

<u>Exorcist</u>



Alignment: Neutral good, lawful neutral, neutral, chaotic neutral, or neutral evil. Hit Die: d8.

Class Skills

The exorcist's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Diplomacy (Cha), Handle Animal (Cha), Heal (Wis), Knowledge (nature) (Int), Listen (Wis), Profession (Wis), Ride (Dex), Spellcraft (Int), Spot (Wis), Survival (Wis), and Swim (Str).

Skill Points at 1st Level: (4 + Int modifier) x 4. Skill Points at Each Additional Level: 4 + Int modifier

Class	Base	Fort	Ref	Will					— SI	pells	per [Day –			
Level	Attack Bonus	Save	Save	Save	Special	0	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1st	+0	+0	+0	+2	Turn/Rebuke Creature Type 1, Domain	5	3	_	_	_	_	_	_	_	_
2nd	+1	+0	+0	+3	—	6	4	_	_	_	—	_	_	_	_
3rd	+2	+1	+1	+3	_	6	5	_	_	_	_	_	_	_	_
4th	+3	+1	+1	+4	_	6	6	3	_	_	_	_	_	_	_
5th	+3	+1	+1	+4	Turn/Rebuke Creature Type1	6	6	4	_	_	_	_	_	_	_
6th	+4	+2	+2	+5		6	6	5	3	_	_	_	_	_	_
7th	+5	+2	+2	+5	_	6	6	6	4	_	_	_	_	_	_
8th	+6/+1	+2	+2	+6	<u> </u>	6	6	6	5	3	_	_	_	_	_
9th	+6/+1	+3	+3	+6	_	6	6	6	6	4	_	_	_	_	_
10th	+7/+2	+3	+3	+7	Turn/Rebuke Creature Types1 & 2, Domain	6	6	6	6	5	3	_	_	_	_
11th	+8/+3	+3	+3	+7	_	6	6	6	6	6	4	_	_	_	_
12th	+9/+4	+4	+4	+8	<u> </u>	6	6	6	6	6	5	3	_	_	_
13th	+9/+4	+4	+4	+8	_	6	6	6	6	6	6	4	_	_	_
14th	+10/+5	+4	+4	+9	_	6	6	6	6	6	6	5	3	_	_
15th	+11/+6/+1	+5	+5	+9	Turn/Rebuke Creature Types 1 & 2	6	6	6	6	6	6	6	4	_	_
16th	+12/+7/+2	+5	+5	+10	_	6	6	6	6	6	6	6	5	3	_
17th	+12/+7/+2	+5	+5	+10	_	6	6	6	6	6	6	6	6	4	_
18th	+13/+8/+3	+6	+6	+11	_	6	6	6	6	6	6	6	6	5	3
19th	+14/+9/+4	+6	+6	+11	_	6	6	6	6	6	6	6	6	6	4
20th	+15/+10/+5	+6	+6	+12	Turn/Rebuke Creature Types 1, 2 & 3	6	6	6	6	6	6	6	6	6	6

Weapon and Armor Proficiency: Exorcists are proficient with all simple weapons and light and medium armor that do not contain metallic components. Exorcists are proficient with shields (except tower shields) but again cannot use ones made from metal.

Spells: An exorcist casts natural spells which are drawn from the druidic spell list. He can cast any spell he knows without preparing it ahead of time.

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Level	0	1	2	3	4	5	6	7	8	9
1st	4	3	_	_	_	_	_	—	_	—
2nd	5	3		_	_	_	_	—	_	—
3rd	5	4	—	—	_	—	—	_	—	—
4th	6	4	3	—	_	—	—	—	—	—
5th	6	5	3	_	_	_	_	_	_	—
6th	7	5	4	3	_	_	_	—	_	—
7th	7	6	4	3	_	—	_	_	_	—
8th	8	6	5	4	3	—	—	—	—	—
9th	8	6	5	4	3	_	_	_	_	—
10th	9	6	6	5	4	3	—	—	—	—
11th	9	6	6	5	4	3	_	_	_	—
12th	9	6	6	6	5	4	3	—	—	—
13th	9	6	6	6	5	4	3	_	_	—
14th	9	6	6	6	6	5	4	3	—	—
15th	9	6	6	6	6	5	4	3	_	—
16th	9	6	6	6	6	6	5	4	3	_
17th	9	6	6	6	6	6	5	4	3	—
18th	9	6	6	6	6	6	6	5	4	3
19th	9	6	6	6	6	6	6	5	4	3
20th	9	6	6	6	6	6	6	6	5	4

To learn or cast a spell, an exorcist must have a Wisdom score equal to at least 10 + the spell level. The Difficulty Class for a saving throw against an exorcist's spell is 10 + the spell level + the exorcist's Wisdom modifier. Like other spellcasters, an exorcist can cast only a certain number of spells of each spell level per day. His base daily spell allotment is given on the table above. In addition, he receives bonus spells per day if he has a high Wisdom score.

An exorcist's selection of spells is extremely limited. An exorcist begins play knowing four 0-level spells and two 1st-level spells of your choice. At each new exorcist level, he gains one or more new spells, as indicated on Table: Exorcist Spells Known.

Upon reaching 4th level, and at every even-numbered exorcist level after (6th, 8th, etc.) an exorcist can choose to learn a new spell in place of one he already knows. In effect, the exorcist "loses" the old spell in exchange for the new one. The new spell's level must be the same as that of the spell being exchanged, and it must be at least two levels lower than the highest-level exorcist spell the exorcist can cast. An exorcist may swap only a single spell at any given level, and must choose whether or not to swap the spell at the same time that he gains new spells known for the level.

Turn or Rebuke Creature Type (Su): An exorcist has the power to repel a single type of creature by channeling the power of the land much like a cleric's ability to turn undead (see Turn or Rebuke Undead, PHB, pg 159). Initially the exorcist can only choose creatures in the first list. As the exorcist gains strength, he gains the ability to overcome a wider variety of creatures. At 5th level and every 5 levels afterwards he able to choose another creature type that he can affect with his turning or rebuking power. Once this type is chosen it cannot be changed.

An exorcist may attempt to turn these creatures a number of times per day equal to 3 + his Charisma modifier. An exorcist with 5 or more ranks in Knowledge (nature) gets a +2 bonus on turning checks. This ability allows an exorcist to qualify for general or divine feats with a prerequisite of "Ability to Turn or Rebuke Undead." If the Feat specifically effects undead, replace the word "Undead" with the creature types the exorcist can affect

Creature types 1: Animals, Elementals*, Plants & Vermin Creature types 2: Fey, Magical Beasts & Undead Creature types 3: Outsiders**

* Elementals must be chosen by subtype (Air, Earth, Fire or Water) individually.

** Outsiders cannot be turned on their home plane. Outsiders are never destroyed by and exorcist's turning ability. They are banished instead.

Domain: Each exorcist draws their magic from the land differently. This affinity is highlighted by the domain he chooses. At first level the exorcist may pick one domain from the list below. Unlike a cleric, exorcists do not gain an additional spell per level but they do obtain the special ability granted by the domain. Domain spells are added to the list of spells they know and do not count against the exorcist's limit of spells known. They gain a second domain at 10^{th} level.

	Air	Animal	Autumn	Balance	
Special	Turn/Rebuke Earth creatures	You can use speak with animals	Gain Self-Sufficient feat.+2	Once per day, as a free action,	
Ability		once per day as a spell-like	bonus on all WIS-based skill	add your WisMod to AC for 1	
		ability	checks during fall	round/level	
1	Obscuring Mist	Calm Animals	Sanctuary	Make Whole	
2	Wind Wall	Hold Animal	Divine Protection	Calm Emotions	
3	Gaseous Form	Dominate Animal	Grace	Clarity of Mind	
4	Air Walk	Summon Nature's Ally IV	Eye of the Hurricane	Dismissal	
5	Control Winds	Commune with Nature	Raise Dead	Sanctuary, Mass	
6	Chain Lightning	Antilife Shell	Spellstaff	Banishment	
7	Control Weather	Animal Shapes	Shield of the Archons	Word of Balance	
8	Whirlwind	Summon Nature's Ally VIII Surelife		Protection From Spells	
9	Summon Elemental Monolith	Shapechange	Undeath's Eternal Foe	Weighed In the Balance	
	Celerity	Cold	Darkness	Desert	
Special Ability	+10" land speed if no med/heavy armor and/or med/heavy load	Turn/Rebuke Fire creatures	Free Blind-Fight feat	Shape Sand. See Sandstorm	
1	Expeditious Retreat	Chill Touch	Obscuring Mist	Waste Strider	
2	Cat's Grace	Creeping Cold	Blindness/Deafness	Black Sand	
3	Fly	Corona of Cold	Blacklight	Haboob	
4	Haste	Ice Storm	Armor of Darkness	Blast of Sand	
5	Blink, Greater	Wall of Ice	Darkbolt	Flaywind Burst	
6	Wind Walk	Cone of Cold	Prying Eyes	Awaken Sand	
7	Cat's Grace, Mass	Control Weather	Nightmare	Vitrify	
8	Cloud Chariot	Polar Ray	plar Ray Power Word Blind		
9	Time Stop	Obedient Avalanche	Power Word Kill	Desert Binding Summon Desert Ally IX	
	Earth	Fire	Hex	Hills	
Special Ability	Turn/Rebuke Air creatures *Earth Monolith	Turn/Rebuke Water creatures *Fire Monolith	See Hex.	Gain the Power Attack feat	
1	Magic Stone	Burning Hands	Bane	Shillelagh	
2	Soften Earth and Stone	Produce Flame	Scare	Heroism	
3	Stone Shape	Resist Energy (cold or fire)	Bestow Curse	Earthbolt	
4	Spike Stones	Wall of Fire	Death Ward	Divine Power	
5	Wall of Stone	Fire Shield	Enervation	Righteous Might	
6	Stoneskin	Fire Seeds	Magic Jar	Stoneskin	
7	Earthquake			Aura of Vitality	
8	Iron Body	Incendiary Cloud	Eyebite Finger of Death	Bombardment	
9	Summon Elemental Monolith	Summon Elemental Monolith	Soul Bind	Hero's Blade	

	Hunt	Jungle	Marsh	Moon	
Special Ability	Gain Track as a bonus feat	+10 Climb Skill in trees & can brachiate through heavy forest.	Deathward ability once per day for 1 rnd/lvl, instant action	Turn Lycanthropes	
1	Hide from Animals	Briar Web	Fengut	Faerie Fire	
2	Bear's Endurance	Barkskin	Water Walk	Moonbeam	
3	Snare	Junglerazer	Evard's Black Tentacles	Moon Blade	
4	Locate Creature	Jungle's Rapture	Swamp Stride	Good Hope	
5	Commune with Nature	Wall of Thorns	Flowsight	Moon Path	
6	Find the Path	Vigorous Circle	Gatorswarm	Permanent Image	
7	Control Weather	e		Insanity	
8	Discern Location	Deadfall	Restoration, Mass	Animal Shapes	
9	Foresight	Shambler	Quagmire Vortex	Moonfire	
	Mountain	Night	Ocean	Phantom	
Special Ability	Gives a +1 (Unnamed) Natural bonus to AC	Gain low-light vision. If you already have low-light vision you gain darkvision with a range of 30 ft.	Water breathing(SA) see spell. 10 rnd/level per day. Instant start/stop & multiple times per day up max rnds	Concentration not required for domain spells but only one active at a time	
1	Magic Stone	Sleep	Endure Elements	Animate Wood	
2	Surefooted Stride	Deeper Darkness	Sound Burst	Calm Emotions	
3	Meld into Stone	Deep Slumber	Standing Wave	Naturesong (same as Harmonic Chorus)	
4	Magnetic Pulse	Phantom Steed	Freedom of Movement	Summon Elementite Swarm	
5	Wall of Stone	Nightmare	Transformation of the Deeps	Inescapable Swarm	
6	Stonehold	Shadow Walk	Otiluke's Freezing Sphere	Summon Greater Elemental	
7	Stone Spiders	Waves of Exhaustion	Waterspout	Veil	
8	Iron Body	Shadow Evocation, Greater	Maelstrom	Phantom Wolf	
9	Avalanche of Devastation	Shades	Elemental Swarm (Water)	Phantom Bear	
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	Plains	Plant	Protection	Renewal	
Special Ability	Plains Can enhanced 2 spells per Lvl as per Healing Lorecall	Plant Rebuke Plant creatures		Renewal 1/day, if -1 TO -9 HP, regain 1d8 + your ChaMod hps (SA). If 1 attack drops \leq -10 hp, die before takes effect	
Special	Can enhanced 2 spells per Lvl		Protection 1/day for 1hr, grant, by touch, resistance bonus on next save =	1/day, if -1 TO -9 HP, regain 1d8 + your ChaMod hps (SA). If 1 attack drops ≤ -10 hp, die	
Special Ability	Can enhanced 2 spells per Lvl as per Healing Lorecall	Rebuke Plant creatures	Protection 1/day for 1hr, grant, by touch, resistance bonus on next save = druid lvl.	1/day, if -1 TO -9 HP, regain 1d8 + your ChaMod hps (SA). If 1 attack drops \leq -10 hp, die before takes effect	
Special Ability	Can enhanced 2 spells per Lvl as per Healing Lorecall Cure Light Wounds	Rebuke Plant creatures	Protection 1/day for 1hr, grant, by touch, resistance bonus on next save = druid lvl. Sanctuary	$1/day$, if -1 TO -9 HP, regain $1d8$ + your ChaMod hps (SA). If 1 attack drops \leq -10 hp, diebefore takes effectCharm Person	
Special Ability 1 2	Can enhanced 2 spells per Lvl as per Healing Lorecall Cure Light Wounds Divine Protection	Rebuke Plant creatures Entangle Barkskin	Protection 1/day for 1hr, grant, by touch, resistance bonus on next save = druid lvl. Sanctuary Shield Other	1/day, if -1 TO -9 HP, regain 1d8 + your ChaMod hps (SA). If 1 attack drops ≤ -10 hp, die before takes effect Charm Person Restoration, Lesser	
Special Ability 1 2 3	Can enhanced 2 spells per Lvl as per Healing Lorecall Cure Light Wounds Divine Protection Earthbolt	Rebuke Plant creatures Entangle Barkskin Plant Growth	Protection 1/day for 1hr, grant, by touch, resistance bonus on next save = druid lvl. Sanctuary Shield Other Protection From Energy	$1/day$, if -1 TO -9 HP, regain $1d8$ + your ChaMod hps (SA). If 1 attack drops \leq -10 hp, diebefore takes effectCharm PersonRestoration, LesserRemove Disease	
Special Ability 1 2 3 4	Can enhanced 2 spells per Lvl as per Healing Lorecall Cure Light Wounds Divine Protection Earthbolt Cure Critical Wounds	Rebuke Plant creatures Entangle Barkskin Plant Growth Command Plants	Protection 1/day for 1hr, grant, by touch, resistance bonus on next save = druid lvl. Sanctuary Shield Other Protection From Energy Spell Immunity	1/day, if -1 TO -9 HP, regain 1d8 + your ChaMod hps (SA). If 1 attack drops ≤ -10 hp, die before takes effect Charm Person Restoration, Lesser Remove Disease Reincarnate	
Special Ability 1 2 3 4 5	Can enhanced 2 spells per Lvl as per Healing Lorecall Cure Light Wounds Divine Protection Earthbolt Cure Critical Wounds Sanctuary, Mass	Rebuke Plant creatures Entangle Barkskin Plant Growth Command Plants Wall of Thorns	Protection 1/day for 1hr, grant, by touch, resistance bonus on next save = druid lvl. Sanctuary Shield Other Protection From Energy Spell Immunity Spell Resistance	1/day, if -1 TO -9 HP, regain 1d8 + your ChaMod hps (SA). If 1 attack drops ≤ -10 hp, die before takes effect Charm Person Restoration, Lesser Remove Disease Reincarnate Atonement	
Special Ability 1 2 3 4 5 6	Can enhanced 2 spells per Lvl as per Healing Lorecall Cure Light Wounds Divine Protection Earthbolt Cure Critical Wounds Sanctuary, Mass Heal	Rebuke Plant creatures Entangle Barkskin Plant Growth Command Plants Wall of Thorns Repel Wood	Protection 1/day for 1hr, grant, by touch, resistance bonus on next save = druid lvl. Sanctuary Shield Other Protection From Energy Spell Immunity Spell Resistance Antimagic Field	1/day, if -1 TO -9 HP, regain 1d8 + your ChaMod hps (SA). If 1 attack drops ≤ -10 hp, die before takes effect Charm Person Restoration, Lesser Remove Disease Reincarnate Atonement Heroes' Feast	
Special Ability 1 2 3 4 5 6 7	Can enhanced 2 spells per Lvl as per Healing Lorecall Cure Light Wounds Divine Protection Earthbolt Cure Critical Wounds Sanctuary, Mass Heal Word of Balance	Rebuke Plant creatures Entangle Barkskin Plant Growth Command Plants Wall of Thorns Repel Wood Animate Plants	Protection 1/day for 1hr, grant, by touch, resistance bonus on next save = druid lvl. Sanctuary Shield Other Protection From Energy Spell Immunity Spell Resistance Antimagic Field Repulsion	1/day, if -1 TO -9 HP, regain 1d8 + your ChaMod hps (SA). If 1 attack drops ≤ -10 hp, die before takes effect Charm Person Restoration, Lesser Remove Disease Reincarnate Atonement Heroes' Feast Restoration, Greater	
Special Ability 1 2 3 4 5 6 7 8	Can enhanced 2 spells per Lvl as per Healing Lorecall Cure Light Wounds Divine Protection Earthbolt Cure Critical Wounds Sanctuary, Mass Heal Word of Balance Restoration, Mass Heal, Mass Repose	Rebuke Plant creaturesEntangleBarkskinPlant GrowthCommand PlantsWall of ThornsRepel WoodAnimate PlantsControl PlantsShamblerRiver	Protection 1/day for 1hr, grant, by touch, resistance bonus on next save = druid lvl. Sanctuary Shield Other Protection From Energy Spell Immunity Spell Resistance Antimagic Field Repulsion Mind Blank Prismatic Sphere Sky	1/day, if -1 TO -9 HP, regain 1d8 + your ChaMod hps (SA). If 1 attack drops ≤ -10 hp, die before takes effect Charm Person Restoration, Lesser Remove Disease Reincarnate Atonement Heroes' Feast Restoration, Greater Polymorph Any Object Freedom Spring	
Special Ability 1 2 3 4 5 6 7 8	Can enhanced 2 spells per Lvl as per Healing Lorecall Cure Light Wounds Divine Protection Earthbolt Cure Critical Wounds Sanctuary, Mass Heal Word of Balance Restoration, Mass Heal, Mass	Rebuke Plant creaturesEntangleBarkskinPlant GrowthCommand PlantsWall of ThornsRepel WoodAnimate PlantsControl PlantsShambler	Protection1/day for 1hr, grant, by touch, resistance bonus on next save = druid lvl.SanctuaryShield OtherProtection From EnergySpell ImmunitySpell ResistanceAntimagic FieldRepulsionMind BlankPrismatic Sphere	1/day, if -1 TO -9 HP, regain 1d8 + your ChaMod hps (SA). If 1 attack drops ≤ -10 hp, die before takes effect Charm Person Restoration, Lesser Remove Disease Reincarnate Atonement Heroes' Feast Restoration, Greater Polymorph Any Object Freedom	
Special Ability 1 2 3 4 5 6 7 8 9 9 Special	Can enhanced 2 spells per Lvl as per Healing LorecallCure Light WoundsDivine ProtectionEarthboltCure Critical WoundsSanctuary, MassHealWord of BalanceRestoration, MassHeal, MassDeath touch(SA) 1/day . Roll1d6 per druid lvl. If the \geq creature's current hit points, it	Rebuke Plant creaturesEntangleBarkskinPlant GrowthCommand PlantsWall of ThornsRepel WoodAnimate PlantsControl PlantsShamblerEnter Signal State Sta	Protection1/day for 1hr, grant, by touch, resistance bonus on next save = druid lvl.SanctuaryShield OtherProtection From EnergySpell ImmunitySpell ResistanceAntimagic FieldRepulsionMind BlankPrismatic SphereSkyYour fly speed (or glide speed) improves by 5 feet. Add Spot to	1/day, if -1 TO -9 HP, regain1d8 + your ChaMod hps (SA). If1 attack drops ≤ -10 hp, diebefore takes effectCharm PersonRestoration, LesserRemove DiseaseReincarnateAtonementHeroes' FeastRestoration, GreaterPolymorph Any ObjectFreedomCast Vigor spells at +1 casterlevel. +2 bonus on all Wisdom-	
Special Ability 1 2 3 4 5 6 7 8 9 5 5 6 7 8 9 5 9 5 9 5 9 5 5 5 1 1	Can enhanced 2 spells per Lvl as per Healing LorecallCure Light WoundsDivine ProtectionEarthboltCure Critical WoundsSanctuary, MassHealWord of BalanceRestoration, MassHeal, MassDeath touch(SA) 1/day . Roll1d6 per druid lvl. If the \geq creature's current hit points, it dies.	Rebuke Plant creatures Entangle Barkskin Plant Growth Command Plants Wall of Thorns Repel Wood Animate Plants Control Plants Shambler River +5 Swim Skill. Suffer no penalty to attack or skills while in/under water.	Protection1/day for 1hr, grant, by touch, resistance bonus on next save = druid lvl.SanctuaryShield OtherProtection From EnergySpell ImmunitySpell ResistanceAntimagic FieldRepulsionMind BlankPrismatic SphereSkyYour fly speed (or glide speed) improves by 5 feet. Add Spot to your list of class skills	$\frac{1}{day}, if -1 TO - 9 HP, regain}{1d8 + your ChaMod hps (SA). If}{1 attack drops \le -10 hp, die} before takes effect}$ Charm Person Restoration, Lesser Remove Disease Reincarnate Atonement Heroes' Feast Restoration, Greater Polymorph Any Object Freedom Spring Cast Vigor spells at +1 caster level. +2 bonus on all Wisdom- based skill checks during spring	
Special Ability 1 2 3 4 5 6 7 8 9 9 Special Ability	Can enhanced 2 spells per Lvl as per Healing LorecallCure Light WoundsDivine ProtectionEarthboltCure Critical WoundsSanctuary, MassHealWord of BalanceRestoration, MassHeal, MassDeath touch(SA) 1/day . Roll1d6 per druid lvl. If the \geq creature's current hit points, it dies.Deathwatch	Rebuke Plant creatures Entangle Barkskin Plant Growth Command Plants Wall of Thorns Repel Wood Animate Plants Control Plants Shambler River +5 Swim Skill. Suffer no penalty to attack or skills while in/under water. Deep Breath	Protection1/day for 1hr, grant, by touch, resistance bonus on next save = druid lvl.SanctuaryShield OtherProtection From EnergySpell ImmunitySpell ResistanceAntimagic FieldRepulsionMind BlankPrismatic SphereSkyYour fly speed (or glide speed) improves by 5 feet. Add Spot to your list of class skillsRaptor's Sight	<pre>1/day, if -1 TO -9 HP, regain 1d8 + your ChaMod hps (SA). If 1 attack drops ≤ -10 hp, die before takes effect Charm Person Restoration, Lesser Remove Disease Reincarnate Atonement Heroes' Feast Restoration, Greater Polymorph Any Object Freedom Spring Cast Vigor spells at +1 caster level. +2 bonus on all Wisdom- based skill checks during spring</pre>	
Special Ability 1 2 3 4 5 6 7 8 9 5 6 7 8 9 9 Special Ability	Can enhanced 2 spells per Lvl as per Healing LorecallCure Light WoundsDivine ProtectionEarthboltCure Critical WoundsSanctuary, MassHealWord of BalanceRestoration, MassHeal, MassDeath touch(SA) 1/day . Roll1d6 per druid lvl. If the \geq creature's current hit points, it dies.DeathwatchGentle Repose	Rebuke Plant creatures Entangle Barkskin Plant Growth Command Plants Wall of Thorns Repel Wood Animate Plants Control Plants Shambler River + 5 Swim Skill. Suffer no penalty to attack or skills while in/under water. Deep Breath Mark of Water	Protection1/day for 1hr, grant, by touch, resistance bonus on next save = druid lvl.SanctuaryShield OtherProtection From EnergySpell ImmunitySpell ResistanceAntimagic FieldRepulsionMind BlankPrismatic SphereSkyYour fly speed (or glide speed) improves by 5 feet. Add Spot to your list of class skillsRaptor's SightSummon Dire Hawk	$1/day, if -1 TO - 9$ HP, regain $1d8 + your ChaMod hps (SA). If$ $1 attack drops \leq -10 hp, die$ before takes effectCharm PersonRestoration, LesserRemove DiseaseReincarnateAtonementHeroes' FeastRestoration, GreaterPolymorph Any ObjectFreedomCast Vigor spells at +1 casterlevel. +2 bonus on all Wisdom-based skill checks during springCloudburstSwim	
Special Ability 1 2 3 4 5 6 7 8 9 5 6 7 8 9 5 5 6 7 8 9 5 5 6 7 7 8 9 5 5 6 7 7 8 9 5 5 6 7 7 8 9 5 7 1 2 3 1 4 1 5 6 7 7 1 1 2 3 1 4 5 5 6 1 1 1 2 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1	Can enhanced 2 spells per Lvl as per Healing LorecallCure Light WoundsDivine ProtectionEarthboltCure Critical WoundsSanctuary, MassHealWord of BalanceRestoration, MassHeal, Mass Repose Death touch(SA) 1/day . Roll1d6 per druid lvl. If the \geq creature's current hit points, it dies.DeathwatchGentle ReposeSpeak with DeadDeath Ward	Rebuke Plant creatures Entangle Barkskin Plant Growth Command Plants Wall of Thorns Repel Wood Animate Plants Control Plants Shambler River +5 Swim Skill. Suffer no penalty to attack or skills while in/under water. Deep Breath Mark of Water Geyser Wall of Water	Protection1/day for 1hr, grant, by touch, resistance bonus on next save = druid lvl.SanctuaryShield OtherProtection From EnergySpell ImmunitySpell ResistanceAntimagic FieldRepulsionMind BlankPrismatic SphereSkyYour fly speed (or glide speed) improves by 5 feet. Add Spot to your list of class skillsRaptor's SightSummon Dire HawkEnduring Flight	1/day, if -1 TO -9 HP, regain 1d8 + your ChaMod hps (SA). If 1 attack drops ≤ -10 hp, die before takes effect Charm Person Restoration, Lesser Remove Disease Reincarnate Atonement Heroes' Feast Restoration, Greater Polymorph Any Object Freedom Spring Cast Vigor spells at +1 caster level. +2 bonus on all Wisdombased skill checks during spring Cloudburst Swim Strong Winds Vigor, Greater	
Special Ability 1 2 3 4 5 6 7 8 9 Special Ability 1 2 3 4	Can enhanced 2 spells per Lvl as per Healing LorecallCure Light WoundsDivine ProtectionEarthboltCure Critical WoundsSanctuary, MassHealWord of BalanceRestoration, MassHeal, MassDeath touch(SA) 1/day . Roll1d6 per druid lvl. If the \geq creature's current hit points, it dies.DeathwatchGentle ReposeSpeak with Dead	Rebuke Plant creatures Entangle Barkskin Plant Growth Command Plants Wall of Thorns Repel Wood Animate Plants Control Plants Shambler For Swim Skill. Suffer no penalty to attack or skills while in/under water. Deep Breath Mark of Water Geyser	Protection1/day for 1hr, grant, by touch, resistance bonus on next save = druid lvl.SanctuaryShield OtherProtection From EnergySpell ImmunitySpell ResistanceAntimagic FieldRepulsionMind BlankPrismatic SphereSkyYour fly speed (or glide speed) improves by 5 feet. Add Spot to your list of class skillsRaptor's Sight Summon Dire HawkEnduring Flight Aerial Alacrity	$1/day, if -1 TO - 9$ HP, regain $1d8 + your ChaMod hps (SA). If$ $1 attack drops \leq -10 hp, die$ before takes effectCharm PersonRestoration, LesserRemove DiseaseReincarnateAtonementHeroes' FeastRestoration, GreaterPolymorph Any ObjectFreedomCast Vigor spells at +1 casterlevel. +2 bonus on all Wisdom-based skill checks during springCloudburstSwimStrong Winds	
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Special Ability 1 2 3 4 5 6 7 8 9 Special Ability 1 2 3 4 5 6 7 4 5 6 7	Can enhanced 2 spells per Lvl as per Healing LorecallCure Light WoundsDivine ProtectionEarthboltCure Critical WoundsSanctuary, MassHealWord of BalanceRestoration, MassHeal, MassDeath touch(SA) 1/day . Roll1d6 per druid lvl. If the \geq creature's current hit points, it dies.DeathwatchGentle ReposeSpeak with DeadDeath WardSlay LivingUndeath to Death	Rebuke Plant creatures Entangle Barkskin Plant Growth Command Plants Wall of Thorns Repel Wood Animate Plants Control Plants Shambler +5 Swim Skill. Suffer no penalty to attack or skills while in/under water. Deep Breath Mark of Water Geyser Wall of Water Tidal Surge Nixie's Grace	Protection1/day for 1hr, grant, by touch, resistance bonus on next save = druid lvl.SanctuaryShield OtherProtection From EnergySpell ImmunitySpell ResistanceAntimagic FieldRepulsionMind BlankPrismatic SphereSkyYour fly speed (or glide speed) improves by 5 feet. Add Spot to your list of class skillsRaptor's SightSummon Dire HawkEnduring FlightAerial AlacrityControl WindsWind WalkReverse Gravity	$\frac{1}{day}, if -1 TO - 9 HP, regain}{1 d8 + your ChaMod hps (SA). If}{1 attack drops \le -10 hp, die}{before takes effect}$ Charm Person Restoration, Lesser Remove Disease Reincarnate Atonement Heroes' Feast Restoration, Greater Polymorph Any Object Freedom Cast Vigor spells at +1 caster level. +2 bonus on all Wisdom- based skill checks during spring Cloudburst Swim Strong Winds Vigor, Greater Rushing Waters Heal	
Special Ability 1 2 3 4 5 6 7 8 9 Special Ability 1 2 3 4 5 6 7 8 9 Ability 1 2 3 4 5 6	Can enhanced 2 spells per Lvl as per Healing LorecallCure Light WoundsDivine ProtectionEarthboltCure Critical WoundsSanctuary, MassHealWord of BalanceRestoration, MassHeal, MassDeath touch(SA) 1/day . Roll1d6 per druid lvl. If the \geq creature's current hit points, it dies.DeathwatchGentle ReposeSpeak with DeadDeath WardSlay LivingUndeath to DeathDestruction	Rebuke Plant creatures Entangle Barkskin Plant Growth Command Plants Wall of Thorns Repel Wood Animate Plants Control Plants Shambler River + 5 Swim Skill. Suffer no penalty to attack or skills while in/under water. Deep Breath Mark of Water Geyser Wall of Water Tidal Surge Nixie's Grace Heal	Protection1/day for 1hr, grant, by touch, resistance bonus on next save = druid lvl.SanctuaryShield OtherProtection From EnergySpell ImmunitySpell ResistanceAntimagic FieldRepulsionMind BlankPrismatic SphereSkyYour fly speed (or glide speed) improves by 5 feet. Add Spot to your list of class skillsRaptor's SightSummon Dire HawkEnduring FlightAerial AlacrityControl WindsWind Walk	1/day, if -1 TO -9 HP, regain 1d8 + your ChaMod hps (SA). If 1 attack drops ≤ -10 hp, die before takes effect Charm Person Restoration, Lesser Remove Disease Reincarnate Atonement Heroes' Feast Restoration, Greater Polymorph Any Object Freedom Spring Cast Vigor spells at +1 caster level. +2 bonus on all Wisdombased skill checks during spring Cloudburst Swim Strong Winds Vigor, Greater Rushing Waters Heal Storm Tower	

	Stone	Storm	Summer	Summoning	
Special	Gain Damage Reduction x/- (X	Gain electricity resistance 5	Gain Fire resistance 5. +2	Add +2 to your caster level for	
Ability	=1 per 4 lvls) *Earth Elemental		bonus on all Wisdom-based skill	all Conjuration (summoning) or	
	Only		checks during summer.	Conjuration (calling) spells	
1	Fist of Stone	Thunderhead	Impede Sun's Brilliance	Summon Monster I	
2	Halo of Sand	Gust of Wind	Sunstroke	Summon Monster II	
3	Earthbolt	Call Lightning	Protection From Dessication	Summon Monster III	
4	Stoneskin	Sleet Storm	Skin of the Cactus	Planar Ally, Lesser	
5	Stone Shape, Greater	Ice Storm	Unearthly Heat	Summon Monster V	
6	Summon Nature's Ally VI*	Call Lightning Storm	Sunbeam	Planar Ally	
7	Ironguard	StormRage	Control Weather	Summon Monster VII	
8	Earth Glide	Whirlwind	Sunburst	Planar Ally, Greater	
9	Cast In Stone	Storm of Vengeance	Blinding Glory	Gate	
	Sun	Thunder	Travel	Tundra	
Special	1/day, can perform a greater	Immunity to natural and	Free Movement(SA) see spell. 1	Continuous Endure Elements	
Ability	turning against undead	magical Deafness	rnd/level per day. Instant		
	(anything turned or rebuked, is destroyed)		start/stop & multiple times per day up max rnds		
1	Endure Elements	Orb of Electricity, Lesser	Longstrider	Snowsight	
2	Heat Metal	Silence	Locate Object	Creeping Cold	
3	Searing Light	Great Thunderclap	Fly	Sleet Storm	
3 4	Fire Shield	Eye of the Hurricane	Dimension Door	Ice Storm	
5	Flame Strike	Storm Prison	Teleport	Blizzard	
6	Fire Seeds	Chain Lightning	Find the Path	Freeze	
	Sunbeam	Extract Water Elemental		Control Weather	
7 o	Sunburst		Teleport, Greater Phase Door	FrostFell	
8		Stormrage			
9	Prismatic Sphere	Summon Devoted Roc	Astral Projection	Conjure Ice Beast IX	
Special	Water Turn/Rebuke Fire creatures *	Wind No Spot/Search pentalies in	Winter Normal move on snow/ice. +2	Woodlands Gain Fast Heal in forested	
Ability	Water Monolith	rain/snow. Normal movement through snow/ice. Wind effects	on all Wis-based skill checks during winter	terrain type. (FH2 per 6 lvls)	
		(natural or magical) affect as if 1 size larger.			
1	Aura Agianst Flames	Cloudburst	Snowsight	Acorn of Far Travel	
2	Fog Cloud	Gust of Wind	Creeping Cold	Splinterbolt	
3	Water Breathing	Call Lightning	Sleet Storm	Creaking Cacophony	
4	Control Water	Ice Storm	Ice Storm	Commune with Nature	
5	Ice Storm	Binding Winds	Blizzard	Summon Nature's Ally V*	
6	Cone of Cold	Cloud-walkers	Freeze	Transport Via Plants	
7	Acid Fog	Control Weather	Control Weather	Animate Plants	
8	Horrid Wilting	Whirlwind	FrostFell	Deadfall	
9	Summon Elemental	Whirlwind, Greater		Unyielding Roots	
9	Monolith	winnwind, Greater	Iceberg	Unyleiding Koots	

Hex: You may create a spiritual bond between an item you have created (usually a doll or similar object) and a single enemy. Creating this item requires a sample of bodily material from the victim (blood, hair, skin, fingernails) or item that has significance to the victim (a ring, spellbook, weapon, favorite shirt). Spells cast on the effigy affect the victim. You may cast any spell with a range of touch on the creature without making a touch attack roll by casting the spell on the bonded object.

The victim receives a -2 circumstance bonus on its saving throw (if any) against the effect if body materials were used. If the item used to bond the object to the victim is not overly significant, the target could gain a circumstance bonus from +2 to +10 on its saves. If the idol is within long range (400 ft. + 40 ft/level) of your target there is no penalty, but for each increment of long range beyond this, the victim receives a +2 circumstance bonus to its saves

If the spell cast on the idol destroys the idol (see Substance Hardness and Hit Points, PHB pg 166), the bond is broken and the binding material cannot be used again. You may only have one such effigy active at any given time.