

Druid's Elements (druid base list)				
LVL		AREA OF EFFECT	DURATION	RANGE
1	Condensation F	1cu'	P	T
2	Loosen Earth F	100cu'	P	100'
3	Nourish F	1 target	P	T
4	Water Bolt E	1 target	-	100'
5	Moonburst E	10'R	-	100'
6	Earthwall E	10'x10'x1-3'	1min/lvl	100'
7	Unfog F	10'R/lvl.	P	100'
8	Calm Water	100'R	C	100'
9	Stone/Earth	100cu'	P	100'
10	Water wall E		1min/lvl	100'
11	Water Bolt E	1 target	-	300'
12	Earth/Stone	100cu'	P	100'
13	Call Rain	100'R/lvl	10min/lvl	100'
14	Mud/Earth	100cu'	P	100'
15	Call Lightning bolt	1 target	-	100'
16	Triad of Water	3 targets	-	100'
17	Stone/Mud	100cu'	P	100'
18	Calm Water True	100'R/lvl	10min/lvl	100'
19	Moonburst True E	25'R	-	100'
20	Call Lightning bolt	1 target	-	300'

1. Condenses 1cu' of water from the surrounding air.
2. Loosens 100cu' of Earth to the consistency of plowed ground.
3. Condenses enough nourishment for 1 seed to grow from surrounding dead plant material.
4. A bolt of water is shot from the caster's palm; results are determined on the Water Bolt Table.
5. Causes a 10'R burst of moonlight; all those inside are stunned for 1 rnd/5 failure.
6. Summons a wall of packed earth up to 10'x10'x(3' at base 1' at top); it can be dug through (10man-rounds at top)
7. Disperses natural fog in a 10'R/lvl radius. Magical fog if it fails a RR.
8. Water within radius is calmed; waves are cut by 20' in center and less towards the perimeter.
9. Changes 100cu' of stone to packed earth; change is gradual and takes 3 rounds.
10. Creates a 10'x10'x1' wall of water, cuts all attacks and movements through it 80%(ie.,-80 to OBs).
11. As above, except range is 300'.
12. As Stone/Earth except changes packed earth to solid stone and loose earth to gravel.
13. If there are clouds in the sky, it rains outdoors for the duration of the spell.
14. As Stone/Earth, except changes mud to packed earth.
15. If there are clouds in the sky, calls forth a lightning bolt to strike at 1 target; results are determined on the lightning bolt table.
16. Three bolts of water are shot from the palm of the caster, they can strike up to 3 targets within 60' of each other(must be in fov). Casters Directed Spell bonus can only apply to one of the targets.
17. As Stone/Earth, except changes stone to mud.
18. As Calm Water, except waves are cut by 50' in center.
19. As Moonburst, except radius is 25'R and those inside are stunned for 2rnd/5 failure.
20. As Call Lightning bolt, except range is 300'.