster cannot summon or otherwise conjure another creature, nor can it use any teleportation or planar travel abilities. Creatures cannot be summoned into an environment that cannot support them. Creatures summoned using this spell cannot use spells or spell-like abilities that duplicate spells that have expensive material components (*such as wish*).

You can summon one 5th-level creature, 1d3 4th-level creatures of the same kind, or 1d4+1 lower-level creatures of the same kind. You choose which kind of creature to summon, and you can change that choice each time you cast the spell. All the creatures on the table are neutral unless otherwise noted.

When you use a summoning spell to summon a creature with an alignment or elemental subtype, it is a spell of that type. All creatures summoned with this spell without alignment subtypes have an alignment that matches yours, regardless of their usual alignment. Summoning these creatures makes the summoning spell's type match your alignment.

School conjuration (*summoning*); **Level** druid 5; **Casting Time** 1 round; **Components** V, S, DF; **Range** close (25 ft. + 5 ft./2 levels); **Effect** one summoned creature; **Duration** 1 round/level (D); **Saving Throw** none; **Spell Resistance** no

1st Level: Dire rat, Dolphin, Eagle, Giant centipede, Fire beetle, Mite (*gremlin*), Poisonous frog, Pony (*horse*), Riding dog, Stirge, Viper (*snake*)

2nd Level: Ant, drone; Elemental (*Small*) Elemental; Giant frog; Giant spider; Goblin Dog; Horse; Hyena; Octopus; Squid; Wolf

3rd Level: Ant, soldier; Ape; Aurochs (*herd animal*); Boar; Cheetah; Constrictor snake; Crocodile; Dire bat; Electric Eel; Giant crab; Giant lizard; Leopard (*cat*); Shark, Wolverine

4th Level: Bison (*herd animal*); Deinonychus (*dinosaur*); Dire ape; Dire boar; Dire wolf; Elemental (*Medium*) Elemental; Giant stag beetle; Giant wasp; Griffon; Grizzly bear; Lion; Mephit (*any*) Elemental; Owlbear; Pteranodon (*dinosaur*); Rhinoceros; Satyr; Tiger.

5th Level: Ankylosaurus (*dinosaur*); Cyclops; Dire lion; Dolphin (*orca*); Elemental (*Large*) Elemental; Ettin; Giant moray eel; Girallon; Manticore; Woolly rhinoceros

[illegible]

TRANSMUTE MUD TO ROCK

School transmutation [*earth*]; **Level** druid 5; **Casting Time** 1 standard action; **Components** V, S, M/DF (*sand, lime, and water*); **Range** medium (100 ft. + 10 ft./level); **Area** up to two 10-ft. cubes/level (S); **Duration** permanent; **Saving Throw** see text; **Spell Resistance** no

This spell permanently transforms normal mud or quicksand of any depth into soft stone (*sandstone or a similar mineral*).

Any creature in the mud is allowed a Reflex save to escape before the area is hardened to stone.

Transmute mud to rock counters and dispels transmute rock to mud.

Uses Per Day:[illegible]

TRANSMUTE ROCK TO MUD

School transmutation [*earth*]; **Level** druid 5; **Casting Time** 1 standard action; **Components** V, S, M/DF (*clay and water*); **Range** medium (100 ft. + 10 ft./level); **Area** up to two 10-ft. cubes/level (S); **Duration** permanent; see text; **Saving Throw** see text; **Spell Resistance** no

This spell turns natural, uncut, or unworked rock of any sort into an equal volume of mud. Magical stone is not affected by the spell. The depth of the mud created cannot exceed 10 feet. A creature unable to levitate, fly, or otherwise free itself from the mud sinks until hip- or chest-deep, reducing its speed to 5 feet and causing a -2 penalty on attack rolls and AC. Brush or similar material thrown atop the mud can support creatures able to climb on top of it. Creatures large enough to walk on the bottom can wade through the area at a speed of 5 feet.

If transmute rock to mud is cast upon the ceiling of a cavern or tunnel, the mud falls to the floor and spreads out in a pool at a depth of 5 feet. The falling mud and the ensuing cave-in deal 8d6 points of bludgeoning damage to anyone caught directly beneath the targeted area, or half damage to those who succeed on Reflex saves.

Castles and large stone buildings are generally immune to the effect of the spell, since transmute rock to mud can't affect worked stone and doesn't reach deep enough to undermine such buildings' foundations. However, small buildings or structures often rest upon foundations shallow enough to be damaged or even partially toppled by this spell.

The mud remains until a successful dispel magic or transmute mud to rock spell restores its substance—but not necessarily its form. Evaporation turns the mud to normal dirt over a period of days.

The exact time depends on exposure to the sun, wind, and normal drainage. Transmute rock to mud counters and dispels transmute mud to rock.

[illegible]

School conjuration (*teleportation*); **Level** druid 5; **Casting Time** 1 standard action; **Components** V, S, DF; **Range** personal; **Target** you; **Duration** 1 hour/level or until expended; see text

When you cast this spell, you gain the ability to step into a tree, magically infusing yourself with the plant. Once within a tree, you can teleport from that particular tree to another tree. The trees you enter must be of the same kind, must be living, and must have girth at least equal to yours. By moving into an oak tree (*for example*), you instantly know the location of all other oak trees within transport range (*see below*) and may choose whether you want to pass into one or simply step back out of the tree you moved into. You may choose to pass to any tree of the appropriate kind within the transport range as shown on the following table.

| Type of Tree | Transport Range |
|-----------------|-----------------|
| Oak, ash, yew | 3,000 feet |
| Elm, linden | 2,000 feet |
| Other deciduous | 1,500 feet |
| Any coniferous | 1,000 feet |

You may move into a tree up to one time per caster level (*passing from one tree to another counts only as moving into one tree*). The spell lasts until the duration expires or you exit a tree. Each transport is a full-round action.

You can, at your option, remain within a tree without transporting yourself, but you are forced out when the spell ends. If the tree in which you are concealed is chopped down or burned, you are slain if you do not exit before the process is complete.

Uses Per Day: _____

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UNHALLOW

School evocation [*evil*]; **Level** druid 5; **Casting Time** 24 hours; **Components** V, S, M (*herbs, oils, and incense worth at least 1,000 gp, plus 1,000 gp per level of the spell to be tied to the unhallowed area*); **Range** touch; **Area** 40-ft. radius emanating from the touched point; **Duration** instantaneous; **Saving Throw** see text; **Spell Resistance** see text

Unhallow makes a particular site, building, or structure an unholy site. This has three major effects.

First, the site or structure is guarded by a magic circle against good effect.

Second, the DC to resist negative channeled energy within the spell's area of effect gains a +4 sacred bonus and the DC to resist positive energy is reduced by 4. Spell resistance does not apply to this effect. This provision does not apply to the druid version of the spell.

Finally, you may choose to fix a single spell effect to the unhallowed site. The spell effect lasts for 1 year and functions throughout the entire site, regardless of its normal duration and area or effect. You may designate whether the effect applies to all creatures, creatures that share your faith or alignment, or creatures that adhere to another faith or alignment. At the end of the year, the chosen effect lapses, but it can be renewed or replaced simply by casting unhallow again.

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[illegible]

WALL OF FIRE

School evocation [*fire*]; **Level** druid 5; **Casting Time** 1 standard action; **Components** V, S, M/DF (*a piece of phosphor*); **Range** medium (*100 ft. + 10 ft./level*); **Effect** opaque sheet of flame up to 20 ft. long/level or a ring of fire with a radius of up to 5 ft./two levels; either form 20 ft. high; **Duration** concentration + 1 round/level; **Saving Throw** none; **Spell Resistance** yes

An immobile, blazing curtain of shimmering violet fire springs into existence. One side of the wall, selected by you, sends forth waves of heat, dealing 2d4 points of fire damage to creatures within 10 feet and 1d4 points of fire damage to those past 10 feet but within 20 feet. The wall deals this damage when it appears, and to all creatures in the area on your turn each round. In addition, the wall deals 2d6 points of fire damage + 1 point of fire damage per caster level (*maximum +20*) to any creature passing through it. The wall deals double damage to undead creatures.

If you evoke the wall so that it appears where creatures are, each creature takes damage as if passing through the wall. If any 5-foot length of wall takes 20 points or more of cold damage in 1 round, that length goes away. (*Do not divide cold damage by 2, as normal for objects.*)

Wall of fire can be made permanent with a permanency spell. A permanent wall of fire that is extinguished by cold damage becomes inactive for 10 minutes, then reforms at normal strength.

Uses Per Day: _____

Uses: ☐☐☐☐☐☐☐☐☐☐

WALL OF THORNS

School conjuration (*creation*); **Level** druid 5; **Casting Time** 1 standard action; **Components** V, S; **Range** medium (100 ft. + 10 ft./level); **Effect** wall of thorny brush, up to one 10-ft. cube/level (S); **Duration** 10 min./level (D); **Saving Throw** none; **Spell Resistance** no

A wall of thorns spell creates a barrier of very tough, pliable, tangled brush bearing needle-sharp thorns as long as a human's finger. Any creature forced into or attempting to move through a wall of thorns takes piercing damage per round of movement equal to 25 minus the creature's AC. Dexterity and dodge bonuses to AC do not count for this calculation. (*Creatures with an AC of 25 or higher, without considering Dexterity and dodge bonuses, take no damage from contact with the wall.*)

You can make the wall as thin as 5 feet thick, which allows you to shape the wall as a number of 10-by-10-by-5-foot blocks equal to twice your caster level. This has no effect on the damage dealt by the thorns, but any creature attempting to break through takes that much less time to force its way through the barrier.

Creatures can force their way slowly through the wall by making a Strength check as a full-round action. For every 5 points by which the check exceeds 20, a creature moves 5 feet (*up to a maximum distance equal to its normal land speed*). Of course, moving or attempting to move through the thorns incurs damage as described above. A creature trapped in the thorns can choose to remain motionless in order to avoid taking any more damage.

Any creature within the area of the spell when it is cast takes damage as if it had moved into the wall and is caught inside. In order to escape, it must attempt to push its way free, or it can wait until the spell ends. Creatures with the ability to pass through

WALL OF THORNS (CONT'D)

School conjuration (*creation*); **Level** druid 5; **Casting Time** 1 standard action; **Components** V, S; **Range** medium (100 ft. + 10 ft./level); **Effect** wall of thorny brush, up to one 10-ft. cube/level (S); **Duration** 10 min./level (D); **Saving Throw** none; **Spell Resistance** no

overgrown areas unhindered can pass through a wall of thorns at normal speed without taking damage.

A wall of thorns can be breached by slow work with edged weapons. Chopping away at the wall creates a safe passage 1 foot deep for every 10 minutes of work. Normal fire cannot harm the barrier, but magical fire burns it away in 10 minutes.

Uses Per Day:_____

Uses: □□□□□□□□

School abjuration; **Level** druid 6; **Components** V, S, DF; **Casting Time** 1 round; **Range** 10 ft.; **Area** 10-ft.-radius emanation, centered on you; **Duration** 1 min./level (*D*); **Saving Throw** none; **Spell Resistance** yes

You bring into being a mobile, hemispherical energy field that prevents the entrance of most types of living creatures.

The effect hedges out animals, aberrations, dragons, fey, giants, humanoids, magical beasts, monstrous humanoids, oozes, plants, and vermin, but not constructs, elementals, outsiders, or undead.

This spell may be used only defensively, not aggressively. Forcing an abjuration barrier against creatures that the spell keeps at bay collapses the barrier.

Uses Per Day:_____[illegible]

BEAR'S ENDURANCE, MASS

School transmutation; **Level** druid 6; **Casting Time** 1 standard action; **Components** V, S, M/DF (*a few hairs, or a pinch of dung, from a bear*); **Range** close (25 ft. + 5 ft./2 levels); **Target** close (25 ft. + 5 ft./2 levels); **Duration** 1 min./level; **Saving Throw** Will negates (*harmless*); **Spell Resistance** yes

The affected creature gains greater vitality and stamina. The spell grants the subject a +4 enhancement bonus to Constitution, which adds the usual benefits to hit points, Fortitude saves, Constitution checks, and so forth. Hit points gained by a temporary increase in Constitution score are not temporary hit points. They go away when the subject's Constitution drops back to normal. They are not lost first as temporary hit points are.

Uses Per Day:[illegible]

1. 2. 3. 4. 5. 6. 7. 8. 9. 10. 11. 12. 13. 14. 15. 16. 17. 18. 19. 20. 21. 22. 23. 24. 25. 26. 27. 28. 29. 30. 31. 32. 33. 34. 35. 36. 37. 38. 39. 40. 41. 42. 43. 44. 45. 46. 47. 48. 49. 50. 51. 52. 53. 54. 55. 56. 57. 58. 59. 60. 61. 62. 63. 64. 65. 66. 67. 68. 69. 70. 71. 72. 73. 74. 75. 76. 77. 78. 79. 80. 81. 82. 83. 84. 85. 86. 87. 88. 89. 90. 91. 92. 93. 94. 95. 96. 97. 98. 99. 100. 101. 102. 103. 104. 105. 106. 107. 108. 109. 110. 111. 112. 113. 114. 115. 116. 117. 118. 119. 120. 121. 122. 123. 124. 125. 126. 127. 128. 129. 130. 131. 132. 133. 134. 135. 136. 137. 138. 139. 140. 141. 142. 143. 144. 145. 146. 147. 148. 149. 150. 151. 152. 153. 154. 155. 156. 157. 158. 159. 160. 161. 162. 163. 164. 165. 166. 167. 168. 169. 170. 171. 172. 173. 174. 175. 176. 177. 178. 179. 180. 181. 182. 183. 184. 185. 186. 187. 188. 189. 190. 191. 192. 193. 194. 195. 196. 197. 198. 199. 200. 201. 202. 203. 204. 205. 206. 207. 208. 209. 210. 211. 212. 213. 214. 215. 216. 217. 218. 219. 220. 221. 222. 223. 224. 225. 226. 227. 228. 229. 230. 231. 232. 233. 234. 235. 236. 237. 238. 239. 240. 241. 242. 243. 244. 245. 246. 247. 248. 249. 250. 251. 252. 253. 254. 255. 256. 257. 258. 259. 260. 261. 262. 263. 264. 265. 266. 267. 268. 269. 270. 271. 272. 273. 274. 275. 276. 277. 278. 279. 280. 281. 282. 283. 284. 285. 286. 287. 288. 289. 290. 291. 292. 293. 294. 295. 296. 297. 298. 299. 300. 301. 302. 303. 304. 305. 306. 307. 308. 309. 310. 311. 312. 313. 314. 315. 316. 317. 318. 319. 320. 321. 322. 323. 324. 325. 326. 327. 328. 329. 330. 331. 332. 333. 334. 335. 336. 337. 338. 339. 340. 341. 342. 343. 344. 345. 346. 347. 348. 349. 350. 351. 352. 353. 354. 355. 356. 357. 358. 359. 360. 361. 362. 363. 364. 365. 366. 367. 368. 369. 370. 371. 372. 373. 374. 375. 376. 377. 378. 379. 380. 381. 382. 383. 384. 385. 386. 387. 388. 389. 390. 391. 392. 393. 394. 395. 396. 397. 398. 399. 400. 401. 402. 403. 404. 405. 406. 407. 408. 409. 410. 411. 412. 413. 414. 415. 416. 417. 418. 419. 420. 421. 422. 423. 424. 425. 426. 427. 428. 429. 430. 431. 432. 433. 434. 435. 436. 437. 438. 439. 440. 441. 442. 443. 444. 445. 446. 447. 448. 449. 450. 451. 452. 453. 454. 455. 456. 457. 458. 459. 460. 461. 462. 463. 464. 465. 466. 467. 468. 469. 470. 471. 472. 473. 474. 475. 476. 477. 478. 479. 480. 481. 482. 483. 484. 485. 486. 487. 488. 489. 490. 491. 492. 493. 494. 495. 496. 497. 498. 499. 500. 501. 502. 503. 504. 505. 506. 507. 508. 509. 510. 511. 512. 513. 514. 515. 516. 517. 518. 519. 520. 521. 522. 523. 524. 525. 526. 527. 528. 529. 530. 531. 532. 533. 534. 535. 536. 537. 538. 539. 540. 541. 542. 543. 544. 545. 546. 547. 548. 549. 550. 551. 552. 553. 554. 555. 556. 557. 558. 559. 560. 561. 562. 563. 564. 565. 566. 567. 568. 569. 570. 571. 572. 573. 574. 575. 576. 577. 578. 579. 580. 581. 582. 583. 584. 585. 586. 587. 588. 589. 590. 591. 592. 593. 594. 595. 596. 597. 598. 599. 600. 601. 602. 603. 604. 605. 606. 607. 608. 609. 610. 611. 612. 613. 614. 615. 616. 617. 618. 619. 620. 621. 622. 623. 624. 625. 626. 627. 628. 629. 630. 631. 632. 633. 634. 635. 636. 637. 638. 639. 640. 641. 642. 643. 644. 645. 646. 647. 648. 649. 650. 651. 652. 653. 654. 655. 656. 657. 658. 659. 660. 661. 662. 663. 664. 665. 666. 667. 668. 669. 670. 671. 672. 673. 674. 675. 676. 677. 678. 679. 680. 681. 682. 683. 684. 685. 686. 687. 688. 689. 690. 691. 692. 693. 694. 695. 696. 697. 698. 699. 700. 701. 702. 703. 704. 705. 706. 707. 708. 709. 710. 711. 712. 713. 714. 715. 716. 717. 718. 719. 720. 721. 722. 723. 724. 725. 726. 727. 728. 729. 730. 731. 732. 733. 734. 735. 736. 737. 738. 739. 740. 741. 742. 743. 744. 745. 746. 747. 748. 749. 750. 751. 752. 753. 754. 755. 756. 757. 758. 759. 760. 761. 762. 763. 764. 765. 766. 767. 768. 769. 770. 771. 772. 773. 774. 775. 776. 777. 778. 779. 780. 781. 782. 783. 784. 785. 786. 787. 788. 789. 790. 791. 792. 793. 794. 795. 796. 797. 798. 799. 800. 801. 802. 803. 804. 805. 806. 807. 808. 809. 810. 811. 812. 813. 814. 815. 816. 817. 818. 819. 820. 821. 822. 823. 824. 825. 826. 827. 828. 829. 830. 831. 832. 833. 834. 835. 836. 837. 838. 839. 840.

[illegible]

The transmuted creature becomes more graceful, agile, and coordinated. The spell grants a +4 enhancement bonus to Dexterity, adding the usual benefits to AC, Reflex saves, and other uses of the Dexterity modifier.

[illegible]

CURE LIGHT WOUNDS, MASS

School conjuration (*healing*); **Level** druid 6; **Casting Time** 1 standard action; **Components** V, S; **Range** close (25 ft. + 5 ft./2 levels); **Target** one creature/level, no two of which can be more than 30 ft. apart; **Duration** instantaneous; **Saving Throw** Will half (*harmless*) or Will half; see text; **Spell Resistance** yes (*harmless*) or yes; see text

You channel positive energy to cure 1d8 points of damage + 1 point per caster level (*maximum* +25) on each selected creature. Like other cure spells, mass cure light wounds deals damage to undead in its area rather than curing them. Each affected undead may attempt a Will save for half damage.

[illegible]

DISPEL MAGIC, GREATER

School abjuration; **Level** druid 6; **Casting Time** 1 standard action; **Components** V, S; **Range** medium (100 ft. + 10 ft./level); **Target or Area** one spellcaster, creature, or object; or a 20-ft.-radius burst; **Duration** instantaneous; **Saving Throw** none; **Spell Resistance** no

This spell functions like dispel magic, except that it can end more than one spell on a target and it can be used to target multiple creatures.

You choose to use greater dispel magic in one of three ways: a targeted dispel, area dispel, or a counterspell:

Targeted Dispel: This functions as a targeted dispel magic, but it can dispel one spell for every four caster levels you possess, starting with the highest level spells and proceeding to lower level spells.

Additionally, greater dispel magic has a chance to dispel any effect that remove curse can remove, even if dispel magic can't dispel that effect. The DC of this check is equal to the curse's DC.

Area Dispel: When greater dispel magic is used in this way, the spell affects everything within a 20-foot-radius burst. Roll one dispel check and apply that check to each creature in the area, as if targeted by dispel magic. For each object within the area that is the target of one or more spells, apply the dispel check as with creatures. Magic items are not affected by an area dispel.

For each ongoing area or effect spell whose point of origin is within the area of the greater dispel magic spell, apply the dispel check to dispel the spell. For each ongoing spell whose area overlaps that of the greater dispel magic spell, apply the dispel check to end the effect, but only within the overlapping area.

If an object or creature that is the effect of an ongoing spell (*such as a monster summoned by summon monster*) is in the area, apply the dispel check to end the spell that conjured that object or creature (*returning it whence it came*) in addition to attempting to dispel one spell targeting the creature or object.

Counterspell: This functions as dispel magic, but you receive a +4 bonus on your dispel check to counter the other spellcaster's spell.

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The recipient of this spell can find the shortest, most direct physical route to a prominent specified destination, such as a city, keep, lake, or dungeon. The locale can be outdoors or underground, as long as it is prominent. For example, a hunter's cabin is not prominent enough, but a logging camp is. Find the path works with respect to locations, not objects or creatures at a locale. The location must be on the same plane as the subject at the time of casting.

The spell enables the subject to sense the correct direction that will eventually lead it to its destination, indicating at appropriate times the exact path to follow or physical actions to take. For example, the spell enables the subject to sense what cavern corridor to take when a choice presents itself. The spell ends when the destination is reached or the duration expires, whichever comes first. Find the path can be used to remove the subject and its companions from the effect of a maze spell in a single round, specifying the destination as “outside the maze.” This divination is keyed to the recipient, not its companions, and its effect does not predict or allow for the actions of creatures (*including guardians*) who might take action to oppose the caster as he follows the path revealed by this spell.

Uses: □□□□□□□□

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This spell turns an oak tree into a protector or guardian. The spell can only be cast on a single tree at a time; while liveoak is in effect, you can't cast it again on another tree. Liveoak must be cast on a healthy, Huge oak. A triggering phrase of up to one word per caster level is placed on the targeted oak. The liveoak spell triggers the tree into animating as a treant.

[illegible]

[illegible]

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REPEL WOOD

School transmutation; **Level** druid 6; **Casting Time** 1 standard action; **Components** V, S; **Range** 60 ft.; **Area** 60-ft. line-shaped emanation from you; **Duration** 1 min./level (*D*); **Saving Throw** none; **Spell Resistance** no

Waves of energy roll forth from you, moving in the direction that you determine, causing all wooden objects in the path of the spell to be pushed away from you to the limit of the range. Wooden objects larger than 3 inches in diameter that are fixed firmly are not affected, but loose objects are. Objects 3 inches in diameter or smaller that are fixed in place splinter and break, and the pieces move with the wave of energy. Objects affected by the spell are repelled at the rate of 40 feet per round.

Objects such as wooden shields, spears, wooden weapon shafts and hafts, and arrows and bolts are pushed back, dragging those carrying them along. A creature being dragged by an item it is carrying can let go. A creature being dragged by a shield can loose it as a move action and drop it as a free action. If a spear is planted (*set*) in a way that prevents this forced movement, it splinters. Even magic items with wooden sections are repelled, although an antimagic field blocks the effects.

The waves of energy continue to sweep down the set path for the spell's duration. After you cast the spell, the path is set, and you can then do other things or go elsewhere without affecting the spell's power.

Uses Per Day: _____

Uses: ☐☐☐☐☐☐☐☐☐☐

School transmutation; **Level** druid 6; **Casting Time** 10 minutes; **Components** V, S, F (*the staff that stores the spell*); **Range** touch; **Target** wooden quarterstaff touched; **Duration** permanent until discharged (D); **Saving Throw** Will negates (*object*); **Spell Resistance** yes (*object*)

You store one spell that you can normally cast in a wooden quarterstaff. Only one such spell can be stored in a staff at a given time, and you cannot have more than one spellstaff at any given time. You can cast a spell stored within a staff just as though it were among those you had prepared, but it does not count against your normal allotment for a given day. You use up any applicable material components required to cast the spell when you store it in the spellstaff.

[illegible]

You gain the ability to speak with stones, which relate to you who or what has touched them as well as revealing what is covered or concealed behind or under them. The stones relate complete descriptions if asked. A stone's perspective, perception, and knowledge may prevent the stone from providing the details you are looking for. You can speak with natural or worked stone.

[illegible]

SUMMON NATURE'S ALLY VI

School conjuration (*summoning*); **Level** druid 6; **Casting Time** 1 round; **Components** V, S, DF; **Range** close (25 ft. + 5 ft./2 levels); **Effect** one summoned creature; **Duration** 1 round/level (D); **Saving Throw** none; **Spell Resistance** no

This spell summons to your side a natural creature (*typically an animal, fey, magical beast, outsider with the elemental subtype, or a giant*). The summoned ally appears where you designate and acts immediately, on your turn. It attacks your opponents to the best of its ability. If you can communicate with the creature, you can direct it not to attack, to attack particular enemies, or to perform other actions as you command.

A summoned monster cannot summon or otherwise conjure another creature, nor can it use any teleportation or planar travel abilities. Creatures cannot be summoned into an environment that cannot support them. Creatures summoned using this spell cannot use spells or spell-like abilities that duplicate spells that have expensive material components (*such as wish*).

You can summon nature's ally I, except that you can summon one 6th-level creature, 1d3 5th-level creatures of the same kind, or 1d4+1 lower-level creatures of the same kind. You choose which kind of creature to summon, and you can change that choice each time you cast the spell. All the creatures on the table are neutral unless otherwise noted.

When you use a summoning spell to summon a creature with an alignment or elemental subtype, it is a spell of that type. All creatures summoned with this spell without alignment subtypes have an alignment that matches yours, regardless of their usual alignment. Summoning these creatures makes the summoning spell's type match your alignment.

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[illegible]

WALL OF STONE

School conjuration (*creation*) [*earth*]; **Level** druid 6; **Casting Time** 1 standard action; **Components** V, S, M/DF (*a small block of granite*); **Range** medium (100 ft. + 10 ft./level); **Effect** stone wall whose area is up to one 5-ft. square/level (S); **Duration** instantaneous; **Saving Throw** see text; **Spell Resistance** no

This spell creates a wall of rock that merges into adjoining rock surfaces. A wall of stone is 1 inch thick per four caster levels and composed of up to one 5-foot square per level. You can double the wall's area by halving its thickness. The wall cannot be conjured so that it occupies the same space as a creature or another object.

Unlike a wall of iron, you can create a wall of stone in almost any shape you desire. The wall created need not be vertical, nor rest upon any firm foundation; however, it must merge with and be solidly supported by existing stone. It can be used to bridge a chasm, for instance, or as a ramp. For this use, if the span is more than 20 feet, the wall must be arched and buttressed. This requirement reduces the spell's area by half. The wall can be crudely shaped to allow crenellations, battlements, and so forth by likewise reducing the area.

Like any other stone wall, this one can be destroyed by a disintegrate spell or by normal means such as breaking and chipping. Each 5-foot square of the wall has hardness 8 and 15 hit points per inch of thickness. A section of wall whose hit points drop to 0 is breached. If a creature tries to break through the wall with a single attack, the DC for the Strength check is 20 + 2 per inch of thickness.

WALL OF STONE (CONT'D)

School conjuration (*creation*) [*earth*]; **Level** druid 6; **Casting Time** 1 standard action; **Components** V, S, M/DF (*a small block of granite*); **Range** medium (100 ft. + 10 ft./level); **Effect** stone wall whose area is up to one 5-ft. square/level (S); **Duration** instantaneous; **Saving Throw** see text; **Spell Resistance** no

It is possible, but difficult, to trap mobile opponents within or under a wall of stone, provided the wall is shaped so it can hold the creatures. Creatures can avoid entrapment with successful Reflex saves.

Uses Per Day:_____[illegible]

You imbue inanimate plants with mobility and a semblance of life. Each animated plant then immediately attacks whomever or whatever you initially designate as though it were an animated object of the appropriate size category. You may animate one Large or smaller plant, or a number of larger plants as follows: a Huge plant counts as two Large or smaller plants, a Gargantuan plant as four, and a Colossal plant as eight. You can change the designated target or targets as a move action, as if directing an active spell.

Use the statistics for animated objects, except that plants smaller than Large don't have hardness.

Animate plants cannot affect plant creatures, nor does it affect nonliving vegetable material.

Entangle: Alternatively, you may imbue all plants within range with a degree of mobility, which allows them to entwine around creatures in the area. This usage of the spell duplicates the effect of an entangle spell. Spell resistance does not keep creatures from being entangled. This effect lasts 1 hour per caster level.

[illegible]

You change a specially prepared quarterstaff into a Huge treant-like creature, about 24 feet tall. When you plant the end of the staff in the ground and speak a special command to conclude the casting of the spell, your staff turns into a creature that looks and fights just like a treant. The staff-treant defends you and obeys any spoken commands. However, it is by no means a true treant; it cannot converse with actual treants or control trees. If the staff-treant is reduced to 0 or fewer hit points, it crumbles to powder and the staff is destroyed. Otherwise, the staff returns to its normal form when the spell duration expires (*or when the spell is dismissed*), and it can be used as the focus for another casting of the spell. The staff-treant is always at full strength when created, despite any wounds it may have incurred the last time it appeared.

Uses: □□□□□□□□

You change the weather in the local area. It takes 10 minutes to cast the spell and an additional 10 minutes for the effects to manifest. You can call forth weather appropriate to the climate and season of the area you are in. You can also use this spell to cause the weather in the area to become calm and normal for the season.

You control the general tendencies of the weather, such as the direction and intensity of the wind. You cannot control specific applications of the weather—where lightning strikes, for example, or the exact path of a tornado. The weather continues as you left it for the duration, or until you use a standard action to designate a new kind of weather (*which fully manifests itself 10 minutes later*). Contradictory conditions are not possible simultaneously.

A druid casting this spell doubles the duration and affects a circle with a 3-mile radius.

[illegible]

School conjuration (*summoning*); Level druid 7; **Casting Time** 1 standard action; **Components** V, S; **Range** close (25 ft. + 5 ft./2 levels)/100 ft.; see text; **Effect** four swarms of insects; **Duration** 1 round/level; **Saving Throw** Fortitude partial, see text; **Spell Resistance** no

This spell summons four massive swarms of biting and stinging insects. These swarms appear adjacent to one another, but can be directed to move independently. Treat these swarms as centipede swarms with the following adjustments. The swarms have 60 hit points each and deal 4d6 points of damage with their swarm attack. The save to resist their poison and distraction effects is equal to the save DC of this spell. Creatures caught in multiple swarms only take damage and make saves once.

You may summon the swarms so that they share the area of other creatures. As a standard action, you can command any number of the swarms to move toward any target within 100 feet of you. You cannot command any swarm to move more than 100 feet away from you, and if you move more than 100 feet from any swarm, that swarm remains stationary, attacking any creatures in its area (*but can be commanded again if you move within 100 feet*).

Uses Per Day:[illegible]

You channel positive energy to cures 2d8 points of damage + 1 point per caster level (*maximum +30*) on each selected creature. Like other cure spells, mass cure light wounds deals damage to undead in its area rather than curing them. Each affected undead may attempt a Will save for half damage.

[illegible]

School evocation [*fire*]; **Level** druid 7; **Casting Time** 1 standard action; **Components** V, S; **Range** medium (100 ft. + 10 ft./level); **Area** two 10-ft. cubes per level (S); **Duration** instantaneous; **Saving Throw** Reflex half; **Spell Resistance** yes

When a fire storm spell is cast, the whole area is shot through with sheets of roaring flame. The raging flames do not harm natural vegetation, ground cover, or any plant creatures in the area that you wish to exclude from damage. Any other creature within the area takes 1d6 points of fire damage per caster level (*maximum 20d6*). Creatures that fail their Reflex save catch on fire, taking 4d6 points of fire damage each round until the flames are extinguished. Extinguishing the flames is a full-round action that requires a DC 20 Reflex save.

Uses Per Day:_____[illegible]

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[illegible]

SCRYING, GREATER

School divination (*scrying*); **Level** druid 7; **Casting Time** 1 standard action; **Components** V, S; **Range** see text; **Effect** magical sensor; **Duration** 1 hour/level; **Saving Throw** Will negates; **Spell Resistance** yes

You can observe a creature at any distance. If the subject succeeds on a Will save, the spell fails. The difficulty of the save depends on how well your knowledge of the subject and what sort of physical connection (*if any*) you have to that creature. Furthermore, if the subject is on another plane, it gets a +5 bonus on its Will save.

| Knowledge | Will Save Modifier |
|---|--------------------|
| None* | +10 |
| Secondhand (<i>you have heard of the subject</i>) | +5 |
| Firsthand (<i>you have met the subject</i>) | +0 |
| Familiar (<i>you know the subject well</i>) | -5 |
| Connection | Will Save Modifier |
| Likeness or picture | -2 |
| Possession or garment | -4 |
| Body part, lock of hair, bit of nail, etc. | -10 |

*You must have some sort of connection (*see below*) to a creature of which you have no knowledge.

If the save fails, you can see and hear the subject and its surroundings (*approximately 10 feet in all directions of the subject*). If the subject moves, the sensor follows at a speed of up to 150 feet.

As with all divination (*scrying*) spells, the sensor has your full visual acuity, including any magical effects. In addition, the following spells have a 5% chance per caster level of operating through the sensor: detect chaos, detect evil, detect good, detect law, detect magic, and message.

[illegible][illegible]

SUMMON NATURE'S ALLY VII

School conjuration (*summoning*); **Level** druid 7; **Casting Time** 1 round; **Components** V, S, DF; **Range** close (25 ft. + 5 ft./2 levels); **Effect** one summoned creature; **Duration** 1 round/level (D); **Saving Throw** none; **Spell Resistance** no

This spell summons to your side a natural creature (*typically an animal, fey, magical beast, outsider with the elemental subtype, or a giant*). The summoned ally appears where you designate and acts immediately, on your turn. It attacks your opponents to the best of its ability. If you can communicate with the creature, you can direct it not to attack, to attack particular enemies, or to perform other actions as you command.

A summoned monster cannot summon or otherwise conjure another creature, nor can it use any teleportation or planar travel abilities. Creatures cannot be summoned into an environment that cannot support them. Creatures summoned using this spell cannot use spells or spell-like abilities that duplicate spells that have expensive material components (*such as wish*).

You can summon nature's ally I, except that you can summon one 7th-level creature, 1d3 6th-level creatures of the same kind, or 1d4+1 lower-level creatures of the same kind. You choose which kind of creature to summon, and you can change that choice each time you cast the spell. All the creatures on the table are neutral unless otherwise noted.

When you use a summoning spell to summon a creature with an alignment or elemental subtype, it is a spell of that type. All creatures summoned with this spell without alignment subtypes have an alignment that matches yours, regardless of their usual alignment. Summoning these creatures makes the summoning spell's type match your alignment.

SUMMON NATURE'S ALLY VII (CONT'D)

School conjuration (*summoning*); **Level** druid 7; **Casting Time** 1 round; **Components** V, S, DF; **Range** close (25 ft. + 5 ft./2 levels); **Effect** one summoned creature; **Duration** 1 round/level (D); **Saving Throw** none; **Spell Resistance** no

1st Level: Dire rat, Dolphin, Eagle, Giant centipede, Fire beetle, Mite (*gremlin*), Poisonous frog, Pony (*horse*), Riding dog, Stirge, Viper (*snake*)

2nd Level: Ant, drone; Elemental (*Small*) Elemental; Giant frog; Giant spider; Goblin Dog; Horse; Hyena; Octopus; Squid; Wolf

3rd Level: Ant, soldier; Ape; Aurochs (*herd animal*); Boar; Cheetah; Constrictor snake; Crocodile; Dire bat; Electric Eel; Giant crab; Giant lizard; Leopard (*cat*); Shark; Wolverine

4th Level: Bison (*herd animal*); Deinonychus (*dinosaur*); Dire ape; Dire boar; Dire wolf; Elemental (*Medium*) Elemental; Giant stag beetle; Giant wasp; Griffon; Grizzly bear; Lion; Mephitis (*any*) Elemental; Owlbear; Pteranodon (*dinosaur*); Rhinoceros; Satyr; Tiger,

5th Level: Ankylosaurus (*dinosaur*); Cyclops; Dire lion; Dolphin (*orca*); Elemental (*Large*) Elemental; Ettin; Giant moray eel; Girallon; Manticore; Woolly rhinoceros

6th Level: Bulette; Dire bear; Dire tiger; Elasmosaurus (*dinosaur*); Elemental (*Huge*) Elemental; Elephant; Giant octopus; Giant scorpion; Hill giant; Stegosaurus (*dinosaur*); Stone giant Earth; Triceratops (*dinosaur*) —

7th Level: Brachiosaurus (*dinosaur*); Dire crocodile; Dire shark; Elemental (greater) Elemental; Fire giant (*Fire*); Frost giant (*Cold*); Giant squid; Mastadon (*elephant*); Roc; Tyrannosaurus (*dinosaur*) —

[illegible]

Uses Per Day: _____ **Uses:** □□□□□□□□

TRANSMUTE METAL TO WOOD

School transmutation; **Level** druid 7; **Casting Time** 1 standard action; **Components** V, S, DF; **Range** long (400 ft. + 40 ft./level); **Area** all metal objects within a 40-ft.-radius burst; **Duration** instantaneous; **Saving Throw** none; **Spell Resistance** yes (*object*; *see text*)

This spell enables you to change all metal objects within its area to wood. Weapons, armor, and other metal objects carried by creatures are affected as well. A magic object made of metal effectively has spell resistance equal to 20 + its caster level against this spell. Artifacts cannot be transmuted. Weapons converted from metal to wood take a -2 penalty on attack and damage rolls. The armor bonus of any armor converted from metal to wood is reduced by 2. Weapons changed by this spell splinter and break on any natural attack roll of 1 or 2, and armor changed by this spell loses an additional point of armor bonus every time it is struck with a natural attack roll of 19 or 20.

Only limited wish, miracle, wish, or similar magic can restore a transmuted object to its metallic state.

[illegible]

[illegible][illegible][illegible]

WIND WALK

School transmutation [*air*]; **Level** druid 7; **Casting Time** 1 standard action; **Components** V, S, DF; **Range** touch; **Targets** you and one touched creature per three levels; **Duration** 1 hour/level (*D*); see text; **Saving Throw** no and Will negates (*harmless*); **Spell Resistance** no and yes (*harmless*)

You alter the substance of your body to a cloudlike vapor (*as the gaseous form spell*) and move through the air, possibly at great speed. You can take other creatures with you, each of which acts independently.

Normally, a wind walker flies at a speed of 10 feet with perfect maneuverability. If desired by the subject, a magical wind wafts a wind walker along at up to 600 feet per round (*60 mph*) with poor maneuverability. Wind walkers are not invisible but rather appear misty and translucent. If fully clothed in white, they are 80% likely to be mistaken for clouds, fog, vapors, or the like.

A wind walker can regain its physical form as desired and later resume the cloud form. Each change to and from vaporous form takes 5 rounds, which counts toward the duration of the spell (*as does any time spent in physical form*). As noted above, you can dismiss the spell, and you can even dismiss it for individual wind walkers and not others.

For the last minute of the spell's duration, a wind walker in cloud form automatically descends 60 feet per round (for a total of 600 feet), though it may descend faster if it wishes. This descent serves as a warning that the spell is about to end.

Uses Per Day:_____

Uses: □□□□□□□□

As beast shape III, except you change the form of up to one willing creature per caster level into an animal of your choice; the spell has no effect on unwilling creatures. All creatures must take the same kind of animal form. Recipients remain in the animal form until the spell expires or until you dismiss it for all recipients. In addition, an individual subject may choose to resume its normal form as a full-round action; doing so ends the spell for that subject alone.

[illegible]

This spell enables you to control the actions of one or more plant creatures for a short period of time. You command the creatures by voice and they understand you, no matter what language you speak. Even if vocal communication is impossible, the controlled plants do not attack you. At the end of the spell, the subjects revert to their normal behavior.

[illegible]**Uses Per Day:** _____

Uses: □□□□□□□□

CURE SERIOUS WOUNDS, MASS

School conjuration (*healing*); **Level** druid 8; **Casting Time** 1 standard action; **Components** V, S; **Range** close (25 ft. + 5 ft./2 levels); **Target** one creature/level, no two of which can be more than 30 ft. apart; **Duration** instantaneous; **Saving Throw** Will half (*harmless*) or Will half; see text; **Spell Resistance** yes (*harmless*) or yes; see text

You channel positive energy to cures 3d8 points of damage + 1 point per caster level (*maximum* +35) on each selected creature. Like other cure spells, mass cure light wounds deals damage to undead in its area rather than curing them. Each affected undead may attempt a Will save for half damage.

Uses Per Day:[illegible]

EARTHQUAKE

School evocation [*earth*]; **Level** druid 8; **Casting Time** 1 standard action; **Components** V, S, DF; **Range** long (400 ft. + 40 ft./level); **Area** 80-ft.-radius spread (S); **Duration** 1 round; **Saving Throw** see text; **Spell Resistance** no

When you cast earthquake, an intense but highly localized tremor rips the ground. The powerful shockwave created by this spell knocks creatures down, collapses structures, opens cracks in the ground, and more. The effect lasts for 1 round, during which time creatures on the ground can't move or attack. A spellcaster on the ground must make a Concentration check (*DC 20 + spell level*) or lose any spell he or she tries to cast. The earthquake affects all terrain, vegetation, structures, and creatures in the area. The specific effect of an earthquake spell depends on the nature of the terrain where it is cast.

Cave, Cavern, or Tunnel: The roof collapses, dealing 8d6 points of damage to any creature caught under the cave-in (*Reflex DC 15 half*) and pinning that creature beneath the rubble (*see below*). An earthquake cast on the roof of a very large cavern could also endanger those outside the actual area but below the falling debris and rubble.

Cliffs: Earthquake causes a cliff to crumble, creating a landslide that travels horizontally as far as it falls vertically. Any creature in the path takes 8d6 points of bludgeoning damage (*Reflex DC 15 half*) and is pinned beneath the rubble (*see below*).

Open Ground: Each creature standing in the area must make a DC 15 Reflex save or fall down. Fissures open in the earth, and every creature on the ground has a 25% chance to fall into one (*Reflex DC 20 to avoid a fissure*). The fissures are 40 feet deep. At the end of the spell, all fissures grind shut. Treat all trapped creatures as

EARTHQUAKE (CONT'D)

School evocation [*earth*]; **Level** druid 8; **Casting Time** 1 standard action; **Components** V, S, DF; **Range** long (400 ft. + 40 ft./level); **Area** 80-ft.-radius spread (S); **Duration** 1 round; **Saving Throw** see text; **Spell Resistance** no

if they were in the bury zone of an avalanche, trapped without air (see *Environment* for more details).

Structure: Any structure standing on open ground takes 100 points of damage, enough to collapse a typical wooden or masonry building, but not a structure built of stone or reinforced masonry. Hardness does not reduce this damage, nor is it halved as damage dealt to objects normally is. Any creature caught inside a collapsing structure takes 8d6 points of bludgeoning damage (*Reflex DC 15 half*) and is pinned beneath the rubble (*see below*).

River, Lake, or Marsh: Fissures open under the water, draining away the water from that area and forming muddy ground. Soggy marsh or swampland becomes quicksand for the duration of the spell, sucking down creatures and structures. Each creature in the area must make a DC 15 Reflex save or sink down in the mud and quicksand. At the end of the spell, the rest of the body of water rushes in to replace the drained water, possibly drowning those caught in the mud.

Pinned Beneath Rubble: Any creature pinned beneath rubble takes 1d6 points of nonlethal damage per minute while pinned. If a pinned character falls unconscious, he or she must make a DC 15 Constitution check or take 1d6 points of lethal damage each minute thereafter until freed or dead.

Uses Per Day: _____ **Uses:** □□□□□□□□

This spell instantly delivers 10 points of damage per caster level. If the target's Fortitude saving throw succeeds, it instead takes 3d6 points of damage + 1 point per caster level. The subject might die from damage even if it succeeds on its saving throw.

[illegible]

REPEL METAL OR STONE

School abjuration [*earth*]; **Level** druid 8; **Casting Time** 1 standard action; **Components** V, S; **Range** 60 ft.; **Area** 60-ft. line from you; **Duration** 1 round/level (*D*); **Saving Throw** none; **Spell Resistance** no

This spell creates waves of invisible energy that roll forth from you. All metal or stone objects in the path of the spell are pushed away from you to the limit of the range. Fixed metal or stone objects larger than 3 inches in diameter and loose objects weighing more than 500 pounds are not affected. Anything else, including animated objects, small boulders, and creatures in metal armor, moves back. Fixed objects 3 inches in diameter or smaller bend or break, and the pieces move with the wave of energy. Objects affected by the spell are repelled at the rate of 40 feet per round.

Objects such as metal armor, swords, and the like are pushed back, dragging their bearers with them. Even magic items with metal components are repelled, although an antimagic field blocks the effects. A creature being dragged by an item it is carrying can let go. A creature being dragged by a shield can loose it as a move action and drop it as a free action.

The waves of energy continue to sweep down the set path for the spell's duration. After you cast the spell, the path is set, and you can then do other things or go elsewhere without affecting the spell's power.

Uses Per Day:_____

Uses: □□□□□□□□

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1. *Journal of Management Studies*, 1996, 33, 1, 1-14.

SUMMON NATURE'S ALLY VIII

School conjuration (*summoning*); **Level** druid 8; **Casting Time** 1 round; **Components** V, S, DF; **Range** close (25 ft. + 5 ft./2 levels); **Effect** one summoned creature; **Duration** 1 round/level (D); **Saving Throw** none; **Spell Resistance** no

This spell summons to your side a natural creature (*typically an animal, fey, magical beast, outsider with the elemental subtype, or a giant*). The summoned ally appears where you designate and acts immediately, on your turn. It attacks your opponents to the best of its ability. If you can communicate with the creature, you can direct it not to attack, to attack particular enemies, or to perform other actions as you command.

A summoned monster cannot summon or otherwise conjure another creature, nor can it use any teleportation or planar travel abilities. Creatures cannot be summoned into an environment that cannot support them. Creatures summoned using this spell cannot use spells or spell-like abilities that duplicate spells that have expensive material components (*such as wish*).

You can summon nature's ally I, except that you can summon nature's ally I, except that you can summon one 8th-level creature, 1d3 7th-level creatures of the same kind, or 1d4+1 lower-level creatures of the same kind. You choose which kind of creature to summon, and you can change that choice each time you cast the spell. All the creatures on the table are neutral unless otherwise noted.

When you use a summoning spell to summon a creature with an alignment or elemental subtype, it is a spell of that type. All creatures summoned with this spell without alignment subtypes have an alignment that matches yours, regardless of their usual

SUMMON NATURE'S ALLY VIII (CONT'D)

School conjuration (*summoning*); **Level** druid 8; **Casting Time** 1 round; **Components** V, S, DF; **Range** close (25 ft. + 5 ft./2 levels); **Effect** one summoned creature; **Duration** 1 round/level (D); **Saving Throw** none; **Spell Resistance** no

alignment. Summoning these creatures makes the summoning spell's type match your alignment.

1st Level: Dire rat, Dolphin, Eagle, Giant centipede, Fire beetle, Mite (*gremlin*), Poisonous frog, Pony (*horse*), Riding dog, Stirge, Viper (*snake*)

2nd Level: Ant, drone; Elemental (*Small*) Elemental; Giant frog; Giant spider; Goblin Dog; Horse; Hyena; Octopus; Squid; Wolf

3rd Level: Ant, soldier; Ape; Aurochs (*herd animal*); Boar; Cheetah; Constrictor snake; Crocodile; Dire bat; Electric Eel; Giant crab; Giant lizard; Leopard (*cat*); Shark, Wolverine

4th Level: Bison (*herd animal*); Deinonychus (*dinosaur*); Dire ape; Dire boar; Dire wolf; Elemental (*Medium*) Elemental; Giant stag beetle; Giant wasp; Griffon; Grizzly bear; Lion; Mephitis (*any*) Elemental; Owlbear; Pteranodon (*dinosaur*); Rhinoceros; Satyr; Tiger,

5th Level: Ankylosaurus (*dinosaur*); Cyclops; Dire lion; Dolphin (*orca*); Elemental (*Large*) Elemental; Ettin; Giant moray eel; Girallon; Manticore; Woolly rhinoceros

6th Level: Bulette; Dire bear; Dire tiger; Elasmosaurus (*dinosaur*); Elemental (*Huge*) Elemental; Elephant; Giant octopus; Giant scorpion; Hill giant; Stegosaurus (*dinosaur*); Stone giant Earth; Triceratops (*dinosaur*) —

SUMMON NATURE'S ALLY VIII (CONT'D)

School conjuration (*summoning*); Level druid 8; Casting Time 1 round; Components V, S, DF; Range close (25 ft. + 5 ft./2 levels); Effect one summoned creature; Duration 1 round/level (D); Saving Throw none; Spell Resistance no

7th Level: Brachiosaurus (*dinosaur*); Dire crocodile; Dire shark; Elemental (greater) Elemental; Fire giant (*Fire*); Frost giant (*Cold*); Giant squid; Mastadon (*elephant*); Roc; Tyrannosaurus (*dinosaur*) —

8th Level: Cloud giant (*Air*); Elemental (*elder*) Elemental; Purple worm

Uses Per Day: _____

Uses: ☐☐☐☐☐☐☐☐☐☐

Sunburst causes a globe of searing radiance to explode silently from a point you select. All creatures in the globe are blinded and take 6d6 points of damage. A creature to which sunlight is harmful or unnatural takes double damage. A successful Reflex save negates the blindness and reduces the damage by half.

An undead creature caught within the globe takes 1d6 points of damage per caster level (*maximum 25d6*), or half damage if a Reflex save is successful. In addition, the burst results in the destruction of any undead creature specifically harmed by bright light if it fails its save.

The ultraviolet light generated by the spell deals damage to fungi, mold, oozes, and slimes just as if they were undead creatures.

Sunburst dispels any darkness spells of lower than 9th level within its area.

Uses Per Day:[illegible]

This spell creates a powerful cyclone of raging wind that moves through the air, along the ground, or over water at a speed of 60 feet per round. You can concentrate on controlling the cyclone's every movement or specify a simple program. Directing the cyclone's movement or changing its programmed movement is a standard action for you. The cyclone always moves during your turn. If the cyclone exceeds the spell's range, it moves in a random, uncontrolled fashion for 1d3 rounds and then dissipates. (*You can't regain control of the cyclone, even if it comes back within range.*)

Any Large or smaller creature that comes in contact with the spell effect must succeed on a Reflex save or take 3d6 points of damage. A Medium or smaller creature that fails its first save must succeed on a second one or be picked up bodily by the cyclone and held suspended in its powerful winds, taking 1d8 points of damage each round on your turn with no save allowed. You may direct the cyclone to eject any carried creatures whenever you wish, depositing the hapless souls wherever the cyclone happens to be when they are released.

[illegible]

Word of recall teleports you instantly back to your sanctuary when the word is uttered. You must designate the sanctuary when you prepare the spell, and it must be a very familiar place. The actual point of arrival is a designated area no larger than 10 feet by 10 feet. You can be transported any distance within a plane but cannot travel between planes. You can transport, in addition to yourself, any objects you carry, as long as their weight doesn't exceed your maximum load. You may also bring one additional willing Medium or smaller creature (*carrying gear or objects up to its maximum load*) or its equivalent per three caster levels. A Large creature counts as two Medium creatures, a Huge creature counts as two Large creatures, and so forth. All creatures to be transported must be in contact with one another, and at least one of those creatures must be in contact with you. Exceeding this limit causes the spell to fail.

[illegible]

You cause an object or location to emanate magical vibrations that repel either a specific kind of intelligent creature or creatures of a particular alignment, as defined by you. The kind of creature to be affected must be named specifically. A creature subtype is not specific enough. Likewise, the specific alignment to be repelled must be named.

A compulsion forces them to abandon the area or item, shunning it and never willingly returning to it while the spell is in effect. A creature that makes a successful saving throw can stay in the area or touch the item but feels uncomfortable doing so. This distracting discomfort reduces the creature's Dexterity score by 4 points.

[illegible]

CURE CRITICAL WOUNDS, MASS

School conjuration (*healing*); **Level** druid 9; **Casting Time** 1 standard action; **Components** V, S; **Range** close (25 ft. + 5 ft./2 levels); **Target** one creature/level, no two of which can be more than 30 ft. apart; **Duration** instantaneous; **Saving Throw** Will half (*harmless*) or Will half; see text; **Spell Resistance** yes (*harmless*) or yes; see text

You channel positive energy to cures 4d8 points of damage + 1 point per caster level (*maximum* +40) on each selected creature. Like other cure spells, mass cure light wounds deals damage to undead in its area rather than curing them. Each affected undead may attempt a Will save for half damage.

Uses Per Day: _____ Uses: ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

[illegible]

This spell opens a portal to an Elemental Plane and summons elementals from it. A druid can choose any plane (Air, Earth, Fire, or Water); a cleric opens a portal to the plane matching his domain.

When the spell is complete, 2d4 Large elementals appear. Ten minutes later, 1d4 Huge elementals appear. Ten minutes after that, one greater elemental appears. Each elemental has maximum hit points per HD. Once these creatures appear, they serve you for the duration of the spell.

The elementals obey you explicitly and never attack you, even if someone else manages to gain control over them. You do not need to concentrate to maintain control over the elementals. You can dismiss them singly or in groups at any time.

When you use a summoning spell to summon an air, earth, fire, or water creature, it is a spell of that type.

Uses Per Day:

Uses:

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[illegible]

The subject's severed body members (*fingers, toes, hands, feet, arms, legs, tails, or even heads of multiheaded creatures*), broken bones, and ruined organs grow back. After the spell is cast, the physical regeneration is complete in 1 round if the severed members are present and touching the creature. It takes 2d10 rounds otherwise.

[illegible]

The shambler spell creates 1d4+2 shambling mounds with the advanced template. The creatures willingly aid you in combat or battle, perform a specific mission, or serve as bodyguards. The creatures remain with you for 7 days unless you dismiss them. If the shamblers are created only for guard duty, however, the duration of the spell is 7 months. In this case, the shamblers can only be ordered to guard a specific site or location. Shamblers summoned to guard duty cannot move outside the spell's range, which is measured from the point where each first appeared. You can only have one shambler spell in effect at one time. If you cast this spell while another casting is still in effect, the previous casting is dispelled. The shamblers have resistance to fire as normal shambling mounds do only if the terrain where they are summoned is rainy, marshy, or damp.

Uses: □□□□□□□□

SHAPECHANGE

School transmutation (*polymorph*); **Level** druid 9; **Casting Time** 1 standard action; **Components** V, S, F (*jade circlet worth 1,500 gp*); **Range** personal; **Target** you; **Duration** 10 min./level (*D*)

This spell allows you to take the form of a wide variety of creatures. This spell can function as alter self, beast form IV, elemental body IV, form of the dragon III, giant form II, and plant shape III depending on what form you take. You can change form once each round as a free action. The change takes place either immediately before your regular action or immediately after it, but not during the action.

Uses Per Day: _____

Uses: ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

STORM OF VENGEANCE

School conjuration (*summoning*); **Level** druid 9; **Casting Time** 1 round; **Components** V, S; **Range** long (400 ft. + 40 ft./level); **Effect** 360-ft.-radius storm cloud; **Duration** concentration (*maximum 10 rounds*) (D); **Saving Throw** see text; **Spell Resistance** yes

You create a huge black storm cloud in the air. Each creature under the cloud must succeed on a Fortitude save or be deafened for 1d4 × 10 minutes. Each round you continue to concentrate, the spell generates additional effects as noted below. Each effect occurs on your turn.

2nd Round: Acid rains down in the area, dealing 1d6 points of acid damage (*no save*).

3rd Round: You call six bolts of lightning down from the cloud. You decide where the bolts strike. No two bolts may be directed at the same target. Each bolt deals 10d6 points of electricity damage. A creature struck can attempt a Reflex save for half damage.

4th Round: Hailstones rain down in the area, dealing 5d6 points of bludgeoning damage (*no save*).

5th through 10th Rounds: Violent rain and wind gusts reduce visibility. The rain obscures all sight, including darkvision, beyond 5 feet. A creature 5 feet away has concealment (*attacks have a 20% miss chance*). Creatures farther away have total concealment (*50% miss chance, and the attacker cannot use sight to locate the target*). Speed is reduced by three-quarters.

Ranged attacks within the area of the storm are impossible. Spells cast within the area are disrupted unless the caster succeeds on a Concentration check against a DC equal to the storm of

vengeance's save DC + the level of the spell the caster is trying to cast.

[illegible]

SUMMON NATURE'S ALLY IX

School conjuration (*summoning*); **Level** druid 9; **Casting Time** 1 round; **Components** V, S, DF; **Range** close (25 ft. + 5 ft./2 levels); **Effect** one summoned creature; **Duration** 1 round/level (D); **Saving Throw** none; **Spell Resistance** no

This spell summons to your side a natural creature (*typically an animal, fey, magical beast, outsider with the elemental subtype, or a giant*). The summoned ally appears where you designate and acts immediately, on your turn. It attacks your opponents to the best of its ability. If you can communicate with the creature, you can direct it not to attack, to attack particular enemies, or to perform other actions as you command.

A summoned monster cannot summon or otherwise conjure another creature, nor can it use any teleportation or planar travel abilities. Creatures cannot be summoned into an environment that cannot support them. Creatures summoned using this spell cannot use spells or spell-like abilities that duplicate spells that have expensive material components (*such as wish*).

You can summon nature's ally I, except that you can summon nature's ally I, except that you can summon one 8th-level creature, 1d3 7th-level creatures of the same kind, or 1d4+1 lower-level creatures of the same kind. You choose which kind of creature to summon, and you can change that choice each time you cast the spell. All the creatures on the table are neutral unless otherwise noted.

When you use a summoning spell to summon a creature with an alignment or elemental subtype, it is a spell of that type. All creatures summoned with this spell without alignment subtypes have an alignment that matches yours, regardless of their usual

SUMMON NATURE'S ALLY IX (CONT'D)

School conjuration (*summoning*); **Level** druid 9; **Casting Time** 1 round; **Components** V, S, DF; **Range** close (25 ft. + 5 ft./2 levels); **Effect** one summoned creature; **Duration** 1 round/level (D); **Saving Throw** none; **Spell Resistance** no

alignment. Summoning these creatures makes the summoning spell's type match your alignment.

1st Level: Dire rat, Dolphin, Eagle, Giant centipede, Fire beetle, Mite (*gremlin*), Poisonous frog, Pony (*horse*), Riding dog, Stirge, Viper (*snake*)

2nd Level: Ant, drone; Elemental (*Small*) Elemental; Giant frog; Giant spider; Goblin Dog; Horse; Hyena; Octopus; Squid; Wolf

3rd Level: Ant, soldier; Ape; Aurochs (*herd animal*); Boar; Cheetah; Constrictor snake; Crocodile; Dire bat; Electric Eel; Giant crab; Giant lizard; Leopard (*cat*); Shark, Wolverine

4th Level: Bison (*herd animal*); Deinonychus (*dinosaur*); Dire ape; Dire boar; Dire wolf; Elemental (*Medium*) Elemental; Giant stag beetle; Giant wasp; Griffon; Grizzly bear; Lion; Mephitis (*any*) Elemental; Owlbear; Pteranodon (*dinosaur*); Rhinoceros; Satyr; Tiger,

5th Level: Ankylosaurus (*dinosaur*); Cyclops; Dire lion; Dolphin (*orca*); Elemental (*Large*) Elemental; Ettin; Giant moray eel; Girallon; Manticore; Woolly rhinoceros

6th Level: Bulette; Dire bear; Dire tiger; Elasmosaurus (*dinosaur*); Elemental (*Huge*) Elemental; Elephant; Giant octopus; Giant scorpion; Hill giant; Stegosaurus (*dinosaur*); Stone giant Earth; Triceratops (*dinosaur*) —

7th Level: Brachiosaurus (*dinosaur*); Dire crocodile; Dire shark; Elemental (greater) Elemental; Fire giant (*Fire*); Frost giant (*Cold*); Giant squid; Mastadon (*elephant*); Roc; Tyrannosaurus (*dinosaur*) —

9th Level: Pixie (w/irresistible dance and sleep arrows); Storm giant

[illegible]

You cause an object or location to emanate magical vibrations that attract either a specific kind of intelligent creature or creatures of a particular alignment, as defined by you. The particular kind of creature to be affected must be named specifically. A creature subtype is not specific enough. Likewise, the specific alignment must be named.

Creatures of the specified kind or alignment feel elated and pleased to be in the area or desire to touch or possess the object. The compulsion to stay in the area or touch the object is overpowering. If the save is successful, the creature is released from the enchantment, but a subsequent save must be made $1d6 \times 10$ minutes later. If this save fails, the affected creature attempts to return to the area or object.

Sympathy counters and dispels antipathy.

Uses Per Day: _____

Uses: □□□□□□□□

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