

DRUID SPELLS

SPELLS KNOWN	SAVE DC	LEVEL	SPELLS PER DAY	BONUS SPELLS
		0		0
		1st		
		2nd		
		3rd		
		4th		
		5th		
		6th		
		7th		
		8th		
		9th		

MP?	0-LEVEL DRUID SPELLS	SOURCE
<input type="checkbox"/>	Create Water	
<input type="checkbox"/>	Cure Minor Wounds	
<input type="checkbox"/>	Detect Magic	
<input type="checkbox"/>	Detect Poison	
<input type="checkbox"/>	Flare	
<input type="checkbox"/>	Guidance	
<input type="checkbox"/>	Know Direction	
<input type="checkbox"/>	Light	
<input type="checkbox"/>	Mending	
<input type="checkbox"/>	Purify Food & Drink	
<input type="checkbox"/>	Read Magic	
<input type="checkbox"/>	Resistance	
<input type="checkbox"/>	Virtue	
<input type="checkbox"/>		

MP?	1st LEVEL DRUID SPELLS	SOURCE
<input type="checkbox"/>	Calm Animals	
<input type="checkbox"/>	Charm Animal	
<input type="checkbox"/>	Cure Light Wounds	
<input type="checkbox"/>	Detect Animals or Plants	
<input type="checkbox"/>	Detect Snares and Pits	
<input type="checkbox"/>	Endure Elements	
<input type="checkbox"/>	Entangle	
<input type="checkbox"/>	Faerie Fire	
<input type="checkbox"/>	Goodberry	
<input type="checkbox"/>	Hide from Animals	
<input type="checkbox"/>	Jump	
<input type="checkbox"/>	Longstrider	
<input type="checkbox"/>	Magic Fang	
<input type="checkbox"/>	Magic Stone	
<input type="checkbox"/>	Obscuring Mist	
<input type="checkbox"/>	Pass Without Trace	
<input type="checkbox"/>	Produce Flame	
<input type="checkbox"/>	Shillelagh	
<input type="checkbox"/>	Speak With Animals	
<input type="checkbox"/>	Summon Nature's Ally I	
<input type="checkbox"/>		

MP?	2nd LEVEL DRUID SPELLS	SOURCE
<input type="checkbox"/>	Animal Messenger	
<input type="checkbox"/>	Animal Trance	
<input type="checkbox"/>	Barkskin	
<input type="checkbox"/>	Bear's Endurance	
<input type="checkbox"/>	Bull's Strength	
<input type="checkbox"/>	Cat's Grace	
<input type="checkbox"/>	Chill Metal	
<input type="checkbox"/>	Delay Poison	
<input type="checkbox"/>	Fire Trap M	
<input type="checkbox"/>	Flame Blade	
<input type="checkbox"/>	Flaming Sphere	
<input type="checkbox"/>	Fog Cloud	
<input type="checkbox"/>	Gust of Wind	
<input type="checkbox"/>	Heat Metal	
<input type="checkbox"/>	Hold Animal	
<input type="checkbox"/>	Owl's Wisdom	
<input type="checkbox"/>	Reduce Animal	
<input type="checkbox"/>	Resist Energy	
<input type="checkbox"/>	Restoration, Lesser	
<input type="checkbox"/>	Soften Earth and Stone	
<input type="checkbox"/>	Spider Climb	
<input type="checkbox"/>	Summon Nature's Ally II	
<input type="checkbox"/>	Summon Swarm	
<input type="checkbox"/>	Tree Shape	
<input type="checkbox"/>	Warp Wood	
<input type="checkbox"/>	Wood Shape	
<input type="checkbox"/>		
<input type="checkbox"/>		
<input type="checkbox"/>		

MP?	3rd LEVEL DRUID SPELLS	SOURCE
<input type="checkbox"/>	Call Lightning	
<input type="checkbox"/>	Contagion	
<input type="checkbox"/>	Cure Moderate Wounds	
<input type="checkbox"/>	Daylight	
<input type="checkbox"/>	Diminish Plants	
<input type="checkbox"/>	Dominate Animal	
<input type="checkbox"/>	Magic Fang, Greater	
<input type="checkbox"/>	Meld into Stone	
<input type="checkbox"/>	Neutralize Poison	
<input type="checkbox"/>	Plant Growth	
<input type="checkbox"/>	Poison	
<input type="checkbox"/>	Protection from Energy	
<input type="checkbox"/>	Quench	
<input type="checkbox"/>	Remove Disease	
<input type="checkbox"/>	Sleet Storm	
<input type="checkbox"/>	Snare	
<input type="checkbox"/>	Speak with Plants	
<input type="checkbox"/>	Spike Growth	
<input type="checkbox"/>	Stone Shape	
<input type="checkbox"/>	Summon Nature's Ally III	
<input type="checkbox"/>	Water Breathing	
<input type="checkbox"/>	Wind Wall	
<input type="checkbox"/>		
<input type="checkbox"/>		
<input type="checkbox"/>		

MP?	4th LEVEL DRUID SPELLS	SOURCE
<input type="checkbox"/>	Air Walk	
<input type="checkbox"/>	Antiplant Shell	
<input type="checkbox"/>	Blight	
<input type="checkbox"/>	Command Plants	
<input type="checkbox"/>	Control Water	
<input type="checkbox"/>	Cure Serious Wounds	
<input type="checkbox"/>	Dispel Magic	
<input type="checkbox"/>	Flame Strike	
<input type="checkbox"/>	Freedom of Movement	
<input type="checkbox"/>	Giant Vermin	
<input type="checkbox"/>	Ice Storm	
<input type="checkbox"/>	Reincarnate	
<input type="checkbox"/>	Repel Vermin	
<input type="checkbox"/>	Rusting Grasp	
<input type="checkbox"/>	Scrying	
<input type="checkbox"/>	Spike Stones	
<input type="checkbox"/>	Summon Nature's Ally IV	
<input type="checkbox"/>		
<input type="checkbox"/>		
<input type="checkbox"/>		

MP?	5th LEVEL DRUID SPELLS	SOURCE
<input type="checkbox"/>	Animal Growth	
<input type="checkbox"/>	Atonement	
<input type="checkbox"/>	Awaken X	
<input type="checkbox"/>	Baleful Polymorph	
<input type="checkbox"/>	Call Lightning Storm	
<input type="checkbox"/>	Commune With Nature	
<input type="checkbox"/>	Control Winds	
<input type="checkbox"/>	Cure Critical Wounds	
<input type="checkbox"/>	Death Ward	
<input type="checkbox"/>	Hallow M	
<input type="checkbox"/>	Insect Plague	
<input type="checkbox"/>	Stoneskin M	
<input type="checkbox"/>	Summon Nature's Ally V	
<input type="checkbox"/>	Transmute Mud to Rock	
<input type="checkbox"/>	Transmute Rock to Mud	
<input type="checkbox"/>	Tree Stride	
<input type="checkbox"/>	Unhallow M	
<input type="checkbox"/>	Wall of Fire	
<input type="checkbox"/>	Wall of Thorns	
<input type="checkbox"/>		
<input type="checkbox"/>		
<input type="checkbox"/>		

MP?	6th LEVEL DRUID SPELLS	SOURCE
<input type="checkbox"/>	Antilife Shell	
<input type="checkbox"/>	Bear's Endurance, Mass	
<input type="checkbox"/>	Bull's Strength, Mass	
<input type="checkbox"/>	Cat's Grace, Mass	
<input type="checkbox"/>	Cure Light Wounds, Mass	
<input type="checkbox"/>	Dispel Magic, Greater	
<input type="checkbox"/>	Find the Path	
<input type="checkbox"/>	Fire Seeds	
<input type="checkbox"/>	Ironwood	
<input type="checkbox"/>	Liveoak	
<input type="checkbox"/>	Move Earth	
<input type="checkbox"/>	Owl's Wisdom, Mass	
<input type="checkbox"/>	Repel Wood	
<input type="checkbox"/>	Spellstaff	
<input type="checkbox"/>	Stone Tell	
<input type="checkbox"/>	Summon Nature's Ally VI	
<input type="checkbox"/>	Transport via Plants	
<input type="checkbox"/>	Wall of Stone	
<input type="checkbox"/>		
<input type="checkbox"/>		
<input type="checkbox"/>		

Int?	7th LEVEL DRUID SPELLS	SOURCE
<input type="checkbox"/>	Animate Plants	
<input type="checkbox"/>	Changestaff	
<input type="checkbox"/>	Control Weather	
<input type="checkbox"/>	Creeping Doom	
<input type="checkbox"/>	Cure Moderate Wounds, Mass	
<input type="checkbox"/>	Fire Storm	
<input type="checkbox"/>	Heal	
<input type="checkbox"/>	Scrying, Greater	
<input type="checkbox"/>	Summon Nature's Ally VII	
<input type="checkbox"/>	Sunbeam	
<input type="checkbox"/>	Transmute Metal to Wood	
<input type="checkbox"/>	True Seeing M	
<input type="checkbox"/>	Wind Walk	
<input type="checkbox"/>		
<input type="checkbox"/>		
<input type="checkbox"/>		

Int?	8th LEVEL DRUID SPELLS	SOURCE
<input type="checkbox"/>	Animal Shapes	
<input type="checkbox"/>	Control Plants	
<input type="checkbox"/>	Cure Serious Wounds, Mass	
<input type="checkbox"/>	Earthquake	
<input type="checkbox"/>	Finger of Death	
<input type="checkbox"/>	Repel Metal or Stone	
<input type="checkbox"/>	Reverse Gravity	
<input type="checkbox"/>	Summon Nature's Ally VIII	
<input type="checkbox"/>	Sunburst	
<input type="checkbox"/>	Whirlwind	
<input type="checkbox"/>	Word of Recall	
<input type="checkbox"/>		
<input type="checkbox"/>		
<input type="checkbox"/>		

Int?	9th LEVEL DRUID SPELLS	SOURCE
<input type="checkbox"/>	Antipathy	
<input type="checkbox"/>	Cure Critical Wounds, Mass	
<input type="checkbox"/>	Elemental Swarm	
<input type="checkbox"/>	Foresight	
<input type="checkbox"/>	Regenerate	
<input type="checkbox"/>	Shambler	
<input type="checkbox"/>	Shapechange F	
<input type="checkbox"/>	Storm of Vengeance	
<input type="checkbox"/>	Summon Nature's Ally IX	
<input type="checkbox"/>	Sympathy M	
<input type="checkbox"/>		
<input type="checkbox"/>		
<input type="checkbox"/>		

Animal Companion (Ex): A druid may begin play with an animal companion selected from the following list: badger, camel, dire rat, dog, riding dog, eagle, hawk, horse (light or heavy), owl, pony, snake (Small or Medium viper), or wolf. If the campaign takes place wholly or partly in an aquatic environment, the following creatures are also available: crocodile, porpoise, Medium shark, and squid. This animal is a loyal companion that accompanies the druid on her adventures as appropriate for its kind.

A 1st-level druid's companion is completely typical for its kind except as noted below. As a druid advances in level, the animal's power increases as shown on the table. If a druid releases her companion from service, she may gain a new one by performing a ceremony requiring 24 uninterrupted hours of prayer. This ceremony can also replace an animal companion that has perished.

A druid of 4th level or higher may select from alternative lists of animals (see below). Should she select an animal companion from one of these alternative lists, the creature gains abilities as if the character's druid level were lower than it actually is.

Subtract the value indicated in the appropriate list header from the character's druid level and compare the result with the druid level entry on the table to determine the animal companion's powers. (If this adjustment would reduce the druid's effective level to 0 or lower, she can't have that animal as a companion.)

ANIMAL COMPANION	
Name:	
Size/Race:	
Initiative:	
Senses:	
AC:	
HP/HD:	
Saving Throws:	
Speed:	
Melee Atks:	
Atk Options:	
Special Actions:	
Abilities:	
Feats:	
Skills:	
Tricks Known:	
Equipment:	

Nature Sense (Ex): A druid gains a +2 bonus on Knowledge (nature) and Survival checks.

Wild Empathy (Ex): A druid can improve the attitude of an animal. This ability functions just like a Diplomacy check made to improve the attitude of a person. The druid rolls 1d20 and adds her druid level and her Charisma modifier to determine the wild empathy check result.

The typical domestic animal has a starting attitude of indifferent, while wild animals are usually unfriendly.

To use wild empathy, the druid and the animal must be able to study each other, which means that they must be within 30 feet of one another under normal conditions. Generally, influencing an animal in this way takes 1 minute but, as with influencing people, it might take more or less time.

A druid can also use this ability to influence a magical beast with an Intelligence score of 1 or 2, but she takes a -4 penalty on the check.

Woodland Stride (Ex): Starting at 2nd level, a druid may move through any sort of undergrowth (such as natural thorns, briars, overgrown areas, and similar terrain) at her normal speed and without taking damage or suffering any other impairment. However, thorns, briars, and overgrown areas that have been magically manipulated to impede motion still affect her.

Trackless Step (Ex): Starting at 3rd level, a druid leaves no trail in natural surroundings and cannot be tracked. She may choose to leave a trail if so desired.

Resist Nature's Lure (Ex): Starting at 4th level, a druid gains a +4 bonus on saving throws against the spell-like abilities of fey.

Wild Shape (Su): At 5th level, a druid gains the ability to turn herself into any Small or Medium animal and back again once per day. Her options for new forms include all creatures with the animal type. This ability functions like the *polymorph* spell,

except as noted here. The effect lasts for 1 hour per druid level, or until she changes back. Changing form (to animal or back) is a standard action and doesn't provoke an attack of opportunity.

The form chosen must be that of an animal the druid is familiar with.

A druid loses her ability to speak while in animal form because she is limited to the sounds that a normal, untrained animal can make, but she can communicate normally with other animals of the same general grouping as her new form. (The normal sound a wild parrot makes is a squawk, so changing to this form does not permit speech.)

A druid can use this ability more times per day at 6th, 7th, 10th, 14th, and 18th level, as noted on Table: The Druid. In addition, she gains the ability to take the shape of a Large animal at 8th level, a Tiny animal at 11th level, and a Huge animal at 15th level.

The new form's Hit Dice can't exceed the character's druid level.

At 12th level, a druid becomes able to use wild shape to change into a plant creature with the same size restrictions as for animal forms. (A druid can't use this ability to take the form of a plant that isn't a creature.)

At 16th level, a druid becomes able to use wild shape to change into a Small, Medium, or Large elemental (air, earth, fire, or water) once per day. These elemental forms are in addition to her normal wild shape usage. In addition to the normal effects of wild shape, the druid gains all the elemental's extraordinary, supernatural, and spell-like abilities. She also gains the elemental's feats for as long as she maintains the wild shape, but she retains her own creature type.

At 18th level, a druid becomes able to assume elemental form twice per day, and at 20th level she can do so three times per day. At 20th level, a druid may use this wild shape ability to change into a Huge elemental.

Venom Immunity (Ex): At 9th level, a druid gains immunity to all poisons.

A Thousand Faces (Su): At 13th level, a druid gains the ability to change her appearance at will, as if using the *alter self* spell, but only while in her normal form.

Timeless Body (Ex): After attaining 15th level, a druid no longer takes ability score penalties for aging and cannot be magically aged. Any penalties she may have already incurred, however, remain in place.

Bonuses still accrue, and the druid still dies of old age when her time is up.

Ex-Druids: A druid who ceases to revere nature, changes to a prohibited alignment, or teaches the Druidic language to a non-druid loses all spells and druid abilities (including her animal companion, but not including weapon, armor, and shield proficiencies). She cannot thereafter gain levels as a druid until she atones (see the *atonement* spell description).