

## Kaikura, Druid (Goliath Druid) 9 – Spells

### Create Water Druid 0

**School:** conjuration (creation) [water]; **Components:** V, S; **Casting Time:** 1 action; **Range:** close (25 + 5 ft./2 levels); **Effect:** up to 2 gallons of water/level; **Duration:** instantaneous; **Save:** none; **Resistance:** no  
Creates 2 gallons/level of pure water.

### Detect Magic Druid 0

**School:** divination; **Components:** V, S; **Casting Time:** 1 action; **Range:** 60 ft.; **Area:** cone-shaped emanation; **Duration:** concentration, up to 1 min./level (D); **Save:** none; **Resistance:** no  
Detects all spells and magic items within 60 ft.

### Detect Poison Druid 0

**School:** divination; **Components:** V, S; **Casting Time:** 1 action; **Range:** close (25 + 5 ft./2 levels); **Target:** one creature, one object, or a 5-ft. cube; **Duration:** instantaneous; **Save:** none; **Resistance:** no  
Detects poison in one creature or small object.

### Enhanced Diplomacy Druid 0

**School:** divination; **Components:** V, S; **Casting Time:** 1 action; **Range:** creature touched; **Duration:** 1 minute or until discharged; **Save:** Will negates (harmless); **Resistance:** yes (harmless)  
The creature gets a +2 competence bonus on a single Diplomacy or Intimidate check.

### Flare Druid 0

**School:** evocation [light]; **Components:** V; **Casting Time:** 1 action; **Range:** close (25 + 5 ft./2 levels); **Effect:** burst of light; **Duration:** instantaneous; **Save:** DC 16 Fortitude negates; **Resistance:** yes  
Dazzles one creature (-1 on attack rolls).

### Guidance Druid 0

**School:** divination / void elemental; **Components:** V, S; **Casting Time:** 1 action; **Range:** touch; **Target:** creature touched; **Duration:** 1 minute or until discharged; **Save:** Will negates (harmless); **Resistance:** yes  
+1 on one attack roll, saving throw, or skill check.

### Know Direction Druid 0

**School:** divination; **Components:** V, S; **Casting Time:** 1 action; **Range:** personal; **Target:** you; **Duration:** instantaneous  
You discern north.

### Light Druid 0

**School:** evocation / wood elemental [light]; **Components:** V, M/DF (a firefly); **Casting Time:** 1 action; **Range:** touch; **Target:** object touched; **Duration:** 10 min./level; **Save:** none; **Resistance:** no  
Object shines like a torch.

### Mending Druid 0

**School:** transmutation / metal elemental; **Components:** V, S; **Casting Time:** 10 minutes; **Range:** 10 ft.; **Target:** one object of up to 1 lb./level; **Duration:** instantaneous; **Save:** Will negates (harmless, object); **Resistance:** yes (harmless, object)  
Makes minor repairs on an object.

### Purify Food and Drink Druid 0

**School:** transmutation; **Components:** V, S; **Casting Time:** 1 action; **Range:** 10 ft.; **Target:** 1 cu. ft./level of contaminated food and water; **Duration:** instantaneous; **Save:** DC 16 Will negates (object); **Resistance:** yes (object)  
Purifies 1 cu. ft./level of food or water.

### Read Magic Druid 0

**School:** divination; **Components:** V, S, F (a clear crystal or mineral prism); **Casting Time:** 1 action; **Range:** personal; **Target:** you; **Duration:** 10 min./level  
Read scrolls and spellbooks.

### Resistance Druid 0

**School:** abjuration; **Components:** V, S, M/DF (a miniature cloak); **Casting Time:** 1 action; **Range:** touch; **Target:** creature touched; **Duration:** 1 minute; **Save:** Will negates (harmless); **Resistance:** yes (harmless)  
Subject gains +1 on saving throws.

### Spark Druid 0

**School:** evocation / fire elemental [fire]; **Components:** V or S; **Casting Time:** 1 action; **Range:** close (25 + 5 ft./2 levels); **Target:** one Fine object; **Duration:** instantaneous; **Save:** DC 16 Fortitude negates (object); **Resistance:** yes (object)  
Ignites flammable objects.

### Stabilize Druid 0

**School:** conjuration (healing); **Components:** V, S; **Casting Time:** 1 action; **Range:** close (25 + 5 ft./2 levels); **Target:** one living creature; **Duration:** instantaneous; **Save:** Will negates (harmless); **Resistance:** yes (harmless)  
Cause a dying creature to stabilize.

### Virtue Druid 0

**School:** transmutation; **Components:** V, S, DF; **Casting Time:** 1 action; **Range:** touch; **Target:** creature touched; **Duration:** 1 min.; **Save:** none; **Resistance:** yes (harmless)  
Subject gains 1 temporary hp.

### Abstemiousness Druid 1

**School:** transmutation; **Components:** V; **Casting Time:** 1 action; **Range:** touch; **Target:** a handful of berries, grains, nuts, or rice; **Duration:** 1 hour; **Save:** Fortitude negates (harmless); **Resistance:** yes (harmless)  
Subsist on a handful of food for a day.

### Acid Maw Druid 1

**School:** transmutation [acid]; **Components:** V, S, DF; **Casting Time:** 1 action; **Range:** close (25 ft. + 5 ft./2 levels); **Target:** your animal companion; **Duration:** 1 minute/level; **Save:** Will negates (harmless); **Resistance:** yes  
Animal companion's bite deals 1d4 acid for 1 + 1/4 CL rounds

### Air Bubble Druid 1

**School:** conjuration / air elemental (creation); **Components:** S, M/DF (a small bladder filled with air); **Casting Time:** 1 action; **Range:** touch; **Target:** one creature or one object no larger than a Large twohanded weapon; **Duration:** 1 minute/level; **Save:** Will negates (harmless); **Resistance:** yes (harmless)  
Creates a small pocket of air around your head or an object.

### Alter Winds Druid 1

**School:** transmutation / air elemental / wood elemental [air]; **Components:** V, S; **Casting Time:** 1 minute; **Range:** touch; **Area:** immobile 10-ft.-radius emanation; **Duration:** 1 hour/level; **Save:** DC 17 Will negates; **Resistance:** yes  
Increase/decrease strength of natural winds.

### Ant Haul Druid 1

**School:** transmutation; **Components:** V, S, M/DF (a small pulley); **Casting Time:** 1 action; **Range:** touch; **Target:** creature touched; **Duration:** 2 hours/level; **Save:** DC 17 Fortitude negates (harmless); **Resistance:** yes (harmless)  
Triples carrying capacity of a creature.

### Aspect of the Falcon Druid 1

**School:** transmutation (polymorph); **Components:** V, S, DF; **Casting Time:** 1 action; **Range:** personal; **Target:** you; **Duration:** 1 minute/level  
Gives bonuses on Perception and ranged attacks.

## Kaikura, Druid (Goliath Druid) 9 – Spells

### Aspect of the Nightingale Druid 1

**School:** transmutation (polymorph); **Components:** V, S, DF; **Casting Time:** 1 action; **Range:** personal; **Target:** you; **Duration:** 1 minute/level

Gain +2 to Diplomacy and Perform (sing), can reroll save vs. charm once per minute.

### Bristle Druid 1

**School:** transmutation; **Components:** V, S, DF; **Casting Time:** 1 action; **Range:** touch; **Target:** one creature; **Duration:** 1 minute/level; **Save:** DC 17 Fortitude negates (harmless); **Resistance:** yes  
Trade natural armor bonus for a bonus on attacks with natural weapons.

### Burning Disarm Druid 1

**School:** transmutation [fire]; **Components:** V, S; **Casting Time:** 1 action; **Range:** close (25 ft. + 5 ft./2 levels); **Target:** held metal item of one creature or 15 lbs. of unattended metal; **Duration:** instantaneous; **Save:** DC 17 Reflex negates (object, see text); **Resistance:** yes (object)

Held item becomes hot enough to deal damage unless foe drops it.

### Call Animal Druid 1

**School:** enchantment (compulsion) [mind-affecting]; **Components:** V, S, DF; **Casting Time:** 1 action; **Range:** see description; **Effect:** one animal whose CR is equal or less than your caster level; **Duration:** 1 hour/level (D); **Save:** none; **Resistance:** none  
Makes an animal come to you.

### Calm Animals Druid 1

**School:** enchantment (compulsion) [mind-affecting]; **Components:** V, S; **Casting Time:** 1 action; **Range:** close (25 + 5 ft./2 levels); **Target:** animals within 30 ft. of each other; **Duration:** 1 min./level; **Save:** DC 17 Will negates; **Resistance:** yes  
Calms 2d4 + level HD of animals.

### Charm Animal Druid 1

**School:** enchantment (charm) [mind-affecting]; **Components:** V, S; **Casting Time:** 1 action; **Range:** close (25 + 5 ft./2 levels); **Target:** one animal; **Duration:** 1 hour/level; **Save:** DC 17 Will negates; **Resistance:** yes  
Makes one animal your friend.

### Cheetah's Spirit Druid 1

**School:** transmutation; **Components:** V; **Casting Time:** 1 swift action; **Range:** personal; **Target:** you; **Duration:** 1 round  
A wild surge of energy courses through your body and propels you into a sprint.

### Cloak of Shade Druid 1

**School:** abjuration; **Components:** V, S, M (a leaf from a shade tree); **Casting Time:** 1 action; **Range:** touch; **Target:** one creature per level; **Duration:** 1 hour/level (D); **Save:** DC 17 Will negates (harmless); **Resistance:** yes (harmless)  
Reduces effects of intense sun exposure and environmental heat.

### Cure Light Wounds Druid 1

**School:** conjuration (healing); **Components:** V, S; **Casting Time:** 1 action; **Range:** touch; **Target:** creature touched; **Duration:** instantaneous; **Save:** Will half (harmless); see text; **Resistance:** yes (harmless); see text  
Cures 1d8 damage + 1/level (max +5).

### Damp Powder Druid 1

**School:** transmutation / water elemental; **Components:** V, S, M/DF (a damp piece of cotton); **Casting Time:** 1 action; **Range:** close (25 + 5 ft./2 levels); **Target:** 1 loaded firearm; **Duration:** instantaneous; **Save:** DC 17 Will negates (object); **Resistance:** yes (object)  
Ruins ammunition loaded in the targeted firearm.

### Deadeye's Arrow Druid 1

**School:** evocation [electricity]; **Components:** V, S, M (one arrow); **Casting Time:** 1 action; **Range:** medium (100 ft. + 10 ft./level) or see text; **Effect:** arrow of electricity; **Duration:** instantaneous or 1 round (see text); **Save:** none; **Resistance:** yes  
You create an arrow made of crackling electricity.

### Deadeye's Lore Druid 1

**School:** divination; **Components:** V, S; **Casting Time:** 1 round; **Range:** personal; **Target:** you; **Duration:** 1 hour/level  
Gain a +4 bonus on Survival and move full speed while tracking.

### Decompose Corpse Druid 1

**School:** necromancy; **Components:** V, S, M (a pinch of dried toadstool); **Casting Time:** 1 action; **Range:** touch; **Target:** one corpse or corporeal undead; **Duration:** instantaneous or 1 minute; see text; **Save:** DC 17 Fortitude negates (object); **Resistance:** yes (object)  
Turn a corpse into a clean skeleton.

### Detect Aberration Druid 1

**School:** divination; **Components:** V, S; **Casting Time:** 1 action; **Range:** long (400 + 40 ft./level); **Area:** cone-shaped emanation; **Duration:** concentration, up to 10 minutes/level (D); **Save:** none; **Resistance:** no  
Detect presence of aberrations.

### Detect Animals or Plants Druid 1

**School:** divination; **Components:** V, S; **Casting Time:** 1 action; **Range:** long (400 + 40 ft./level); **Area:** cone-shaped emanation; **Duration:** concentration, up to 10 min./level (D); **Save:** none; **Resistance:** no  
Detects kinds of animals or plants.

### Detect Radiation Druid 1

**School:** divination; **Components:** V, S; **Casting Time:** 1 action; **Range:** 120 ft.; **Area:** spherical emanation, centered on you; **Duration:** 10 minute/level; **Save:** none; **Resistance:** no  
You detect radiation in the surrounding area.

### Detect Snares and Pits Druid 1

**School:** divination; **Components:** V, S; **Casting Time:** 1 action; **Range:** 60 ft.; **Area:** cone-shaped emanation; **Duration:** concentration, up to 10 min./level (D); **Save:** none; **Resistance:** no  
Reveals natural or primitive traps.

### Detect the Faithful Druid 1

**School:** divination; **Components:** V, S, DF; **Casting Time:** 1 action; **Range:** 60 ft.; **Area:** cone-shaped emanation; **Duration:** concentration, up to 1 minute/level (D); **Save:** none; **Resistance:** no  
Find others of the same faith.

### Diagnose Disease Druid 1

**School:** divination; **Components:** V, S; **Casting Time:** 1 action; **Range:** close (25 + 5 ft./2 levels); **Target:** or Area one creature, one object, or a 5-ft. cube; **Duration:** instantaneous; **Save:** none; **Resistance:** no  
Detect and identify diseases.

### Dream Feast Druid 1

**School:** conjuration (creation); **Components:** V, S, DF; **Casting Time:** 1 action; **Range:** touch; **Target:** creature touched; **Duration:** instantaneous; **Save:** Will negates (harmless); **Resistance:** yes (harmless)  
Dream of feast while asleep and gain sustenance.

### Endure Elements Druid 1

**School:** abjuration; **Components:** V, S; **Casting Time:** 1 action; **Range:** touch; **Target:** creature touched; **Duration:** 24 hours; **Save:** Will negates (harmless); **Resistance:** yes (harmless)  
Exist comfortably in hot or cold regions.

## Kaikura, Druid (Goliath Druid) 9 – Spells

### Enlarge Person (self only) Druid 1

**School:** transmutation; **Components:** V, S, M (powdered iron);  
**Casting Time:** 1 round; **Range:** close (25 + 5 ft./2 levels); **Target:**  
 one humanoid creature; **Duration:** 1 min./level (D); **Save:** DC 17  
 Fortitude negates; **Resistance:** yes  
 Humanoid creature doubles in size.

### Entangle Druid 1

**School:** transmutation / wood elemental; **Components:** V, S, DF;  
**Casting Time:** 1 action; **Range:** long (400 + 40 ft./level); **Area:** plants  
 in a 40-ft.-radius spread; **Duration:** 1 min./level (D); **Save:** DC 17  
 Reflex partial; see text; **Resistance:** no  
 Plants entangle everyone in 40-ft. radius.

### Expeditious Excavation Druid 1

**School:** transmutation / earth elemental [earth]; **Components:** V, S, M  
 (tiny shovel); **Casting Time:** 1 action; **Range:** close (25 + 5 ft./2  
 levels); **Area:** dirt in a 5-ft. cube; **Duration:** instantaneous; **Save:** see  
 text; **Resistance:** no  
 Moves 5-ft. cubes of earth.

### Face of the Devourer Druid 1

**School:** transmutation (polymorph); **Components:** V, S; **Casting  
 Time:** 1 action; **Range:** touch; **Target:** creature touched; **Duration:** 1  
 minute/level; **Save:** Fort negates (harmless); **Resistance:** yes  
 (harmless)  
 Target's face becomes hideous and grants a d6 Bite attack

### Faerie Fire Druid 1

**School:** evocation [light]; **Components:** V, S, DF; **Casting Time:** 1  
 action; **Range:** long (400 + 40 ft./level); **Area:** creatures and objects  
 within a 5-ft.-radius burst; **Duration:** 1 min./level (D); **Save:** none;  
**Resistance:** yes  
 Outlines subjects with light, canceling blur, concealment, and the like.

### Feather Step Druid 1

**School:** transmutation; **Components:** V, S; **Casting Time:** 1 action;  
**Range:** close (25 + 5 ft./2 levels); **Target:** one creature; **Duration:** 10  
 minutes/level; **Save:** DC 17 Fortitude negates (harmless); **Resistance:**  
 yes  
 Subject ignores adverse movement effects in difficult terrain.

### Firebelly Druid 1

**School:** abjuration; **Components:** V, S, DF; **Casting Time:** 1 action;  
**Range:** personal; **Target:** you; **Duration:** 1 minute/level; **Save:** DC 17  
 Reflex half, see text; **Resistance:** yes, see text  
 A magical fire warms your belly, granting fire resistance 5 and making  
 your gut hot to the touch (but not enough to damage you or anything  
 else). As a standard action, you can breathe a 15-foot cone of flame  
 that deals 1d4 points of fire damage (Reflex half, SR applies). Each  
 time you use this breath weapon, reduce the remaining duration of the  
 spell by 1 minute.

### Flare Burst Druid 1

**School:** evocation (light) [light]; **Components:** V; **Casting Time:** 1  
 action; **Range:** close (25 + 5 ft./2 levels); **Effect:** 10-ft.-radius burst of  
 light; **Duration:** instantaneous; **Save:** DC 17 Fortitude negates;  
**Resistance:** yes  
 As flare, but affects all creatures in 10 ft.

### Frostbite Druid 1

**School:** transmutation [cold]; **Components:** V, S; **Casting Time:** 1  
 action; **Range:** touch; **Target:** creature touched; **Duration:**  
 instantaneous; **Save:** none; **Resistance:** yes  
 Target takes cold damage and is fatigued.

### Gentle Breeze Druid 1

**School:** evocation / air elemental (air); **Components:** V, S; **Casting  
 Time:** 1 action; **Range:** close (25 + 5 ft./2 levels); **Target:** one  
 creature or object; **Duration:** 1 hour (D); **Save:** Will negates  
 (harmless); **Resistance:** yes (harmless)  
 Light wind protects one target from clouds, gases, heat, and vapors.

### Goodberry Druid 1

**School:** transmutation; **Components:** V, S, DF; **Casting Time:** 1  
 action; **Range:** touch; **Target:** 2d4 fresh berries touched; **Duration:** 1  
 day/level; **Save:** none; **Resistance:** yes  
 2d4 berries each cure 1 hp (max 8 hp/24 hours).

### Hairline Fractures Druid 1

**School:** transmutation [earth]; **Components:** V, S, M (a broken twig);  
**Casting Time:** 1 action; **Range:** touch; **Target:** 5-foot-square section  
 of stone or a creature with the earth subtype; **Duration:** 1 round/level;  
**Save:** DC 17 Fortitude negates (object); **Resistance:** yes (object)  
 Reduce the hardness of a section of stone to 5 and its HP to 10/inch  
 of thickness. Earth subtype creatures suffer -2 AC.

### Heightened Awareness Druid 1

**School:** divination; **Components:** V, M/DF (a coffee bean); **Casting  
 Time:** 1 action; **Range:** personal; **Target:** you; **Duration:** 10  
 minutes/level (D)  
 Your recall and ability to process information improve.

### Hibernate Druid 1

**School:** necromancy; **Components:** V, S, DF; **Casting Time:** 1  
 action; **Range:** touch; **Target:** creature touched; **Duration:** 1  
 minute/level (D); **Save:** none; **Resistance:** no  
 Target enters death-like sleep that delays negative effects and  
 converts wounds to nonlethal damage.

### Hide from Animals Druid 1

**School:** abjuration; **Components:** S, DF; **Casting Time:** 1 action;  
**Range:** touch; **Target:** one creature touched/level; **Duration:** 10 min.  
 /level (D); **Save:** Will negates (harmless); **Resistance:** yes  
 Animals can't perceive one subject/level.

### Hydraulic Push Druid 1

**School:** evocation / water elemental [water]; **Components:** V, S;  
**Casting Time:** 1 action; **Range:** close (25 + 5 ft./2 levels); **Target:**  
 one creature or object; **Duration:** instantaneous; **Save:** none;  
**Resistance:** yes  
 Wave of water bull rushes an enemy.

### Ice Armor Druid 1

**School:** transmutation [cold, water]; **Components:** V, S, F (5 gallons  
 of water); **Casting Time:** 1 minute; **Range:** 0 ft.; see text; **Effect:** a  
 suit of armor made of ice; **Duration:** 1 hour/level or until destroyed;  
**Save:** none; **Resistance:** no  
 Create breastplate of ice that is vulnerable to fire damage.

### Jump Druid 1

**School:** transmutation; **Components:** V, S, M (a grasshopper's hind  
 leg); **Casting Time:** 1 action; **Range:** touch; **Target:** creature touched;  
**Duration:** 1 min./level (D); **Save:** Will negates (harmless); **Resistance:**  
 yes  
 Subject gets bonus on Acrobatics checks.

### Keen Senses Druid 1

**School:** transmutation / void elemental; **Components:** V, M/DF (a  
 hawk's feather); **Casting Time:** 1 action; **Range:** touch; **Target:**  
 creature touched; **Duration:** 1 minute/level (D); **Save:** DC 17 Will  
 negates (harmless); **Resistance:** yes (harmless)  
 Subject gains +2 Perception, low-light vision.

## Kaikura, Druid (Goliath Druid) 9 – Spells

### **Liberating Command** **Druid 1**

**School:** transmutation / wood elemental; **Components:** V; **Casting Time:** Immediate; **Range:** close (25 ft. + 5 ft./2 levels); **Target:** one creature; **Duration:** instantaneous; **Save:** Will negates (harmless); **Resistance:** yes (harmless)  
Target can immediately attempt an Escape Artist check with a bonus.

### **Longstrider** **Druid 1**

**School:** transmutation; **Components:** V, S, M (a pinch of dirt); **Casting Time:** 1 action; **Range:** personal; **Target:** you; **Duration:** 1 hour/level (D)  
Your base speed increases by 10 ft.

### **Lucky Number** **Druid 1**

**School:** transmutation; **Components:** V, S; **Casting Time:** 1 action; **Range:** touch; **Target:** one willing creature; **Duration:** 24 hours or until discharged; **Save:** none; **Resistance:** no  
Roll d20 once during duration of spell, when target rolls that result, it may either reroll or add a +2 luck bonus to the result.

### **Magic Fang** **Druid 1**

**School:** transmutation; **Components:** V, S, DF; **Casting Time:** 1 action; **Range:** touch; **Target:** living creature touched; **Duration:** 1 min./level; **Save:** Will negates (harmless); **Resistance:** yes (harmless)  
One natural weapon of subject creature gets +1 on attack and damage rolls.

### **Magic Stone** **Druid 1**

**School:** transmutation; **Components:** V, S, DF; **Casting Time:** 1 action; **Range:** touch; **Target:** up to three pebbles touched; **Duration:** 30 minutes or until discharged; **Save:** Will negates (harmless, object); **Resistance:** yes (harmless, object)  
Three stones gain +1 on attack rolls, deal 1d6+1 damage.

### **Monkey Fish** **Druid 1**

**School:** transmutation; **Components:** V, S; **Casting Time:** 1 action; **Range:** personal; **Target:** you; **Duration:** 1 minute/level (D)  
Gain a climb speed and a swim speed of

### **Nature's Paths** **Druid 1**

**School:** divination; **Components:** V, S, M/DF (a smooth stone); **Casting Time:** 1 action; **Range:** touch; **Target:** one creature; **Duration:** 8 hours (D); **Save:** Will negates (harmless); **Resistance:** yes (harmless)  
The target instinctively knows the shortest, easiest, and fastest way through the wilderness.

### **Nauseating Dart** **Druid 1**

**School:** conjuration (creation) [poison]; **Components:** S, DF; **Casting Time:** 1 action; **Range:** close (25 + 5 ft./2 levels); **Effect:** one poisonous stinger; **Duration:** instantaneous; **Save:** DC 17 Fortitude partial (see text); **Resistance:** no  
Poisonous stinger deals 1d2 damage and sickens target.

### **Negate Aroma** **Druid 1**

**School:** transmutation; **Components:** V, S, M/DF (a pinch of alum); **Casting Time:** 1 action; **Range:** close (25 + 5 ft./2 levels); **Target:** one creature or object/level touched; **Duration:** 1 hour/level (D); **Save:** DC 17 Fortitude negates; **Resistance:** yes  
Subject cannot be tracked by scent.

### **Obscure Poison** **Druid 1**

**School:** abjuration; **Components:** S, M (herbs used in antitoxins worth 10 gp); **Casting Time:** 1 action; **Range:** touch; **Target:** one dose of poison or one venomous creature touched; **Duration:** 1 hour/level; **Save:** none; **Resistance:** no  
Make it harder to detect a poison or a venomous creature.

### **Obscuring Mist** **Druid 1**

**School:** conjuration / water elemental (creation); **Components:** V, S; **Casting Time:** 1 action; **Range:** 20 ft.; **Effect:** cloud spreads in 20-ft. radius from you, 20 ft. high; **Duration:** 1 min./level (D); **Save:** none; **Resistance:** no  
Fog surrounds you.

### **Pass without Trace** **Druid 1**

**School:** transmutation; **Components:** V, S, DF; **Casting Time:** 1 action; **Range:** touch; **Target:** one creature/level touched; **Duration:** 1 hour/level (D); **Save:** Will negates (harmless); **Resistance:** yes (harmless)  
One subject/level leaves no tracks.

### **Peace Bond** **Druid 1**

**School:** abjuration; **Components:** V, S, M/DF (a glass cube); **Casting Time:** 1 action; **Range:** close (25 ft. + 5 ft./2 levels); **Area:** one or more 5-ft. cubes, no two of which can be more than 30 ft. apart; **Duration:** 1 minute/level; **Save:** none; **Resistance:** no  
Create 1 glowing rune of peace, +1 per 2 caster levels above 1st (max 5 runes). Runes illuminate a 5 foot cube, preventing any spell you cast of up to 3rd level with defined area from affected the cube.

### **Produce Flame** **Druid 1**

**School:** evocation [fire]; **Components:** V, S; **Casting Time:** 1 action; **Range:** 0 ft.; **Effect:** flame in your palm; **Duration:** 1 min./level (D); **Save:** none; **Resistance:** yes  
1d6 damage + 1/level, touch or thrown.

### **Ray of Sickening** **Druid 1**

**School:** necromancy; **Components:** V, S; **Casting Time:** 1 action; **Range:** close (25 + 5 ft./2 levels); **Duration:** 1 round/level; **Save:** DC 17 Fortitude half; **Resistance:** yes  
Ray makes subject sickened.

### **Read Weather** **Druid 1**

**School:** divination; **Components:** V, S, F (a set of marked sticks or bones worth at least 25 gp); **Casting Time:** 1 minute; **Range:** personal; **Target:** you; **Duration:** instantaneous  
Predict weather for next 48 hrs.

### **Remove Sickness** **Druid 1**

**School:** conjuration (healing); **Components:** V, S; **Casting Time:** 1 action; **Range:** close (25 + 5 ft./2 levels); **Target:** one creature; **Duration:** 10 minutes/level; see text; **Save:** DC 17 Fortitude negates (harmless); **Resistance:** yes (harmless)  
Suppress disease, nausea, and the sickened condition.

### **Restore Corpse** **Druid 1**

**School:** necromancy; **Components:** V, S; **Casting Time:** 1 action; **Range:** touch; **Target:** corpse touched; **Duration:** instantaneous; **Save:** none; **Resistance:** no  
Skeletal corpse grows flesh.

### **Shield Companion** **Druid 1**

**School:** abjuration; **Components:** V, S, F (a pair of platinum rings worth 50 gp worn by both you and the target); **Casting Time:** 1 action; **Range:** close (25 + 5 ft./2 levels); **Target:** your animal companion, familiar, or fiendish servant; **Duration:** 1 hour/level (D); **Save:** Will negates (harmless); **Resistance:** yes (harmless)  
You take half of subject's damage.

### **Shield Speech** **Druid 1**

**School:** abjuration; **Components:** V, S; **Casting Time:** 1 action; **Range:** 10 ft.; **Target:** you and one other creature; **Duration:** 1 minute/level (D); **Save:** Will negates (harmless); **Resistance:** yes (harmless)  
You can securely communicate with one creature within range.

## Kaikura, Druid (Goliath Druid) 9 – Spells

### Shillelagh Druid 1

**School:** transmutation; **Components:** V, S, DF; **Casting Time:** 1 action; **Range:** touch; **Target:** one touched nonmagical oak club or quarterstaff; **Duration:** 1 min./level; **Save:** DC 17 Will negates (object); **Resistance:** yes (object)  
Cudgel or quarterstaff becomes +1 weapon (2d6 damage) for 1 min./level.

### Snow Shape Druid 1

**School:** transmutation [water]; **Components:** V, S, M/DF (a miniature shovel); **Casting Time:** 1 action; **Range:** touch; **Target:** snow or snow-sculpted object touched, up to 5 cubic ft. + 1 cubic ft. / level; **Duration:** instantaneous; **Save:** none; **Resistance:** no  
Sculpt snow into a useful shape or object.

### Snowball Druid 1

**School:** conjuration (creation) [cold, water]; **Components:** V, S; **Casting Time:** 1 action; **Range:** close (25 + 5 ft./2 levels); **Effect:** one ball of ice and snow; **Duration:** instantaneous; **Save:** DC 17 Fortitude partial (see text); **Resistance:** no  
You conjure a ball of packed ice and snow that you can throw at a single target as a ranged touch attack. The snowball deals 1d6 points of cold damage per caster level (maximum 5d6) on a successful hit, and the target must make a successful Fortitude saving throw or be staggered for 1 round.

### Speak with Animals Druid 1

**School:** divination; **Components:** V, S; **Casting Time:** 1 action; **Range:** personal; **Target:** you; **Duration:** 1 min./level  
You can communicate with animals.

### Spirit Call Druid 1

**School:** enchantment; **Components:** V, S, DF; **Casting Time:** 1 full-round action; **Range:** 100 ft.; **Effect:** 100-ft.-radius spread centered on you; **Duration:** 1 minute/level  
Spells from spirit magic or domain at +1 CL and +4 concentraion on those spells.

### Starsight Druid 1

**School:** divination; **Components:** V, S; **Casting Time:** 1 action; **Range:** personal; **Target:** you; **Duration:** 10 minutes/level  
You can observe the night sky and all of its celestial bodies as if it were a clear night, regardless of weather conditions that would otherwise block your view. Your vision penetrates any light pollution from nonmagical sources, though this spell doesn't function in daylight, indoors, or underground. You see through forest canopies and similar natural obstructions, but only for the purpose of stargazing. For the spell's duration, you gain a +2 insight bonus on Knowledge (geography) checks relating to the stars and planets and Survival checks to avoid getting lost.

### Stone Fist Druid 1

**School:** transmutation / earth elemental [earth]; **Components:** V, S, M (a chip of granite); **Casting Time:** 1 action; **Range:** personal; **Target:** you; **Duration:** 1 minute/level (D)  
Your unarmed strikes are lethal.

### Summon Minor Ally Druid 1

**School:** conjuration (summoning); **Components:** V, S, DF; **Casting Time:** 1 round; **Range:** close (25 + 5 ft./2 levels); **Effect:** 1d3 summoned creatures; **Duration:** 1 round/level (D); **Save:** none; **Resistance:** no  
Summon 1d3 Tiny animals.

### Summon Nature's Ally I Druid 1

**School:** conjuration (summoning); **Components:** V, S, DF; **Casting Time:** 1 round; **Range:** close (25 + 5 ft./2 levels); **Effect:** one summoned creature; **Duration:** 1 round/level (D); **Save:** none; **Resistance:** no  
Summons creature to fight for you.

### Thorn Javelin Druid 1

**School:** conjuration (creation) [poison]; **Components:** V, S; **Casting Time:** 1 action; **Range:** 0 ft.; **Effect:** javelin-like thorn; **Duration:** 1 minute/level (D); **Save:** none; **Resistance:** no  
Wield a javelin that sickens opponents when it strikes.

### Thunderstomp Druid 1

**School:** evocation / earth elemental [earth]; **Components:** V, S; **Casting Time:** 1 action; **Range:** close (25 + 5 ft./2 levels); **Target:** one creature; **Duration:** instantaneous; **Save:** none; **Resistance:** yes  
Trip one creature within range.

### Touch of Bloodletting Druid 1

**School:** necromancy; **Components:** V, S; **Casting Time:** 1 action; **Range:** touch; **Target:** living creature touched; **Duration:** 1 round/level; **Save:** DC 17 Will negates; **Resistance:** yes  
Wounded target is exhausted and takes 1 bleed damage per round.

### Touch of the Sea Druid 1

**School:** transmutation / water elemental; **Components:** V, S, M (a fish scale); **Casting Time:** 1 action; **Range:** touch; **Target:** creature touched; **Duration:** 1 minute/level; **Save:** DC 17 Fortitude negates (harmless); **Resistance:** yes (harmless)  
Swim speed becomes 30 ft.

### Tracking Mark Druid 1

**School:** evocation; **Components:** S, DF; **Casting Time:** 1 action; **Range:** long (400 ft. + 40 ft./level); **Target:** one creature; **Duration:** 10 minutes/level (D); **Save:** DC 17 Will negates; **Resistance:** yes  
+5 survival/perception to track/recognize the target.

### Tripvine Druid 1

**School:** transmutation; **Casting Time:** 1 action; **Range:** touch; **Target:** 10-foot-long rope or vine; **Duration:** 10 minutes/level; **Save:** DC 17 Reflex negates; **Resistance:** no  
Animate rope-like object that trips foes that come near.

### True Strike Druid 1

**School:** divination / void elemental; **Components:** V, F (small wooden replica of an archery target); **Casting Time:** 1 action; **Range:** personal; **Target:** you; **Duration:** see text  
+20 on your next attack roll.

### Twisted Futures Druid 1

**School:** divination; **Components:** V, S, M (a small die with the faces scratched off); **Casting Time:** 1 action; **Range:** close (25 + 5 ft./2 levels); **Target:** one creature/level, no two of which can be more than 30 ft. apart; **Duration:** 1 round/level; **Save:** DC 17 Will negates; **Resistance:** yes  
By rearranging the threads of fate, you disrupt fortunate outcomes for other creatures.

### Underbrush Decoy Druid 1

**School:** transmutation; **Components:** S; **Casting Time:** 1 swift action; **Range:** close (25 ft. + 5 ft./2 levels); **Target:** one non-creature plant of size tiny, small, or medium; **Duration:** 1 round; **Save:** DC 17 Will negates (object); **Resistance:** yes (object)  
Create a rustling distraction to hide.

### Wave Shield Druid 1

**School:** abjuration / water elemental [water]; **Components:** V; **Casting Time:** 1 immediate action; **Range:** personal; **Target:** you; **Duration:** 1 round or until discharged  
Water blunts one incoming attack or fire effect.

## Kaikura, Druid (Goliath Druid) 9 – Spells

### Weaken Powder Druid 1

**School:** transmutation; **Components:** V, S, M/DF (an empty paper cartridge); **Casting Time:** 1 action; **Range:** close (25 + 5 ft./2 levels); **Target:** 1 loaded firearm; **Duration:** instantaneous; **Save:** DC 17 Will negates (object); **Resistance:** yes (object)  
Targeted firearm's ammunition halves the firearm's range and imposes a -2 penalty on damage rolls.

### Accelerate Poison Druid 2

**School:** transmutation / water elemental; **Components:** V, S, M (a thorn); **Casting Time:** 1 action; **Range:** touch; **Target:** creature touched; **Duration:** instantaneous; **Save:** DC 18 Fortitude negates; **Resistance:** yes  
Hastens targeted poison's onset.

### Aggressive Thundercloud Druid 2

**School:** evocation / air elemental / metal elemental [electricity]; **Components:** V, S, M/DF (a piece of a tree struck by lightning); **Casting Time:** 1 action; **Range:** medium (100 + 10 ft./level); **Effect:** 5-ft.-diameter sphere; **Duration:** 1 round/level; **Save:** DC 18 Reflex negates; **Resistance:** yes  
Flying storm cloud deals 3d6 electricity damage.

### Air Step Druid 2

**School:** transmutation [air]; **Components:** V, S, M (a goose feather); **Casting Time:** 1 action; **Range:** personal; **Target:** you; **Duration:** 1 minute/level  
Tread unsteadily on air, with limitations.

### Alter Summoned Monster Druid 2

**School:** conjuration (summoning); **Components:** V, S; **Casting Time:** 1 action; **Range:** close (25 ft. + 5 ft./2 levels); **Target:** one summoned creature; **Duration:** instantaneous; **Save:** DC 18 Will negates; **Resistance:** yes  
Swap summoned creature for creature you can summon with summon monster/nature's ally spell of equal or lower level.

### Animal Aspect Druid 2

**School:** transmutation (polymorph); **Components:** V, S, M/DF (a part of the animal); **Casting Time:** 1 action; **Range:** personal; **Target:** you; **Duration:** 1 minute/level (D); **Save:** none; **Resistance:** yes (harmless)  
You gain some of the beneficial qualities of an animal.

### Animal Messenger Druid 2

**School:** enchantment (compulsion) [mind-affecting]; **Components:** V, S, M (a morsel of food the animal likes); **Casting Time:** 1 minute; **Range:** close (25 + 5 ft./2 levels); **Target:** one Tiny animal; **Duration:** 1 day/level; **Save:** none; see text; **Resistance:** yes  
Sends a Tiny animal to a specific place.

### Animal Purpose Training Druid 2

**School:** enchantment (compulsion) [mind-affecting]; **Components:** V, S, M (a swatch of black cloth); **Casting Time:** 1 minute; **Range:** close (25 + 5 ft./2 levels); **Target:** one indifferent or friendly animal; **Duration:** 1 hour/level; **Save:** none; **Resistance:** yes  
Animal gains a new general purpose.

### Animal Trance Druid 2

**School:** enchantment (compulsion) [mind-affecting, sonic]; **Components:** V, S; **Casting Time:** 1 action; **Range:** close (25 + 5 ft./2 levels); **Target:** animals or magical beasts with Intelligence 1 or 2; **Duration:** concentration; **Save:** DC 18 Will negates; **Resistance:** yes  
Fascinates 2d6 HD of animals.

### Ant Haul, Communal Druid 2

**School:** transmutation; **Components:** V, S, M/DF (a small pulley); **Casting Time:** 1 action; **Range:** touch; **Target:** creatures touched; **Duration:** 2 hours/level split among the recipients; **Save:** Fortitude negates (harmless); **Resistance:** yes (harmless)  
As ant haul, but you may divide the duration among creatures touched.

### Aspect of the Bear Druid 2

**School:** transmutation (polymorph); **Components:** V, S, DF; **Casting Time:** 1 action; **Range:** personal; **Target:** you; **Duration:** 1 minute/level  
+2 AC and combat maneuver rolls.

### Barkskin Druid 2

**School:** transmutation; **Components:** V, S, DF; **Casting Time:** 1 action; **Range:** touch; **Target:** living creature touched; **Duration:** 10 min./level; **Save:** none; **Resistance:** yes (harmless)  
Grants +2 (or higher) enhancement to natural armor.

### Bear's Endurance Druid 2

**School:** transmutation; **Components:** V, S, M/DF (a few hairs, or a pinch of dung, from a bear); **Casting Time:** 1 action; **Range:** touch; **Target:** creature touched; **Duration:** 1 min./level; **Save:** Will negates (harmless); **Resistance:** yes  
Subject gains +4 to Con for 1 min./level.

### Beastspeak Druid 2

**School:** divination; **Components:** S, DF; **Casting Time:** 1 action; **Range:** personal; **Target:** you; **Duration:** 10 minutes/level  
Speak normally while in animal form.

### Binding Earth Druid 2

**School:** transmutation [earth]; **Components:** V, S, DF; **Casting Time:** 1 action; **Range:** close (25 ft + 5 ft./2 levels); **Target:** one creature or unattended object (see text); **Duration:** 1 round/level; **Save:** DC 18 Fortitude negates; **Resistance:** yes  
Target treats areas of earth and stone as difficult terrain and takes 1d6 damage every 5 ft.

### Brittle Portal Druid 2

**School:** transmutation; **Components:** V, S; **Casting Time:** 1 action; **Range:** close (25 ft. + 5 ft./2 levels); **Area:** 5-ft.-radius spread; **Duration:** 1 round/level; **Save:** DC 18 Will negates (object); **Resistance:** yes (object)  
Reduce hardness of a flat surface.

### Bull's Strength Druid 2

**School:** transmutation; **Components:** V, S, M/DF (a few hairs, or a pinch of dung, from a bull); **Casting Time:** 1 action; **Range:** touch; **Target:** creature touched; **Duration:** 1 min./level; **Save:** Will negates (harmless); **Resistance:** yes (harmless)  
Subject gains +4 to Str for 1 min./level.

### Bull's Strength Druid 2

**School:** transmutation; **Components:** V, S, M/DF (a few hairs, or a pinch of dung, from a bull); **Casting Time:** 1 action; **Range:** touch; **Target:** creature touched; **Duration:** 1 min./level; **Save:** Will negates (harmless); **Resistance:** yes (harmless)  
Subject gains +4 to Str for 1 min./level.

### Burdened Thoughts Druid 2

**School:** enchantment (compulsion) [mind-affecting]; **Components:** V, S, M (a lead bearing wrapped in clay); **Casting Time:** 1 action; **Range:** medium (100 + 10 ft./level); **Target:** one creature; **Duration:** 1 round/level; **Save:** DC 18 Will negates; **Resistance:** yes  
You fill a creature's mind with the realization of its earthly weight and responsibilities.

### Burning Gaze Druid 2

**School:** evocation / fire elemental [fire]; **Components:** V, S, M/DF (eye of a mundane salamander); **Casting Time:** 1 action; **Range:** personal; **Target:** you; **Duration:** 1 round/level; **Save:** DC 18 Fortitude negates (see text); **Resistance:** yes  
Inflict 1d6 fire damage to creature by looking at it.

## Kaikura, Druid (Goliath Druid) 9 – Spells

### Burst of Radiance Druid 2

**School:** evocation [good, light]; **Components:** V, S, M/DF (a piece of flint and a pinch of silver dust); **Casting Time:** 1 action; **Range:** long (400 + 40 ft./level); **Area:** 10-ft.-radius burst; **Duration:** instantaneous; **Save:** DC 18 Reflex partial; **Resistance:** yes  
Creatures in a 10-ft.-radius burst are blinded 1d4 rds (dazzled if save). Evil creatures take 1d4 dam/level (max 5d4, no save).

### Callback Druid 2

**School:** conjuration (teleport); **Components:** V, S, M (crushed grasshopper); **Casting Time:** 1 action; **Range:** long (400 ft. + 40 ft./level); **Target:** your familiar; **Duration:** 10 minutes/level or until expended (see text); **Save:** Fortitude negates (harmless); **Resistance:** yes (harmless)  
Familiar teleports back to you after taking HP damage.

### Campfire Wall Druid 2

**School:** evocation / fire elemental [fire, light]; **Components:** V, S, M/DF (ash made from burnt thorns); **Casting Time:** 1 action; **Range:** close (25 + 5 ft./2 levels); **Effect:** 20-ft.-radius sphere centered on fire source; **Duration:** 2 hours/level; see below (D); **Save:** none; **Resistance:** yes  
Creates a shelter around a campfire.

### Carry Companion Druid 2

**School:** transmutation; **Components:** V, S, M (a pinch of sand or limestone dust); **Casting Time:** 1 action; **Range:** touch; **Target:** one willing creature touched; **Duration:** permanent; see text; **Save:** none; **Resistance:** yes (harmless)  
Turn willing animal/magical beast into palm sized stone figurine.

### Cat's Grace Druid 2

**School:** transmutation / wood elemental; **Components:** V, S, M (pinch of cat fur); **Casting Time:** 1 action; **Range:** touch; **Target:** creature touched; **Duration:** 1 min./level; **Save:** Will negates (harmless); **Resistance:** yes  
Subject gains +4 to Dex for 1 min./level.

### Certain Grip Druid 2

**School:** transmutation; **Components:** V, S, M/DF (a tiny ball of tar); **Casting Time:** 1 action; **Range:** touch; **Target:** creature touched; **Duration:** 10 minutes/level (D); **Save:** Will negates (harmless); **Resistance:** yes (harmless)  
You gain a +4 competence bonus on Acrobatics and Climb checks and to CMD.

### Chill Metal Druid 2

**School:** transmutation / metal elemental [cold]; **Components:** V, S, DF; **Casting Time:** 1 action; **Range:** close (25 + 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, none of which can be more than 30 ft. away from any of the rest; **Duration:** 7 rounds; **Save:** DC 18 Will negates (object); **Resistance:** yes (object)  
Cold metal damages those who touch it.

### Climbing Beanstalk Druid 2

**School:** conjuration (creation); **Components:** V, S, DF; **Casting Time:** 1 action; **Range:** close (25 + 5 ft./2 levels); **Effect:** 5-ft. square of climbable beanstalks; **Duration:** instantaneous  
Create a beanstalk that is very easy to climb.

### Companion Life Link Druid 2

**School:** necromancy / wood elemental; **Components:** V, S, M/DF (a drop of eidolon ichor); **Casting Time:** 1 action; **Range:** touch; **Target:** one of your animal companions or your familiar; **Duration:** 1 minute/level (see below); **Save:** Fortitude negates (harmless); **Resistance:** yes (harmless)  
Sense whenever your companion is wounded and call out to it in a time of need.

### Defoliate Druid 2

**School:** necromancy; **Components:** V, S, M (a locust); **Casting Time:** 1 action; **Range:** close (25 ft. + 5 ft./2 levels); **Duration:** instantaneous; **Save:** none; **Resistance:** yes  
Destroy plant life and damage plant creatures.

### Delay Poison Druid 2

**School:** conjuration (healing); **Components:** V, S, DF; **Casting Time:** 1 action; **Range:** touch; **Target:** creature touched; **Duration:** 1 hour/level; **Save:** Fortitude negates (harmless); **Resistance:** yes (harmless)  
Stops poison from harming subject for 1 hour/level.

### Detect Magic, Greater Druid 2

**School:** divination; **Components:** V, S; **Casting Time:** 1 action; **Range:** 60 ft.; **Area:** cone-shaped emanation; **Duration:** concentration, up to 1 minute/level (D); **Save:** none; **Resistance:** no  
As *detect magic*, but learn more information.

### Determine Depth Druid 2

**School:** divination; **Components:** V, S; **Casting Time:** 1 action; **Range:** touch; **Target:** solid surface touched; **Duration:** concentration, up to 1 round/level (D); **Save:** none; **Resistance:** no  
Determine exact thickness of solid barrier to the opposite side.

### Dragon Turtle Shell Druid 2

**School:** abjuration; **Components:** V, S, M (a piece of turtle shell); **Casting Time:** 1 action; **Range:** personal; **Target:** you; **Duration:** 1 round/level  
Natural weapons of foes deal damage as smaller size.

### Eagle Eye Druid 2

**School:** divination; **Components:** V, S, DF; **Casting Time:** 1 minute; **Range:** long (400 + 40 ft./level); **Effect:** magical sensor; **Duration:** 1 minute/level (D); **Save:** none; **Resistance:** no  
Creates a magical sensor high above you.

### Elemental Speech Druid 2

**School:** divination / all elements [air, earth, fire, water]; **Components:** V, S, M (iron filings); **Casting Time:** 1 action; **Range:** personal; **Target:** you; **Duration:** 1 minute/level  
Enables you to speak to elementals and some creatures.

### Endure Elements, Communal Druid 2

**School:** abjuration; **Components:** V, S; **Casting Time:** 1 action; **Range:** touch; **Target:** creatures touched; **Duration:** 24 hours split among the recipients; **Save:** Will negates (harmless); **Resistance:** yes (harmless)  
As endure elements, but you may divide the duration among creatures touched.

### Euphoric Cloud Druid 2

**School:** conjuration (creation) [poison]; **Components:** V, S, M (rare mushrooms worth 5 gp); **Casting Time:** 1 action; **Range:** medium (100 + 10 ft./level); **Effect:** fog spreads in 20-ft. radius, 20 ft. high; **Duration:** 1 round/level; **Save:** DC 18 Fortitude negates (see text); **Resistance:** no  
Fog obscures vision and fascinates living creatures.

### Feast of Ashes Druid 2

**School:** transmutation; **Components:** V, S, M (a pinch of ash); **Casting Time:** 1 action; **Range:** close (25 + 5 ft./2 levels); **Target:** one creature; **Duration:** 2 days/level (D); **Save:** DC 18 Fortitude negates; **Resistance:** yes  
A target starves with an insatiable hunger.

## Kaikura, Druid (Goliath Druid) 9 – Spells

### Fiery Runes Druid 2

**School:** evocation [fire]; **Components:** V, S; **Casting Time:** 1 action; **Range:** touch; **Target:** melee weapon touched; **Duration:** 1 minute/level or until discharged (see text); **Save:** none; **Resistance:** yes (see text)  
Rune deals 1d4+1 fire damage/ 2 caster levels beyond third (max 5d4+5) when discharged.

### Fire Trap Druid 2

**School:** abjuration / fire elemental [fire]; **Components:** V, S, M (gold dust worth 25 gp); **Casting Time:** 10 minutes; **Range:** touch; **Target:** object touched; **Duration:** permanent until discharged (D); **Save:** DC 18 Reflex half; see text; **Resistance:** yes  
Opened object deals 1d4 damage + 1/level.

### Flame Blade Druid 2

**School:** evocation [fire]; **Components:** V, S, DF; **Casting Time:** 1 action; **Range:** 0 ft.; **Effect:** sword-like beam; **Duration:** 1 min./level (D); **Save:** none; **Resistance:** yes  
Touch attack deals 1d8 + 1/two levels damage.

### Flaming Sphere Druid 2

**School:** evocation / fire elemental [fire]; **Components:** V, S, M/DF (tallow, brimstone, and powdered iron); **Casting Time:** 1 action; **Range:** medium (100 + 10 ft./level); **Effect:** 5-ft.-diameter sphere; **Duration:** 1 round/level; **Save:** DC 18 Reflex negates; **Resistance:** yes  
Rolling ball of fire deals 3d6 fire damage.

### Flurry of Snowballs Druid 2

**School:** evocation [cold, water]; **Components:** V, S; **Casting Time:** 1 action; **Range:** 30 ft.; **Area:** 30 ft. cone-shaped burst; **Duration:** instantaneous; **Save:** DC 18 Reflex half; **Resistance:** no  
Deal 4d6 cold damage in a 30 ft cone shaped burst.

### Fog Cloud Druid 2

**School:** conjuration / water elemental (creation); **Components:** V, S; **Casting Time:** 1 action; **Range:** medium (100 ft. + 10 ft. level); **Effect:** fog spreads in 20-ft. radius; **Duration:** 10 min./level; **Save:** none; **Resistance:** no  
Fog obscures vision.

### Forest Friend Druid 2

**School:** abjuration; **Components:** V, S, M (a pinch of manure); **Casting Time:** 1 round; **Range:** close (25 + 5 ft./2 levels); **Target:** one willing living creature per three levels, no two of which may be more than 30 ft. apart.; **Duration:** 1 minute/level; **Save:** none; **Resistance:** no  
Plants in a forested area become helpful instead of hindering you and your allies.

### Frigid Touch Druid 2

**School:** evocation / water elemental [cold]; **Components:** V, S; **Casting Time:** 1 action; **Range:** touch; **Target:** creature touched; **Duration:** instantaneous; **Save:** none; **Resistance:** yes  
Target takes cold damage and is staggered.

### Frost Fall Druid 2

**School:** evocation / water elemental (cold); **Components:** V, S; **Casting Time:** 1 action; **Range:** close (25 + 5 ft./2 levels); **Area:** 5-foot radius burst; **Duration:** 1 round/2 levels; **Save:** DC 18 Fortitude partial; **Resistance:** yes  
The area is covered in a chilling frost.

### Garden of Peril Druid 2

**School:** conjuration (creation) [poison]; **Components:** V, S, M/DF (a pinch of spores); **Casting Time:** 1 action; **Range:** medium (100 ft. + 10 ft./level); **Effect:** one poisonous mushroom/level, no two of which can be more than 30 ft. apart.; **Duration:** 1 round/level (D); **Save:** DC 18 Fortitude negates; **Resistance:** no  
Create mushrooms that you can cause to emit poison spores as a move action each round after casting the spell. Creatures failing their save against the poison are sickened 1d4 rounds. Durations stack.

### Gird Ally Druid 2

**School:** abjuration; **Components:** V, S; **Casting Time:** 1 action; **Range:** close (25 ft. + 5 ft./2 levels); **Target:** one summoned creature you control/level, no two of which can be more than 30 ft. apart; **Duration:** 1 round/level (D); **Save:** none; **Resistance:** no  
Target summoned creature(s) gain deflection bonus to AC equal to 1 + 1/6 caster levels you possess (+4 maximum).

### Glide Druid 2

**School:** transmutation / air elemental; **Components:** V, S, M/DF (a leaf); **Casting Time:** 1 action; **Range:** personal; **Target:** you; **Duration:** until landing or 1 minute/level (D)  
You take no falling damage and move 60 ft./round while falling.

### Gozeh's Trident Druid 2

**School:** evocation [electricity]; **Components:** V, S, DF; **Casting Time:** 1 action; **Range:** 0 ft.; **Effect:** trident-like bolt of electricity; **Duration:** 1 minute/level (D); **Save:** none; **Resistance:** yes  
Blazing forked bolt of electricity in your hand does 1d8 elec. damage, +1/2 levels.

### Greensight Druid 2

**School:** transmutation; **Components:** V, S, M (a leaf); **Casting Time:** 1 action; **Range:** touch; **Duration:** 10 minutes/level; **Save:** Will negates (harmless); **Resistance:** no  
See through plant matter as though it were transparent.

### Gust of Wind Druid 2

**School:** evocation / air elemental [air]; **Components:** V, S; **Casting Time:** 1 action; **Range:** 60 ft.; **Effect:** line-shaped gust of severe wind emanating out from you to the extreme of the range; **Duration:** 1 round; **Save:** DC 18 Fortitude negates; **Resistance:** yes  
Blows away or knocks down smaller creatures.

### Hanspur's Flotsam Vessel Druid 2

**School:** divination; **Components:** V, S, M (driftwood branch or river rat's tail); **Casting Time:** 1 minute; **Range:** close (25 ft. + 5 ft./2 levels); **Effect:** raft large enough for caster and one passenger/2 levels; **Duration:** 1 hour/level (D); **Save:** none; **Resistance:** no  
Creates a raft approximately 5 ft. sq. + 5 sq. ft. / levels that can transport cargo up to 300 lbs. or people.

### Harmless Form Druid 2

**School:** transmutation (polymorph); **Components:** V, S; **Casting Time:** 1 action; **Range:** touch; **Target:** one willing animal companion, familiar, or spirit animal; **Duration:** 8 hours (D); **Save:** Fortitude negates (harmless); **Resistance:** yes (harmless)  
Transform target into harmless animal of the same approximate body type.

### Harvest Season Druid 2

**School:** abjuration; **Components:** V, S, M; **Casting Time:** 1 minute; **Range:** close (25 ft. + 5 ft./2 levels); **Target:** one plant; **Duration:** instantaneous; see text; **Save:** none; **Resistance:** no  
Spell produces edible fruit or flowers on target plant fit for humanoid consumption, one such food object per caster level. This food rots away in 24 hours if not consumed.

## Kaikura, Druid (Goliath Druid) 9 – Spells

### Heat Metal Druid 2

**School:** transmutation / metal elemental [fire]; **Components:** V, S, DF; **Casting Time:** 1 action; **Range:** close (25 + 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; **Save:** DC 18 Will negates (object); **Resistance:** yes (object)  
Makes metal so hot it damages those who touch it.

### Hold Animal Druid 2

**School:** enchantment (compulsion) [mind-affecting]; **Components:** V, S; **Casting Time:** 1 action; **Range:** medium (100 + 10 ft./level); **Target:** one animal; **Duration:** 1 round/level (D); see text; **Save:** DC 18 Will negates; see text; **Resistance:** yes  
Paralyzes one animal for 1 round/level.

### Inner Focus Druid 2

**School:** illusion (glamer); **Components:** V, S, DF; **Casting Time:** 1 action; **Range:** personal; **Target:** you; **Duration:** 10 minutes/level; **Save:** none (harmless); **Resistance:** no  
Cast spells without holding or revealing your holy or unholy symbol.

### Invigorating Poison Druid 2

**School:** transmutation; **Components:** V, S, M/DF (an apple seed); **Casting Time:** 1 action; **Range:** touch; **Target:** creature touched; **Duration:** 10 minutes/level; **Save:** Fortitude negates (harmless); **Resistance:** yes (harmless)  
Touched creature gains +4 alchemical bonus to ability score when poison would inflict poison damage.

### Lay of the Land Druid 2

**School:** divination; **Components:** V, S, M (a piece of soil from the land to be memorized); **Casting Time:** 1 minute; **Range:** personal; **Target:** you; **Duration:** 1 day; **Save:** none; **Resistance:** yes  
+5 bonus on survival (not get lost) & Knowledge (geography) checks, & use untrained in 1 mile/lvl radius.

### Lockjaw Druid 2

**School:** transmutation; **Components:** V, S, M (sticky tree gum); **Casting Time:** 1 action; **Range:** touch; **Target:** creature touched; **Duration:** 1 round/level; **Save:** DC 18 Fortitude negates (harmless); **Resistance:** yes (harmless)  
Gives creature grab ability with a natural attack.

### Masterwork Transformation Druid 2

**School:** transmutation / void elemental; **Components:** V, S, M, see text; **Casting Time:** 1 hour; **Range:** touch; **Target:** one weapon, suit of armor, shield, tool, or skill kit touched; **Duration:** instantaneous; **Save:** none; **Resistance:** no  
Make a normal item into a masterwork one.

### Natural Rhythm Druid 2

**School:** transmutation; **Components:** V, S, M (a handful of pebbles dropped one by one onto the ground); **Casting Time:** 1 action; **Range:** touch; **Target:** creature touched; **Duration:** 1 round/level; **Save:** DC 18 Will negates (harmless); **Resistance:** yes (harmless)  
+1 on damage rolls with each hit (max +5).

### Owl's Wisdom Druid 2

**School:** transmutation; **Components:** V, S, M/DF (feathers or droppings from an owl); **Casting Time:** 1 action; **Range:** touch; **Target:** creature touched; **Duration:** 1 min./level; **Save:** Will negates (harmless); **Resistance:** yes  
Subject gains +4 to Wis for 1 min./level.

### Pernicious Poison Druid 2

**School:** necromancy [poison]; **Components:** V, S, DF; **Casting Time:** 1 action; **Range:** touch; **Target:** creature touched; **Duration:** 10 minutes/level; **Save:** none; **Resistance:** yes  
Target takes a -4 penalty against poison.

### Planetarium Druid 2

**School:** illusion (figment); **Components:** V, S; **Casting Time:** 1 action; **Range:** close (25 ft. + 5 ft./2 levels); **Effect:** 15-ft.-radius spherical projection of night sky; **Duration:** concentration + 3 rounds; **Save:** Will disbelief (harmless); **Resistance:** none  
You project an image of the night sky based on your current location and the local time, allowing you to observe the heavens and all of its celestial bodies and features even during the daytime, indoors, or underground. Anyone within the planetarium's sphere can see the projection, though outside of the sphere the image becomes grainy and indistinct.

### Pox Pustules Druid 2

**School:** necromancy; **Components:** V, S, M (leaves from a toxic plant); **Casting Time:** 1 action; **Range:** close (25 + 5 ft./2 levels); **Target:** one creature; **Duration:** 1 minute/level; **Save:** DC 18 Fortitude negates; **Resistance:** yes  
Subject is sickened and has -4 Dex.

### Recentering Drone Druid 2

**School:** abjuration; **Components:** V, S, DF; **Casting Time:** 1 action; **Range:** close (25 ft. + 2 ft./5 levels); **Target:** one creature/2 levels (no two of which may be more than 30 ft. apart); **Duration:** concentration; **Save:** Will negates (harmless); **Resistance:** yes (harmless)  
Allow targets to ignore minor debilitating conditions or lessen one.

### Reduce Animal Druid 2

**School:** transmutation; **Components:** V, S; **Casting Time:** 1 action; **Range:** touch; **Target:** one willing animal of Small, Medium, Large, or Huge size; **Duration:** 1 hour/level (D); **Save:** none; **Resistance:** no  
Shrinks one willing animal.

### Resist Energy Druid 2

**School:** abjuration / all elements; **Components:** V, S, DF; **Casting Time:** 1 action; **Range:** touch; **Target:** creature touched; **Duration:** 10 min./level; **Save:** Fortitude negates (harmless); **Resistance:** yes (harmless)  
Ignores first 10 (or more) points of damage per attack from specified energy type.

### Restoration, Lesser Druid 2

**School:** conjuration (healing); **Components:** V, S; **Casting Time:** 3 rounds; **Range:** touch; **Target:** creature touched; **Duration:** instantaneous; **Save:** Will negates (harmless); **Resistance:** yes (harmless)  
Dispels magical ability penalty or repairs 1d4 ability damage.

### Riversight Druid 2

**School:** divination (scrying); **Components:** V, S, F/DF (a smooth river stone); **Casting Time:** 1 action; **Range:** see text; **Target:** nonmagical freshwater waterway; **Effect:** magical sensor; **Duration:** 1 minute/level (D); **Save:** none; **Resistance:** no  
View events transpiring on touched watercourse, seeing anything on or within river as if you were at the location yourself within 15' of banks.

### Scamper Druid 2

**School:** transmutation; **Components:** V, S; **Casting Time:** 1 swift action; **Range:** close (25 ft. + 5 ft./2 levels); **Target:** your animal companion; **Duration:** 1 round; **Save:** none; **Resistance:** no  
Your animal companion moves with astonishing agility and speed until the end of its turn. It can move at full speed while using Acrobatics, and it gains a competence bonus equal to twice your caster level (maximum +20 at 10th level) on Acrobatics checks made to avoid attacks of opportunity or move through a square occupied by an enemy.

## Kaikura, Druid (Goliath Druid) 9 – Spells

### Scent Trail Druid 2

**School:** transmutation; **Components:** V, S, M (a queen ant); **Casting Time:** 1 action; **Range:** close (25 + 5 ft./2 levels); **Target:** one creature/level, no two of which can be more than 30 ft. apart; **Duration:** 1 hour/level; **Save:** DC 18 Fortitude negates (harmless); **Resistance:** yes (harmless)  
Leave trail for allies to follow.

### Sea Steed Druid 2

**School:** transmutation (polymorph); **Components:** V, S, DF; **Casting Time:** 1 action; **Range:** touch; **Target:** your mount; **Duration:** 10 minutes/level (D); **Save:** Will negates (harmless); **Resistance:** no  
Companion gains aquatic, amphibious, and swim speed.

### Share Language Druid 2

**School:** divination; **Components:** V, S, M (a page from a dictionary); **Casting Time:** 1 action; **Range:** touch; **Target:** creature touched; **Duration:** 24 hours; **Save:** DC 18 Will negates (harmless); **Resistance:** yes (harmless)  
Subject understands chosen language.

### Sickening Entanglement Druid 2

**School:** transmutation [poison]; **Components:** V, S, DF; **Casting Time:** 1 action; **Range:** long (400 + 40 ft./level); **Area:** plants in a 40-ft.-radius spread; **Duration:** 1 min./level (D); **Save:** DC 18 Reflex partial and fortitude negates (see text); **Resistance:** no  
As entangle, but plants have sickening sap.

### Slipstream Druid 2

**School:** conjuration / water elemental (creation) [water]; **Components:** V, S, M/DF (a few drops of oil and water); **Casting Time:** 1 action; **Range:** touch; **Target:** creature touched; **Duration:** 10 minutes/level (D); **Save:** DC 18 Reflex negates (harmless); **Resistance:** no  
Wave boosts creature's speed.

### Soften Earth and Stone Druid 2

**School:** transmutation [earth]; **Components:** V, S, DF; **Casting Time:** 1 action; **Range:** close (25 + 5 ft./2 levels); **Area:** 10-ft. square/level; see text; **Duration:** instantaneous; **Save:** none; **Resistance:** no  
Turns stone to clay, or dirt to sand or mud.

### Spider Climb Druid 2

**School:** transmutation; **Components:** V, S, M (a live spider); **Casting Time:** 1 action; **Range:** touch; **Target:** creature touched; **Duration:** 10 min./level; **Save:** Will negates (harmless); **Resistance:** yes (harmless)  
Grants ability to walk on walls and ceilings.

### Stone Call Druid 2

**School:** conjuration / earth elemental (creation) [earth]; **Components:** V, S, DF; **Casting Time:** 1 action; **Range:** medium (100 + 10 ft./level); **Area:** cylinder (40-ft. radius, 20 ft. high); **Duration:** 1 round/level; **Save:** none; **Resistance:** no  
2d6 damage to all creatures in area.

### Stone Discus Druid 2

**School:** conjuration / earth elemental (creation) [earth]; **Components:** V, S, M (a pinch of earth or metal); **Casting Time:** 1 action; **Range:** close (25 + 5 ft./2 levels); **Effect:** one or more stone discuses; **Duration:** instantaneous; **Save:** none; **Resistance:** no  
Flying discus deals bludgeoning or slashing damage.

### Stone Throwing Druid 2

**School:** transmutation; **Components:** V, S, M (powdered stone); **Casting Time:** 1 action; **Range:** touch; **Target:** creature touched; **Duration:** 1 minute/level; **Save:** Fortitude negates (harmless); **Resistance:** yes (harmless)  
The subject gains the rock throwing and rock catching abilities.

### Summon Nature's Ally II Druid 2

**School:** conjuration (summoning); **Components:** V, S, DF; **Casting Time:** 1 round; **Range:** close (25 + 5 ft./2 levels); **Effect:** one summoned creature; **Duration:** 1 round/level (D); **Save:** none; **Resistance:** no  
Summons creature to fight for you.

### Summon Swarm Druid 2

**School:** conjuration (summoning); **Components:** V, S, M/DF (a square of red cloth); **Casting Time:** 1 round; **Range:** close (25 + 5 ft./2 levels); **Effect:** one swarm of bats, rats, or spiders; **Duration:** concentration + 2 rounds; **Save:** none; **Resistance:** no  
Summons swarm of bats, rats, or spiders.

### Tar Ball Druid 2

**School:** transmutation; **Components:** V, S, M (a tiny ball of bitumen); **Casting Time:** 1 action; **Range:** close (25 + 5 ft./2 levels); **Effect:** ranged attack; **Duration:** instantaneous; **Save:** none; **Resistance:** no  
Burning tar harms target and penalizes its Dex.

### Tree Shape Druid 2

**School:** transmutation / wood elemental; **Components:** V, S, DF; **Casting Time:** 1 action; **Range:** personal; **Target:** you; **Duration:** 1 hour/level (D)  
You look exactly like a tree for 1 hour/level.

### Unshakable Chill Druid 2

**School:** necromancy / water elemental [cold]; **Components:** V, S, M; **Casting Time:** 1 action; **Range:** close (25 + 5 ft./2 levels); **Target:** one creature; **Duration:** 10 minutes/level; see text; **Save:** DC 18 Fortitude negates (see text); **Resistance:** yes  
Target is afflicted with severe cold.

### Venomous Bite Druid 2

**School:** transmutation [poison]; **Components:** V, S, M (1 vial of injury poison worth at least 75 gp), DF; **Casting Time:** 1 action; **Range:** touch; **Target:** creature touched; **Duration:** 1 round/level (D); **Save:** Fortitude negates (harmless); **Resistance:** yes (harmless)  
Touched target's teeth become envenomed with vial of poison used as material component. Bite attack from creature delivers 1 dose of poison, 1 dose is created per 5 caster levels you possess.

### Vine Strike Druid 2

**School:** conjuration (creation); **Components:** V, S; **Casting Time:** 1 action; **Range:** personal; **Target:** you; **Duration:** 1 minute/level (D); **Save:** DC 18 Reflex negates (see text); **Resistance:** yes  
Unarmed and natural attacks deal an +1d6 damage and entangles foes.

### Warp Wood Druid 2

**School:** transmutation; **Components:** V, S; **Casting Time:** 1 action; **Range:** close (25 + 5 ft./2 levels); **Target:** 1 Small wooden object/level, all within a 20-ft. radius; **Duration:** instantaneous; **Save:** DC 18 Will negates (object); **Resistance:** yes (object)  
Bends wood.

### Wartrain Mount Druid 2

**School:** enchantment (compulsion) [mind-affecting]; **Components:** V, S, M (a swatch of black cloth); **Casting Time:** 1 minute; **Range:** close (25 + 5 ft./2 levels); **Target:** one indifferent or friendly animal; **Duration:** 1 hour/level; **Save:** none; **Resistance:** yes  
Animal gains combat training.

### Web Shelter Druid 2

**School:** conjuration (creation); **Components:** V, S, DF; **Casting Time:** 1 minute; **Range:** close (25 + 5 ft./2 levels); **Effect:** 5 ft.-10 ft. diameter web sphere or 5 ft.-20 ft. hemisphere; **Duration:** 1 hour/level (D); **Save:** none; **Resistance:** no  
Create a comfortable shelter made of webbing.

## Kaikura, Druid (Goliath Druid) 9 – Spells

### Whip of Spiders Druid 2

**School:** conjuration (summoning); **Components:** V, S, M/DF (a square of red cloth); **Casting Time:** 1 action; **Range:** 0 ft.; **Effect:** whiplike swarm; **Duration:** 1 round/level (D) (see text); **Save:** none; **Resistance:** yes  
Create a whip made of poisonous spiders.

### Whispering Wind Druid 2

**School:** transmutation / air elemental / wood elemental [air]; **Components:** V, S; **Casting Time:** 1 action; **Range:** 1 mile/level; **Area:** 10-ft.-radius spread; **Duration:** no more than 1 hour/level or until discharged (destination is reached); **Save:** none; **Resistance:** no  
Sends a short message 1 mile/level.

### Wild Instinct Druid 2

**School:** divination; **Components:** V, S, DF; **Casting Time:** 1 action; **Range:** personal; **Target:** you; **Duration:** 8 hours  
This spell sharpens your senses, allowing you to perceive threats you would otherwise miss.

### Wilderness Soldiers Druid 2

**School:** transmutation; **Components:** V, S; **Casting Time:** 1 action; **Range:** 30 ft.; **Area:** 30-ft.-radius emanation, centered on you; **Duration:** 1 round/level; **Save:** none; **Resistance:** no  
Nearby plants aid you in combat.

### Winter's Grasp Druid 2

**School:** conjuration (creation) [cold]; **Components:** V, S, M/DF (ground glass); **Casting Time:** 1 action; **Range:** medium (100 + 10 ft./level); **Area:** 20-ft.-radius spread; **Duration:** 1 round/level; **Save:** none; **Resistance:** no  
Ice encrusts the ground, radiating supernatural cold and making it difficult for creatures to maintain their balance. This icy ground is treated as normal ice, forcing creatures to spend 2 squares of movement to enter an icy square and increasing the DC of Acrobatics checks attempted in the area by 5. A creature that begins its turn in the affected area takes 1d6 points of cold damage, and takes a –2 penalty on saving throws against all spells with the cold descriptor for 1 round.

### Wood Shape Druid 2

**School:** transmutation; **Components:** V, S, DF; **Casting Time:** 1 action; **Range:** touch; **Target:** one touched piece of wood no larger than 10 cu. ft. + 1 cu. ft./level; **Duration:** instantaneous; **Save:** DC 18 Will negates (object); **Resistance:** yes (object)  
Reshapes wooden objects to suit you.

### Accept Affliction Druid 3

**School:** conjuration (healing) [good]; **Components:** V, S, M/DF (dove's heart); **Casting Time:** 1 action; **Range:** touch; **Target:** creature touched; **Duration:** instantaneous; **Save:** Fortitude negates (harmless); **Resistance:** yes (harmless)  
Transfer afflictions or certain conditions from target to yourself.

### Air Geyser Druid 3

**School:** evocation / air elemental / wood elemental [air]; **Components:** V, S; **Casting Time:** 1 action; **Range:** close (25 + 5 ft./2 levels); **Target:** one creature or object up to large size; **Duration:** instantaneous; **Save:** DC 19 Reflex partial (see text); **Resistance:** yes  
Blast of air deals 2d6 bludgeoning damage and knocks opponent upward.

### Anchored Step Druid 3

**School:** transmutation / wood elemental; **Components:** V, S, M (a bit of oak root); **Casting Time:** 1 action; **Range:** personal; **Target:** you; **Duration:** 10 minutes/level (D)  
Vines beneath your feet stabilize you but slow you down.

### Animal Aspect, Greater Druid 3

**School:** transmutation (polymorph); **Components:** V, S, M/DF (a part of the animal); **Casting Time:** 1 action; **Range:** personal; **Target:** you; **Duration:** 1 minute/level (D); **Save:** none; **Resistance:** yes (harmless)  
As animal aspect, but you gain two animal qualities.

### Anthropomorphic Animal Druid 3

**School:** transmutation (polymorph); **Components:** V, S, M (a humanoid thumb bone); **Casting Time:** 1 action; **Range:** touch; **Target:** animal touched; **Duration:** 1 hour/level; **Save:** DC 19 Fortitude negates; **Resistance:** yes  
Animal becomes bipedal.

### Ape Walk Druid 3

**School:** transmutation; **Components:** V, S, M (an ape or monkey paw); **Casting Time:** 1 action; **Range:** touch; **Duration:** 10 minutes/level; **Save:** Will negates (harmless); **Resistance:** yes (harmless)  
The subject can climb as well as an ape or monkey.

### Apport Animal Druid 3

**School:** conjuration (teleport); **Components:** V; **Casting Time:** 1 action; **Range:** touch; **Target:** one touched animal of tiny or smaller size; **Duration:** instantaneous or 1 hour/level; **Save:** DC 19 Will negates; **Resistance:** yes  
This spell functions like *apport object* except the target is an animal. Only normal, nonmagical creatures of the animal type can be teleported.

### Aqueous Orb Druid 3

**School:** conjuration / water elemental (creation) [water]; **Components:** V, S, M (a drop of water and a glass bead); **Casting Time:** 1 action; **Range:** medium (100 + 10 ft./level); **Effect:** 10-ft.-diameter sphere; **Duration:** 1 round/level; **Save:** DC 19 Reflex negates; **Resistance:** no  
Creates rolling sphere of water.

### Ash Storm Druid 3

**School:** conjuration / fire elemental (creation) [fire]; **Components:** V, S, M/DF (a pinch of ash); **Casting Time:** 1 action; **Range:** long (400 + 40 ft./level); **Area:** cylinder (40-ft. radius, 20 ft. high); **Duration:** 1 round/level; **Save:** none; **Resistance:** no  
Hamper vision and movement.

### Aversion Druid 3

**School:** enchantment (compulsion) [mind-affecting]; **Components:** V, S; **Casting Time:** 1 action; **Range:** close (25 + 5 ft./2 levels); **Target:** one creature; **Duration:** 1 day/level; **Save:** DC 19 Will partial; **Resistance:** yes

You plant a revulsion in the mind of the subject, causing her to avoid an object or location. You must choose a specific object or place. A location chosen in this way can be no larger than a cube measuring 50 feet on a side. The aversion is entirely in the target's mind, so the chosen object or location itself isn't subject to any magical effect. If the target fails her saving throw, she can't come within 60 feet of the chosen object or place. She makes every reasonable effort to avoid the object of the aversion, but will not put herself in danger in order to maintain the aversion. For example, if the object of the aversion is a bridge but a forest fire is closing in and will likely kill the target, she ignores the aversion and crosses the bridge to save herself. If the target must ignore the conditions of the aversion, she is nauseated until she is no longer violating the aversion.

If the target succeeds at her saving throw, she is instead sickened while within 60 feet of the object or place, but isn't compelled to stay away from it.

### Badger's Ferocity Druid 3

**School:** transmutation; **Components:** V, S; **Casting Time:** 1 action; **Range:** close (25 + 5 ft./2 levels); **Target:** one weapon/3 levels; **Duration:** concentration; **Save:** DC 19 Will negates (harmless); **Resistance:** yes (harmless)  
Weapons are keen while you concentrate.

## Kaikura, Druid (Goliath Druid) 9 – Spells

### **Bite the Hand** **Druid 3**

**School:** enchantment (compulsion); **Components:** V, S, DF; **Casting Time:** 1 action; **Range:** close (25 ft. + 5 ft./2 levels); **Target:** one creature summoned by a spell or spell-like ability; **Duration:** 1 round/level (D); **Save:** DC 19 Will negates; **Resistance:** yes  
Summoned creature turns on its summoner and attacks.

### **Blade Snare** **Druid 3**

**School:** abjuration; **Components:** V, S; **Casting Time:** 1 action; **Range:** personal; **Target:** you; **Duration:** 1 round/level; **Save:** none; **Resistance:** no  
Opponents weapons become stuck in forcefield surrounding you.

### **Bleed for Your Master** **Druid 3**

**School:** enchantment (compulsion); **Components:** V, S; **Casting Time:** 1 immediate action; **Range:** touch; **Target:** your animal companion, familiar, or fiendish servant; **Duration:** instantaneous; **Save:** none; **Resistance:** no  
Your animal companion intercepts an attack.

### **Burrow** **Druid 3**

**School:** transmutation / earth elemental; **Components:** V, S; **Casting Time:** 1 action; **Range:** touch; **Target:** creature touched; **Duration:** 1 minute/level; **Save:** DC 19 Will negates (harmless); **Resistance:** yes (harmless)  
Target gains a burrow speed of 15.

### **Burst of Nettles** **Druid 3**

**School:** conjuration [acid]; **Components:** V, S; **Casting Time:** 1 action; **Range:** close (25 + 5 ft./2 levels); **Area:** 10-ft.-radius burst; **Duration:** instantaneous; **Save:** DC 19 Reflex half; **Resistance:** yes  
Burst deals 3d6 damage and 1d6 acid.

### **Call Lightning** **Druid 3**

**School:** evocation [electricity]; **Components:** V, S; **Casting Time:** 1 round; **Range:** medium (100 + 10 ft./level); **Effect:** one or more 30-ft.-long vertical lines of lightning; **Duration:** 1 min./level; **Save:** DC 19 Reflex half; **Resistance:** yes  
Calls down lightning bolts (3d6 per bolt) from sky.

### **Channel the Gift** **Druid 3**

**School:** evocation; **Components:** V, S, DF; **Casting Time:** 1 action; **Range:** touch; **Target:** ally spellcaster touched; **Duration:** 1 round or see text; **Save:** Will negates (harmless) or none; **Resistance:** yes (harmless) or no  
You channel magical power into the target to fuel their spellcasting. The next spell they cast of 3rd-level or less does not expend a spell slot; in effect, you are using your spell slot to power their spell.

### **Clear Grove** **Druid 3**

**School:** transmutation; **Components:** V, S, M/DF (a miniature hoe); **Casting Time:** 10 minutes; **Range:** close (25 + 5 ft./2 levels); **Effect:** 20-ft.-radius clearing; **Duration:** 2 hours/level (D); **Save:** none; **Resistance:** no  
Trees, shrubs, and other thick vegetation move out of the spell's area.

### **Cleromancy** **Druid 3**

**School:** divination; **Components:** V, S, F/DF (a set of 64 chicken bones); **Casting Time:** FullRound; **Range:** personal; **Target:** you; **Duration:** 1 round/caster level; **Save:** none; **Resistance:** no  
Roll 1d4/caster level, apply result of selected die as luck bonus on d20 roll for each die.

### **Cloak of Winds** **Druid 3**

**School:** abjuration / air elemental / wood elemental [air]; **Components:** V, S; **Casting Time:** 1 action; **Range:** close (25 + 5 ft./2 levels); **Target:** one living creature; **Duration:** 1 minute/level; **Save:** DC 19 Fortitude negates (harmless); **Resistance:** yes (harmless)  
Creates a screen of wind around you.

### **Collaborative Thaumaturgy** **Druid 3**

**School:** universal; **Components:** V, S, F (a bronze tuning fork); **Casting Time:** 1 immediate action; **Range:** close (25 + 5 ft./2 levels); **Target:** one creature; **Duration:** instantaneous  
Cast on Ally that is casting a spell at least 1 level lower than highest level known, apply one of the following metamagic feat to spell: Enlarge Spell, Extend Spell, Silent Spell, or Still Spell.

### **Companion Mind Link** **Druid 3**

**School:** enchantment (charm) [mind-affecting]; **Components:** V, S; **Casting Time:** 1 action; **Range:** close (25 + 5 ft./2 levels); **Target:** your animal companion; **Duration:** 1 minute/level  
You can talk with your animal companion, and can handle it with supernatural ease.

### **Contagion** **Druid 3**

**School:** necromancy [evil]; **Components:** V, S; **Casting Time:** 1 action; **Range:** touch; **Target:** living creature touched; **Duration:** instantaneous; **Save:** DC 19 Fortitude negates; **Resistance:** yes  
Infects subject with chosen disease.

### **Create Treasure Map** **Druid 3**

**School:** divination; **Components:** V, S, M (powdered metal and rare inks worth 100 gp); **Casting Time:** 1 hour; **Range:** touch; **Target:** one dead creature; **Duration:** instantaneous; **Save:** none; **Resistance:** no  
Creates treasure map out of a creature's corpse.

### **Cup of Dust** **Druid 3**

**School:** transmutation; **Components:** V, S, M (a pinch of dust); **Casting Time:** 1 action; **Range:** close (25 + 5 ft./2 levels); **Target:** one creature; **Duration:** 1 day/level (D); **Save:** DC 19 Fortitude negates; **Resistance:** yes  
Causes a creature to become dehydrated.

### **Cure Moderate Wounds** **Druid 3**

**School:** conjuration (healing); **Components:** V, S; **Casting Time:** 1 action; **Range:** touch; **Target:** creature touched; **Duration:** instantaneous; **Save:** Will half (harmless); see text; **Resistance:** yes (harmless); see text  
Cures 2d8 damage +1/level (max. +10).

### **Daylight** **Druid 3**

**School:** evocation [light]; **Components:** V, S; **Casting Time:** 1 action; **Range:** touch; **Target:** object touched; **Duration:** 10 min./level (D); **Save:** none; **Resistance:** no  
60-ft. radius of bright light.

### **Delay Poison, Communal** **Druid 3**

**School:** conjuration (healing); **Components:** V, S, DF; **Casting Time:** 1 action; **Range:** touch; **Target:** creatures touched; **Duration:** 1 hour/level split among the recipients; **Save:** Fortitude negates (harmless); **Resistance:** yes (harmless)  
As delay poison, but you may divide the duration among creatures touched.

### **Diminish Plants** **Druid 3**

**School:** transmutation; **Components:** V, S, DF; **Casting Time:** 1 action; **Range:** see text; **Target:** see text; **Duration:** instantaneous; **Save:** none; **Resistance:** no  
Reduces size or blights growth of normal plants.

### **Dominate Animal** **Druid 3**

**School:** enchantment (compulsion) [mind-affecting]; **Components:** V, S; **Casting Time:** 1 round; **Range:** close (25 + 5 ft./2 levels); **Target:** one animal; **Duration:** 1 round/level; **Save:** DC 19 Will negates; **Resistance:** yes  
One animal obeys your silent mental commands and orders.

## Kaikura, Druid (Goliath Druid) 9 – Spells

### Drain Poison Druid 3

**School:** transmutation [poison]; **Components:** V, S, M/DF (the fang of a poisonous creature); **Casting Time:** 1 action; **Range:** touch; **Target:** one weapon or single piece of ammunition; **Duration:** 24 hours; **Save:** none; **Resistance:** no

Creature touched by weapon against fang drains venom out of venomous creature, giving you 1 dose of its poison, applied to the weapon in hand.

### Feather Step, Mass Druid 3

**School:** transmutation; **Target:** one creature/level, no two of which can be more than 30 ft. apart

As feather step, but affects many targets rather than one.

### Fungal Infestation Druid 3

**School:** necromancy [disease]; **Components:** V, S; **Casting Time:** 1 action; **Range:** touch; **Target:** creature touched; **Duration:** 1d3 days; **Save:** DC 19 Fortitude negates; **Resistance:** yes

Target takes bleed from attacks.

### Heatstroke Druid 3

**School:** evocation [fire]; **Components:** V, S, M (a drop of sweat); **Casting Time:** 1 action; **Range:** close (25 ft. + 5 ft./2 levels);

**Duration:** 1 minute/level; **Save:** DC 19 Fortitude partial, see text;

**Resistance:** yes

Ray deals 1d4 damage from heatstroke and makes subject exhausted.

### Hide Campsite Druid 3

**School:** illusion (glamer); **Components:** V, S, M (a sprig of mistletoe, and a vial of quicksilver); **Casting Time:** 10 minutes; **Range:** close (25 + 5 ft./2 levels); **Area:** one 20-ft. cube; **Duration:** 2 hours/level (D); **Save:** DC 19 Will disbelief (if interacted with); **Resistance:** no

Hides all traces of your campsite.

### Hunter's Friend Druid 3

**School:** transmutation; **Components:** V, S, DF; **Casting Time:** 1 action; **Range:** touch; **Duration:** 1 hour/level (D); **Save:** Will negates (harmless); **Resistance:** no

Share some class abilities with companion.

### Hydraulic Torrent Druid 3

**School:** evocation / water elemental [water]; **Components:** V, S; **Casting Time:** 1 action; **Range:** 60 ft.; **Area:** 60-ft. line; **Duration:** instantaneous; **Save:** none; **Resistance:** yes

Creates torrent of water that bull rushes any creature in its path.

### Hydrophobia Druid 3

**School:** necromancy [emotion, fear, mind-affecting]; **Components:** V, S; **Casting Time:** 1 action; **Range:** close (25 ft. + 5 ft./2 levels);

**Area:** 30-ft.-radius burst; **Duration:** 1 round/level; **Save:** DC 19 Will negates; **Resistance:** yes

Targets in area must make Will save or become deathly afraid of drowning, can't drink potions/interact with fluids for duration of spell. If within water, target takes 1d6 nonlethal/round.

### Insect Spies Druid 3

**School:** divination; **Components:** V, S, M (a drop of honey); **Casting Time:** 1 round; **Range:** close (25 ft. + 5 ft./2 levels); **Effect:** up to one insect spy/4 levels; **Duration:** 10 minutes/level (D); **Save:** none; **Resistance:** no

Use magic beetles as spies.

### Life Shield Druid 3

**School:** conjuration (healing); **Components:** S, DF; **Casting Time:** 1 action; **Range:** personal; **Target:** you; **Duration:** 1 minute/level or until discharged

Undead creature that damages you with melee attack takes half post reduction damage. Spell is discharged once it deals 5 dmg/CL (max. 50)

### Lily Pad Stride Druid 3

**School:** transmutation; **Components:** V, S, M (a frog's leg); **Casting Time:** 1 action; **Range:** long (400 + 40 ft./level); **Effect:** trail of lily pads behind you; **Duration:** 10 minutes/level (D); see text; **Save:** none; **Resistance:** no

Walk across water on moving lily pads.

### Longstrider, Greater Druid 3

**School:** transmutation; **Components:** V, S, M (a pinch of dirt); **Casting Time:** 1 action; **Range:** personal; **Target:** you; **Duration:** 1 hour/level (D)

As longstrider, plus the speeds of other movement modes increase.

### Mad Monkeys Druid 3

**School:** conjuration (summoning); **Components:** V, S, DF; **Casting Time:** 1 round; **Range:** close (25 + 5 ft./2 levels); **Effect:** swarm of monkeys; **Duration:** 1 round/level; **Save:** none; **Resistance:** no

Summon a swarm of mischievous monkeys.

### Magic Fang, Greater Druid 3

**School:** transmutation; **Components:** V, S, DF; **Casting Time:** 1 action; **Range:** close (25 + 5 ft./2 levels); **Target:** one living creature;

**Duration:** 1 hour/level; **Save:** Will negates (harmless); **Resistance:** yes (harmless)

One natural weapon gets + 1/four levels (max. +5).

### Meld into Stone Druid 3

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

You and your gear merge with stone.

### Nature's Exile Druid 3

**School:** transmutation; **Components:** V, S, DF; **Casting Time:** 1 action; **Range:** touch; **Target:** creature touched; **Duration:** permanent;

**Save:** DC 19 Will negates; **Resistance:** yes

Gives subject -10 on Survival checks.

### Nauseating Trail Druid 3

**School:** conjuration (creation) [poison]; **Components:** V, S, M (a rotten egg or cabbage leaves); **Casting Time:** 1 action; **Range:** medium (100 + 10 ft./level); **Target:** one willing creature; **Duration:** 1 round/level; **Save:** DC 19 None and fortitude negates (see text); **Resistance:** no

Creature leaves a trail of stinking cloud squares.

### Neutralize Poison Druid 3

**School:** conjuration (healing); **Components:** V, S, M/DF (charcoal); **Casting Time:** 1 action; **Range:** touch; **Target:** creature or object of up to 1 cu. ft./level touched; **Duration:** instantaneous or 10 min./level; see text; **Save:** Will negates (harmless, object); **Resistance:** yes (harmless, object)

Immunizes subject against poison, detoxifies venom in or on subject.

### Pack Empathy Druid 3

**School:** divination / wood elemental; **Components:** V, S; **Casting Time:** 1 action; **Range:** close (25 + 5 ft./2 levels); **Target:** you plus one willing living creature per 3 levels, no two of which can be more than 30 ft. apart; **Duration:** 1 hour/level (D); **Save:** none; **Resistance:** no

Create an empathic bond with allies.

### Plant Growth Druid 3

**School:** transmutation / wood elemental; **Components:** V, S, DF; **Casting Time:** 1 action; **Range:** see text; **Target:** see text; **Duration:** instantaneous; **Save:** none; **Resistance:** no

Grows vegetation, improves crops.

## Kaikura, Druid (Goliath Druid) 9 – Spells

### **Pocketful of Vipers** **Druid 3**

**School:** conjuration (summoning); **Components:** V, S, M (a snake scale and fang); **Casting Time:** 1 round; **Range:** touch; **Target:** object touched; **Duration:** 1 hour/level or until discharged (D); **Save:** DC 19 Fortitude negates (object); **Resistance:** no  
Ward a container with summoned vipers.

### **Poison** **Druid 3**

**School:** necromancy; **Components:** V, S, DF; **Casting Time:** 1 action; **Range:** touch; **Target:** living creature touched; **Duration:** instantaneous; see text; **Save:** DC 19 Fortitude negates; see text; **Resistance:** yes  
Touch deals 1d3 Con damage 1/round for 6 rounds.

### **Protection from Energy** **Druid 3**

**School:** abjuration / all elements; **Components:** V, S, DF; **Casting Time:** 1 action; **Range:** touch; **Target:** creature touched; **Duration:** 10 min./level or until discharged; **Save:** Fortitude negates (harmless); **Resistance:** yes (harmless)  
Absorbs 12 points/level of damage from one kind of energy.

### **Pup Shape** **Druid 3**

**School:** transmutation (polymorph); **Components:** V, S, M (a rag doll); **Casting Time:** 1 action; **Range:** close (25 + 5 ft./2 levels); **Target:** one animal; **Duration:** 1 round/level; **Save:** DC 19 Fortitude negates (and Will special, see text); **Resistance:** yes  
Transforms a single animal or magical beast into a younger and cuter version of itself for a short period of time.

### **Quench** **Druid 3**

**School:** transmutation; **Components:** V, S, DF; **Casting Time:** 1 action; **Range:** medium (100 + 10 ft./level); **Area:** one 20-ft. cube/level (S) or one fire-based magic item; **Duration:** instantaneous; **Save:** DC 19 None or Will negates (object); **Resistance:** no or yes (object)  
Extinguishes fires.

### **Rage** **Druid 3**

**School:** enchantment (compulsion) [mind-affecting]; **Components:** V, S; **Casting Time:** 1 action; **Range:** medium (100 + 10 ft./level); **Target:** one willing living creature per three levels, no two of which may be more than 30 ft. apart; **Duration:** concentration + 1 round/level (D); **Save:** none; **Resistance:** yes  
Gives +2 to Str and Con, +1 on Will saves, -2 to AC.

### **Rain of Frogs** **Druid 3**

**School:** conjuration (summoning); **Components:** V, S, M/DF (a square of red cloth); **Casting Time:** 1 round; **Range:** close (25 + 5 ft./2 levels); **Effect:** one swarm of poisonous frogs; **Duration:** concentration +2 rounds; **Save:** none; **Resistance:** no  
Summon a swarm of poisonous frogs.

### **Raven's Flight** **Druid 3**

**School:** transmutation; **Components:** V; **Casting Time:** 1 swift action; **Range:** personal; **Target:** you; **Duration:** 1 round  
You turn into a Tiny blurred shape reminiscent of a black raven until the beginning of your next turn.

### **Remove Disease** **Druid 3**

**School:** conjuration (healing); **Components:** V, S; **Casting Time:** 1 action; **Range:** touch; **Target:** creature touched; **Duration:** instantaneous; **Save:** Fortitude negates (harmless); **Resistance:** yes (harmless)  
Cures all diseases affecting subject.

### **Resinous Skin** **Druid 3**

**School:** transmutation; **Components:** V, S; **Casting Time:** 1 action; **Range:** personal; **Target:** you; **Duration:** 10 minutes/level; **Save:** see text; **Resistance:** no  
You gain DR 5/piercing and +4 to CMD against disarm attempts.

### **Resist Energy, Communal** **Druid 3**

**School:** abjuration / all elements; **Components:** V, S, DF; **Casting Time:** 1 action; **Range:** touch; **Target:** creatures touched; **Duration:** 10 min./level split among the recipients; **Save:** Fortitude negates (harmless); **Resistance:** yes (harmless)  
As resist energy, but you may divide the duration among creatures touched.

### **Share Language, Communal** **Druid 3**

**School:** divination; **Components:** V, S, M (a page from a dictionary); **Casting Time:** 1 action; **Range:** touch; **Target:** creatures touched; **Duration:** 24 hours split among the recipients; **Save:** Will negates (harmless); **Resistance:** yes (harmless)  
As share language, but you may divide the duration among creatures touched.

### **Sheet Lightning** **Druid 3**

**School:** evocation (electric); **Components:** V, S; **Casting Time:** 1 action; **Range:** medium (100 ft. + 10 ft./level); **Area:** 20 ft radius spread; **Duration:** instantaneous; **Save:** DC 19 Fortitude partial; **Resistance:** yes  
Deal 1 electricity damage and pain dazes or dazzles the foe.

### **Shifting Sand** **Druid 3**

**School:** transmutation / earth elemental [earth]; **Components:** V, S, M (a handful of sand); **Casting Time:** 1 action; **Range:** medium (100 + 10 ft./level); **Area:** 20-ft. spread; **Duration:** 1 round/level (D); **Save:** DC 19 Reflex negates; see text; **Resistance:** no  
Creates difficult terrain and erases tracks, can carry along some creatures and objects.

### **Silverlight** **Druid 3**

**School:** evocation [light]; **Components:** V, S, M (a silver coin worth 0.1 gp); **Casting Time:** 1 action; **Range:** touch; **Target:** object touched; **Duration:** 1 minute/level (D); **Save:** DC 19 Fortitude partial; **Resistance:** no  
Creatures vulnerable to silver are dazzled or sickened.

### **Siphon Might** **Druid 3**

**School:** necromancy; **Components:** V, S; **Casting Time:** 1 round; **Range:** close (25 + 5 ft./2 levels); **Target:** one creature; **Duration:** 1 round/level; **Save:** DC 19 Fortitude half; **Resistance:** yes  
You drain the might of the target and transfer that power to another creature.

### **Sky Swim** **Druid 3**

**School:** transmutation [air]; **Components:** V, S, DF; **Casting Time:** 1 action; **Range:** touch; **Target:** large or smaller creature touched; **Duration:** 1 minute/level; **Save:** none (harmless); **Resistance:** yes (harmless)  
Can swim through the air at your swim speed.

### **Sleet Storm** **Druid 3**

**School:** conjuration / water elemental (creation) [cold]; **Components:** V, S, M/DF (dust and water); **Casting Time:** 1 action; **Range:** long (400 + 40 ft./level); **Area:** cylinder (40-ft. radius, 20 ft. high); **Duration:** 1 round/level; **Save:** none; **Resistance:** no  
Hampers vision and movement.

### **Snare** **Druid 3**

**School:** transmutation; **Components:** V, S, DF; **Casting Time:** 3 rounds; **Range:** touch; **Target:** touched nonmagical circle of vine, rope, or thong with a 2 ft. diameter + 2 ft./level; **Duration:** until triggered or broken; **Save:** none; **Resistance:** no  
Creates a magic booby trap.

### **Speak with Plants** **Druid 3**

**School:** divination; **Components:** V, S; **Casting Time:** 1 action; **Range:** personal; **Target:** you; **Duration:** 1 min./level  
You can talk to plants and plant creatures.

## Kaikura, Druid (Goliath Druid) 9 – Spells

### Spider Climb, Communal Druid 3

**School:** transmutation; **Components:** V, S, M; **Casting Time:** 1 action; **Range:** touch; **Target:** creatures touched; **Duration:** 10 min./level split among the recipients; **Save:** Will negates (harmless); **Resistance:** yes (harmless)  
As spider climb, but you may divide the duration among creatures touched.

### Spike Growth Druid 3

**School:** transmutation; **Components:** V, S, DF; **Casting Time:** 1 action; **Range:** medium (100 + 10 ft./level); **Area:** one 20-ft. square/level; **Duration:** 1 hour/level (D); **Save:** DC 19 Reflex partial; **Resistance:** yes  
Creatures in area take 1d4 damage, may be slowed.

### Spit Venom Druid 3

**School:** transmutation [poison]; **Components:** V; **Casting Time:** 1 action; **Range:** close (25 + 5 ft./2 levels); **Effect:** one stream of venom; **Duration:** instantaneous; see text; **Save:** DC 19 Fortitude partial; **Resistance:** no  
Spit blinding black adder venom.

### Stench of Prey Druid 3

**School:** transmutation; **Components:** V, S, DF; **Casting Time:** 1 action; **Range:** medium (100 + 10 ft./level); **Target:** one creature (see text); **Duration:** 1 minute/level; **Save:** DC 19 Fortitude negates (see text); **Resistance:** yes  
Predatory animals must successfully save or attack the target.

### Stone Shape Druid 3

**School:** transmutation / earth elemental [earth]; **Components:** V, S, M/DF (soft clay); **Casting Time:** 1 action; **Range:** touch; **Target:** stone or stone object touched, up to 10 cu. ft. + 1 cu. ft./level; **Duration:** instantaneous; **Save:** none; **Resistance:** no  
Sculpts stone into any shape.

### Summon Nature's Ally III Druid 3

**School:** conjuration (summoning); **Components:** V, S, DF; **Casting Time:** 1 round; **Range:** close (25 + 5 ft./2 levels); **Effect:** one summoned creature; **Duration:** 1 round/level (D); **Save:** none; **Resistance:** no  
Summons creature to fight for you.

### Summon Totem Creature Druid 3

**School:** conjuration (summoning); **Components:** V, S, M/DF (a piece of bone from any one of your totem animals); **Casting Time:** 10 minutes; **Range:** close (25 + 5 ft./2 levels); **Effect:** one summoned creature; **Duration:** 1 hour (D); **Save:** none; **Resistance:** no  
Summon creatures tied to the caster's quah (clan).

### Thorny Entanglement Druid 3

**School:** transmutation; **Components:** V, S, DF; **Casting Time:** 1 action; **Range:** long (400 + 40 ft./level); **Area:** plants in a 40-ft.-radius spread; **Duration:** 1 min./level (D); **Save:** DC 19 Reflex partial (see text); **Resistance:** no  
As entangle, plus plants make ranged attacks.

### Thunderstomp, Greater Druid 3

**School:** evocation / earth elemental [earth]; **Components:** V, S; **Casting Time:** 1 action; **Range:** 60 ft.; **Area:** 60-ft. line; **Duration:** instantaneous; **Save:** none; **Resistance:** yes  
Trip multiple creatures within range.

### Toxic Rupture Druid 3

**School:** necromancy [poison]; **Components:** V, S, M/DF (a viper's fang); **Casting Time:** 1 action; **Range:** close (25 ft. + 5 ft./2 levels); **Target:** one poisonous creature; **Duration:** instantaneous; **Save:** DC 19 Fortitude negates; see text; **Resistance:** yes  
Target creature's venom gland causes internal bleeding, forcing save against its own poison.

### Vermin Shape I Druid 3

**School:** transmutation (polymorph); **Components:** V, S, M (a piece of the creature whose form you plan to assume.); **Casting Time:** 1 action; **Range:** personal; **Duration:** 1 minute/level; **Save:** none; **Resistance:** no  
Take the form and some of the powers of a Small or Medium vermin.

### Water Breathing Druid 3

**School:** transmutation / water elemental; **Components:** V, S, M/DF (short reed or piece of straw); **Casting Time:** 1 action; **Range:** touch; **Target:** living creatures touched; **Duration:** 2 hours/level; see text; **Save:** Will negates (harmless); **Resistance:** yes (harmless)  
Subjects can breathe underwater.

### Water Walk Druid 3

**School:** transmutation [water]; **Components:** V, S, DF; **Casting Time:** 1 action; **Range:** touch; **Target:** one touched creature/level; **Duration:** 10 min./level (D); **Save:** Will negates (harmless); **Resistance:** yes (harmless)  
Subject treads on water as if solid.

### Waters of Lamashtu Druid 3

**School:** conjuration (creation); **Components:** V, S, M (powdered amber worth 250 gp); **Casting Time:** 1 action; **Range:** close (25ft. +5 ft./2 levels); **Duration:** instantaneous; **Save:** see text; **Resistance:** no  
Creates a variant unholy water; drinking this requires a DC 14 Fort save. Success sickens the creature for 1d4 minutes, failure deals 2d6 INT damage (min 1)

### Wind Wall Druid 3

**School:** evocation / air elemental / wood elemental [air]; **Components:** V, S, M/DF (a tiny fan and an exotic feather); **Casting Time:** 1 action; **Range:** medium (100 + 10 ft./level); **Effect:** wall up to 10 ft./level long and 5 ft./level high (S); **Duration:** 1 round/level; **Save:** none; see text; **Resistance:** yes  
Deflects arrows, smaller creatures, and gases.

### Absorb Toxicity Druid 4

**School:** necromancy; **Components:** V, S, M (a thorn from a poisonous plant); **Casting Time:** 1 action; **Range:** personal; **Target:** you; **Duration:** 10 minutes/level or until discharged; **Save:** see text; **Resistance:** no  
You become immune to diseases and toxins, absorb one, and then spread it to others.

### Aerial Tracks Druid 4

**School:** divination [air]; **Components:** V, S; **Casting Time:** 1 action; **Range:** medium (100 ft. + 10 ft./level); **Area:** circle centered on you, with a radius of 100 feet + 10 feet per level; **Duration:** 1 hour/level; **Save:** none; **Resistance:** no  
Track flying creatures through the air.

### Age Resistance, Lesser Druid 4

**School:** transmutation / wood elemental; **Components:** V, S; **Casting Time:** 1 action; **Range:** personal; **Target:** you; **Duration:** 24 hours  
Ignore penalties from middle age.

### Aggressive Thundercloud, Greater Druid 4

**School:** evocation / air elemental / metal elemental [electricity, sonic]; **Components:** V, S, M/DF (a piece of a tree struck by lightning); **Casting Time:** 1 action; **Range:** medium (100 + 10 ft./level); **Effect:** 5-ft.-diameter sphere; **Duration:** 1 round/level; **Save:** DC 20 Reflex negates and fortitude negates (see text); **Resistance:** yes  
Flying storm cloud deals 6d6 electricity damage.

### Air Walk Druid 4

**School:** transmutation [air]; **Components:** V, S, DF; **Casting Time:** 1 action; **Range:** touch; **Target:** creature (Gargantuan or smaller) touched; **Duration:** 10 min./level; **Save:** none; **Resistance:** yes (harmless)  
Subject treads on air as if solid (climb or descend at 45-degree angle).

## Kaikura, Druid (Goliath Druid) 9 – Spells

### Alter River Druid 4

**School:** transmutation [water]; **Components:** V, S, M (silt from a dry riverbed); **Casting Time:** 1 action; **Range:** medium (100 ft. + 10 ft./level); **Target:** area of river up to 5 ft. wide/2 levels and 10 ft. long/level; **Duration:** 1 minute/level (D); **Save:** none; **Resistance:** no  
Change either direction of target river's flow or the speed of the current of the target river.

### Ancestral Memory Druid 4

**School:** divination; **Components:** V, S; **Casting Time:** 1 action; **Range:** personal; **Duration:** 1 round/level; **Save:** n/A; **Resistance:** no  
Gain insight bonus to Int skills and perhaps a hint to help resolve current situation.

### Animal Ambassador Druid 4

**School:** enchantment (compulsion) [mind-affecting]; **Components:** V, S, M (a morsel of food the animal likes); **Casting Time:** 10 minutes; **Range:** close (25 ft. + 5 ft./2 levels); **Target:** one medium or smaller animal; **Duration:** 1 day/level or until message is delivered; **Save:** none (see text); **Resistance:** no  
Grant an animal messenger sentience to deliver your message.

### Antiplant Shell Druid 4

**School:** abjuration; **Components:** V, S, DF; **Casting Time:** 1 action; **Range:** 10 ft.; **Area:** 10-ft.-radius emanation, centered on you; **Duration:** 1 min./level (D); **Save:** none; **Resistance:** yes  
Keeps animated plants at bay.

### Arboreal Hammer Druid 4

**School:** transmutation; **Components:** V, S, DF; **Casting Time:** 1 action; **Range:** medium (100 + 10 ft./level); **Target:** one Huge or larger tree; **Duration:** 1 round/level (D); **Save:** none; **Resistance:** no  
Tree branches attack opponents.

### Aspect of the Stag Druid 4

**School:** transmutation (polymorph); **Components:** V, S, DF; **Casting Time:** 1 action; **Range:** personal; **Target:** you; **Duration:** 1 minute/level  
+2 AC against attacks of opportunity and increases speed.

### Atavism Druid 4

**School:** transmutation; **Components:** V, S; **Casting Time:** 1 action; **Range:** close (25 + 5 ft./2 levels); **Target:** one animal; **Duration:** 1 minute/level; **Save:** DC 20 Fortitude negates; **Resistance:** yes  
Animal gains advanced creature simple template.

### Ball Lightning Druid 4

**School:** evocation / air elemental [air, electricity]; **Components:** V, S, M/DF (a small iron ring); **Casting Time:** 1 action; **Range:** medium (100 + 10 ft./level); **Effect:** two or more 5-ft.-diameter spheres; **Duration:** 1 round/level; **Save:** DC 20 Reflex negates; **Resistance:** yes  
Flying balls of lightning deal 3d6 electricity damage each.

### Baphomet's Blessing Druid 4

**School:** transmutation (polymorph); **Components:** V, M/DF (powdered bull's horn); **Casting Time:** 1 action; **Range:** touch; **Target:** one living creature; **Duration:** 1 round/level; **Save:** DC 20 Fortitude negates; **Resistance:** yes  
Head becomes that of a bull, granting a gore attack.

### Blight Druid 4

**School:** necromancy; **Components:** V, S, DF; **Casting Time:** 1 action; **Range:** touch; **Duration:** instantaneous; **Save:** DC 20 Fortitude half; see text; **Resistance:** yes  
Withers one plant or deals 1d6/level damage to plant creature.

### Bloody Claws Druid 4

**School:** necromancy; **Components:** V, S, DF; **Casting Time:** 1 action; **Range:** touch; **Target:** living creature touched; **Duration:** 1 minute/level; **Save:** DC 20 Fortitude negates (harmless); **Resistance:** yes (harmless)  
Gives creature the ability to deal bleed damage with natural attacks.

### Bountiful Banquet Druid 4

**School:** conjuration (creation); **Components:** V, S, M (a turkey bone); **Casting Time:** 10 minutes; **Range:** close (25 ft. + 5 ft./2 levels); **Effect:** feast for two creatures/level; **Duration:** 1 hour; see text; **Save:** none; **Resistance:** no  
Create a luxurious feast for two creatures/level.

### Calm Air Druid 4

**School:** abjuration [air]; **Components:** V, S; **Casting Time:** 1 action; **Range:** long (400 + 40 ft./level); **Area:** cylinder (5-ft./level radius, 40 ft. high); **Duration:** 10 minutes/level (D); **Save:** none (object); **Resistance:** no (object)  
This spell calms the air and disperses fog, dust, and other particles.

### Cape of Wasps Druid 4

**School:** conjuration (summoning); **Components:** V, S; **Casting Time:** 1 action; **Range:** personal; **Target:** you; **Duration:** 1 round/level (D)  
Wasp swarm defends or carries you.

### Caustic Blood Druid 4

**School:** transmutation [acid]; **Components:** V, S, M (vial of black adder venom); **Casting Time:** 1 action; **Range:** personal; **Target:** you; **Duration:** 1 round/level; **Save:** DC 20 Reflex half or negates; see text; **Resistance:** no  
You imbue your blood with corrosive acid.

### Command Plants Druid 4

**School:** transmutation / wood elemental; **Components:** V; **Casting Time:** 1 action; **Range:** close (25 + 5 ft./2 levels); **Target:** up to 2 HD/level of plant creatures, no two of which can be more than 30 ft. apart; **Duration:** 1 day/level; **Save:** DC 20 Will negates; **Resistance:** yes  
Sway the actions of plant creatures.

### Control Water Druid 4

**School:** transmutation [water]; **Components:** V, S, M/DF (a pinch of dust for lower water or a drop of water for raise water); **Casting Time:** 1 action; **Range:** long (400 + 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); **Save:** none; see text; **Resistance:** no  
Raises or lowers bodies of water.

### Create Holds Druid 4

**School:** transmutation; **Components:** V, S, M (handful of pebbles); **Casting Time:** 1 action; **Range:** medium (100 + 10 ft./level); **Effect:** path of handholds; **Duration:** 1 hour/level (D); **Save:** none; **Resistance:** no  
You create a path of handholds on earthen, plaster, stone, or wooden walls.

### Creeping Ice Druid 4

**School:** evocation [cold]; **Components:** V, S; **Casting Time:** 1 action; **Range:** medium (100 + 10 ft./level); **Effect:** anchored plane of ice, up to one 10-ft. square/level; **Duration:** 10 minutes/level; **Save:** DC 20 Reflex negates (see text); **Resistance:** yes  
Sheet of ice slowly spreads outward on a horizontal surface.

### Cure Serious Wounds Druid 4

**School:** conjuration (healing); **Components:** V, S; **Casting Time:** 1 action; **Range:** touch; **Target:** creature touched; **Duration:** instantaneous; **Save:** Will half (harmless); see text; **Resistance:** yes (harmless); see text  
Cures 3d8 damage + 1/level (max +15).

## Kaikura, Druid (Goliath Druid) 9 – Spells

### Dispel Magic Druid 4

**School:** abjuration; **Components:** V, S; **Casting Time:** 1 action; **Range:** medium (100 + 10 ft./level); **Target:** one spellcaster, creature, or object; **Duration:** instantaneous; **Save:** none; **Resistance:** no  
Cancels one magical spell or effect.

### Echolocation Druid 4

**School:** transmutation [sonic]; **Components:** V; **Casting Time:** 1 action; **Range:** personal; **Target:** you; **Duration:** 10 minutes/level  
Sonic sense gives you blindsight 40 ft.

### Explosion of Rot Druid 4

**School:** necromancy; **Components:** V, S, M (a rotting flower); **Casting Time:** 1 action; **Range:** close (25 ft. + 5 ft./2 levels); **Area:** 10-ft.-radius burst; **Duration:** instantaneous; **Save:** DC 20 Reflex half; see text; **Resistance:** yes  
Burst of decay deals 1d6 damage per caster level (maximum 15d6) and are staggered for 1d4 rounds.

### Flame Strike Druid 4

**School:** evocation [fire]; **Components:** V, S, DF; **Casting Time:** 1 action; **Range:** medium (100 + 10 ft./level); **Area:** cylinder (10-ft. radius, 40-ft. high); **Duration:** instantaneous; **Save:** DC 20 Reflex half; **Resistance:** yes  
Smites foes with divine fire (1d6/level damage).

### Flaming Sphere, Greater Druid 4

**School:** evocation / fire elemental [fire]; **Components:** V, S, M/DF (tallow, brimstone, and powdered iron); **Casting Time:** 1 action; **Range:** medium (100 + 10 ft./level); **Effect:** 5-ft.-diameter sphere; **Duration:** 1 round/level; **Save:** DC 20 Reflex negates (see text); **Resistance:** yes  
Rolling ball of fire deals 6d6 fire damage and ignites targets.

### Freedom of Movement Druid 4

**School:** abjuration; **Components:** V, S, M (a leather strip bound to the target), DF; **Casting Time:** 1 action; **Range:** personal or touch; **Target:** you or creature touched; **Duration:** 10 min./level; **Save:** Will negates (harmless); **Resistance:** yes (harmless)  
Subject moves normally despite impediments to movement.

### Geyser Druid 4

**School:** conjuration / fire elemental / water elemental (creation) [fire, water]; **Components:** V, S, M/DF (a piece of lava rock); **Casting Time:** 1 action; **Range:** long (400 + 40 ft./level); **Effect:** spout of boiling water filling a 5 ft. square and spraying upward 10 ft./2 levels; **Duration:** concentration + 1 round/level; **Save:** DC 20 Reflex partial (see below); **Resistance:** no  
Creates a geyser of boiling water.

### Giant Vermin Druid 4

**School:** transmutation; **Components:** V, S, DF; **Casting Time:** 1 action; **Range:** close (25 + 5 ft./2 levels); **Target:** 1 or more vermin, no two of which can be more than 30 ft. apart; **Duration:** 1 min./level; **Save:** none; **Resistance:** yes  
Turns centipedes, scorpions, or spiders into giant vermin.

### Globe of Tranquil Water Druid 4

**School:** abjuration; **Components:** V, S, M/DF (a glass globe); **Casting Time:** 1 action; **Range:** 20 ft.; **Area:** 20-ft.-radius emanation, centered on you; **Duration:** 1 minute/level (D); **Save:** none; **Resistance:** no  
Upon casting this spell, a rippling bubble of calm water extends outward from you to a radius of 20 feet and remains centered on you when you move.

### Grove of Respite Druid 4

**School:** conjuration (creation); **Components:** V, S, M/DF (a leaf or blade of grass and a drop of water); **Casting Time:** 10 minutes; **Range:** close (25 + 5 ft./2 levels); **Effect:** 20-ft.-radius grove; **Duration:** 2 hours/level (D); **Save:** none; **Resistance:** no  
Creates trees and a small spring.

### Heavy Water Druid 4

**School:** transmutation [water]; **Components:** V, S, DF; **Casting Time:** 1 action; **Range:** medium (100 ft. + 10 ft./level); **Area:** cylinder of water (5-ft. radius/level, 30 ft. deep); **Duration:** 1 minute/level (D); **Save:** none (see text); **Resistance:** no  
Target area of water becomes difficult to swim through, Swim check at spell DC required to move at half speed as full-round action.

### Ice Storm Druid 4

**School:** evocation / water elemental [cold]; **Components:** V, S, M/DF (dust and water); **Casting Time:** 1 action; **Range:** long (400 + 40 ft./level); **Area:** cylinder (20-ft. radius, 40 ft. high); **Duration:** 1 round/level (D); **Save:** none; **Resistance:** yes  
Hail deals 5d6 damage in cylinder 40 ft. across.

### Inflict Critical Wounds Druid 4

**School:** necromancy; **Components:** V, S; **Casting Time:** 1 action; **Range:** touch; **Target:** creature touched; **Duration:** instantaneous; **Save:** DC 20 Will half; **Resistance:** yes  
Touch attack, 4d8 damage + 1/level (max +20).

### Instant Restoration Druid 4

**School:** conjuration (healing); **Components:** V, S, F/DF (a thimble of water and a seed); **Casting Time:** 1 action; **Range:** close (25 ft. + 5 ft./2 levels); **Target:** one summoned creature you control; **Duration:** 1 round/level (D); **Save:** none; **Resistance:** no  
Summoned creature at 0 or fewer hp can be healed immediately for 4d8 + 1/caster level hit points before creature disappears.

### Life Bubble Druid 4

**School:** abjuration; **Components:** V, S, M/DF (a bit of eggshell); **Casting Time:** 1 action; **Range:** touch; **Target:** creatures touched, up to one/level; **Duration:** 2 hours/level; see text; **Save:** DC 20 Will negates (harmless); **Resistance:** yes (harmless)  
Protects creatures from sustained environmental effects.

### Master's Escape Druid 4

**School:** conjuration (teleport); **Components:** V, S; **Casting Time:** 1 action; **Range:** close (25 ft. + 5 ft./2 levels); **Target:** you and one summoned creature you control; **Duration:** 1 round/level (D); **Save:** none; **Resistance:** no  
Extradimensional link created by this spell allows you to instantaneously swap places with target creature as a swift action.

### Moonstruck Druid 4

**School:** enchantment / void elemental (compulsion) [mind-affecting]; **Components:** V, S, M (a pinch of powdered moonstone); **Casting Time:** 1 action; **Range:** medium (100 + 10 ft./level); **Target:** one humanoid creature; **Duration:** 1 round/level; **Save:** DC 20 Will negates; **Resistance:** yes  
Subject is enraged and confused.

### Obsidian Flow Druid 4

**School:** transmutation / earth elemental [earth, fire]; **Components:** V, S, M/DF (a small piece of obsidian); **Casting Time:** 1 action; **Range:** close (25 + 5 ft./2 levels); **Area:** 20-ft.-radius burst; **Duration:** instantaneous; **Save:** DC 20 Reflex partial, see text; **Resistance:** no  
Converts the surface of the ground into molten glass.

## Kaikura, Druid (Goliath Druid) 9 – Spells

### Phantom Hunt Druid 4

**School:** transmutation; **Components:** V, S, DF; **Casting Time:** 1 action; **Range:** personal (see text); **Target:** you and one animal companion within 30 ft.; **Duration:** 1 hour/level (D)  
You and animal companion track at full speed, gain darkvision 100 ft., tremorsense 20 ft., and +40 ft. to movement.

### Plague Carrier Druid 4

**School:** necromancy [disease, evil]; **Components:** V, S; **Casting Time:** 1 action; **Range:** touch; **Target:** creature touched; **Duration:** 1 hour/level; **Save:** DC 20 Fortitude negates (harmless); **Resistance:** yes  
Target's attacks carry filth fever.

### Protection from Energy, Communal Druid 4

**School:** abjuration / all elements; **Components:** V, S, DF; **Casting Time:** 1 action; **Range:** touch; **Target:** creatures touched; **Duration:** 10 min./level or until discharged split among the recipients; **Save:** Fortitude negates (harmless); **Resistance:** yes (harmless)  
As protection from energy, but you may divide the duration among creatures touched.

### Rebuke Technology Druid 4

**School:** abjuration; **Components:** V, S, F/DF (powdered fragments of technology); **Casting Time:** 1 action; **Range:** medium (100 + 10 ft./level); **Target:** one technological object or creature; **Duration:** 1 round/level; **Save:** DC 20 Fortitude negates (object); **Resistance:** yes (object)  
You shroud the targeted technological object or creature (such as a robot or a nanotech swarm) with magical energy.

### Remove Radioactivity Druid 4

**School:** conjuration (healing); **Components:** V, S; **Casting Time:** 1 action; **Range:** touch; **Duration:** instantaneous; **Save:** DC 20 Fortitude negates (object); **Resistance:** yes (object)  
You remove all ongoing radiation effects, both primary and secondary, on a single target.

### Repel Vermin Druid 4

**School:** abjuration; **Components:** V, S, DF; **Casting Time:** 1 action; **Range:** 10 ft.; **Area:** 10-ft.-radius emanation centered on you; **Duration:** 10 min./level (D); **Save:** none or Will negates; see text; **Resistance:** yes  
Insects, spiders, and other vermin stay 10 ft. away.

### Ride the Waves Druid 4

**School:** transmutation / water elemental [water]; **Components:** V, S; **Casting Time:** 1 action; **Range:** touch; **Target:** creature touched; **Duration:** 1 hour/level (D); **Save:** DC 20 Will negates (harmless); **Resistance:** yes (harmless)  
Target can breathe water and swim.

### River of Wind Druid 4

**School:** evocation / air elemental / wood elemental [air]; **Components:** V, S; **Casting Time:** 1 action; **Range:** 120 ft.; **Area:** 120-ft. line; **Duration:** 1 round/level; **Save:** DC 20 Fortitude partial; **Resistance:** yes  
A stream of wind causes nonlethal damage and can knock down or push creatures.

### Rusting Grasp Druid 4

**School:** transmutation / metal elemental; **Components:** V, S, DF; **Casting Time:** 1 action; **Range:** touch; **Target:** one nonmagical ferrous object (or the volume of the object within 3 ft. of the touched point) or one ferrous creature; **Duration:** see text; **Save:** none; **Resistance:** no  
Your touch corrodes iron and alloys.

### Scrying Druid 4

**School:** divination (scrying); **Components:** V, S, F (a pool of water, a silver mirror worth 1000 gp), M/DF (a pool of water, a silver mirror worth 1000 gp); **Casting Time:** 1 hour; **Range:** see text; **Effect:** magical sensor; **Duration:** 1 min./level; **Save:** DC 20 Will negates; **Resistance:** yes  
Spies on subject from a distance.

### Sea Stallion Druid 4

**School:** transmutation (polymorph); **Components:** V, S, DF; **Casting Time:** 1 action; **Range:** touch; **Target:** your mount; **Duration:** 10 minutes/level (D); **Save:** Will negates (harmless); **Resistance:** no  
Companion gains aquatic, amphibious, and swim speed.

### Shield Speech, Greater Druid 4

**School:** abjuration; **Components:** V, S; **Casting Time:** 1 action; **Range:** 30 ft.; **Area:** 30-ft. emanation centered on you; **Duration:** 10 minute/level; **Save:** Will negates (harmless); **Resistance:** yes (harmless)  
This spell functions as shield speech, except all creatures within the dome may communicate with each other as if linked by shield speech.

### Slowing Mud Druid 4

**School:** conjuration (creation); **Components:** V, S, M (earth and water); **Casting Time:** 1 action; **Range:** close (25 + 5 ft./2 levels); **Target:** one creature/level, no two of which can be more than 30 ft. apart; **Duration:** 1 round/level (see text); **Save:** DC 20 Fortitude negates; **Resistance:** yes  
Targets are covered in mud that blinds them and acts like slow.

### Spike Stones Druid 4

**School:** transmutation [earth]; **Components:** V, S, DF; **Casting Time:** 1 action; **Range:** medium (100 + 10 ft./level); **Area:** one 20-ft. square/level; **Duration:** 1 hour/level (D); **Save:** DC 20 Reflex partial; **Resistance:** yes  
Creatures in area take 1d8 damage, may also be slowed.

### Strong Jaw Druid 4

**School:** transmutation; **Components:** V, S; **Casting Time:** 1 action; **Range:** touch; **Target:** creature touched; **Duration:** 1 minute/level; **Save:** DC 20 Fortitude negates (harmless); **Resistance:** yes (harmless)  
Natural attacks damage as two sizes bigger.

### Summon Nature's Ally IV Druid 4

**School:** conjuration (summoning); **Components:** V, S, DF; **Casting Time:** 1 round; **Range:** close (25 + 5 ft./2 levels); **Effect:** one summoned creature; **Duration:** 1 round/level (D); **Save:** none; **Resistance:** no  
Summons creature to fight for you.

### Sword to Snake Druid 4

**School:** transmutation [poison]; **Components:** V, S, M/DF (a hair from a spider); **Casting Time:** 1 action; **Range:** close (25 ft. + 5 ft./2 levels); **Target:** one Medium or smaller item; **Duration:** 1 round/level (D); **Save:** DC 20 Will negates (object); **Resistance:** yes (object)  
Weapon is trapped to turn into venomous snake when someone touches it. creature that takes damage from the bite is affected as if by a venomous snake's poison ( *frequency* 1/round for 6 rounds; *effect* 1d2 Con; *cure* 1 save).

### Thorn Body Druid 4

**School:** transmutation; **Components:** V, S, DF; **Casting Time:** 1 action; **Range:** personal; **Target:** you; **Duration:** 1 round/level  
Your attackers take 1d6 +1 damage/level.

## Kaikura, Druid (Goliath Druid) 9 – Spells

### Touch of Slime Druid 4

**School:** conjuration (creation) [disease]; **Components:** V, S, M (a drop of acid and a black glass sphere); **Casting Time:** 1 action; **Range:** touch; **Target:** living creature touched; **Duration:** instantaneous; **Save:** DC 20 Fortitude negates; **Resistance:** yes  
Touch infests a target with green slime.

### True Form Druid 4

**School:** abjuration; **Components:** V, S; **Casting Time:** 1 action; **Range:** medium (100 + 10 ft./level); **Target:** up to one creature/3 levels, no two of which can be more than 30 ft. apart; **Duration:** 1 round/level; **Save:** DC 20 Will negates; **Resistance:** yes  
Removes polymorph effects.

### Vermin Shape II Druid 4

**School:** transmutation (polymorph); **Components:** V, S, M (a piece of the creature whose form you plan to assume.); **Casting Time:** 1 action; **Range:** personal; **Duration:** 1 minute/level; **Save:** none; **Resistance:** no  
As *vermin shape*, but Tiny or Large.

### Volcanic Storm Druid 4

**School:** evocation / fire elemental [fire]; **Components:** V, S, M/DF (obsidian and ash); **Casting Time:** 1 action; **Range:** long (400 + 40 ft./level); **Area:** cylinder (20-ft. radius, 40 ft. high); **Duration:** 1 round/level (D); **Save:** none; **Resistance:** yes  
Hot rocks deal 5d6 damage.

### Air Walk, Communal Druid 5

**School:** transmutation [air]; **Components:** V, S, DF; **Casting Time:** 1 action; **Range:** touch; **Target:** creatures touched; **Duration:** 10 min./level split among the recipients; **Save:** none; **Resistance:** yes (harmless)  
As *air walk*, but you may divide the duration among creatures touched.

### Animal Growth Druid 5

**School:** transmutation; **Components:** V, S; **Casting Time:** 1 action; **Range:** medium (100 + 10 ft./level); **Target:** one animal (Gargantuan or smaller); **Duration:** 1 min./level; **Save:** DC 21 Fortitude negates; **Resistance:** yes  
One animal doubles in size.

### Aspect of the Wolf Druid 5

**School:** transmutation (polymorph); **Components:** V, S, DF; **Casting Time:** 1 action; **Range:** personal; **Target:** you; **Duration:** 1 minute/level  
Subject gains +4 Str and Dex, and +2 bonus on trip attacks.

### Atonement Druid 5

**School:** abjuration; **Components:** V, S, M, F (burning incense, a set of prayer beads or other prayer device worth 500 gp), DF (burning incense, a set of prayer beads or other prayer device worth 500 gp); **Casting Time:** 1 hour; **Range:** touch; **Target:** living creature touched; **Duration:** instantaneous; **Save:** none; **Resistance:** yes  
Removes burden of misdeeds from subject and reverses magical alignment change.

### Baleful Polymorph Druid 5

**School:** transmutation (polymorph); **Components:** V, S; **Casting Time:** 1 action; **Range:** close (25 + 5 ft./2 levels); **Target:** one creature; **Duration:** permanent; **Save:** DC 21 Fortitude negates, Will partial, see text; **Resistance:** yes  
Turns subject into harmless animal.

### Blessing of the Salamander Druid 5

**School:** transmutation (polymorph); **Components:** V, S, DF; **Casting Time:** 1 action; **Range:** touch; **Target:** creature touched; **Duration:** 1 round/level; **Save:** DC 21 Fortitude negates (harmless); **Resistance:** yes (harmless)  
Subject gets fast healing 2, fire resistance 10, +2 CMD.

### Call Lightning Storm Druid 5

**School:** evocation [electricity]; **Components:** V, S; **Casting Time:** 1 round; **Range:** long (400 ft. + 40 ft./level); **Effect:** one or more 30-ft.-long vertical lines of lightning; **Duration:** 1 min./level; **Save:** DC 21 Reflex half; **Resistance:** yes  
As *call lightning*, but 5d6 damage per bolt.

### Callback, Greater Druid 5

**School:** conjuration (teleport); **Components:** V, S, M (crushed grasshopper); **Casting Time:** 1 action; **Range:** 1 mile/level; **Target:** your familiar; **Duration:** 1 hour/level or until expended; **Save:** Fortitude negates (harmless); **Resistance:** yes (harmless)  
Familiar teleports back to you after taking HP damage.

### Commune with Nature Druid 5

**School:** divination; **Components:** V, S; **Casting Time:** 10 minutes; **Range:** personal; **Target:** you; **Duration:** instantaneous  
Learn about terrain for 1 mile/level.

### Contagion, Greater Druid 5

**School:** necromancy [disease, evil]; **Components:** V, S; **Casting Time:** 1 action; **Range:** close (25 + 5 ft./2 levels); **Target:** one living creature; **Duration:** instantaneous; **Save:** DC 21 Fortitude negates; **Resistance:** yes  
Infect a subject with a magical disease.

### Control Winds Druid 5

**School:** transmutation [air]; **Components:** V, S; **Casting Time:** 1 action; **Range:** 40 ft./level; **Area:** 40 ft./level radius cylinder 40 ft. high; **Duration:** 10 min./level; **Save:** DC 21 Fortitude negates; **Resistance:** no  
Changes wind direction and speed.

### Cure Critical Wounds Druid 5

**School:** conjuration (healing); **Components:** V, S; **Casting Time:** 1 action; **Range:** touch; **Target:** creature touched; **Duration:** instantaneous; **Save:** Will half (harmless); see text; **Resistance:** yes (harmless); see text  
Cures 4d8 damage + 1/level (max +20).

### Daemon Ward Druid 5

**School:** necromancy; **Components:** V, S, M (powdered silver worth 50 gp); **Casting Time:** 1 action; **Range:** touch; **Target:** living creature touched; **Duration:** 1 min./level; **Save:** Will negates (harmless); **Resistance:** yes (harmless)  
Grants bonuses against death spells and negative energy from daemons.

### Death Ward Druid 5

**School:** necromancy; **Components:** V, S, DF; **Casting Time:** 1 action; **Range:** touch; **Target:** living creature touched; **Duration:** 1 min./level; **Save:** Will negates (harmless); **Resistance:** yes (harmless)  
Grants bonuses against death spells and negative energy.

### Destroy Robot Druid 5

**School:** transmutation; **Components:** V, S, F/DF; **Casting Time:** 1 action; **Range:** close (25 + 5 ft./2 levels); **Target:** one robot (see below); **Duration:** instantaneous; **Save:** DC 21 Fortitude partial; **Resistance:** yes  
You attempt to destroy any one robot in range.

### Die for Your Master Druid 5

**School:** enchantment (compulsion); **Components:** V, S; **Casting Time:** 1 immediate action; **Range:** touch; **Target:** your animal companion, familiar, or fiendish servant; **Duration:** instantaneous; **Save:** none; **Resistance:** no  
Your animal companion intercepts an attack.

## Kaikura, Druid (Goliath Druid) 9 – Spells

### Dispel Balance Druid 5

**School:** divination; **Components:** V, S, DF; **Casting Time:** 1 action; **Range:** touch; **Target:** you and a touched neutral creature from another plane, or you and an enchantment on a touched creature or object; **Duration:** 1 round/level or until discharged, whichever comes first; **Save:** see text; **Resistance:** see text  
Gain defense bonus against neutral creatures.

### Entice Fey, Lesser Druid 5

**School:** conjuration (calling); **Components:** V, S, M (offerings worth 500 gp plus payment, see text), DF; **Casting Time:** 10 minutes; **Range:** close (25 ft. + 5 ft./2 levels); **Effect:** one called fey with 6 hit dice or fewer; **Duration:** instantaneous; **Save:** none; **Resistance:** no  
Entice service from a fey of 6 Hit Dice or fewer.

### Fickle Winds Druid 5

**School:** transmutation / air elemental / wood elemental [air]; **Casting Time:** 1 action; **Target:** one or more Medium creatures/ level, no two of which can be more than 30 ft. apart; **Duration:** 1 minute/level (D); **Save:** none (see text); **Resistance:** yes  
Wind walls selectively block attacks.

### Fire Snake Druid 5

**School:** evocation / fire elemental [fire]; **Components:** V, S, M (a snake scale); **Casting Time:** 1 action; **Range:** 60 ft.; **Area:** see text; **Duration:** instantaneous; **Save:** DC 21 Reflex half; **Resistance:** yes  
Creates a serpentine path of fire 5 ft. long/level that deals 1d6 fire damage/level.

### Glimpse Of Truth Druid 5

**School:** divination; **Components:** V, S, M (a tourmaline worth 50 gp); **Casting Time:** 1 action; **Range:** touch; **Target:** you; **Duration:** 1 round; **Save:** Will negates (harmless); **Resistance:** yes (harmless)  
Gain *true seeing* for 1 round.

### Hallow Druid 5

**School:** evocation [good]; **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; **Casting Time:** 24 hours; **Range:** touch; **Area:** 40-ft. radius emanating from the touched point; **Duration:** instantaneous; **Save:** see text; **Resistance:** see text  
Designates location as holy.

### Hunter's Blessing Druid 5

**School:** transmutation; **Components:** V, S, DF; **Casting Time:** 1 action; **Range:** close (25 ft. + 5 ft./2 levels); **Target:** one creature/level, no two of which can be more than 30 ft. apart; **Duration:** 1 hour/level; **Save:** Will negates (harmless); **Resistance:** yes (harmless)  
When casting this spell, you designate a type or type and subtype of creature (using the ranger's favored enemy categories; *Pathfinder RPG Core Rulebook* 64) and a type of terrain (using the list of ranger's favored terrain categories, *Core Rulebook* 65). Targets of the spell gain a +2 sacred bonus on Bluff, Perception, Sense Motive, and Survival checks attempted against creatures of the selected type, and a +2 sacred bonus on attack rolls and damage rolls made against creatures of that type. Furthermore, they gain a +2 sacred bonus on initiative checks, Perception, Stealth, and Survival checks while they are in the type of terrain you designate. Lastly, when tracking the designated creature type in the chosen terrain, the targets can follow the tracks of such creatures untrained, even if the DC for the task is 11 or higher.

### Insect Plague Druid 5

**School:** conjuration (summoning); **Components:** V, S, DF; **Casting Time:** 1 round; **Range:** long (400 + 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; **Save:** none; **Resistance:** no  
Wasp swarms attack creatures.

### Jungle Mind Druid 5

**School:** divination (scrying); **Components:** V, S, DF; **Casting Time:** 1 minute; **Range:** personal; **Target:** you; **Duration:** 10 minutes/level; **Save:** DC 21 Will negates (see text); **Resistance:** no  
You merge your mind into the jungle's social hierarchy, mystically establishing yourself as a master of wild beasts and an apex predator. You attain knowledge about the general animal population in a radius of 1 mile as commune with nature, and you then select one type of animal (such as birds, cats, snakes, or fish). For the duration of the spell, you can sense the location, movement, and size of creatures of this type in the area, though you can't discern species or individual identity. In addition, you improve the starting attitude of animals of the chosen type by one step for the duration of the spell.

As a full-round action, you may focus on a single animal that you can sense with this spell to establish a mental link. You can read the animal's surface thoughts as detect thoughts, and can see, hear, and smell what the animal is experiencing using your own Perception skill. If you target another creature's animal companion, the spell ends if the animal succeeds at a Will save. Using this ability reduces the spell's remaining duration to 1 round/level, and the selected animal is treated as the scrying sensor.

Despite the name, jungle mind functions within any terrain.

### Master's Mutation Druid 5

**School:** transmutation (polymorph); **Components:** V, S; **Casting Time:** 1 action; **Range:** close (25 ft. + 5 ft./level); **Target:** you and one summoned creature you control; **Duration:** 1 round/level (D); **Save:** none; **Resistance:** no  
You can mold the ephemeral substance of the Outer Planes, mutating one summoned creature that you control to better suit your needs. Select up to two of the following abilities and grant them to the target for the spell's duration: burrow 30 feet, climb 40 feet, constrict, darkvision 90 feet, ferocity, fly 60 feet (average maneuverability), grab, jet, low-light vision, poison, rake, scent, swim 60 feet, trample, trip, or water breathing. Additionally, instead of selecting an ability, you can replace one of the target's primary natural attacks with another natural attack that deals the same amount of damage, such as replacing a Medium target's bite attack (1d6) with a gore attack (1d6). If you choose to alter a creature's natural attacks, all attacks of the chosen type are altered. A summoner can target his eidolon with this spell.

### Neutralize Poison, Greater Druid 5

**School:** conjuration (healing); **Components:** V, S, M/DF (a lump of charcoal); **Casting Time:** 1 action; **Range:** touch; **Target:** creature or object of up to 1 cu. ft./level touched; **Duration:** instantaneous or 1 hr./level (D); **Save:** Will negates (harmless, object); **Resistance:** yes (harmless, object)  
Immunizes subject against poison, detoxifies venom in or on subject, and reverses damage from poison.

### Oasis Druid 5

**School:** transmutation; **Components:** V, S, M/DF (1 gallon of water); **Casting Time:** 30 minutes; **Range:** close (25 + 5 ft./2 levels); **Effect:** water source similar to a nature spring; **Duration:** instantaneous; **Save:** none; **Resistance:** no  
Create a permanent water source.

### Old Salt's Curse Druid 5

**School:** necromancy [curse]; **Components:** V, S, M (a flask of seawater); **Casting Time:** 1 action; **Range:** touch; **Target:** one creature; **Duration:** permanent; **Save:** DC 21 Will negates; **Resistance:** yes  
Target is permanently sickened, or staggered if more than a mile from shore.

## Kaikura, Druid (Goliath Druid) 9 – Spells

### Poisonous Balm Druid 5

**School:** conjuration (healing) [poison, ruse]; **Components:** V, S; **Casting Time:** 1 action; **Range:** close (25 ft. + 5 ft./2 levels); **Target:** one creature; **Duration:** instantaneous, then 1 hour or until triggered plus 6 rounds; see text; **Save:** Will partial (harmless), then fortitude negates (see text); **Resistance:** yes  
As *cure serious wounds*, but leave behind a latent venom.

### Raise Animal Companion Druid 5

**School:** conjuration (healing); **Components:** V, S, M (a diamond worth 1,000 gp); **Casting Time:** 1 minute; **Range:** touch; **Target:** dead animal companion or bonded mount; **Duration:** instantaneous; **Save:** none, see text; **Resistance:** yes (harmless)  
As raise dead, but on an animal.

### Reprobation Druid 5

**School:** transmutation [curse]; **Components:** V, S, DF; **Casting Time:** 1 minute; **Range:** close (25 + 5 ft./2 levels); **Target:** one creature of your faith; **Duration:** permanent; **Save:** none; **Resistance:** yes  
Marked target is shunned by your religion.

### Rest Eternal Druid 5

**School:** necromancy; **Components:** V, S, M/DF (ashes and a vial of holy or unholy water); **Casting Time:** 1 round; **Range:** touch; **Target:** one dead creature touched; **Duration:** permanent; **Save:** none; **Resistance:** no  
Dead creature cannot be revived.

### Shout Druid 5

**School:** evocation / air elemental / metal elemental [sonic]; **Components:** V; **Casting Time:** 1 action; **Range:** 30 ft.; **Area:** cone-shaped burst; **Duration:** instantaneous; **Save:** DC 21 Fortitude partial or Reflex negates (object); see text; **Resistance:** yes (object)  
Deafens all within cone and deals 5d6 sonic damage.

### Snake Staff Druid 5

**School:** transmutation; **Components:** V, S, M (a knife suitable for whittling); **Casting Time:** 1 action; **Range:** medium (100 + 10 ft./level); **Target:** 1 or more pieces of wood, no two of which can be more than 30 ft. apart; **Duration:** 1 round/level; **Save:** DC 21 Will negates (object); **Resistance:** yes (object)  
Transforms wood into snakes to fight for you.

### Soulswitch Druid 5

**School:** necromancy; **Components:** V, S, F (two brass collars each worth 50 gp); **Casting Time:** 1 action; **Range:** touch; **Target:** you and your familiar; **Duration:** 10 minutes/level; **Save:** Will negates (harmless); **Resistance:** yes (harmless)  
Your soul and your familiar's swap boies.

### Stoneskin Druid 5

**School:** abjuration / earth elemental / metal elemental; **Components:** V, S, M (granite and diamond dust worth 250 gp); **Casting Time:** 1 action; **Range:** touch; **Target:** creature touched; **Duration:** 10 min./level or until discharged; **Save:** Will negates (harmless); **Resistance:** yes (harmless)  
Grants DR 10/adamantine.

### Summon Nature's Ally V Druid 5

**School:** conjuration (summoning); **Components:** V, S, DF; **Casting Time:** 1 round; **Range:** close (25 + 5 ft./2 levels); **Effect:** one summoned creature; **Duration:** 1 round/level (D); **Save:** none; **Resistance:** no  
Summons creature to fight.

### Swallow Poison Druid 5

**School:** transmutation; **Components:** V, S, DF; **Casting Time:** 1 action; **Range:** personal; **Target:** you; **Duration:** 1 hour/level or until discharged  
Protect yourself from ingested poison, then spit it out in a cone.

### Threefold Aspect Druid 5

**School:** transmutation; **Components:** S, F (silver crescent worth 5 gp); **Casting Time:** 1 action; **Range:** personal; **Target:** you; **Duration:** 24 hours (D)  
Appear older or younger.

### Transmute Mud to Rock Druid 5

**School:** transmutation / earth elemental [earth]; **Components:** V, S, M/DF (sand, lime, and water); **Casting Time:** 1 action; **Range:** medium (100 + 10 ft./level); **Area:** up to two 10-ft. cubes/level (S); **Duration:** permanent; **Save:** see text; **Resistance:** no  
Transforms two 10-ft. cubes per level.

### Transmute Rock to Mud Druid 5

**School:** transmutation / earth elemental [earth]; **Components:** V, S, M/DF (clay and water); **Casting Time:** 1 action; **Range:** medium (100 + 10 ft./level); **Area:** up to two 10-ft. cubes/level (S); **Duration:** permanent; see text; **Save:** see text; **Resistance:** no  
Transforms two 10-ft. cubes per level.

### Tree Stride Druid 5

**School:** conjuration / wood elemental (teleport); **Components:** V, S, DF; **Casting Time:** 1 action; **Range:** personal; **Target:** you; **Duration:** 1 hour/level or until expended; see text  
Step from one tree to another far away.

### Unhallow Druid 5

**School:** evocation [evil]; **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); **Casting Time:** 24 hours; **Range:** touch; **Area:** 40-ft. radius emanating from the touched point; **Duration:** instantaneous; **Save:** see text; **Resistance:** see text  
Designates location as unholy.

### Vinetrapp Druid 5

**School:** conjuration (creation); **Components:** V, S, DF; **Casting Time:** 1 action; **Range:** long (400 + 40 ft./level); **Target:** one creature; **Duration:** 1 round/level (D); **Save:** DC 21 Reflex negates; **Resistance:** yes  
Vines reduce speed up to 1/2, and can damage or blind the foe.

### Wall of Fire Druid 5

**School:** evocation / fire elemental [fire]; **Components:** V, S, M/DF (a piece of phosphor); **Casting Time:** 1 action; **Range:** medium (100 + 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; **Save:** none; **Resistance:** yes  
Deals 2d4 fire damage out to 10 ft. and 1d4 out to 20 ft. Passing through wall deals 2d6 damage + 1/level.

### Wall of Thorns Druid 5

**School:** conjuration (creation); **Components:** V, S; **Casting Time:** 1 action; **Range:** medium (100 + 10 ft./level); **Effect:** wall of thorny brush, up to one 10-ft. cube/level (S); **Duration:** 10 min./level (D); **Save:** none; **Resistance:** no  
Thorns damage anyone who tries to pass.

### Whip of Centipedes Druid 5

**School:** conjuration (summoning); **Components:** V, S, M/DF (a square of red cloth); **Casting Time:** 1 action; **Range:** 0 ft.; **Effect:** whiplike swarm; **Duration:** 1 round/level (D) (see text); **Save:** none; **Resistance:** yes  
Create a whip made of poisonous centipedes.