

Gorzzk Male Half-orc Drd7

NAME

Drd7

42000

CLASS

EXPERIENCE

7

28000

TCL

NEXT LEVEL

NPC

PLAYERNAME

Half-orc

Medium

5'11"

156 lbs

RACE

SIZE

HEIGHT

WEIGHT

0

Male

AGE

GENDER

EYES

HAIR

Chaotic Neutral

ALIGNMENT

Darkvision (60'),

Normal

VISION

0

POINTS

| ABILITY NAME | ABILITY SCORE | ABILITY MODIFIER | TEMP SCORE | TEMP MODIFIER |
|---------------------|---------------|------------------|------------|---------------|
| STR Strength | 14 | +2 | 14 | +2 |
| DEX Dexterity | 16 | +3 | 16 | +3 |
| CON Constitution | 17 | +3 | 17 | +3 |
| INT Intelligence | 10 | +0 | 10 | +0 |
| WIS Wisdom | 18 | +4 | 18 | +4 |
| CHA Charisma | 16 | +3 | 16 | +3 |

| HP | hit points | 59 | WOUNDS/CURRENT HP | | | | | SUBDUAL DAMAGE | | | | | DAMAGE REDUCTION | | | | | SPEED | | | | | |
|-------|-------------|----|-------------------|---|-------|---|------|----------------|-------------|---|--------------|---|------------------|---|---------------|---|---------------|-------|---------------|-------------|----------------------|---------------------|------------------|
| AC | armor class | 13 | 10 | : | 13 | = | 10 | + | 0 | + | 0 | + | 3 | + | 0 | + | 0 | + | 0 | 0 | +0 | 0 | |
| TOTAL | | | FLAT | | TOUCH | | BASE | | ARMOR BONUS | | SHIELD BONUS | | STAT MODIFIER | | SIZE MODIFIER | | NATURAL ARMOR | | MISC MODIFIER | MISS CHANCE | ARCANE SPELL FAILURE | ARMOR CHECK PENALTY | SPELL RESISTANCE |

| INITIATIVE | modifier | +3 | = | +3 | + | +0 | TOTAL | DEX MODIFIER | MISC MODIFIER |
|-------------|----------|----|---|----|---|----|-------|--------------|---------------|
| BASE ATTACK | bonus | +5 | | | | | | | |

| SKILL NAME | | KEY ABILITY | SKILL MODIFIER | ABILITY MODIFIER | MAX RANKS | 10/5 |
|---|------------------------|-------------|----------------|------------------|-----------|----------|
| ✓ | Concentration | CON | 11 | = | 3 | + 8.0 + |
| | Craft (Leatherworking) | INT | 4 | = | 0 | + 4.0 + |
| | Craft (Weaponsmithing) | INT | 9 | = | 0 | + 9.0 + |
| | Craft (Woodworking) | INT | 10 | = | 0 | + 10.0 + |
| ✓ | Survival | WIS | 13 | = | 4 | + 9.0 + |
| ✓ : can be used untrained. X : exclusive skills | | | | | | |

| SAVING THROWS | TOTAL | BASE SAVE | ABILITY MODIFIER | MAGIC MODIFIER | MISC MODIFIER | TEMP MODIFIER | conditional modifiers | | | | |
|-----------------------------|-------|-----------|------------------|----------------|---------------|---------------|-----------------------|---|----|---|--|
| FORTITUDE (constitution) | +8 | = | +5 | + | +3 | + | +0 | + | +0 | + | |
| REFLEX (dexterity) | +5 | = | +2 | + | +3 | + | +0 | + | +0 | + | |
| WILLPOWER (wisdom) | +9 | = | +5 | + | +4 | + | +0 | + | +0 | + | |

| | TOTAL | BASE ATTACK BONUS | STAT MODIFIER | SIZE MODIFIER | MISC MODIFIER | TEMP MODIFIER | | | | | |
|-------------------------|-------|-------------------|---------------|---------------|---------------|---------------|----|---|----|---|--|
| MELEE attack bonus | +7 | = | +5 | + | +2 | + | +0 | + | +0 | + | |
| RANGED attack bonus | +8 | = | +5 | + | +3 | + | +0 | + | +0 | + | |
| GRAPPLE attack bonus | +7 | = | +5 | + | +2 | + | +0 | + | +0 | + | |

| UNARMED | TOTAL ATTACK BONUS | DAMAGE | CRITICAL |
|---------|--------------------|--------|----------|
| | +3 | 1d3+2 | 20/x2 |

| ARMOR | TYPE | AC | MAXDEX | CHECK | SPELL FAILURE |
|-------|------|----|--------|-------|---------------|
|-------|------|----|--------|-------|---------------|

| EQUIPMENT | | | | |
|----------------------------|----------|----------------|-----|------|
| ITEM | LOCATION | QTY | WT | COST |
| Outfit (Explorer's) | Equipped | 1 | 8.0 | 0.0 |
| TOTAL WEIGHT CARRIED/VALUE | | 0.0 lbs 0.0 gp | | |

| WEIGHT ALLOWANCE | | | | | |
|------------------|-------|-----------------|-------|-------------|-------|
| Light | 58.0 | Medium | 116.0 | Heavy | 175.0 |
| Lift over head | 175.0 | Lift off ground | 350.0 | Push / Drag | 875.0 |

| FEATS | |
|-----------------------|----------|
| Dodge | See Text |
| Improved Counterspell | See Text |
| Spell Penetration | See Text |

SPECIAL ABILITIES

Animal Companion (Ex)

Nature Sense (Ex)

Orc Blood

Resist Nature's Lure (Ex)

Trackless Step (Ex)

Wild Empathy (Ex)

Wildshape 7/day

Woodland Stride (Ex)

PROFICIENCIES

Club, Dagger, Dart, Halfspear, Longspear, Quarterstaff, Scimitar, Shortspear, Sickle, Sling














LANGUAGES

Common, Druidic, Orc





















Druid Spells

| LEVEL | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 |
|---------|---|---|---|---|---|---|---|---|---|---|
| KNOWN | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 |
| PER DAY | 6 | 5 | 4 | 3 | 2 | 0 | 0 | 0 | 0 | 0 |




LEVEL 0

| Name | DC | Saving Throw | Time | Duration | Range | Comp. | Spell Resistance | School |
|---|----|---------------------------------|-------------------|---|-----------------|------------|--------------------------|--------------------------------|
|  Create Water <i>Effect:</i> Creates 14 gallons of pure water. | 14 | None | 1 standard action | Instantaneous | Close (40 Feet) | V, S | No | Conjuration (Creation) [Water] |
|  Cure Minor Wounds <i>Effect:</i> Cures 1 point of damage. | 14 | Will half (harmless); see text | 1 standard action | Instantaneous | Touch | V, S | Yes (harmless); see text | Conjuration (Healing) |
|  Detect Magic <i>Effect:</i> Detects spells and magic items within 60 ft. | 14 | None | 1 standard action | <i>Target:</i> Creature touched Concentration, up to 7 minutes [D] | 60 ft. | V, S | No | Divination |
|  Detect Poison <i>Effect:</i> Detects poison in one creature or small object. | 14 | None | 1 standard action | <i>Target:</i> Cone-shaped emanation Instantaneous | Close (40 Feet) | V, S | No | Divination |
|  Flare <i>Effect:</i> Dazzles one creature [-1 on attack rolls]. | 14 | Fortitude negates | 1 standard action | <i>Target:</i> One creature, one object, or a 5-ft. cube Instantaneous | Close (40 Feet) | V | Yes | Evocation [Light] |
|  Guidance <i>Effect:</i> +1 on one attack roll, saving throw, or skill check. | 14 | Will negates (harmless) | 1 standard action | <i>Target:</i> Burst of light 7 minute or until discharged | Touch | V, S | Yes | Divination |
|  Know Direction <i>Effect:</i> You discern north. | 14 | None | 1 standard action | <i>Target:</i> Creature touched Instantaneous | Personal | V, S | No | Divination |
|  Light <i>Effect:</i> Object shines like a torch. | 14 | None | 1 standard action | <i>Target:</i> You 70 minutes [D] | Touch | V, M/DF | No | Evocation [Light] |
|  Mending <i>Effect:</i> Makes minor repairs on an object. | 14 | Will negates (harmless, object) | 1 standard action | <i>Target:</i> Object touched Instantaneous | 10 ft. | V, S | Yes (harmless, object) | Transmutation |
|  Purify Food and Drink <i>Effect:</i> Purifies 7 cu. ft. of food or water. | 14 | Will negates (object) | 1 standard action | <i>Target:</i> One object of up to 1 lb. Instantaneous | 10 ft. | V, S | Yes (object) | Transmutation |
|  Read Magic <i>Effect:</i> Read scrolls and spellbooks. | 14 | None | 1 standard action | <i>Target:</i> 7 cu. ft. of contaminated food and water 70 minutes | Personal | V, S, F | No | Divination |
|  Resistance <i>Effect:</i> Subject gains +1 on saving throws. | 14 | Will negates (harmless) | 1 standard action | <i>Target:</i> You 7 minute | Touch | V, S, M/DF | Yes (harmless) | Abjuration |
|  Virtue <i>Effect:</i> Subject gains 1 temporary hp. | 14 | Fortitude negates (harmless) | 1 standard action | <i>Target:</i> Creature touched 7 minutes | Touch | V, S, DF | Yes (harmless) | Transmutation |

LEVEL 1

| Name | DC | Saving Throw | Time | Duration | Range | Comp. | Spell Resistance | School |
|---|----|---------------------------------|-------------------|--|-----------------|----------|--------------------------|---|
|  Calm Animals <i>Effect:</i> Calms [2d4 + level] HD of animals. | 15 | Will negates; see text | 1 standard action | 7 minutes | Close (40 Feet) | V, S | Yes | Enchantment (Compulsion) [Mind-Affecting] |
|  Charm Animal <i>Effect:</i> Makes one animal your friend. | 15 | Will negates | 1 standard action | <i>Target:</i> Animals within 30 ft. of each other 7 hours | Close (40 Feet) | V, S | Yes | Enchantment (Charm) [Mind-Affecting] |
|  Cure Light Wounds <i>Effect:</i> Cures 1d8+5 damage | 15 | Will half (harmless); see text | 1 standard action | Instantaneous | Touch | V, S | Yes (harmless); see text | Conjuration (Healing) |
|  Detect Animals or Plants <i>Effect:</i> Detects kinds of animals or plants. | 15 | None | 1 standard action | <i>Target:</i> Creature touched Concentration, up to 10 minutes [D] | Long (680 Feet) | V, S | No | Divination |
|  Detect Snares and Pits <i>Effect:</i> Reveals natural or primitive traps. | 15 | None | 1 standard action | <i>Target:</i> Cone-shaped emanation Concentration, up to 70 minutes [D] | 60 ft. | V, S | No | Divination |
|  Endure Elements <i>Effect:</i> Exist comfortably in hot or cold environments. | 15 | Will negates (harmless) | 1 standard action | <i>Target:</i> Cone-shaped emanation 24 hours | Touch | V, S | Yes (harmless) | Abjuration |
|  Entangle <i>Effect:</i> Plants entangle everyone in 40-ft.-radius circle. | 15 | Reflex partial; see text | 1 standard action | <i>Target:</i> Creature touched 7 minutes [D] | Long (680 Feet) | V, S, DF | No | Transmutation |
|  Faerie Fire <i>Effect:</i> Outlines subjects with light, canceling blur, concealment, and the like. | 15 | None | 1 standard action | <i>Target:</i> Plants in a 40-ft.-radius spread 7 minutes [D] | Long (680 Feet) | V, S, DF | Yes | Evocation [Light] |
|  Goodberry <i>Effect:</i> 2d4 berries each cure 1 hp [max 8 hp/24 hours]. | 15 | None | 1 standard action | <i>Target:</i> Creatures and objects within a 5-ft.-radius burst 7 days | Touch | V, S, DF | Yes | Transmutation |
|  Hide from Animals <i>Effect:</i> Animals can't perceive 7 subjects. | 15 | Will negates (harmless) | 1 standard action | <i>Target:</i> 2d4 fresh berries touched 70 minutes [D] | Touch | S, DF | Yes | Abjuration |
|  Jump <i>Effect:</i> Subject gets bonus on Jump checks. | 15 | Will negates (harmless) | 1 standard action | <i>Target:</i> 7 creatures touched 7 minutes [D] | Touch | V, S, M | Yes | Transmutation |
|  Longstrider <i>Effect:</i> Increases your speed. | 15 | None | 1 standard action | <i>Target:</i> Creature touched 7 hours [D] | Personal | V, S, M | No | Transmutation |
|  Magic Fang <i>Effect:</i> One natural weapon of subject creature gets +1 on attack and damage rolls. | 15 | Will negates (harmless) | 1 standard action | <i>Target:</i> You 7 minutes | Touch | V, S, DF | Yes (harmless) | Transmutation |
|  Magic Stone <i>Effect:</i> Three stones gain +1 on attack rolls, deal 1d6+1 damage. | 15 | Will negates (harmless, object) | 1 standard action | <i>Target:</i> Living creature touched 30 minutes or until discharged | Touch | V, S, DF | Yes (harmless, object) | Transmutation |
|  Obscuring Mist <i>Effect:</i> Fog surrounds you. | 15 | None | 1 standard action | <i>Target:</i> Up to three pebbles touched 7 minutes | 20 ft. | V, S | No | Conjuration (Creation) |
|  Pass without Trace <i>Effect:</i> 7 subjects leaves no tracks. | 15 | Will negates (harmless) | 1 standard action | <i>Target:</i> Cloud spreads in 20-ft. radius from you, 20 ft. high 7 hours [D] | Touch | V, S, DF | Yes (harmless) | Transmutation |
|  Produce Flame <i>Effect:</i> 1d6+7 damage, touch or thrown. | 15 | None | 1 standard action | <i>Target:</i> 7 creatures touched 7 minutes [D] | 0 ft. | V, S | Yes | Evocation [Fire] |
|  Shillelagh <i>Effect:</i> Cudgel or quarterstaff becomes +1 weapon [1d10 damage] for 7 minutes. | 15 | Will negates (object) | 1 standard action | <i>Target:</i> Flame in your palm 7 minutes | Touch | V, S, DF | Yes (object) | Transmutation |
|  Speak with Animals <i>Effect:</i> You can communicate with animals. | 15 | None | 1 standard action | <i>Target:</i> One touched nonmagical oak club or quarterstaff 7 minutes | Personal | V, S | No | Divination |
|  Summon Nature's Ally I <i>Effect:</i> Calls creature to fight. | 15 | None | 1 round | <i>Target:</i> You 7 rounds [D] | Close (40 Feet) | V, S, DF | No | Conjuration (Summoning) |

LEVEL 2

| Name | DC | Saving Throw | Time | Duration | Range | Comp. | Spell Resistance | School |
|---|----|------------------------|-------------------|---|-----------------|----------|------------------|--|
|  Animal Messenger <i>Effect:</i> Sends a Tiny animal to a specific place. | 16 | None; see text | 1 standard action | 7 days | Close (40 Feet) | V, S, M | Yes | Enchantment (Compulsion) [Mind-Affecting] |
|  Animal Trance <i>Effect:</i> Fascinates 2d6 HD of animals. | 16 | Will negates; see text | 1 standard action | <i>Target:</i> One Tiny animal Concentration | Close (40 Feet) | V, S | Yes | Enchantment (Compulsion) [Mind-Affecting, Sonic] |
|  Barkskin <i>Effect:</i> Grants +3 enhancement to natural armor. | 16 | None | 1 standard action | <i>Target:</i> Animals or magical beasts with Intelligence 1 or 2 70 minutes | Touch | V, S, DF | Yes (harmless) | Transmutation |

* =Domain/Specialty Spell

Druid Spells

| | | | | | | | | | |
|-------|---|----|------------------------------|-------------------|--------------------------------|-------------------|------------|----------------|---|
| ■■■■■ | Bear's Endurance <i>Effect:</i> Subject gains +4 to Con for 7 minutes. | 16 | Will negates (harmless) | 1 standard action | 7 minutes | Touch | V, S, DF | Yes | Transmutation |
| ■■■■■ | Bull's Strength <i>Effect:</i> Subject gains +4 to Str for 7 minutes. | 16 | Will negates (harmless) | 1 standard action | 7 minutes | Touch | V, S, M/DF | Yes (harmless) | Transmutation |
| ■■■■■ | Cat's Grace <i>Effect:</i> Subject gains +4 to Dex for 7 minutes. | 16 | Will negates (harmless) | 1 standard action | 7 minutes | Touch | V, S, M | Yes | Transmutation |
| ■■■■■ | Chill Metal <i>Effect:</i> Cold metal damages those who touch it. | 16 | Will negates (object) | 1 standard action | 7 rounds | Close (40 Feet) | V, S, DF | Yes (object) | Transmutation [Cold] |
| ■■■■■ | Delay Poison <i>Effect:</i> Stops poison from harming subject for 7 hours. | 16 | Fortitude negates (harmless) | 1 standard action | 7 hours | Touch | V, S, DF | Yes (harmless) | Conjuration (Healing) |
| ■■■■■ | Fire Trap <i>Effect:</i> Opened object deals 1d4+7 damage. | 16 | Reflex half; see text | 10 minutes | Permanent until discharged [D] | Touch | V, S, M | Yes | Abjuration [Fire] |
| ■■■■■ | Flame Blade <i>Effect:</i> Touch attack deals 1d8 +1/two levels damage. | 16 | None | 1 standard action | 7 minutes [D] | 0 ft. | V, S, DF | Yes | Evocation [Fire] |
| ■■■■■ | Flaming Sphere <i>Effect:</i> Creates rolling ball of fire, 2d6 damage, lasts 7 rounds. | 16 | Reflex negates | 1 standard action | 7 rounds | Medium (170 Feet) | V, S, M/DF | Yes | Evocation [Fire] |
| ■■■■■ | Fog Cloud <i>Effect:</i> Fog obscures vision. | 16 | None | 1 standard action | 70 minutes | Medium (170 Feet) | V, S | No | Conjuration (Creation) |
| ■■■■■ | Gust of Wind <i>Effect:</i> Blows away or knocks down smaller creatures. | 16 | Fortitude negates | 1 standard action | 7 round | 60 ft. | V, S | Yes | Evocation [Air] |
| ■■■■■ | Heat Metal <i>Effect:</i> Make metal so hot it damages those who touch it. | 16 | Will negates (object) | 1 standard action | 7 rounds | Close (40 Feet) | V, S, DF | Yes (object) | Transmutation [Fire] |
| ■■■■■ | Hold Animal <i>Effect:</i> Paralyzes one animal for 7 rounds. | 16 | Will negates; see text | 1 standard action | 7 rounds [D]; see text | Medium (170 Feet) | V, S | Yes | Enchantment (Compulsion) [Mind-Affecting] |
| ■■■■■ | Owl's Wisdom <i>Effect:</i> Subject gains +4 to Wis for 7 minutes. | 16 | Will negates (harmless) | 1 standard action | 7 minutes | Touch | V, S, M/DF | Yes | Transmutation |
| ■■■■■ | Reduce Animal <i>Effect:</i> Shrinks one willing animal. | 16 | None | 1 standard action | 7 hours [D] | Touch | V, S | No | Transmutation |
| ■■■■■ | Resist Energy <i>Effect:</i> Ignores first 10 [or more] points of damage/attack from specified energy type. | 16 | Fortitude negates (harmless) | 1 standard action | 70 minutes | Touch | V, S, DF | Yes (harmless) | Abjuration |
| ■■■■■ | Restoration, Lesser <i>Effect:</i> Dispers magical ability penalty or repairs 1d4 ability damage. | 16 | Will negates (harmless) | 3 rounds | Instantaneous | Touch | V, S | Yes (harmless) | Conjuration (Healing) |
| ■■■■■ | Soften Earth and Stone <i>Effect:</i> Turns stone to clay or dirt to sand or mud. | 16 | None | 1 standard action | Instantaneous | Close (40 Feet) | V, S, DF | No | Transmutation [Earth] |
| ■■■■■ | Spider Climb <i>Effect:</i> Grants ability to walk on walls and ceilings. | 16 | Will negates (harmless) | 1 standard action | 70 minutes | Touch | V, S, M | Yes (harmless) | Transmutation |
| ■■■■■ | Summon Nature's Ally II <i>Effect:</i> Calls creature to fight. | 16 | None | 1 round | 7 rounds [D] | Close (40 Feet) | V, S, DF | No | Conjuration (Summoning) |
| ■■■■■ | Summon Swarm <i>Effect:</i> Summons swarm of bats, rats, or spiders. | 16 | None | 1 round | Concentration + 2 rounds | Close (40 Feet) | V, S, M/DF | No | Conjuration (Summoning) |
| ■■■■■ | Tree Shape <i>Effect:</i> You look exactly like a tree for 7 hours. | 16 | None | 1 standard action | 7 hours [D] | Personal | V, S, DF | No | Transmutation |
| ■■■■■ | Warp Wood <i>Effect:</i> Bends wood [shaft, handle, door, plank]. | 16 | Will negates (object) | 1 standard action | Instantaneous | Close (40 Feet) | V, S | Yes (object) | Transmutation |
| ■■■■■ | Wood Shape <i>Effect:</i> Rearranges wooden objects to suit you. | 16 | Will negates (object) | 1 standard action | Instantaneous | Touch | V, S, DF | Yes (object) | Transmutation |

LEVEL 3

| Name | DC | Saving Throw | Time | Duration | Range | Comp. | Spell Resistance | School |
|--|----|---------------------------------|-------------------|--------------------------------|-------------------|------------|--------------------------|---|
| ■■■■■ Call Lightning | 17 | Reflex half | 1 round | 7 minutes | Medium (170 Feet) | V, S | Yes | Evocation [Electricity] |
| Effect: Calls down lightning bolts [3d6 per bolt] from sky. | | | | | | | | |
| ■■■■■ Contagion | 17 | Fortitude negates | 1 standard action | Instantaneous | Touch | V, S | Yes | Necromancy [Evil] |
| Effect: Infects subject with chosen disease. | | | | | | | | |
| ■■■■■ Cure Moderate Wounds | 17 | Will half (harmless); see text | 1 standard action | Instantaneous | Touch | V, S | Yes (harmless); see text | Conjuration (Healing) |
| Effect: Cures 2d8+7 damage | | | | | | | | |
| ■■■■■ Daylight | 17 | None | 1 standard action | 70 minutes [D] | Touch | V, S | No | Evocation [Light] |
| Effect: 60-ft. radius of bright light. | | | | | | | | |
| ■■■■■ Diminish Plants | 17 | None | 1 standard action | Instantaneous | See text | V, S, DF | No | Transmutation |
| Effect: Reduces size or blights growth of normal plants. | | | | | | | | |
| ■■■■■ Dominate Animal | 17 | Will negates | 1 round | 7 rounds | Close (40 Feet) | V, S | Yes | Enchantment (Compulsion) [Mind-Affecting] |
| Effect: Subject animal obeys silent mental commands. | | | | | | | | |
| ■■■■■ Magic Fang, Greater | 17 | Will negates (harmless) | 1 standard action | 7 hours | Close (40 Feet) | V, S, DF | Yes (harmless) | Transmutation |
| Effect: One natural weapon of subject creature gets +2 on attack and damage rolls. | | | | | | | | |
| ■■■■■ Meld into Stone | 17 | None | 1 standard action | 70 minutes | Personal | V, S, DF | No | Transmutation [Earth] |
| Effect: You and your gear merge with stone. | | | | | | | | |
| ■■■■■ Neutralize Poison | 17 | Will negates (harmless, object) | 1 standard action | 70 minutes | Touch | V, S, M/DF | Yes (harmless, object) | Conjuration (Healing) |
| Effect: Immunizes subject against poison, detoxifies venom in or on subject. | | | | | | | | |
| ■■■■■ Plant Growth | 17 | None | 1 standard action | Instantaneous | See text | V, S, DF | No | Transmutation |
| Effect: Grows vegetation, improves crops. | | | | | | | | |
| ■■■■■ Poison | 17 | Fortitude negates; see text | 1 standard action | Instantaneous; see text | Touch | V, S, DF | Yes | Necromancy |
| Effect: Touch deals 1d10 Con damage, repeats in 1 minute. | | | | | | | | |
| ■■■■■ Protection from Energy | 17 | Fortitude negates (harmless) | 1 standard action | 70 minutes or until discharged | Touch | V, S, DF | Yes (harmless) | Abjuration |
| Effect: Absorb 84 points of damage from one kind of energy. | | | | | | | | |
| ■■■■■ Quench | 17 | None or Will negates (object) | 1 standard action | Instantaneous | Medium (170 Feet) | V, S, DF | No or Yes (object) | Transmutation |
| Effect: Extinguishes nonmagical fires or one magic item. | | | | | | | | |
| ■■■■■ Remove Disease | 17 | Fortitude negates (harmless) | 1 standard action | Instantaneous | Touch | V, S | Yes (harmless) | Conjuration (Healing) |
| Effect: Cures all diseases affecting subject. | | | | | | | | |
| ■■■■■ Sleet Storm | 17 | None | 1 standard action | 7 rounds | Long (680 Feet) | V, S, M/DF | No | Conjuration (Creation) [Cold] |
| Effect: Hampers vision and movement. | | | | | | | | |
| ■■■■■ Snare | 17 | None | 3 rounds | Until triggered or broken | Touch | V, S, DF | No | Transmutation |
| Effect: Creates a magic booby trap. | | | | | | | | |
| ■■■■■ Speak with Plants | 17 | None | 1 standard action | 7 minutes | Personal | V, S | No | Divination |
| Effect: You can talk to normal plants and plant creatures. | | | | | | | | |
| ■■■■■ Spike Growth | 17 | Reflex partial | 1 standard action | 7 hours [D] | Medium (170 Feet) | V, S, DF | Yes | Transmutation |
| Effect: Creatures in area take 1d4 damage, may be slowed. | | | | | | | | |
| ■■■■■ Stone Shape | 17 | None | 1 standard action | Instantaneous | Touch | V, S, M/DF | No | Transmutation [Earth] |
| Effect: Sculpts stone into any shape. | | | | | | | | |
| ■■■■■ Summon Nature's Ally III | 17 | None | 1 round | 7 rounds [D] | Close (40 Feet) | V, S, DF | No | Conjuration (Summoning) |
| Effect: Calls creature to fight. | | | | | | | | |

* =Domain/Specialty Spell

Druid Spells

| | | | | | | | | |
|---|----|-------------------------|-------------------|---|-------------------|------------|----------------|-----------------|
| Water Breathing | 17 | Will negates (harmless) | 1 standard action | 14 hours; see text | Touch | V, S, M/DF | Yes (harmless) | Transmutation |
| <i>Effect:</i> Subjects can breathe underwater. | | | | <i>Target:</i> Living creatures touched | | | | |
| Wind Wall | 17 | None; see text | 1 standard action | 7 rounds | Medium (170 Feet) | V, S, M/DF | Yes | Evocation [Air] |
| <i>Effect:</i> Deflects arrows, smaller creatures, and gases. | | | | <i>Target:</i> Wall up to 70 ft. long and 35 ft. high [S] | | | | |

LEVEL 4

| Name | DC | Saving Throw | Time | Duration | Range | Comp. | Spell Resistance | School |
|--|----|--------------------------------|-------------------|--|-------------------|---------------|--------------------------|-------------------------|
| Air Walk | 18 | None | 1 standard action | 70 minutes | Touch | V, S, DF | Yes (harmless) | Transmutation [Air] |
| <i>Effect:</i> Subject treads on air as if solid [climb at 45-degree angle]. | | | | <i>Target:</i> Creature [Gargantuan or smaller] touched | | | | |
| Antiplant Shell | 18 | None | 1 standard action | 70 minutes [D] | 10 ft. | V, S, DF | Yes | Abjuration |
| <i>Effect:</i> Keeps animated plants at bay. | | | | <i>Target:</i> 10-ft.-radius emanation, centered on you | | | | |
| Blight | 18 | Fortitude half; see text | 1 standard action | Instantaneous | Touch | V, S, DF | Yes | Necromancy |
| <i>Effect:</i> Withers one plant or deals 7d6 damage to plant creature. | | | | <i>Target:</i> one plant/plant-creature | | | | |
| Command Plants | 18 | Will negates | 1 standard action | 7 days | Close (40 Feet) | V | Yes | Transmutation |
| <i>Effect:</i> Sway the actions of one or more plant creatures. | | | | <i>Target:</i> Up to 7 HD of plant creatures, no two of which can be more than 30 ft. apart | | | | |
| Control Water | 18 | None; see text | 1 standard action | 70 minutes [D] | Long (680 Feet) | V, S, M/DF | No | Transmutation [Water] |
| <i>Effect:</i> Raises or lowers bodies of water. | | | | <i>Target:</i> Water in a volume of 70 ft by 70 ft by 14 ft [S] | | | | |
| Cure Serious Wounds | 18 | Will half (harmless); see text | 1 standard action | Instantaneous | Touch | V, S | Yes (harmless); see text | Conjuration (Healing) |
| <i>Effect:</i> Cures 3d8+7 damage | | | | <i>Target:</i> Creature touched | | | | |
| Dispel Magic | 18 | None | 1 standard action | Instantaneous | Medium (170 Feet) | V, S | No | Abjuration |
| <i>Effect:</i> Cancels magical spells and effects. | | | | <i>Target:</i> One spellcaster, creature, or object; or 20-ft.-radius burst | | | | |
| Flame Strike | 18 | Reflex half | 1 standard action | Instantaneous | Medium (170 Feet) | V, S, DF | Yes | Evocation [Fire] |
| <i>Effect:</i> Smite foes with divine fire for 7d6 damage. | | | | <i>Target:</i> Cylinder 10 | | | | |
| Freedom of Movement | 18 | Will negates (harmless) | 1 standard action | 70 minutes | Personal or touch | V, S, M, DF | Yes (harmless) | Abjuration |
| <i>Effect:</i> Subject moves normally despite impediments. | | | | <i>Target:</i> You or creature touched | | | | |
| Giant Vermin | 18 | None | 1 standard action | 7 minutes | Close (40 Feet) | V, S, DF | Yes | Transmutation |
| <i>Effect:</i> Turns centipedes, scorpions, or spiders into giant vermin. | | | | <i>Target:</i> Up to three vermin, no two of which can be more than 30 ft. apart | | | | |
| Ice Storm | 18 | None | 1 standard action | 7 full round | Long (680 Feet) | V, S, M/DF | Yes | Evocation [Cold] |
| <i>Effect:</i> Hail deals 5d6 damage in cylinder 40 ft. across. | | | | <i>Target:</i> Cylinder 20 | | | | |
| Reincarnate | 18 | None; see text | 10 minutes | Instantaneous | Touch | V, S, M, DF | Yes (harmless) | Transmutation |
| <i>Effect:</i> Brings dead subject back in a random body. | | | | <i>Target:</i> Dead creature touched | | | | |
| Repel Vermin | 18 | None or Will negates; see text | 1 standard action | 70 minutes [D] | 10 ft. | V, S, DF | Yes | Abjuration |
| <i>Effect:</i> Insects, spiders, and other vermin stay 10 ft. away. | | | | <i>Target:</i> 10 ft. radius emanation centered on you | | | | |
| Rusting Grasp | 18 | None | 1 standard action | See text | Touch | V, S, DF | No | Transmutation |
| <i>Effect:</i> Your touch corrodes iron and alloys. | | | | <i>Target:</i> One nonmagical ferrous object [or the volume of the object within 3 ft. of the touched point] or one ferrous creature | | | | |
| Scrying | 18 | Will negates | 1 hour | 7 minutes | See text | V, S, M/DF, F | Yes | Divination (Scrying) |
| <i>Effect:</i> Spies on subject from a distance. | | | | <i>Target:</i> Magical sensor | | | | |
| Spike Stones | 18 | Reflex partial | 1 standard action | 7 hours [D] | Medium (170 Feet) | V, S, DF | Yes | Transmutation [Earth] |
| <i>Effect:</i> Creatures in area take 1d8 damage, may be slowed. | | | | <i>Target:</i> 7 20-ft. squares | | | | |
| Summon Nature's Ally IV | 18 | None | 1 round | 7 rounds [D] | Close (40 Feet) | V, S, DF | No | Conjuration (Summoning) |
| <i>Effect:</i> Calls creature to fight. | | | | <i>Target:</i> One or more creatures, no two of which can be more than 30 ft. apart | | | | |

* =Domain/Speciality Spell