

Chapter 3: Druid Spells Examined:

In this chapter we will discuss Druid spells. Like my other guides we will go through the Druid spell list and rank spells. Unlike my other guides, I will be taking a special look at summoning spells. With any Druid, Summon Nature's Ally spells will be a major part of what the character does, so I examine these spells in detail at the end of the chapter, level by level, creature by creature.

If you haven't already, the first two chapters will discuss two very different ways to make your Druid an effective contributor to your group, please check them out first:

[Chapter 1: The Wild Mystic](#)

[Chapter 2: The Spirit of the Beast](#)

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Colour Coding the Guide:

In this guide I will be Colour Coding your various options to provide opinion on each.

Red: Warning. This is a poor option and should be avoided. For spells, simply don't expect to ever memorize these.

Orange: This is an OK option. I'm not recommending it, but it's not bad. For spells, not an everyday memorization, but in the right circumstance, good to have.

Green: I recommend this option. It is a strong choice. For spells, this is a worthy memorization option.

Blue: A must have. Your best possible option. For spells, this would be a "must have" memorization in my opinion.

Of course not all spell are just as good for each Druid build, so when a spell has different ratings for each build, then the spell rating for the Spirit of the Beast build gets put in parenthesis after the spell rating. So for example if a spell is Green for the Wild Mystic and orange for the Spirit of the Beast then it would look like this:

Entangle (SotB):

Here's a little thought exercise before we begin. Consider a new class that casts divine spells (knows the whole spell list). Here's their first level list:

Level 1: Grease, Entangle, Lesser Restoration, Delay Poison, Silent Image, and Enlarge Person. Wow - great spell list right?

Now consider a second class, also divine and knows their entire spell list. Here's their first level list:

Level 1: Calm animals, Purify food and drink, Grease, Erase, Entangle, Magic Stone, Lesser Restoration, Shillelagh, Delay poison, Jump, Silent Image, Read Magic, Enlarge Person and Mending.

The second list, on casual observation, may strike you as a bit less shiny, of course this is a fairly obvious trick, since the second list has every spell on list one and more, so is at least as good, and probably superior (if you ever have use of those less spectacular spells). My point is that we often evaluate a spell list by taking the list and looking how the spells average out. However, a Druid gets every spell on their list, but is only memorizing a small amount, so when you evaluate a list, you should really be evaluating

the best spells, and all other spells are gravy. Just reminding you of that before we get into this, because although the Druid list has a number of nice spells, there is a lot of dead weight as well, but this dead weight shouldn't define the list.

I am going to rank the spells for you, and I'm going to do something that I expect is going to be very unpopular. The Druid list is somewhat muddled by a bunch of spells that are "flavor" spells, but ones you will likely not be using very much. These are spells that specifically are targeted to Animals or Plants for the purpose of charming, talking to, having tea with, or hiding from. These spells are wildly circumstantial, and in a campaign centered around dealing with plants and animals are going to be a great boon to you. For the rest of us, these spells just obfuscate the spells in the list that are worthy of considering in a non-plant/animal centered campaign. For these spells I am going to create a special code **(Green Highlighting)** I am NOT recommending any of these spells in most campaigns (If you are in an animal/plant centered campaign it may be different). Note that spells that summon animals to rip your enemy apart, or spells that turn that summoned animal into a horrendous killing machine, or spells that allow you to use plants to teleport all over the globe are worthy of daily consideration, and therefore will be coded just like all the other spells.

The purpose of this is just to clear the water. The Green Highlights will be moved to the end of each spell level so you can evaluate the spell list as if they weren't there. The Druid spell list is versatile and powerful, and the addition of these spells actually can detract from that in your mind. I'm sure when you look at the remaining list, as if those spells weren't there at all, you will agree the Druid can be a very effective caster.

The other special case is Summon Nature's Ally spells. Since these are spontaneous spells for the Druid, I'll be evaluating them separately. Naturally you won't be memorizing SNA spells under most circumstances, but you'll be using them all the time, so in detail evaluations are appropriate. You will find a detailed breakdown of Summon Nature's Ally after the spell list.

0-Level Druid Spells (Orisons)

Create Water: The Orison creates quite a bit of water (2 gallons/level) that lasts for up to a day. Since you can cast this over and over again, you can create great sums of water.

Detect Magic: This is pretty much a staple for all casters, the Druid included. A very strong pick for a 0 level slot at any time.

Detect Poison: Wildly circumstantial. Most of the time you do not want to spend a standard action to determine if the guy has poison on his weapon or the creature is poisonous, which tends to be the most common interactions with poison in the game.

Flare: Dazzled is a vastly unimpressive status effect, using a Standard Action to Dazzle someone is a bad use of an action, even if there weren't a saving throw (which there is)

Guidance: A one minute tiny buff. At low levels I've seen a Druid/Cleric cast this continuously on the party members. The logistics of that are going to slow you down a great deal, and it's not something that is probably worth your time as levels increase, but at low levels a +1 is more substantial.

Know Direction: Hopefully, as a Druid, you will find this spell largely unnecessary. It's good that it's on the list, so if you do get lost or need direction you can cast it the next day, but I wouldn't go memorizing it on a daily basis.

Light: This is kind of a staple, only one person in your party needs this, but you are as good a choice as any other caster. Cast it on something small, so it can be moved or thrown easily, as well as worn on clothing so it doesn't require a free hand.

Mending: A circumstantial spell, but is occasionally handy. Not for everyday use, but if a magic item breaks, you want this memorized the next day for sure.

Purify Food and Drink: I can think of very few uses for this spell that will come up regularly in any campaign. Very circumstantial.

Read Magic: Grants the ability to skip the spellcraft roll to read a scroll. This isn't something you need every day, but coming upon new scrolls, use this in your off time to learn the scroll as needed.

Resistance: Very much a similar use to the "Guidance" Orison. Resistance bonuses are a dime a dozen, so don't expect much use from this beyond the first few levels.

Stabilize: If Johnny is at -5 HP and you don't have time or the spells to heal him right now, then Stabilize prevents further HP loss until you do. This has occasional use in combat if you don't have a cure light wounds wand (at very low levels) or at later levels if that wand isn't handy.

Virtue: One temporary HP is REALLY not much, even at first level I would have to think you are buffing better with Guidance or Resistance IMO.

1st-Level Druid Spells

Cure Light Wounds: A helpful quick heal in combat, out of combat at low level this will also come in very handy, at higher levels you will be glad it's on your spell list even if you don't memorize it because it allows for the use of the very cheap and useful cure light wounds wands.

Detect Snares and Pits: Detect traps...whoops, not really. Detect SOME traps. That is a qualifier that makes this spell a stinker. It's more for detecting natural hazards, of course, being a survival nut, you can probably know where to check for quicksand anyways. I would probably still recommend this if it was an all day buff, but instead you need to know when you need it, which of course, largely defeats the purpose.

Endure Elements: Circumstantial spell that does not confer any actual energy resistance, but does allow for a T-Shirt and Shorts while ice fishing. Useful when needed, but not needed often.

Entangle (SotB): Fantastic battlefield control spell. The range is long, the duration is 1 min/level, the area covered is impressively large (40 ft radius). The spell creates the entangled condition, slows movement, potentially STOPS movement (for those who enter the area), and does some very, very minor damage. Note that the reading of this spell suggests that some form of plant life must be present in the area, which creates some circumstantiality. The Spell targets Ref and does not allow SR.

Faerie Fire: A fairly good spell that is "Druid only", Faerie Fire first of all cancels Blur or other concealment, making the target available for the rogue to sneak attack, in addition it prevents any attempts at stealth or invisibility. A good spell to cast on a sneaky opponent. There is no saving throw for this spell (nice) though SR does apply.

Goodberry: There are 2 main purposes of this spell. The first is an off-time heal spell, allowing you to "pre-create" these berries as a little HP top up. Allies can carry the berries in their own pockets, and use them as necessary. The other purpose is to use this spell to provide nourishment to the entire group with just a few berries. Not a super powerful spell, but handy.

Jump: Gain a bonus on jump checks using acrobatics. This skill goes beyond circumstantial, rounds the bend at wildly circumstantial, and stops for a rest at stupidly circumstantial

Longstrider: A long duration 10ft speed increase. Since this speed modifier will translate to Wildshape (though land speed only), this remains somewhat useful even at mid to high levels, although you will have a reasonable level of speed versatility at that point.

Magic Fang: Grants an enhancement bonus of +1 to one natural weapon. The Duration isn't great, and Greater Magic Fang really is quite a bit greater, however, as a buff for summoned creatures, it can be helpful to give them the ability to punch through DR. Probably not a regular memorization, but a cheap wand later on is a good investment.

Magic Stone: Spend a first level spell to enhance stones so they can be used from a sling and have that sling do just as much damage as a normal light crossbow. Wow. Does double (woo-hoo) damage to undead.

Obscuring Mist (SotB): Obscuring Mist is a very handy defensive spell. For a summoner (who doesn't need to target) even more so. Put it on your regular memorizations, even at higher levels.

Pass without Trace: You can have one ally per level untrackable for a pretty decent duration. Naturally, you are untrackable by level 3 anyways, but what about your clumsy hapless allies? Circumstantial spell - generally you just don't get tracked all that often to make this a regular memorization.

Produce Flame (SotB): Blast attack that does underwhelming damage...yet, the damage IS better than magic stone, and it can be used in melee or ranged, and it's a touch attack, and it grants a light source. A million times better than Magic Stone, but still merely OK. You need a couple levels or this is a one shot merely OK blast.

Shillelagh (SotB): Me and my group make fun of this spell, but actually, at low levels it's not bad. If you are a Spirit of the Beast, at low level (before wildshape), a +1 staff that does a base 2d6 damage is actually not bad. Beyond 5th level I never see casting this.

Calm Animals: Calms an amount of animals that's reasonably impressive for the level. They get a will save (but animals just don't have great will saves).

Charm Animal: To be used in conjunction with "Wild Empathy" to turn a rabid wolf that wants to rip your throat out into a fanatically loyal pet forever. Use this first to raise the attitude to friendly, then Wild Empathy to improve it to helpful.

Detect Animals or Plants: Used to find a specific kind of animal or plant. Perhaps the healing herb or an animal to charm or speak to.

Hide from Animals: Used to have the entire group (after a few levels) sneak past the animal guards.

Speak with Animals: Now you are Dr. Doolittle. Talk to the rat, "Hello my rodent friend, did you see...", "Maybe I saw something, maybe I didn't. Got any cheese?"

2nd-Level Druid Spells

Animal Messenger: An occasionally handy spell for sending messages long distances. Far inferior to instant messaging via Sending for example, but still, at lower levels, one of your better ranged message options.

Barkskin: Grants an enhancement to Natural Armor, so yes, this stacks with Wildshape granted NA, this does not stack with Amulet of NA. The duration is OK, but don't expect to have it up all the time. The bonus increases quickly, maxing at +5 by only 12th level. Good buff for party members and yourself.

Bear's Endurance: My main concern with enhancement bonuses to stats is that they don't stack with the magic items that grant the same effect. Furthermore, the duration isn't great. When you get this at level 3, it's going to be semi-useful at that time, but will reduce in use as your equipment list grows.

Bull's Strength: My main concern with enhancement bonuses to stats is that they don't stack with the magic items that grant the same effect. Furthermore, the duration isn't great. When you get this at level 3, it's going to be semi-useful at that time, but will reduce in use as your equipment list grows.

Cat's Grace: My main concern with enhancement bonuses to stats is that they don't stack with the magic items that grant the same effect. Furthermore, the duration isn't great. When you get this at level 3, it's going to be semi-useful at that time, but will reduce in use as your equipment list grows.

Chill Metal (SotB): This is a blast, but actually a pretty good blast. You can target multiple creatures (selectively) and they take continuous damage over 5 rounds. Works on anyone with metal equipment - that's usually pretty much anyone but Druids (even Wizards and Sorcerers are known to have some metal on their crossbows and such). Works best on those with metal armor. A great blast vs. spellcasters as continuous damage can be a problem for casting spells.

Delay Poison: A very handy spell to have, Delay poison is a suppression effect, so it doesn't actually cure someone infected with poison, but it is a total suppression, so for

the (good) duration, the subject is basically immune to poison (though they will have to deal with the effects afterwards.)

Fire Trap: Creates a minor blast trap effect, takes 10 minutes to cast, costs gold to cast...Way too circumstantial, and even not great then.

Flame Blade: Better duration than produce flame, similar damage, less versatility, higher level for some reason.

Flaming Sphere (SotB): Flaming Sphere is a blast, but it's one of those great blasts because it keeps doing damage every round, and you can use your move action to move it around, meaning you can go after different targets. You can have 2 active at a time if you like and spend your turn moving them around burning up your foes.

Fog Cloud (SotB): I've always been a fan of Fog spells, and Fog Cloud is kind of the basic. Unlike Obscuring Mist, you can place this one wherever you need it. No saving throw or SR can block it out. It messes up archers and enemy casters (targeting casters anyways), and several other uses.

Gust of Wind (SotB): Often underrated, Gust of wind is a moderately good battlefield control, as well it's handy as a way to take care of fog spells.

Heat Metal (SotB): Basically the same spell as Chill Metal except that it is heat damage instead of Cold damage. Also a good spell, but just be aware they are basically the same effect, so are redundant with each other.

Owl's Wisdom: My main concern with enhancement bonuses to stats is that they don't stack with the magic items that grant the same effect. Furthermore, the duration isn't great. When you get this at level 3, it's going to be semi-useful at that time, but will reduce in use as your equipment list grows.

Reduce Animal: A long duration effect that shrinks an animal one size. I honestly don't see a lot of use for this spell for a Wild Mystic. If you have an animal companion, then maybe, but as a Wild Mystic you shouldn't.

Resist Energy: This spell is my preferred form of energy protection. There is no "maximum" it can resist before it disappears and it is a lower level than protection from energy. It's certainly possible for energy damage to punch through this spell, but it does scale with level, so it should significantly reduce the hurt.

Restoration, Lesser: Very handy spell to have available. Does a good "patch up" job on someone who has taken ability drain, although it won't always bring you back to full with one casting. Also a good way to get rid of fatigue or exhaustion. Makes a great wand when you can afford it.

Soften Earth and Stone (SotB): One of the premiere Druid spells, this spell offers more than the obvious battlefield control options, it also offers ways through stone walls and the like, softening them to an easily removable dirt. As a battlefield control it's very nice as even those who save are slowed, but those who aren't are immobilized, which is nasty. Targets Ref which is a good save to target as well. The target area is shapable as well, which makes this spell a real winner.

Spider Climb: If you haven't gained wildshape yet, this offers a maneuverability improvement (casting from the ceiling can be a good way to avoid the attacks of enemies), but once Wildshape is a standard, then you will be flying all over the place, so clinging to walls becomes not all that hot.

Summon Swarm: This is an OK spell, swarms can be difficult to damage depending on your weapon forms, and damage is continuous. They usually have some secondary effect as well. The damage however (and secondary effects) can be underwhelming.

Tree Shape: You turn into a tree. Generally, I would consider this a "camping" spell when outdoors (as you are pretty hard to discern from an actual tree), however, some lumberjacks could really mess up your sleep. Also, you can't change the party, so what's the point?

Warp Wood: A fairly useful debuffing spell. You can warp several targeted weapons, shields etc with one spell. Also has some utility use, like to open doors (and as the spell suggests - sink ships). A will save negates.

Wood Shape: A pretty circumstantial spell. Change the shape of wood to suit your purpose, no fine detail allowed. I can't recommend it.

Animal Trance: Fascinates 2d6 HD of animals. Probably not a great spell, even for dealing with animals.

Hold Animal: Paralyzes one animal for 1 round/level. A decent combat spell against animals, but it's really all or nothing.

3rd-Level Druid Spells

Call Lightning (SotB): I really question how much better this spell is than Flaming Sphere. The bolts can hit flying creatures which is sure helpful, and you don't have to move them around from round to round..hmmm OK, convinced myself it's better, but note it also has a one round casting time. Really more of a spell for long duration combats.

Contagion: Disease is a pretty poor combat effect. It just takes too long for any serious effects to occur. As such, this isn't a great spell for combat, and out of combat you aren't going to have much use for it.

Cure Moderate Wounds: Overall I consider Cure Light Wounds the better spell for its level. However, Cure Mod Wounds follows the standard progression of cure spells. Occasionally useful in combat in mid levels, probably not your cure of choice out of combat. Furthermore, this is a late entry for Druids, making this less attractive. As a 3rd level spell, I just can't recommend it.

Daylight (SotB): A more powerful light spell. This spell is handy for dealing with Darkness Spells as well for illuminating a larger area (60'). The duration is OK at 10 min/level but not stellar.

Magic Fang, Greater (SotB): A very handy buff that will give your summoned creatures enhancement bonuses to attack (and thus get through DR). Even better for the combat based Druid, but for Wild Mystics, handy nonetheless. You will find yourself using the version that effects all a creatures natural attacks most often.

Meld into Stone: You can step into stone and, well hide I guess. You can cast some self buffs while you are in there, but you can't take any of your allies, so I don't know what's happening to them during this time. Not long enough duration for a "camping" spell. I'm just not a fan of this one.

Neutralize Poison: OK, but not fantastic. Neutralize poison first of all is not even a foolproof way of dealing with poison as you have to make a CL check vs the DC of the poison. Can be used as a buff like delay poison, but really, delay poison is lower level so that spell seems more useful overall.

Poison: Requires a touch attack, which shouldn't be too much of a problem, the problem is then that they get a Fort save to avoid the effect. If they fail they take 1d3 Con damage which is OK, and every round another save or the Con damage is taken again. This spell is not overwhelming, and since there is no partial effect on a successful save, it's a risky strategy.

Protection from Energy: There are certainly advantages to this spell over resist energy, especially if facing one big blast. However, it is a higher level, and lacks the staying power of Resist Energy, so overall, I like that spell better.

Quench: Circumstantial spell, but in the right circumstance, very effective. As a blast against fire based creatures this is pretty cool as it does 1d6/CL (Max 10d6) to all the fire creatures in the area with no saving throw. So like a fireball minus the save and the potential hitting of allies. Nice. In addition, works like a dispel against magical fires.

Remove Disease: Cures the diseases of the subject. Certainly not something you need memorized everyday, but very nice to have available the next day after someone has contracted a disease.

Sleet Storm (SotB): A very effective Battlefield Control spell. An excellent spell for both Druids and Wizards.

Snare: Creates a snare trap. The upside is that it is permanent until triggered, therefore having this on your spell list is a boon. The downside is it's pretty circumstantial.

Spike Growth (SotB): Ahhh...now we're talking. Intended as an inconvenient trap spell, in fact, this spell is battlefield control. Choose the squares to be affected, and those moving over make a saving throw or are slowed. Not as good as slowing like the spell slow, but still, halving their movement. There's some minor damage as well. Also,

the squares you trap are DC 27 search check to reveal, and unless your enemies are using Search during a battle, that means they won't see what's coming. A good way to slow down fast moving enemies.

Stone Shape (SotB): Utility spell, the most obvious use I can think of is to make the opening in a stone wall, but I can think of some others too right off the top of my head. (Create cover from the stone floor, close in something you want to keep safe and hidden...etc). A good 4th level spell for Wizards, which means getting it at level 3 makes this a winner.

Water Breathing: The use is obvious, and obviously something pretty circumstantial.

Wind Wall: A defensive spell that protects against nasties like Cloudkill, arrows, gaseous breath weapons, and the like. Late entry for Druids, and since Druids often are the flying bird, sometimes inconvenient.

Diminish Plants: Reduces size or blights the growth of normal plants. Ugh. You can ruin crops too. Double ugh.

Speak with Plants: You can talk to plants and plant creatures. I guess "Did a big guy come by" might be a useful question to ask. Poor DM's who have to determine how to have to roleplay a conversation of an Int 0 plant.

Plant Growth: Grows vegetation, improves crops, in an area that includes both brush and trees, use it for a large area battlefield control that is very effective.

Dominate Animal: One animal obeys your silent mental commands and orders. Potentially a very good spell for it's level if and when it actually comes up.

4th-Level Druid Spells

Air Walk (SotB): I like air walk more than fly, I think the reason is because you can translate a land movement rate to flying. Furthermore, the fly skill isn't going to be required either, since the movement is as if on solid ground. The duration isn't bad either - a nice buff for your allies or your summoned critters. For the Spirit of the Beast, this is the way to maintain your Wildshape in the more deadly land-based forms while still getting flight ability.

Control Water: Pretty circumstantial, allows you to raise or lower water, as well as slow water based creatures.

Cure Serious Wounds: The next progression of cure spell, as with CMW this is late entry for Druids, and although it may be occasionally useful in combat, overall, it's a bit underwhelming.

Dispel Magic: First off, this is late entry for Druids, also, heavily nerfed from 3.5, however, note that this spell no longer becomes useless at high level, it's consistently mediocre across the levels.

Flame Strike (SotB): Kind of an iconic blast for Divine casters, and early entry for Druids. The big draw is that 1/2 the damage is "divine" and not subject to energy resistance, however, if you're counting on that, then the total damage is going to be pretty poor, even on a failed save. The area is pretty small as well. Overall, it's an OK blast, but not fantastic.

Freedom of Movement: A fairly useful spell that grants immunity to all sorts of things that impede movement. What sorts of things? Well, unfortunately that was always a matter of debate in 3.5, and Pathfinder has not stated it any more clearly. The duration is decent, so best to be used proactively, or in combat, given to an ally in need with a touch.

Ice Storm (SotB): A multi threat spell, it does 5d6 damage (not great) and makes the terrain hindered (so-so) and provides perception penalties. Overall, not terrible.

Reincarnate: The Druid version of Resurrection. A bit of a gamble, as the assumed form is sometimes better, and sometimes worse than the original form. In our group the Barbarian (half-orc) was transformed into a Full Orc, which was just mechanically better. However, he could have come back as a Kobold as well. Note that however, chances are that you will get ability bonuses, not penalties, so a decent gamble usually anyways. 1000 gp cost means this isn't an everyday spell.

Rusting Grasp: A touch attack that destroys metal without a saving throw. Armor is reduced in value, and the opponents sword is turned to scrap. Doesn't work on magical metals though, which certainly is a big disadvantage.

Scrying: Spies on subject from a distance. Note that the casting time is long, the vision ability is limited, this is circumstantial at best.

Spike Stones: Very much like Spike Growth except the damage caused is significantly higher. Redundant with Spike Growth, so take one or the other.

Antiplant Shell: Keeps animated plants at bay. How often does this come up?

Repel Vermin: Insects, spiders, and other vermin stay 10 ft. away. Not that the giant spider minds. He'll web you and drag you to him.

Giant Vermin: Turns centipedes, scorpions, or spiders into giant vermin. I could see this being used in conjunction with summon swarm I suppose.

Command Plants: Sways the actions of plant creatures. Again, circumstantial beyond belief.

Blight: Withers one plant or deals 1d6/level damage to plant creature. Against plant creatures an OK blast, and that's really it.

5th-Level Druid Spells

Animal Growth: This isn't like Enlarge Person for animals. An animal that has had this spell cast on it becomes a terrifying beast. +8 str, +4 con, +2 Natural Armor, all normal effects of increased size such as reach occur as well. Paired with spontaneous Summon Natures Ally - this is prime. Oh, and the bonuses all stack with Augment Summoning (that's a total of +12 Str, +8 Con). Nasty.

Atonement: A method of preventing or reversing alignment change. Really, hopefully alignment change isn't a problem for you or your group, but if it is, this could be circumstantially useful. Kind of an odd spell for a Druid to have on their list I think (I would think of this as a Cleric/Paladin spell)...but hey, I'll take it.

Awaken: Gives an animal or Plant human Int (and Wis and Cha). The animal/plant is automatically friendly to you and you can assign it tasks. Note that this spell costs 2,000 gp per casting, and if you cast it on your animal companion, they cease to be your animal companion.

Baleful Polymorph (SotB): Basically a save or die, except instead of dying, you turn them into an ant (or whatever other miserable form you choose). Depending on the second save, they may be a regular ant or a really smart ant. Personally, I'm not a big fan of save or die, but there are those that think it's the best spell type in the game (even though they are wrong) :)

Call Lightning Storm (SotB): Like call lightning except the damage is significantly higher. The range is also better (long). I think I have a favored bias for blast spells that keep on blasting rounds after you cast them, and this is a decent example.

Commune with Nature: This divination spell gives you information about the surrounding natural area, including where there is water, what kind of life exists, etc. You can use this (with reduced range) in natural caverns as well, to find out if the cave is inhabited by Orcs or a Red Dragon. I would call this circumstantial, but of moderate value.

Control Winds (SotB): Creates a large area of wind that you can control the direction and severity of (your ability to alter severity increases with level). The main downside of this spell is that those in the area get a Fort save to avoid the effects of the wind. However, note that if they fail that save, this spell can throw flying creatures around, blow standing people prone, and end all ranged attacks in the area, so for battlefield control - this is windwall on crack.

Cure Critical Wounds: The apex of the "cure" spells for single targets. Does your 9th level + Druid want to use this spell in combat? If possible no. The amount healed simply isn't enough to warrant the spell slot IMO. Much better to heal out of combat with CLW wands. I will say it could be that your next battle you wished you had this, so

I won't rate it red, but I don't recommend it for regular memorization. Also, it's late entry for Druids.

Death Ward: Grants a +4 bonus to save vs. death spells and magic death effects, and provides a save even if one is not normally provided. Also the subject is immune to energy drain, so they are Enervation proof. However, that said, in practice you are going to have a hard time using this spell effectively. The duration is 1 min/level so you will need to know beforehand that you need it, and that doesn't often happen. It's not retroactive, so often by the time you know you need it, it's too late. It also is only protecting one person.

Hallow/Unhallow: An absolutely massively circumstantial spell, that I figure is more of a Cleric spell than a Druid spell (aren't they the epitome of positive vs. negative energy?) This has a material cost, but it is permanent. I could see using it to set up a defensive area, though that is going to be pretty circumstantial. It takes a day to cast.

Insect Plague: Summon swarm en masse. You get one swarm of angry wasps per 3 caster levels (you need to have them adjacent). The range is long, and the duration is pretty good. A 1 round casting time is a drawback. Overall, again, I'm not a huge fan of swarms, but these are decent.

Stoneskin: My problem with Stoneskin has always been the price. 250gp may not be a king's ransom, but if you are casting this spell regularly, that's 250gp over and over and over - and that can become a king's ransom quite quickly. 10/adamantium DR is certainly useful, but is it worth the price over and over again? In my opinion, it's worth it occasionally, but not regularly.

Transmute Mud to Rock: Far more circumstantial than its brother, transmute rock to mud. Sometimes this is used as a "finisher" in conjunction with Rock to Mud. Use the Rock to Mud spell to trap the enemy, then Mud to Rock to really, really trap them, they do get a Ref save to avoid the effect, but it can be basically a mass save or die combination that targets the generally weakest save (and the save almost never associated with Save or die). Personally I'm not big on the strategy, but I certainly see the value of it.

Transmute Rock to Mud (SotB): No saving throw battlefield control. Reduces movement of those caught to 5 feet per round (I thought 3.5 Solid Fog was "broken?") regardless of their normal movement rate. Circumventing this spell is easy if you aren't restricted to walking, but for those who are, it can be a nice way to control the battlefield. You can also convert ceilings to mud for a really unimpressive blast effect if you like which is technically multi-threat since it leaves a 5' deep mud-puddle around the victims, Ref save for 1/2.

Tree Stride: First of all, this spell trumps "Tree Shape" giving you absolutely no reason to use that spell ever. However, the main purpose of this spell is to give you the ability to teleport short ranges. Alone, not all that great, but being able to do it as often as you like for 1 hour/level is all kinds of useful. Travel across the world in a couple days, scout out far distances, make quick escapes, unfortunately, you can't cast this on anyone else, which is the biggest drawback for actual gameplay use, and the reason this is a "once in awhile" memorization instead of an everyday must have.

Wall of Fire: The damage wall of fire does is pretty sad. It is big, so if you are taking on legions of wimps, it's good, but for the average Druid, really you have all kinds of blasty spells - you can do better. This is even late entry for the Druid, talk about insult to injury.

Wall of Thorns (SotB): A very nice battlefield control spell that gives no save or SR. I would consider Wall of Stone to be superior overall if I have to choose - but in some ways this spell can actually be better (it's bigger, thicker, harder to chop through) making it debatable. I would call this a "must have" memorization.

6th-Level Druid Spells

Antilife Shell (SotB): This spell takes a full round to cast, but that's a bargain considering what it does. It creates a 1 min/level 10' area around you that nothing living can enter. Spells like this normally offer a saving throw, but for some reason,

Antilife spell doesn't. That means you are blocked from entering NO SAVE. Wizards would KILL for this spell, and considering the Wild Mystic is the Druid's answer to the Wizard, you would too....and you have it.

Bear's Endurance, Mass: I like the mass ability bonus boosts less than their lower level cousins. The reason is that by the time you get these spells, stat bonus items are going to be pretty common through the party, and they are not stackable with these spells, so you either end up boosting non-primary stats, or you fail to boost primary stats.

Bull's Strength, Mass: I like the mass ability bonus boosts less than their lower level cousins. The reason is that by the time you get these spells, stat bonus items are going to be pretty common through the party, and they are not stackable with these spells, so you either end up boosting non-primary stats, or you fail to boost primary stats.

Cat's Grace, Mass: I like the mass ability bonus boosts less than their lower level cousins. The reason is that by the time you get these spells, stat bonus items are going to be pretty common through the party, and they are not stackable with these spells, so you either end up boosting non-primary stats, or you fail to boost primary stats.

Cure Light Wounds, Mass: Please note that this spell does cure more damage than cure light wounds to a single target (assuming you are over level 5) since the caster level bonus is up to 25. That said, I would call this spell circumstantial at best, as you aren't healing gobs of damage, you are healing very moderate damage to several people.

Dispel Magic, Greater (SotB): I like this a lot more than dispel magic, got to say, that's a nice chance, considering the level difference. An effective way to debuff an enemy who's "spelled themselves up". Also note that Dispel Magic is late entry for Druids, but the Greater version is not. Nice.

Find the Path: Find the route to anything. Before you complain about the red rating, allow me to explain: My rating is a recommendation, not a power rating. Find the path is the DM's nightmare, it is one of those spells that basically can circumvent entire adventures, since nothing can be hidden from you anywhere. This is simply a spell that should not exist, and smart DM's outlaw it. However, as one player to another, just give your DM a break and don't take it in the first place. You either don't need this spell, or it is the ultimate answer removing the challenge entirely, either way, it's just not fun. As such, I don't recommend it.

Fire Seeds(SotB): As a in-combat casting blast, this spell is inferior. However, planned ahead, this can be pretty good. You can hand off acorns to party members before a battle against a single opponent for example, who then can expect 1d4xCLx4 damage (Rogues can use to greater effect with Sneak Attack). The bombs really do horrible damage, but I think you can set off more than one at once, and if you can set off all 8 at once, then that's some good damage (8d8+CLx8). For a 13th level Druid - setting off all the holly bombs should do about 140 average damage.

Ironwood: Kind of a staple for Druids, and an important turning point. First of all, the only material component for this spell is wood. Therefore, this is basically free. Secondly, if you cast this on 2.5 lbs/level of wood or less, than any armor, shield or weapon you cast this on gets a +1 enhancement. Yes, that's free enchanted armor and weapons. I know you are wondering, so let me just tell you, you need to be 10th level to create ironwood full plate (get someone else to craft it, then you cast on the armor), and 20th level for it to be pre-enchanted. For a breastplate (which most Druids will grab if they don't have heavy armor prof), you need to be only 12th level for the +1. Cool. A very good spell, but orange because it's not an everyday spell.

Liveoak: Use this spell to turn a tree into a servant Treant. Yes, a treant that Huge plant creature with 2 +17 attacks and 15 foot reach and trample, and, with power attack, that Treant can do 2d6+17 damage with each slam attack. I would consider this a possible daily slot, just to replace them when destroyed.

Move Earth: You can flatten or create buckles in the ground. If you become a professional landscaper, this is a must. For the rest of you, very, very, very circumstantial (create a trench for defending archers for example).

Owl's Wisdom, Mass: I like the mass ability bonus boosts less than their lower level cousins. The reason is that by the time you get these spells, stat bonus items are going

to be pretty common through the party, and they are not stackable with these spells, so you either end up boosting non-primary stats, or you fail to boost primary stats.

Repel Wood: Pushes wood away. Mainly useful for pushing those holding or wearing wood away. There is no save which is nice, but the wood can also just be dropped, which isn't so nice. I would think this spell would be devastating against someone in ironwood armor or against a treant, but these are circumstantial uses.

Spellstaff (SotB): This is one nice spell. Obviously I won't recommend this as a daily memorization, but nevertheless this is a star, as it essentially grants you one extra memorization slot. Sp I'm giving it a blue rating for that. You cast this spell in your off time, and then you have one extra spell on a day you need it. Awesome.

Stone Tell: Talk to stone. This is really more of divination than a communication as you get impressions on who has touched the stone, what's on the other side etc. Because of the duration you can examine decent sized areas picking up impressions. Not great, but certainly not bad.

Transport via Plants: Now we're talking! This spell throws off the big drawback of Tree Stride and allows you to teleport your entire party any distance. The lack of a distance limitation makes this spell actually better than teleport for long distance travel. Druid only.

Wall of Stone (SotB) : A personal favorite, though I would suggest a bit redundant with Wall of Thorns - that is lower level. I still like this spell even at this level though as it is more versatile than the wall of thorns spell, which has always been a selling feature for me.

7th-Level Druid Spells

Changestaff: Because one treant through Liveoak isn't enough. This lasts long enough to be an all day summons, and as I pointed out before, treants are pretty tough. The Changestaff isn't a real treant, but it fights like a real treant, which should be enough for you, huge size can be limiting though, so in some environments just take the staff and use it in the big room. Druid only.

Control Weather: Druids are significantly better at this spell than Clerics, but still, this isn't a combat spell, it's a 10 minute cast (20 mins until it takes effect) meaning it's pretty circumstantial. Once again, setting up a defense this could be very handy, or punishing an enemy army - this is all pretty circumstantial stuff though.

Creeping Doom (SotB): A pretty nasty spell. First note that it is a standard action to cast, secondly, the poison effect of the Centipede Swarm is not the usual crappy Fort 13, but instead the DC for this spell - which will be good. Also, the damage is 4d6 per swarm/per round. That's 16d6 of damage every round for 1 round/level (though you can't put it all on the same target). No save for the damage. The main limiting factor here is that it is only going to affect targets on the ground, which at this level, is a significant limiting effect.

Cure Moderate Wounds, Mass: Like Cure Light Wounds, Mass, with really the same reason I think it's overly circumstantial. In fact, I would say that you should skip this entirely, because assuming a non-epic character, you are only healing 1d8 more with this than CLW mass. hardly worth a whole spell level.

Fire Storm: At first this spell looks a lot like a really high level fireball spell, but it is a lot better, let's examine. First of all, the damage limit is 20d6, twice that of a fireball. Secondly, this spell covers 2 10 foot cubes per level (nothing saying in the spell they need to be connected even) which means it's much, much bigger - and shapeable. Finally, creatures hit with the spell keep taking damage on subsequent rounds (4d6). So yes, it's quite a bit better than fireball. Still - it's a straight blast for 1d6 damage/level, so I can't highly recommend it.

Heal: Late entry for Druids, but at least you get it. Heal is the spell that makes in combat healing viable, since it actually heals more than you could expect to do in damage with damage causing spells (before someone suggests it, yes, including Harm, which grants a saving throw for 1/2 damage). However, this is more than just damage that is healed, it is also the cure for pretty much any status effect, and brings back the

poor feeble-minded caster. A fantastic spell, even with late entry. Once again, Wizards drool with envy.

Scrying, Greater: If you like to scry, this spell lasts an hour/level and is only a standard action to cast. You can cast message through the scry, so you can actually communicate with the scryed creature (or those nearby). An everyday memorization if you like playing diviner, for other Druids, there when you need it.

Sunbeam: Fire a beam of sunlight every round. It does damage, but the damage isn't great (unless it's against undead, then the damage is OK) and it can blind a creature, if they fail their saving throw. This, being a line effect, is going to be affecting too few creatures per use to recommend.

Transmute Metal to Wood (SotB) : Turns all metal objects (in a pretty decent sized placeable burst) into wood. Only magical items have resistance, but not complete resistance to this spell. Once this spell becomes available, look to repel wood again, and consider the combo opportunity (so hint-hint, memorize both or neither).

True Seeing: There are a few applications to this, but we're all pretty familiar with the applications I think. True seeing lets you see invisible things, allows you to recognize illusions or disguises, reveals secret doors, allows the Rogue to bypass blur effects, etc. Moderately useful circumstantially. This is also late entry for Druids (Clerics get this as a level 5 spell!) and has a material component cost (250 gp). This is a scroll suggestion, but I wouldn't memorize it normally.

Wind Walk: Don't get me wrong, with a Cleric, I'm always happy when Wind Walk is available because fast transport isn't really common on their list, but for Druids - Transport via plants, a vastly superior spell, was available last level! Why would I memorize this? I guess for scouting? Or maybe for transport where there are no plants. For the most part, I would just avoid this and transport via plants instead.

Animate Plants: Slightly better than the 6th level Cleric spell animate objects, but circumstantial because plants aren't always handy.

8th-Level Druid Spells

Animal Shapes: I can certainly see occasional uses of this spell. Turn the party into diminutive creatures to sneak into small areas, turn the party into birds for flight options, but overall, Polymorph isn't a great combat buff unless you are made for it (though it can be a good way to grant stuff like pounce or blindsight). So as a utility spell this has only limited use, and as a combat buff - also limited use. For the right party, this might be green rating.

Cure Serious Wounds, Mass: Now you are healing 2d8 more than Cure Light wounds mass. Really, your in-combat healing spell should be heal at this point, not this stuff.

Earthquake (SotB): Collapse caves, crumble cliffs, open fissures, drain lakes and rivers, and collapse buildings with a standard action. Want a save? Fine, you can save to take half damage when the roof collapses on you, but you CANNOT save for being pinned by the rubble and unable to move. Oh yeah. The area is massive as well. This is not a blast - but it's an effective battlefield control.

Finger of Death: Save or die - whooops! Not anymore. Now it's save or take damage. Get off my spell list! You are obfuscating the good stuff!

Repel Metal or Stone (SotB) : OK, now the metal/wood and repel wood just seems like extra effort. Just push it away without the transformation with this spell (no save or spell resistance).

Reverse Gravity (SotB) : Sometimes you fight creatures that don't fly, and don't have ranged attacks either. In those cases this spell wins the fight. No SR, no save, they just float in midair for you to pick off one at a time for 1 round/level. The difference between using this to kill those non-flying foes and flight spells, is that creatures that can't fly can still run and find cover, or other useful tactics. Just floating there is a nice place for them to be. This is late entry for Druids - but is still a powerful spell.

Sunburst (SotB) : Overall not a bad spell. Long range burst effect with a really great radius (80'!). All creatures within make a Ref save, if they fail they are blinded and take 6d6 damage (permanent blind). Against undead it does 1d6 per caster level damage.

The damage really isn't the candy here, it's the size of the effect and the blindness. This is a spell for mass amounts of enemies, not single targets. That's what makes this significantly better than sunbeam.

Whirlwind (SotB) : Druid only battlefield control. This spell is really going to screw creatures of small or medium size. Like reverse gravity it's going to hold them aloft, unlike reverse gravity you can then have the cyclone deposit them wherever you wish - like over that cliff. The way I read this, flying creatures can get caught too, but the limiting factor is a saving throw to negate. Still pretty good.

Word of Recall: A quick teleport back to a safe place. You can bring your allies with you. This is just worse than Greater Teleport because you have to pre-select the destination (your sanctuary), so for long range teleport needs, transport via plants is still your best choice, and for in the middle of combat teleport needs, well, that's just not your strength.

Control Plants: Like mass dominate for plants. If plants are common, or even semi-regular adversaries in your campaign, this spell is awesome. If not, it's overly circumstantial.

9th-Level Druid Spells

Antipathy: Get off my spell list! Purely defensive magic that takes an hour to cast. Repels (if they fail their save) a creature of specific type or alignment (no repelling evil in general, you can repel Chaotic evil, neutral evil or Lawful evil). This is going to be massively circumstantial, and requires too specific a target to be of any general use. It's an insult to make this spell 9th level (late entry by the way).

Cure Critical Wounds, Mass: We are talking 9th level spells here. If I want to mass heal at this level, this just isn't going to be enough. I would skip this every time.

Elemental Swarm: Used to summon a mass of Air Elementals, this can actually be somewhat effective even at high levels. You most certainly need Augment Summoning to make it effective, but the candy here is the duration, allowing you to cast it long before combat occurs.

Foresight: You are warned of impending danger, the most obvious mechanical benefits are that you are never surprised or flat footed. There is a small bonus to AC and Reflex saves (+2). That's pretty much it. I would have thought some kind of initiative benefit would fit this spell, but I guess that's too powerful.

Regenerate: What a weird spell. How often under the rules do you lose a limb? Or suffer a failed organ? Never that I can think of. Otherwise, this is just a gimped heal spell.

Shambler: OK, the duration is really good. However, several levels ago I'm creating Treants, this level I'm summoning swarms of air elementals, shambling mounds just don't cut it. Not at this level.

Shapechange: Druids get wildshape, not the various actual polymorph spells, so the inclusion of this is certainly interesting. It creates some Polymorph options that just weren't there before. Turn into a dragon for the blindsense and fast fly, then a troll for regeneration, etc. Not massively powerful like it once was, but certainly useful. I would say less useful for a Druid than a Wizard, since changing shape is kind of ho-hum for you, but still, an OK choice.

Storm of Vengeance: Not a regular combat spell, but in the right circumstance devastating. You can wipe out entire armies with this. Also, it disrupts casting which is always nice. Takes a while to get happening though, which limits the use somewhat.

Sympathy: What a sad way to end our 9th level spell list. First of all, there is a costly component, secondly, the spell is ambiguous on how creatures are attracted to the area in the first place, or how strong that compulsion is. Depending on your DM interpretation, this spell could be very useless, or on the other extreme, fairly useful. Based on the ambiguity and the material cost, I say skip it.

Summon Nature's Ally:

This line of spells requires a separate entry. They are essentially Druid Only (Clerics with the animal domain get partial access, and Rangers get some of these but at levels beyond that where they are useful), and also, most importantly, they are spontaneous.

I love summoning. I've mentioned that in other guides (repeatedly). Summoned Creatures don't care about saving throws, or spell resistance, they can be summoned in a flying environment, a land environment, swinging through the trees or underwater. You never need to heal a summoned creature after the battle - so any attack on a summoned creature is pure win. They take a licking and they deliver one as well, round after round. Yep..I love summoning.

Most casters when Summoning use the Summon Monster list instead of the Summon Nature's Ally list. There are a number of differences between the two, but the primary advantage of the Summon Monster list, is the animals summoned gain the Fiendish or Celestial template. These templates give a Smite ability as well as some minor resistances and, depending on HD, a bit of DR. The primary advantage of Summon Nature's Ally is that it DOESN'T add these templates. How is that an advantage? Because most creatures below you will find are Neutral, and while Protection from Evil will hold a Fiendish creature at bay, and Protection from Good will hold a Celestial creature at bay, none of the protection spells will hold a neutral creature at bay, so a Druid doesn't have to worry about the protection from X line of spells for most of the creature's they can summon.

The value of this is of course spell versatility. Let me explain. You've decided to memorize Heat Metal, a pretty good combat spell. However, as the day goes by, you realize that you aren't fighting anything for which the spell is going to be useful. If you were a Wizard, then tough for you, but you are a Druid, so you convert it to a Summon Nature's Ally - which is a spell that has use in almost any combat.

Clerics can perform a similar trick with Cure spells - however, cure spells first of all are inferior in-combat spells, and secondly, beyond "Cure Critical Wounds" they aren't worth casting in combat at all. Some levels don't even have a "cure" spell. However, you've got a Summon Nature's Ally at every level of casting, and they are all good.

The limiting factor is this. Low levels. At low levels the duration is a killer. A first level Druid simply shouldn't even use these spells, and for a 3rd level Druid, they are potentially worth it, but still not terrific. By level 5 and up, the duration will normally not be an issue in combat, and by level 10, it should never be.

That means when looking at Summon Nature's Ally I and II, be advised that I'm not taking duration into account. I can see value in casting Summon Nature's Ally I at level 4, especially if you are low on spells and that Longstrider spell just isn't going to be used. However, at level 1, its just not going to be worth it ever.

OK - so with that out of the way, lets look at the primary spell feature of the Druid:

All statistics INCLUDE augment summoning, so if you don't have Augment, then use the stats from the Bestiary. (The creature name is linked to the PFSRD)

Abbreviations:

S = "scent"

LLV = "Low light vision"

DV = "Darkvision"

BS = "Blindsense"

TS = "Tremorsense"
mv = "Base movement rate"
sw = "swim speed"
fl = "fly speed"
bu = "burrow speed"
cl = "climb speed"

- keep in mind that the "grab" ability only works if the target is smaller in size. So the constrictor snake can only grab a creature of small size (or smaller).

Disclaimer: There are a lot of creatures here, and a lot of abilities. I don't guarantee this is mistake free, I wish I had an editor to check this stuff - but fact is I crunched these numbers on the fly, often flipping between several screens while tired or sipping wine (this was tedious - you would drink too!). If you notice a mistake, let me know and I'll fix it up. Otherwise, I will give a blanket recommendation to double check these numbers before you use them.

Summon Nature's Ally I:

Creature	size and type (reach)	HP/AC	attacks	senses	movement	special attacks	special defenses	special qualities	Feats or skills of note	other details	SLA's
Dire Rat	small animal	7/14	+3 1d4+3	S, LLV	mv 40', cl 40', sw 20'	disease DC 13					
Dolphin	medium animal	15/13	+5 1d4+4	BS 120', LLV	sw 80'						
Eagle	small animal (0' reach)	7/14	+3 1d4+2 +3 1d4+2 +3 1d4+1	LLV	mv 10', fl 80' (av)						
Giant centipede	medium vermin	7/14	+2 1d6+1	DV	mv 40', cl 40'	Poison DC 15					
Fire beetle	small vermin	6/12	+3 1d4+3	LLV	mv 30', fl 30'			provides 10' illumination			
Mite (gremlin)	small fey	5/12	+2 1d3+1	DV 120', LLV, S	mv 20', cl 30'	+1 attack against dwarf or gnome	DR 2/cold iron	light sensitive			Doom (DC 15) Prestidigitate
Poisonous frog	tiny animal	6/13	+3 1pt damage	LLV	mv 10, sw 20'	Poison DC 12					
Pony (horse)	medium animal	17/11	-1 1d3+1	LLV, S	mv 40'						
Riding dog	medium animal	17/13	+5 1d6+6	LLV, S	mv 40'	trip +5					
Stirge	tiny magical beast	7/16	+7 touch 0 damage	DV, LLV, S	mv 10, fl 40'	attach (inflicts 1 con dam					

						per round)					
Viper (snake)	tiny animal	5/16	+5 1d2	LLV, S	mv 20', cl 20', sw 20'	poison DC 11					

Conclusions: The Riding Dog is a beast for the level with +5 attack and 1d6+6 damage (and 17 HP and trip) in fact, it's better than most SNA II selections. Probably a semi-effective summons up to 4th or 5th level. For a flying creature, the Eagle actually has quite a good offensive output - depending on the AC of the opponent, expect damage similar to the riding dog overall, but the 7 HP won't last as long. In the water, the Dolphin is probably your best bet, with decent HP, attack and damage.

The Mite offers an interesting option of casting Doom on your enemy before entering battle. The Stirge also is an interesting option, and will have a good chance to hit for many levels to come. A definite 1d3 or 1d4+1 option for later levels.

Summon Nature's Ally II

Creature	size and type (reach)	HP/ AC	attacks	senses	movement	special attacks	special defenses	special qualities	Feats or skills of note	other details
Ant, drone	medium vermin	26/ 19	+7 1d6+6 +7 1d6+6	DV, S	mv 50', cl 20', fly 30' (pft)	Grab +11 Poison DC 14				
Elemental, Air (small)	small elemental	17/ 17	+6 1d4+4	DV	fly 100' (pft)	Whirlwind	Air mastery		Flyby attack	
Elemental, Earth (small)	small elemental	17/ 17	+8 1d6+7	DV,TS	mv 20, bu 20 Earth glide		Earth mastery		Improved bull rush, Power attack	
Elemental, Fire (small)	small elemental	15/ 16	+5 1d4+3	DV	mv 50'	Burn DC 11			Mobility, Spring attack	
Elemental, Water (small)	small elemental	17/ 17	+7 1d6+7	DV	mv 20, sw 90	Vortex	Water Mastery	Drench	Power attack	
Giant frog	medium animal	19/ 12	+5 1d6+5	LLV, S	mv 30', sw 30'	Tongue +5 Reach 15' Pull 5' Swallow whole				
Giant spider	medium vermin	22/ 14	+4 1d6+3	DV, TS	mv 30', cl 30'	Poison DC 16 Web +5 ranged touch 50'				
Goblin dog	medium animal	11/ 13	+4 1d6+6	LLV, S	mv 50'	allergic reaction DC 14				
Horse	large animal	19/ 11	+0 1d4+2 +0 1d4+2	LLV, S	mv 50'					

<u>Hyena</u>	medium animal	17/14	+5 1d6+6	LLV, S	mv 50'	Trip +5				
<u>Octopus</u>	small animal	17/15	+5 1d3+3 poison 0 (grab +7)	LLV	mv 20', sw 30'		Ink Cloud	Jet 200'		
<u>Squid</u>	medium animal	19/13	+6 1d3+4 +4 1d4+2(grab)	LLV	sw 60'	Grab +10	Ink Cloud	Jet 240'		
<u>Wolf</u>	medium animal	17/14	+4 1d6+4	LLV, S	mv 50'	trip +4				

Conclusions: Most of the creatures on this list aren't any tougher than the level 1 riding dog. The exception is the Drone Ant, which is nasty with 2 attacks at +7 for good damage, grab, poison, good HP, good AC, and a good flyer too. For swimming, your best bet is the squid, and note the special abilities of the elementals as well. Also worth special mention is the Spider, which can Web creatures up to Large size at a range of up to 50'

Summon Nature's Ally III

Creature	size and type (reach)	HP/AC	attacks	senses	movement	special attacks	special defenses	special qualities	Feats or skills of note	other details	SL
<u>Ant, soldier</u>	medium vermin	22/15	+5 1d6+4 +5 1d4+4	DV,S	mv 50', cl 20'	grab +9 Poison DC 14					
<u>Ape</u>	large animal (10')	25/14	2x(+5 1d6+6)	LLV, S	mv 30', cl 30'						
<u>Aurochs (herd animal)</u>	large animal	28/13	+9 1d8+12	LLV, S	mv 40'						
<u>Boar</u>	medium animal	22/14	+6 1d8+7	LLV, S	mv 40'			Ferocity			
<u>Cheetah</u>	Medium animal	25/15	+7 1d6+5 2x (+7 1d3+5)	LLV, S	mv 50'			Sprint (can charge up to 500')			
<u>Constrictor snake</u>	medium animal	25/15	+7 1d4+7	S	mv 20', cl 20', sw 20'	Grab+11 Constrict					
<u>Crocodile</u>	large animal	28/14	+7 1d6+6 +2 1d12+3	LLV	mv 20', sw 30'	Grab+11 sprint, death roll					
<u>Dire bat</u>	large animal	30/14	+7 1d8+7	BS	mv 20' fl 40'(gd)						
<u>Electric eel</u>	small animal	21/15	+5 1d6+3 +0 (touch)	LLV	mv 5', sw 30'	electric shock can stun on critical hit					

			1d6 electricity							
<u>Giant crab</u>	medium vermin	25/ 16	2x(+6 1d4+4)	DV	mv 30', sw 20'	grab +10				
<u>Giant lizard</u>	large animal	73/ 18	+11 2d6+8 +6 1d8+3	LLV, S	mv 30', sw 30'	Intimidating charge				
<u>Leopard (cat)</u>	medium animal	25/ 15	3x(+8 1d6+5)	LLV, S	mv 30' cl 20'	grab +11 Pounce, Rake				
<u>Shark</u>	large animal	30/ 14	+7 1d8+7	BS, Keen Scent	sw 60'					
<u>Wolverine</u>	medium animal	34/ 12	+8 1d6+6 +8 1d4+6 +8 1d4+6	LLV, S	mv 30, cl 10, bu 10'			Rage (included in stats)		

Conclusions: First of all, there is no "Giant Lizard" entry in the Bestiary except for "Giant Frilled Lizard", which are the stats I've listed above. As you can see, it looks a bit out of place (too tough), so I might ask my DM, they may want you to use the "Monitor Lizard", which isn't very good. Also note that the Soldier Ant is worse than the Drone Ant from last level, so summon 1d3 of those instead.

If the Giant Frilled Lizard is an option, it's the obvious option at this level for land or water combat. Otherwise, I like the Leopard, 3 good attacks plus pounce and rake, the Wolverine is also a good choice. The Dire Bat is certainly an OK flying option, but the Drone Ant from last level is probably a better choice. The crocodile is your best grapple option.

Summon Nature's Ally IV

Creature	size and type (reach)	HP/ AC	attacks	senses	movement	special attacks	special defenses	special qualities	Feats or skills of note
<u>Bison (herd animal)</u>	Large animal	52/ 17	+12 2d6+15	LLV, S	mv 40'				
<u>Deinonychus (dinosaur)</u>	medium animal	42/ 15	2x (+7 1d8+4) +7 1d6+4 +2 1d4+2	LLV, S	mv 60'	Pounce			
<u>Dire ape</u>	large animal (10')	38/ 15	+8 1d6+6 2x(+8 1d4+6)	LLV, S	mv 30' cl 30'	Rend			
<u>Dire boar</u>	large animal	52/ 15	+10 2d6+12	LLV, S	mv 40'		Ferocity		
<u>Dire wolf</u>	large animal	47/ 14	+9 1d8+9	LLV, S	mv 50'	Trip +10			

<u>Air Elemental (medium)</u>	medium elemental	38/19	+9 1d6+6	DV	fl 100' (pft)	whirlwind	air mastery		flyby attack
<u>Earth Elemental (medium)</u>	medium elemental	42/18	+11 1d8+10	DV	mv 20', bu 20', earth glide		earth mastery		improved bull rush cleave power attack
<u>Fire Elemental (medium)</u>	medium elemental	38/17	+7 1d6+4	DV	mv 50'	burn			mobility
<u>Water Elemental (medium)</u>	medium elemental	38/17	+9 1d8+7	DV	mv 20', sw 90'	vortex	water mastery	drench	cleave power attack
<u>Giant stag beetle</u>	large vermin	59/17	+10 2d8+9	DV	mv 20' fl 20'(poor)	trample 1d6+9 DC 17			
<u>Giant wasp</u>	large vermin	42/14	+6 1d8+9	DV	mv 20' fl 60' (Good)	Poison DC 20			
<u>Griffon</u>	large magical beast	52/17	+10 1d6+5 2x (+9 1d6+5)	DV, LLV, S	mv 30' fl 80' (Av)	pounce, rake			
<u>Grizzly bear</u>	large animal	52/16	3x(+9 1d6+7)	LLV, S	mv 40'	grab +15			
<u>Lion</u>	large animal	42/15	+9 1d8+7 2x(+9 1d4+7)	LLV, S	mv 40'	grab +15 pounce, rake			
<u>Air Mephit</u>	small outsider	25/16	2x(+7 1d3+3)	DV	mv 30' fl 60'	breath weapon - cone 15' for 1d8	DR 5/magic Fast healing 2		
<u>Dust Mephit</u>	small outsider	25/16	2x(+7 1d3+3)	DV	mv 30' fl 60'	breath weapon - cone 15' for 1d4 + sicken	DR 5/magic fast heal 2		
<u>Earth Mephit</u>	small outsider	25/16	2x(+7 1d3+3)	DV	mv 30' fl 40'(av)	breath weapon - cone 15' for 1d8	DR 5/magic fast heal 2	enlarge person (self only)	
<u>Fire Mephit</u>	small outsider	25/16	2x(+7 1d3+3)	DV	mv 30' fl 40' (av)	breath weapon - cone 15' for 1d8	DR 5/magic fast heal 2		
<u>Ice Mephit</u>	small outsider	25/16	2x(+7 1d3+3)	DV	mv 30' fl 40'(av)	breath weapon - cone 15' for 1d4 + sicken	DR 5/magic fast heal 2		
<u>Magma Mephit</u>	small outsider	25/16	2x(+7 1d3+3)	DV	mv 30' fl 40'(av)	breath weapon - cone 15' for 1d8	DR 5/magic fast heal 2	turn into movable pool of lava-10 min	

<u>Ooze Mephit</u>	small outsider	25/16	2x(+7 1d3+3)	DV	mv 30' fl 40(av), sw 30	breath weapon - cone 15' for 1d4+sicken	DR 5/magic fast heal 2		
<u>Salt Mephit</u>	small outsider	25/16	2x(+7 1d3+3)	DV	mv 30' fly 40 (av)	breath weapon - cone 15' for 1d4+sickened	DR 5/magic fast heal 2	dehydrate	
<u>Steam Mephit</u>	small outsider	25/16	2x(+7 1d3+3)	DV	mv 30' fl 40(av)	breath weapon - cone 15' for 1d4+sickened	DR 5/magic fast heal 2	boiling rain	
<u>Water Mephit</u>	small outsider	25/16	2x(+7 1d3+3)	DV	mv 30' fl 40 (av) sw 30'	breath weapon - cone 15' for 1d8	DR 5/magic fast heal 2		
<u>Owlbear</u>	large magical beast	57/15	3x(+10 1d6+6)	DV, LLV, S	mv 30'	grab +16			
<u>Pteranodon (dinosaur)</u>	large animal (10')	42/16	+7 2d6+7	LLV, S	mv 10' fl 50' (clumsy)				
<u>Rhinoceros</u>	large animal	52/16	+10 2d6+12	S	mv 40'	Powerful charge 4d6+16			
<u>Satyr</u>	medium fey	60/17	+8 1d4+4 +3 1d6+2	LLV	mv 40'	Shortbow +6	DR 5/cold iron		charm, fear, suggestion and sleep are (Su)
<u>Tiger</u>	large animal	57/14	2x(+12 1d8+8) +11 2d6+8	S	mv 40'	grab +17 pounce rake			

Conclusions: Although there isn't a huge increase in martial power at level 4, there is a huge increase in the circumstantial uses of Summon Nature's Ally. The Satyr offers some nice abilities - and they're (Su) not (Sp), and he's not a whimp either. The Tiger is pretty tough if you want a straight combatant. The Rhino is great for a powerful single attack. The Griffon is probably your best flying choice, and mephits offer all kinds of spell like abilities.

Summon Nature's Ally V

Creature	size and type (reach)	HP/AC	attacks	senses	movement	special attacks	special defenses	special qualities	Feats or skills of note	other detail
<u>Ankylosaurus (dinosaur)</u>	Huge Animal (15')	95/22	+16 3d6+15	LLV, S	mv 30'	Hit causes Stun or Daze DC 23			improved overrun power attack	

<u>Cyclops</u>	large humanoid (10')	85/19	+13 3d6+10	LLV	mv 30'	ranged +5 2d8	Ferocity	Flash of insight (Pick a die roll result!!!)	Cleave Great Cleave Improved Bull Rush Improved Power attack	
<u>Dire lion</u>	large animal	76/15	+14 1d8+9 2x(+15 1d6+9)	LLV, S	mv 40'	Pounce, rake				
<u>Dolphin (orca)</u>	Huge animal (10')	85/16	+15 2d6+15	BS 120, LLV	sw 80'					
<u>Air elemental (lg)</u>	large elemental (10')	84/21	2x(+14 1d8+6)	DV	fl 100' (pft)	Whirlwind	air mastery		mobility flyby attack	
<u>Earth elemental (lg)</u>	large elemental (10')	84/18	2x(+16 2d6+9)	DV, TS 60'	mv 20, bu 20, earth glide		earth mastery		greater bull rush improved overrun power attack cleave	
<u>Fire elemental (lg)</u>	large elemental (10')	76/19	2x(+12 1d8+4)	DV	mv 50'	burn			spring attack	
<u>Water elemental (lg)</u>	large elemental (10')	86/18	2x(+14 1d8+7)	DV	mv 20' sw 90'	vortex	water mastery	drench	great cleave power attack	
<u>Etin</u>	large humanoid (10')	85/18	2x(+14 2d6+8) 2x(+9 2d6+8)	LLV	mv 40'	javelins 2x(+5 1d8+8)			cleave power attack imp overrun	
<u>Giant moray eel</u>	large animal (10')	66/19	+13 2d6+12	LLV, S	sw 30'	grab +18 gnaw				
<u>Girallon</u>	large magical beast	87/18	+12 1d6+6 4x(+12 1d4+6)	DV, LLV, S	mv 40', cl 40'	Rend				
<u>Manticore</u>	large magical beast	69/17	+12 1d8+7 2x(+12 2d4+7)	DV, LLV, S	mv 30' fl 50' (clumsy)	4 spikes +8 1d6+7			flyby attack hover	
<u>Woolly rhinoceros</u>	large animal	94/19	+16 2d8+16	S	mv 30'	powerful charge trample			diehard	

Conclusions: The Star ability here IMO is the Cyclops ability to pick a single die result. Hello - first attack roll a 20. That's a Greataxe he's wielding - so if you confirm the critical - triple your damage. You power attacked too right? That's 9d6+57. For a sustained combat - the Ettin is going to out damage in the long run though. That's a lot of solid attacks. The Woolly Rhino is a nasty charge option. The Akylosaurus is also a great up front tank - delivering Daze with it's solid attack. Your best flyer is probably the Manticore, though if maneuverability is needed you may need an Air Elemental.

Summon Nature's Ally VI

Creature	size and type (reach)	HP/AC	attacks	senses	movement	special attacks	special defenses	special qualities	Feats or skills of note	other
<u>Bulette</u>	Huge magical beast (10')	100/22	+15 2d8+12 2x(+14 2d6+8)	DV, LLV, S, TS 60'	mv 40' bu 20'	Leap				
Dire Bear	large animal	115/18	+15 1d8+9 2x(+15 1d6+9)	LLV, S	mv 40'	grab +21				
<u>Dire tiger</u>	large animal	133/17	+20 2d6+10 2x(+20 2d4+10)	LLV, S	mv 40'	grab +25 Pounce rake				
<u>Elasmosaurus (dinosaur)</u>	huge animal (20')	125/20	+15 2d8+15	LLV, S	mv 20' sw 50'					
<u>Air Elemental (huge)</u>	huge elemental (15')	115/22	2x(+17 2d6+8)	DV	fl 100' (pft)	Whirlwind	Air mastery DR 5/-		Flyby attack mobility	
<u>Earth Elemental (huge)</u>	huge elemental (15')	115/19	2x(+19 2d8+11)	DV	mv 20', bu 20' earth glide		Earth mastery DR 5/-		awesome blow cleave power attack gtr bull rush	
<u>Fire Elemental (huge)</u>	huge elemental (15')	115/21	2x(+15 2d6+6)	DV	mv 60'	Burn	DR 5/-		mobility spring attack	
<u>Water Elemental (huge)</u>	huge elemental (15')	115/21	2x(+17 2d6+9)	DV	mv 20' sw 90'	Vortex	Water Mastery DR 5/-	Drench	great cleave power attack imp bull rush	
<u>Elephant</u>	huge animal (10')	115/17	+18 2d8+12 +18 2d6+12	LLV, S	mv 40'	trample			imp bull rush power attack	

<u>Giant octopus</u>	large animal (10'/20')	114/18	+15 1d8+5 8x(+13 1d4+3)	LLV	mv 20', sw 30' jet 200'	Poison DC 21 Grab +21 Constrict				
Giant scorpion	Large vermin (10')	47/16	2x(+8 1d6+6) +8 1d6+6	DV, TS 60'	mv 50'	grab +14 Poison DC 19				
<u>Hill giant</u>	large humanoid (10')	105/21	+16/+11 2d8+13	LLV	30'	Rock +6 1d8+12				Cleave power attack
<u>Stegosaurus (dinosaur) (15')</u>	huge animal	114/22	+18 4d6+15	LLV, S	30'	trip +31				Cleave Imp overrun Power attack
<u>Stone giant</u>	large humanoid (10')	126/22	+18/ +13(2d8+15) or 2x(+18 1d8+10)	DV, LLV	mv 40'	Rocks +11/+6 1d8+15				Power attack
<u>Triceratops (dinosaur)</u>	Huge animal (15')	147/21	+19 2d10+15	LLV, S	mv 30'	powerful charge trample				Imp bull rush Imp critical Power attack

Conclusions: For your most solid land based combat summons, I would lean towards the Dire Tiger in most situations. The Earth Elemental is probably stronger defensively though, with the DR and elemental traits, and is no slouch offensively either. For a flying form, the Air Elemental is probably your best bet, and the Octopus for aquatic. The Stone Giant provides your best ranged attack - but it's not terrific by any means. Some summons I don't even know why they put on this list. Does the Giant Scorpion look out of place to anyone else? The Hill Giant is just inferior to the stone giant as well.

Summon Nature's Ally VII

Creature	size and type (reach)	HP/AC	attacks	senses	movement	special attacks	special defenses	special qualities	Feats or skills of note
<u>Brachiosaurus (dinosaur)</u>	Gargantuan animal (20')	207/18	+24 2d6+21	LLV, S	mv 30'	Trample			great cleave gtr overrun imp bull rush power attack
<u>Dire crocodile</u>	Gargantuan animal (15')	162/21	+20 3d6+15 +15 4d8+7	LLV	mv 20', sw 30' sprint	grab +32 death roll swallow whole			
<u>Dire Shark</u>	gargantuan animal (20')	142/23	+19 4d10+18	BS 30', keen scent	sw 60'	swallow whole			improved crit bleeding crit

<u>Air Elemental (greater)</u>	huge elemental (15')	149/25	2x(+21 2d8+9)	DV	fl 100' (pft)	Whirlwind	Air mastery DR 10/-		blind fight flyby attack power attack
<u>Earth Elemental (greater)</u>	huge elemental (15')	162/21	2x(+23 2d10+12)	DV, TS	mv 20', bu 20' earth glide		earth mastery DR 10/-		awesome blow, gr bull rush, gr overrun, cleave, imp sunder, power attack
<u>Fire Elemental (greater)</u>	huge elemental (15')	149/23	2x(+20 2d8+9)	DV	mv 60'	Burn	DR 10/-		blind fight spring attack
<u>Water Elemental (greater)</u>	huge elemental (15')	149/23	2x(+22 2d8+11)	DV	mv 20' sw 90'	Vortex	Water mastery DR 10/-	drench	gr cleave, imp bull rush, imp sunder, power attack
<u>Fire giant</u>	large humanoid (10')	172/23	+23/+18/+15 3d6+18	LLV	mv 30'	rock throwing (just don't)	fire immunity		great cleave imp overrun imp sunder power attack
<u>Frost giant</u>	large humanoid (10')	161/21	+20/+15 3d6+16	LLV	mv 40'	rock throwing (even worse)	cold immunity		great cleave imp overrun imp sunder power attack
<u>Giant squid</u>	huge animal (15' or 30')	126/20	+16 2d6+9 2x(+16 2d6+9) +14 4d6+4	LLV	sw 50' jet 260'	grab +24 constrict			
<u>Mastadon (elephant)</u>	huge animal (15')	161/21	+23 2d8+14 +22 2d6+14	LLV, S	mv 40'	trample			imp bull rush power attack
<u>Roc</u>	gargantuan animal (15')	152/22	2x(+20 2d6+11) +19 2d8+11	LLV	mv 20' fl 80' (av)	grab +31			flyby attack power attack
<u>Tyrannosaurus (dinosaur)</u>	gargantuan animal (20')	189/21	+22 4d6+25	LLV, S	mv 40'	grab +34 swallow whole			imp critical bleeding crit

Conclusions: Nothing on this list stands out as a terrible choice, but nothing stands out as an awesome choice either. When it comes to defense or maneuverability, you really can't beat the elementals. Don't forget the elemental traits also provide more defenses. They also have a number of nice feats to draw on. That said, the raw offense is a bit on the weak side. For straight offense, the Brachiosaurus is pretty nasty, and the T-Rex is

as well - though fitting gargantuan creatures on a battle map can be challenging. If size is an issue, the Fire Giant is solid, both offensively, and with HP. Also there is the advantage of the giant over the dinosaurs in that you can issue verbal commands.

Summon Nature's Ally VIII

Creature	size and type (reach)	HP/AC	attacks	senses	movement	special attacks	special defenses	special qualities	Feats or skills of note	other details
<u>Cloud giant</u>	huge humanoid (15')	200/25	+24/+19/+14 4D6+21	LLV, S	mv 50'	rock throwing (is to suck)			awesome blow gr cleave, gr bull rush, gr overrun, power attack	
<u>Air Elemental (elder)</u>	huge elemental (15')	184/28	2x(+25 2d8+11)	DV	fl 100'	Whirlwind	Air mastery DR/10-		as greater plus cleave	
<u>Earth Elemental (elder)</u>	huge elemental (15')	200/23	2x(+28 2d10+14)	DV, TS 60'	mv 20' bu 20' earth glide		Earth mastery DR/10-		as greater plus imp crit	
<u>Fire Elemental (elder)</u>	huge elemental (15')	184/26	2x(+24 2d8+10)	DV	mv 60'	burn	DR/10-		as greater plus lightning stance	
<u>Water Elemental (elder)</u>	huge elemental (15')	184/24	2x(+26 2d10+12)	DV	mv 20' sw 90'	vortex	Water Mastery DR 10/-	drench	as greater plus imp crit	
<u>Purple worm</u>	gargantuan magical beast (15')	232/26	+27 4d8+14 +27 2d8+14	DV, TS 60'	mv 20' bu 20' sw 10'	grab +38 poison DC 27 Swallow whole			awesome blow power attack imp crit staggering crit imp bull rush	

Conclusions: Not many choices here, and again, nothing stands out as particularly wonderful or terrible. The Cloud Giant is not enough of an increase in punch over a fire giant IMO, and you may have difficulties with size in this level since nothing is smaller than huge. The Elder Elementals add some "to hit" and a feat from the greater versions, so you will have to decide if that's worth an extra level of spell, or whether 1d3 greater is a better choice (generally, I like to avoid random rolls). The Purple worm is the best grappler up to this point, which means you have a better chance of landing the swallow whole ability. Overall, a lackluster list

Summon Nature's Ally IX

Creature	size and type (reach)	HP/AC	attacks	senses	movement	special attacks	special defenses	special qualities	Feats or skills of note	other details
<u>Pixie (w/ irresistible dance and sleep arrows)</u>	small fey	26/18	+8 1d6 (longbow)	LLV	mv 20' fl 60' (good)	arrows create effect: sleep. DC 15 is poor for the level	invisibility (su) up all the time, can be suppressed as a free action DR 10/cold iron		Stealth +16 UMD +10	detect chaos, good, law and evil always
<u>Storm giant</u>	huge humanoid (15')	237/28	+29/+24/+19 4d6+24 crit range 17-20	LLV	mv 25' sw 30'	longbow +15/+10/+5 3d6+14	electricity immunity		awesome blow cleave imp bull rush imp sunder imp vital strike power attack perception +24 Sense motive +22	constant freedom of movement

Conclusions: Obviously this is the smallest list, but in actuality, you probably have more versatility on this list than SNA VIII at least. The Storm Giant is a pretty tough straight melee summon. The +29 to hit is as good as you are going to get for summoning, and a fair number of decent combat feats are mixed in. The Freedom of Movement up all the time is a nice bonus. The SLA's aren't fantastic, but still worth having - a summoned creature throwing SLA's is almost as good as quickened spells. The Storm Giant is a water-based summon as well, tougher than the greater water elemental.

The Pixie is an interesting creature. Obviously not a combat summons, the sleep arrows will never hit (unless you roll super lucky) and even if they do, that sleep effect simply isn't going to land. The big draw is the Irresistible Dance - which itself is an 8th level spell, then after they cast that, they can harass with lesser effects. The big disadvantage is that there isn't all that much left to harass with after the irresistible dance is thrown.

