

Sinbad Male Human Drd19

NAME

Drd19

CLASS

342000

EXPERIENCE

19

TCL

190000

NEXT LEVEL

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP SCORE	TEMP MODIFIER
STR Strength	15	+2	15	+2
DEX Dexterity	21	+5	21	+5
CON Constitution	14	+2	14	+2
INT Intelligence	14	+2	14	+2
WIS Wisdom	19	+4	19	+4
CHA Charisma	12	+1	12	+1

SAVING THROWS

FORTITUDE  
(constitution)

REFLEX  
(dexterity)

WILLPOWER  
(wisdom)

+13

=

+11

+

+2

+

+0

+

+0

+

conditional modifiers

+11

=

+6

+

+5

+

+0

+

+0

+

conditional modifiers

+15

=

+11

+

+4

+

+0

+

+0

+

conditional modifiers

TOTAL	BASE ATTACK BONUS	STAT MODIFIER	SIZE MODIFIER	MISC MODIFIER	TEMP MODIFIER						
MELEE attack bonus	+16/+11/+6	=	+14/+9/+4	+	+2	+	+0	+	+0	+	
RANGED attack bonus	+19/+14/+9	=	+14/+9/+4	+	+5	+	+0	+	+0	+	
GRAPPLE attack bonus	+16/+11/+6	=	+14/+9/+4	+	+2	+	+0	+	+0	+	

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
	+12/+7/+2	1d3+2	20/x2

ARMOR	TYPE	AC	MAXDEX	CHECK	SPELL FAILURE
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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	66.0	Medium	133.0	Heavy	200.0
Lift over head	200.0	Lift off ground	400.0	Push / Drag	1000.0

FEATS

Blind-Fight	See Text
Combat Casting	See Text
Combat Reflexes	See Text
Craft Wand	See Text
Craft Wondrous Item	See Text
Leadership	See Text
Spell Focus (Transmutation)	See Text
Track	See Text

NPC

PLAYERNAME

Human

RACE

Medium

SIZE

5'7"

HEIGHT

138 lbs

WEIGHT

0

AGE

Male

GENDER

EYES

HAIR

POINTS

HP hit points	141	WOUNDS/CURRENT HP		SUBDUAL DAMAGE		DAMAGE REDUCTION		SPEED	
AC armor class	15	:	10	:	15	:	10	:	0
TOTAL		FLAT		TOUCH		BASE		ARMOR BONUS	
								MISS CHANCE	
								ARCANE SPELL FAILURE	
								ARMOR CHECK PENALTY	
								SPELL RESISTANCE	

INITIATIVE

modifier

+5

=

+5

+

+0

TOTAL

DEX MODIFIER

MISC MODIFIER

BASE ATTACK

bonus

+14/+9/+4

Neutral Evil

ALIGNMENT

Normal

VISION

0

POINTS

SKILLS

SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
Craft (Alchemy)	INT	9	=	2	+ 7.0 +
Craft (Bowmaking)	INT	10	=	2	+ 8.0 +
Craft (Stonemasonry)	INT	18	=	2	+ 16.0 +
Knowledge (Nature)	INT	24	=	2	+ 20.0 + 2
Knowledge (Nobility and Royalty)	INT	4	=	2	+ 2.0 +
✓ Listen	WIS	24	=	4	+ 20.0 +
Spellcraft	INT	22	=	2	+ 20.0 +
✓ Spot	WIS	25	=	4	+ 21.0 +
✓ Survival	WIS	25	=	4	+ 21.0 +
✓ Swim	STR	20	=	2	+ 18.0 +

✓ : can be used untrained. X : exclusive skills

SPECIAL ABILITIES

+4 to Concentration to use spll or spelllike ability

A Thousand Faces (Su)

Animal Companion (Ex)

Nature Sense (Ex)

Resist Nature's Lure (Ex)

Timeless Body (Ex)

Trackless Step (Ex)

Venom Immunity (Ex)

Wild Empathy (Ex)

Wildshape 7/day

Wildshape (elemental 5/day)

Wildshape (Huge)

Wildshape (Plant)

Wildshape (Tiny)

Wildshape Large

Woodland Stride (Ex)

PROFICIENCIES

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














LANGUAGES

Aquan, Common, Draconic, Druidic





















# 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	6	6	6	6	5	4	4	3	3




## LEVEL 0

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
 <b>Create Water</b> <i>Effect:</i> Creates 38 gallons of pure water.	14	None	1 standard action	Instantaneous	Close (70 Feet)	V, S	No	Conjuration (Creation) [Water]
 <b>Cure Minor Wounds</b> <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)
 <b>Detect Magic</b> <i>Effect:</i> Detects spells and magic items within 60 ft.	14	None	1 standard action	<i>Target:</i> Creature touched Concentration, up to 19 minutes [D]	60 ft.	V, S	No	Divination
 <b>Detect Poison</b> <i>Effect:</i> Detects poison in one creature or small object.	14	None	1 standard action	<i>Target:</i> Cone-shaped emanation Instantaneous	Close (70 Feet)	V, S	No	Divination
 <b>Flare</b> <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 (70 Feet)	V	Yes	Evocation [Light]
 <b>Guidance</b> <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 19 minute or until discharged	Touch	V, S	Yes	Divination
 <b>Know Direction</b> <i>Effect:</i> You discern north.	14	None	1 standard action	<i>Target:</i> Creature touched Instantaneous	Personal	V, S	No	Divination
 <b>Light</b> <i>Effect:</i> Object shines like a torch.	14	None	1 standard action	<i>Target:</i> You 190 minutes [D]	Touch	V, M/DF	No	Evocation [Light]
 <b>Mending</b> <i>Effect:</i> Makes minor repairs on an object.	15	Will negates (harmless, object)	1 standard action	<i>Target:</i> Object touched Instantaneous	10 ft.	V, S	Yes (harmless, object)	Transmutation
 <b>Purify Food and Drink</b> <i>Effect:</i> Purifies 19 cu. ft. of food or water.	15	Will negates (object)	1 standard action	<i>Target:</i> One object of up to 1 lb. Instantaneous	10 ft.	V, S	Yes (object)	Transmutation
 <b>Read Magic</b> <i>Effect:</i> Read scrolls and spellbooks.	14	None	1 standard action	<i>Target:</i> 19 cu. ft. of contaminated food and water 190 minutes	Personal	V, S, F	No	Divination
 <b>Resistance</b> <i>Effect:</i> Subject gains +1 on saving throws.	14	Will negates (harmless)	1 standard action	<i>Target:</i> You 19 minute	Touch	V, S, M/DF	Yes (harmless)	Abjuration
 <b>Virtue</b> <i>Effect:</i> Subject gains 1 temporary hp.	15	Fortitude negates (harmless)	1 standard action	<i>Target:</i> Creature touched 19 minutes	Touch	V, S, DF	Yes (harmless)	Transmutation
				<i>Target:</i> Creature touched				

## LEVEL 1

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
 <b>Calm Animals</b> <i>Effect:</i> Calms [2d4 + level] HD of animals.	15	Will negates; see text	1 standard action	19 minutes	Close (70 Feet)	V, S	Yes	Enchantment (Compulsion) [Mind-Affecting]
 <b>Charm Animal</b> <i>Effect:</i> Makes one animal your friend.	15	Will negates	1 standard action	<i>Target:</i> Animals within 30 ft. of each other 19 hours	Close (70 Feet)	V, S	Yes	Enchantment (Charm) [Mind-Affecting]
 <b>Cure Light Wounds</b> <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)
 <b>Detect Animals or Plants</b> <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 (1160 Feet)	V, S	No	Divination
 <b>Detect Snares and Pits</b> <i>Effect:</i> Reveals natural or primitive traps.	15	None	1 standard action	<i>Target:</i> Cone-shaped emanation Concentration, up to 190 minutes [D]	60 ft.	V, S	No	Divination
 <b>Endure Elements</b> <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
 <b>Entangle</b> <i>Effect:</i> Plants entangle everyone in 40-ft.-radius circle.	16	Reflex partial; see text	1 standard action	<i>Target:</i> Creature touched 19 minutes [D]	Long (1160 Feet)	V, S, DF	No	Transmutation
 <b>Faerie Fire</b> <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 19 minutes [D]	Long (1160 Feet)	V, S, DF	Yes	Evocation [Light]
 <b>Goodberry</b> <i>Effect:</i> 2d4 berries each cure 1 hp [max 8 hp/24 hours].	16	None	1 standard action	<i>Target:</i> Creatures and objects within a 5-ft.-radius burst 19 days	Touch	V, S, DF	Yes	Transmutation
 <b>Hide from Animals</b> <i>Effect:</i> Animals can't perceive 19 subjects.	15	Will negates (harmless)	1 standard action	<i>Target:</i> 2d4 fresh berries touched 190 minutes [D]	Touch	S, DF	Yes	Abjuration
 <b>Jump</b> <i>Effect:</i> Subject gets bonus on Jump checks.	16	Will negates (harmless)	1 standard action	<i>Target:</i> 19 creatures touched 19 minutes [D]	Touch	V, S, M	Yes	Transmutation
 <b>Longstrider</b> <i>Effect:</i> Increases your speed.	16	None	1 standard action	<i>Target:</i> Creature touched 19 hours [D]	Personal	V, S, M	No	Transmutation
 <b>Magic Fang</b> <i>Effect:</i> One natural weapon of subject creature gets +1 on attack and damage rolls.	16	Will negates (harmless)	1 standard action	<i>Target:</i> You 19 minutes	Touch	V, S, DF	Yes (harmless)	Transmutation
 <b>Magic Stone</b> <i>Effect:</i> Three stones gain +1 on attack rolls, deal 1d6+1 damage.	16	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
 <b>Obscuring Mist</b> <i>Effect:</i> Fog surrounds you.	15	None	1 standard action	<i>Target:</i> Up to three pebbles touched 19 minutes	20 ft.	V, S	No	Conjuration (Creation)
 <b>Pass without Trace</b> <i>Effect:</i> 19 subjects leaves no tracks.	16	Will negates (harmless)	1 standard action	<i>Target:</i> Cloud spreads in 20-ft. radius from you, 20 ft. high 19 hours [D]	Touch	V, S, DF	Yes (harmless)	Transmutation
 <b>Produce Flame</b> <i>Effect:</i> 1d6+19 damage, touch or thrown.	15	None	1 standard action	<i>Target:</i> 19 creatures touched 19 minutes [D]	0 ft.	V, S	Yes	Evocation [Fire]
 <b>Shillelagh</b> <i>Effect:</i> Cudgel or quarterstaff becomes +1 weapon [1d10 damage] for 19 minutes.	16	Will negates (object)	1 standard action	<i>Target:</i> Flame in your palm 19 minutes	Touch	V, S, DF	Yes (object)	Transmutation
 <b>Speak with Animals</b> <i>Effect:</i> You can communicate with animals.	15	None	1 standard action	<i>Target:</i> One touched nonmagical oak club or quarterstaff 19 minutes	Personal	V, S	No	Divination
 <b>Summon Nature's Ally I</b> <i>Effect:</i> Calls creature to fight.	15	None	1 round	<i>Target:</i> You 19 rounds [D]	Close (70 Feet)	V, S, DF	No	Conjuration (Summoning)
				<i>Target:</i> One summoned creature				

## LEVEL 2

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
 <b>Animal Messenger</b> <i>Effect:</i> Sends a Tiny animal to a specific place.	16	None; see text	1 standard action	19 days	Close (70 Feet)	V, S, M	Yes	Enchantment (Compulsion) [Mind-Affecting]
 <b>Animal Trance</b> <i>Effect:</i> Fascinates 2d6 HD of animals.	16	Will negates; see text	1 standard action	<i>Target:</i> One Tiny animal Concentration	Close (70 Feet)	V, S	Yes	Enchantment (Compulsion) [Mind-Affecting, Sonic]
 <b>Barkskin</b> <i>Effect:</i> Grants +5 enhancement to natural armor.	17	None	1 standard action	<i>Target:</i> Animals or magical beasts with Intelligence 1 or 2 190 minutes	Touch	V, S, DF	Yes (harmless)	Transmutation
				<i>Target:</i> Living creature touched				

\* =Domain/Specialty Spell

## Druid Spells

■■■■■	<b>Bear's Endurance</b> <i>Effect:</i> Subject gains +4 to Con for 19 minutes.	17	Will negates (harmless)	1 standard action	19 minutes	Touch	V, S, DF	Yes	Transmutation
■■■■■	<b>Bull's Strength</b> <i>Effect:</i> Subject gains +4 to Str for 19 minutes.	17	Will negates (harmless)	1 standard action	19 minutes	Touch	V, S, M/DF	Yes (harmless)	Transmutation
■■■■■	<b>Cat's Grace</b> <i>Effect:</i> Subject gains +4 to Dex for 19 minutes.	17	Will negates (harmless)	1 standard action	19 minutes	Touch	V, S, M	Yes	Transmutation
■■■■■	<b>Chill Metal</b> <i>Effect:</i> Cold metal damages those who touch it.	17	Will negates (object)	1 standard action	7 rounds	Close (70 Feet)	V, S, DF	Yes (object)	Transmutation [Cold]
■■■■■	<b>Delay Poison</b> <i>Effect:</i> Stops poison from harming subject for 19 hours.	16	Fortitude negates (harmless)	1 standard action	19 hours	Touch	V, S, DF	Yes (harmless)	Conjuration (Healing)
■■■■■	<b>Fire Trap</b> <i>Effect:</i> Opened object deals 1d4+19 damage.	16	Reflex half; see text	10 minutes	Permanent until discharged [D]	Touch	V, S, M	Yes	Abjuration [Fire]
■■■■■	<b>Flame Blade</b> <i>Effect:</i> Touch attack deals 1d8 +1/20 levels damage.	16	None	1 standard action	19 minutes [D]	0 ft.	V, S, DF	Yes	Evocation [Fire]
■■■■■	<b>Flaming Sphere</b> <i>Effect:</i> Creates rolling ball of fire, 2d6 damage, lasts 19 rounds.	16	Reflex negates	1 standard action	19 rounds	Medium (290 Feet)	V, S, M/DF	Yes	Evocation [Fire]
■■■■■	<b>Fog Cloud</b> <i>Effect:</i> Fog obscures vision.	16	None	1 standard action	190 minutes	Medium (290 Feet)	V, S	No	Conjuration (Creation)
■■■■■	<b>Gust of Wind</b> <i>Effect:</i> Blows away or knocks down smaller creatures.	16	Fortitude negates	1 standard action	19 round	60 ft.	V, S	Yes	Evocation [Air]
■■■■■	<b>Heat Metal</b> <i>Effect:</i> Make metal so hot it damages those who touch it.	17	Will negates (object)	1 standard action	7 rounds	Close (70 Feet)	V, S, DF	Yes (object)	Transmutation [Fire]
■■■■■	<b>Hold Animal</b> <i>Effect:</i> Paralyzes one animal for 19 rounds.	16	Will negates; see text	1 standard action	19 rounds [D]; see text	Medium (290 Feet)	V, S	Yes	Enchantment (Compulsion) [Mind-Affecting]
■■■■■	<b>Owl's Wisdom</b> <i>Effect:</i> Subject gains +4 to Wis for 19 minutes.	17	Will negates (harmless)	1 standard action	19 minutes	Touch	V, S, M/DF	Yes	Transmutation
■■■■■	<b>Reduce Animal</b> <i>Effect:</i> Shrinks one willing animal.	17	None	1 standard action	19 hours [D]	Touch	V, S	No	Transmutation
■■■■■	<b>Resist Energy</b> <i>Effect:</i> Ignores first 10 [or more] points of damage/attack from specified energy type.	16	Fortitude negates (harmless)	1 standard action	190 minutes	Touch	V, S, DF	Yes (harmless)	Abjuration
■■■■■	<b>Restoration, Lesser</b> <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)
■■■■■	<b>Soften Earth and Stone</b> <i>Effect:</i> Turns stone to clay or dirt to sand or mud.	17	None	1 standard action	Instantaneous	Close (70 Feet)	V, S, DF	No	Transmutation [Earth]
■■■■■	<b>Spider Climb</b> <i>Effect:</i> Grants ability to walk on walls and ceilings.	17	Will negates (harmless)	1 standard action	190 minutes	Touch	V, S, M	Yes (harmless)	Transmutation
■■■■■	<b>Summon Nature's Ally II</b> <i>Effect:</i> Calls creature to fight.	16	None	1 round	19 rounds [D]	Close (70 Feet)	V, S, DF	No	Conjuration (Summoning)
■■■■■	<b>Summon Swarm</b> <i>Effect:</i> Summons swarm of bats, rats, or spiders.	16	None	1 round	Concentration + 2 rounds	Close (70 Feet)	V, S, M/DF	No	Conjuration (Summoning)
■■■■■	<b>Tree Shape</b> <i>Effect:</i> You look exactly like a tree for 19 hours.	17	None	1 standard action	19 hours [D]	Personal	V, S, DF	No	Transmutation
■■■■■	<b>Warp Wood</b> <i>Effect:</i> Bends wood [shaft, handle, door, plank].	17	Will negates (object)	1 standard action	Instantaneous	Close (70 Feet)	V, S	Yes (object)	Transmutation
■■■■■	<b>Wood Shape</b> <i>Effect:</i> Rearranges wooden objects to suit you.	17	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	19 minutes	Medium (290 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+10 damage								
■■■■■ Daylight	17	None	1 standard action	190 minutes [D]	Touch	V, S	No	Evocation [Light]
Effect: 60-ft. radius of bright light.								
■■■■■ Diminish Plants	18	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	19 rounds	Close (70 Feet)	V, S	Yes	Enchantment (Compulsion) [Mind-Affecting]
Effect: Subject animal obeys silent mental commands.								
■■■■■ Magic Fang, Greater	18	Will negates (harmless)	1 standard action	19 hours	Close (70 Feet)	V, S, DF	Yes (harmless)	Transmutation
Effect: One natural weapon of subject creature gets +5 on attack and damage rolls.								
■■■■■ Meld into Stone	18	None	1 standard action	190 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	190 minutes	Touch	V, S, M/DF	Yes (harmless, object)	Conjuration (Healing)
Effect: Immunizes subject against poison, detoxifies venom in or on subject.								
■■■■■ Plant Growth	18	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	190 minutes or until discharged	Touch	V, S, DF	Yes (harmless)	Abjuration
Effect: Absorb 228 points of damage from one kind of energy.								
■■■■■ Quench	18	None or Will negates (object)	1 standard action	Instantaneous	Medium (290 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	19 rounds	Long (1160 Feet)	V, S, M/DF	No	Conjuration (Creation) [Cold]
Effect: Hampers vision and movement.								
■■■■■ Snare	18	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	19 minutes	Personal	V, S	No	Divination
Effect: You can talk to normal plants and plant creatures.								
■■■■■ Spike Growth	18	Reflex partial	1 standard action	19 hours [D]	Medium (290 Feet)	V, S, DF	Yes	Transmutation
Effect: Creatures in area take 1d4 damage, may be slowed.								
■■■■■ Stone Shape	18	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	19 rounds [D]	Close (70 Feet)	V, S, DF	No	Conjuration (Summoning)
Effect: Calls creature to fight.								
Target: One or more creatures, no two of which can be more than 30 ft. apart								

\* =Domain/Specialty Spell

## Druid Spells

Water Breathing	18	Will negates (harmless)	1 standard action	38 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	19 rounds	Medium (290 Feet)	V, S, M/DF Yes	Evocation [Air]
<i>Effect:</i> Deflects arrows, smaller creatures, and gases.				<i>Target:</i> Wall up to 190 ft. long and 95 ft. high [S]			

## LEVEL 4

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
Air Walk	19	None	1 standard action	190 minutes	Touch	V, S, DF	Yes (harmless)	Transmutation [Air]
Effect: Subject treads on air as if solid [climb at 45-degree angle].				Target: Creature [Gargantuan or smaller] touched				
Antiplant Shell	18	None	1 standard action	190 minutes [D]	10 ft.	V, S, DF	Yes	Abjuration
Effect: Keeps animated plants at bay.				Target: 10-ft.-radius emanation, centered on you				
Blight	18	Fortitude half; see text	1 standard action	Instantaneous	Touch	V, S, DF	Yes	Necromancy
Effect: Withers one plant or deals 19d6 damage to plant creature.				Target: one plant/plant-creature				
Command Plants	19	Will negates	1 standard action	19 days	Close (70 Feet)	V	Yes	Transmutation
Effect: Sway the actions of one or more plant creatures.				Target: Up to 19 HD of plant creatures, no two of which can be more than 30 ft. apart				
Control Water	19	None; see text	1 standard action	190 minutes [D]	Long (1160 Feet)	V, S, M/DF	No	Transmutation [Water]
Effect: Raises or lowers bodies of water.				Target: Water in a volume of 190 ft by 190 ft by 38 ft [S]				
Cure Serious Wounds	18	Will half (harmless); see text	1 standard action	Instantaneous	Touch	V, S	Yes (harmless); see text	Conjuration (Healing)
Effect: Cures 3d8+15 damage				Target: Creature touched				
Dispel Magic	18	None	1 standard action	Instantaneous	Medium (290 Feet)	V, S	No	Abjuration
Effect: Cancels magical spells and effects.				Target: One spellcaster, creature, or object; or 20-ft.-radius burst				
Flame Strike	18	Reflex half	1 standard action	Instantaneous	Medium (290 Feet)	V, S, DF	Yes	Evocation [Fire]
Effect: Smite foes with divine fire for 19d6 damage.				Target: Cylinder 10				
Freedom of Movement	18	Will negates (harmless)	1 standard action	190 minutes	Personal or touch	V, S, M, DF	Yes (harmless)	Abjuration
Effect: Subject moves normally despite impediments.				Target: You or creature touched				
Giant Vermin	19	None	1 standard action	19 minutes	Close (70 Feet)	V, S, DF	Yes	Transmutation
Effect: Turns centipedes, scorpions, or spiders into giant vermin.				Target: Up to three vermin, no two of which can be more than 30 ft. apart				
Ice Storm	18	None	1 standard action	19 full round	Long (1160 Feet)	V, S, M/DF	Yes	Evocation [Cold]
Effect: Hail deals 5d6 damage in cylinder 40 ft. across.				Target: Cylinder 20				
Reincarnate	19	None; see text	10 minutes	Instantaneous	Touch	V, S, M, DF	Yes (harmless)	Transmutation
Effect: Brings dead subject back in a random body.				Target: Dead creature touched				
Repel Vermin	18	None or Will negates; see text	1 standard action	190 minutes [D]	10 ft.	V, S, DF	Yes	Abjuration
Effect: Insects, spiders, and other vermin stay 10 ft. away.				Target: 10 ft. radius emanation centered on you				
Rusting Grasp	19	None	1 standard action	See text	Touch	V, S, DF	No	Transmutation
Effect: Your touch corrodes iron and alloys.				Target: 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	19 minutes	See text	V, S, M/DF, F	Yes	Divination (Scrying)
Effect: Spies on subject from a distance.				Target: Magical sensor				
Spike Stones	19	Reflex partial	1 standard action	19 hours [D]	Medium (290 Feet)	V, S, DF	Yes	Transmutation [Earth]
Effect: Creatures in area take 1d8 damage, may be slowed.				Target: 19 20-ft. squares				
Summon Nature's Ally IV	18	None	1 round	19 rounds [D]	Close (70 Feet)	V, S, DF	No	Conjuration (Summoning)
Effect: Calls creature to fight.				Target: One or more creatures, no two of which can be more than 30 ft. apart				

## LEVEL 5

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
Animal Growth	20	Fortitude negates	1 standard action	19 minutes	Medium (290 Feet)	V, S	Yes	Transmutation
Effect: One animal/two levels doubles in size.				Target: Up to one animal [Gargantuan or smaller] per two levels, no two of which can be more than 30 ft. apart				
Atonement	19	None	1 hour	Instantaneous	Touch	V, S, M, F, Yes DF, XP		Abjuration
Effect: Removes burden of misdeeds from subject.				Target: Living creature touched				
Awaken	20	Will negates	24 hours	Instantaneous	Touch	V, S, DF, XP	Yes	Transmutation
Effect: Animal or tree gains human intellect.				Target: Animal or tree touched				
Baleful Polymorph	20	Fortitude negates, Will partial; see text	1 standard action	Permanent	Close (70 Feet)	V, S	Yes	Transmutation
Effect: Transforms subject into harmless animal.				Target: One creature				
Call Lightning Storm	19	Reflex half	1 round	19 minutes	Long (1160 Feet)	V, S	Yes	Evocation [Electricity]
Effect: As call lightning, but 5d6 damage per bolt.				Target: One or more 30-ft.-long vertical lines of lightning				
Commune with Nature	19	None	10 minutes	Instantaneous	Personal	V, S	No	Divination
Effect: Learn about terrain for 19 miles.				Target: You				
Control Winds	20	Fortitude negates	1 standard action	190 minutes	40 ft./level	V, S	No	Transmutation [Air]
Effect: Change wind direction and speed.				Target: 760 ft radius cylinder 40 ft. high				
Cure Critical Wounds	19	Will half (harmless); see text	1 standard action	Instantaneous	Touch	V, S	Yes (harmless); see text	Conjuration (Healing)
Effect: Cures 4d8+19 damage.				Target: Creature touched				
Death Ward	19	Will negates (harmless)	1 standard action	19 minutes	Touch	V, S, DF	Yes (harmless)	Necromancy
Effect: Grants immunity to death spells and negative energy effects.				Target: Living creature touched				
Hallow	19	See text	24 hours	Instantaneous	Touch	V, S, M, DF	See text	Evocation [Good]
Effect: Designates location as holy.				Target: 40-ft. radius emanating from the touched point				
Insect Plague	19	None	1 round	19 minutes	Long (1160 Feet)	V, S, DF	No	Conjuration (Summoning)
Effect: Locust swarms attack creatures.				Target: 6 swarms of locust, each of which must be adjacent to at least one other swarm				
Stoneskin	19	Will negates (harmless)	1 standard action	190 minutes or until discharged	Touch	V, S, M	Yes (harmless)	Abjuration
Effect: Ignore 10 points of damage per attack.				Target: Creature touched				
Summon Nature's Ally V	19	None	1 round	19 rounds [D]	Close (70 Feet)	V, S, DF	No	Conjuration (Summoning)
Effect: Calls creature to fight.				Target: One or more creatures, no two of which can be more than 30 ft. apart				
Transmute Mud to Rock	20	See text	1 standard action	Permanent	Medium (290 Feet)	V, S, M/DF	No	Transmutation [Earth]
Effect: Transforms two 10-ft. cubes per level.				Target: Up to 38 10 ft. cubes [S]				
Transmute Rock to Mud	20	See text	1 standard action	Permanent; see text	Medium (290 Feet)	V, S, M/DF	No	Transmutation [Earth]
Effect: Transforms two 10-ft. cubes per level.				Target: Up to 38 10 ft. cubes [S]				
Tree Stride	19	None	1 standard action	19 hours or until expended; see text	Personal	V, S, DF	No	Conjuration (Teleportation)
Effect: Step from one tree to another far away.				Target: You				
Unhallow	19	See text	24 hours	Instantaneous	Touch	V, S, M	See text	Evocation [Evil]
Effect: Designates location as unholy.				Target: 40-ft. radius emanating from the touched point				
Wall of Fire	19	None	1 standard action	Concentration + 19 rounds	Medium (290 Feet)	V, S, M/DF	Yes	Evocation [Fire]
Effect: Deals 2d4 fire damage out 10 ft. and 1d4 out 20 ft. Passing through wall deals 2d6+19 damage				Target: Opaque sheet of flame up to 380 ft. long or a ring of fire with a radius of up to 45 ft; either form 20 ft. high				
Wall of Thorns	19	None	1 standard action	190 minutes [D]	Medium (290 Feet)	V, S	No	Conjuration (Creation)
Effect: Thorns damage anyone who tries to pass.				Target: Wall of thorny brush, up to 19 10-ft. cubes [S]				

\* =Domain/Speciality Spell

## Druid Spells LEVEL 6

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
Antilife Shell	20	None	1 round	190 minutes [D]	10 ft.	V, S, DF	Yes	Abjuration
<i>Effect:</i> 10-ft. field hedges out living creatures.				<i>Target:</i> 10-ft.-radius emanation, centered on you				
Bear's Endurance, Mass	21	Will negates (harmless)	1 standard action	19 minutes	Close (70 Feet)	V, S, DF	Yes	Transmutation
<i>Effect:</i> As bear's endurance, affects 19 subjects.				<i>Target:</i> 19 creatures, no two of which can be more than 30 ft. apart				
Bull's Strength, Mass	21	Will negates (harmless)	1 standard action	19 minutes	Close (70 Feet)	V, S, M/DF	Yes (harmless)	Transmutation
<i>Effect:</i> As bull's strength, affects one subject/ level.				<i>Target:</i> 19 creatures, no two of which can be more than 30 ft. apart				
Cat's Grace, Mass	21	Will negates (harmless)	1 standard action	19 minutes	Close (70 Feet)	V, S, M	Yes	Transmutation
<i>Effect:</i> As cat's grace, affects 19 subjects.				<i>Target:</i> 19 creatures, no two of which can be more than 30 ft. apart				
Cure Light Wounds, Mass	20	Will half (harmless) or Will half; see text	1 standard action	Instantaneous	Close (70 Feet)	V, S	Yes (harmless) or Yes; see text	Conjuration (Healing)
<i>Effect:</i> Cures 1d8+19 damage for many creatures.				<i>Target:</i> 19 creatures, no two of which can be more than 30 ft. apart				
Dispel Magic, Greater	20	None	1 standard action	Instantaneous	Medium (290 Feet)	V, S	No	Abjuration
<i>Effect:</i> As dispel magic, but +20 on check.				<i>Target:</i> One spellcaster, creature, or object; or 20-ft.-radius burst				
Find the Path	20	None or Will negates (harmless)	3 rounds	190 minutes	Personal or touch	V, S, F	No or Yes (harmless)	Divination
<i>Effect:</i> Shows most direct way to a location.				<i>Target:</i> You or creature touched				
Fire Seeds	20	None or Reflex half; see text	1 standard action	190 minutes or until used	Touch	V, S, M	No	Conjuration (Creation) [Fire]
<i>Effect:</i> Acorns and berries become grenades and bombs.				<i>Target:</i> Up to four touched acorns or up to eight touched holly berries				
Ironwood	21	None	1 minute/lb. created	19 days [D]	0 ft.	V, S, M	No	Transmutation
<i>Effect:</i> Magic wood is strong as steel.				<i>Target:</i> An ironwood object weighing up to 95 lbs				
Liveoak	21	None	10 minutes	19 days [D]	Touch	V, S	No	Transmutation
<i>Effect:</i> Oak becomes treant guardian.				<i>Target:</i> Tree touched				
Move Earth	21	None	See text	Instantaneous	Long (1160 Feet)	V, S, M	No	Transmutation [Earth]
<i>Effect:</i> Digs trenches and build hills.				<i>Target:</i> Dirt in an area up to 750 ft. square and up to 10 ft. deep [S]				
Owl's Wisdom, Mass	21	Will negates (harmless)	1 standard action	19 minutes	Close (70 Feet)	V, S, M/DF	Yes	Transmutation
<i>Effect:</i> As owl's wisdom, affects one subject/ level.				<i>Target:</i> 19 creatures, no two of which can be more than 30 ft. apart				
Repel Wood	21	None	1 standard action	19 minutes [D]	60 ft.	V, S	No	Transmutation
<i>Effect:</i> Pushes away wooden objects.				<i>Target:</i> 60 ft. line-shaped emanation from you				
Spellstaff	21	Will negates (object)	10 minutes	Permanent until discharged [D]	Touch	V, S, F	Yes (object)	Transmutation
<i>Effect:</i> Stores one spell in wooden quarterstaff.				<i>Target:</i> Wooden quarterstaff touched				
Stone Tell	20	None	10 minutes	19 minutes	Personal	V, S, DF	No	Divination
<i>Effect:</i> Talk to natural or worked stone.				<i>Target:</i> You				
Summon Nature's Ally VI	20	None	1 round	19 rounds [D]	Close (70 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				
Transport via Plants	21	None	1 standard action	19 round	Unlimited	V, S	No	Transmutation
<i>Effect:</i> Move instantly from one plant to another of the same kind.				<i>Target:</i> You and touched objects or other touched willing creatures				
Wall of Stone	20	See text	1 standard action	Instantaneous	Medium (290 Feet)	V, S, M/DF	No	Conjuration (Creation) [Earth]
<i>Effect:</i> Creates a stone wall that can be shaped.				<i>Target:</i> Stone wall whose area is up to 19 5-ft. squares [S]				

## LEVEL 7

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
Animate Plants	22	None	1 standard action	19 rounds or hours; see text	Close (70 Feet)	V	No	Transmutation
<i>Effect:</i> One or more plants animate and fight for you.				<i>Target:</i> 6 Large plants or all plants within range; see text				
Changestaff	22	None	1 round	19 hours [D]	Touch	V, S, F	No	Transmutation
<i>Effect:</i> Your staff becomes a treant on command.				<i>Target:</i> Your touched staff				
Control Weather	22	None	10 minutes; see text	4d12 hours; see text	2 miles	V, S	No	Transmutation
<i>Effect:</i> Changes weather in local area.				<i>Target:</i> 2-mile-radius circle, centered on you; see text				
Creeping Doom	21	None	1 round	19 minutes	Close (70 Feet)	V, S	No	Conjuration (Summoning)
<i>Effect:</i> Swarms of centipedes attack at your command.				<i>Target:</i> 9 swarms of centipedes				
Cure Moderate Wounds, Mass	21	Will half (harmless) or Will half; see text	1 standard action	Instantaneous	Close (70 Feet)	V, S	Yes (harmless) or Yes; see text	Conjuration (Healing)
<i>Effect:</i> Cures 2d8+19 damage for many creatures.				<i>Target:</i> 19 creatures, no two of which can be more than 30 ft. apart				
Fire Storm	21	Reflex half	1 round	Instantaneous	Medium (290 Feet)	V, S	Yes	Evocation [Fire]
<i>Effect:</i> Deals 19d6 fire damage.				<i>Target:</i> 38 10-ft. cubes [S]				
Heal	21	Will negates (harmless)	1 standard action	Instantaneous	Touch	V, S	Yes (harmless)	Conjuration (Healing)
<i>Effect:</i> Cures 190 points of damage, all diseases and mental conditions.				<i>Target:</i> Creature touched				
Scrying, Greater	21	Will negates	1 standard action	19 hours	See text	V, S	Yes	Divination (Scrying)
<i>Effect:</i> As scrying, but faster and longer.				<i>Target:</i> Magical sensor				
Summon Nature's Ally VII	21	None	1 round	19 rounds [D]	Close (70 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				
Sunbeam	21	Reflex negates and Reflex half; see text	1 standard action	19 rounds or until all beams are exhausted	60 ft.	V, S, DF	Yes	Evocation [Light]
<i>Effect:</i> Beam blinds and deals 4d6 damage.				<i>Target:</i> Line from your hand				
Transmute Metal to Wood	22	None	1 standard action	Instantaneous	Long (1160 Feet)	V, S, DF	Yes (object; see text)	Transmutation
<i>Effect:</i> Metal within 40 ft. becomes wood.				<i>Target:</i> All metal objects within a 40-ft.-radius burst				
True Seeing	21	Will negates (harmless)	1 standard action	19 minutes	Touch	V, S, M	Yes (harmless)	Divination
<i>Effect:</i> Lets you see all things as they really are.				<i>Target:</i> Creature touched				
Wind Walk	22	No and Will negates (harmless)	1 standard action	19 hours [D]; see text	Touch	V, S, DF	No and Yes (harmless)	Transmutation [Air]
<i>Effect:</i> You and your allies turn vaporous and travel fast.				<i>Target:</i> You and 6 touched creatures				

## LEVEL 8

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
Animal Shapes	23	None; see text	1 standard action	19 hours [D]	Close (70 Feet)	V, S, DF	Yes (harmless)	Transmutation
<i>Effect:</i> 19 allies polymorphs into chosen animal.				<i>Target:</i> Up to one willing creature per level, all within 30 ft. of each other				
Control Plants	23	Will negates	1 standard action	19 minutes	Close (70 Feet)	V, S, DF	No	Transmutation
<i>Effect:</i> Control actions of one or more plant creatures.				<i>Target:</i> 38 HD of plant creatures, no two of which can be more than 30 ft. apart				
Cure Serious Wounds, Mass	22	Will half (harmless) or Will half; see text	1 standard action	Instantaneous	Close (70 Feet)	V, S	Yes (harmless) or Yes; see text	Conjuration (Healing)
<i>Effect:</i> Cures 3d8+19 damage for many creatures.				<i>Target:</i> 19 creatures, no two of which can be more than 30 ft. apart				
Earthquake	22	See text	1 standard action	19 round	Long (1160 Feet)	V, S, DF	No	Evocation [Earth]
<i>Effect:</i> Intense tremor shakes 95 ft radius.				<i>Target:</i> 80-ft.-radius spread [S]				
Finger of Death	22	Fortitude partial	1 standard action	Instantaneous	Close (70 Feet)	V, S	Yes	Necromancy [Death]
<i>Effect:</i> Kills one subject.				<i>Target:</i> One living creature				
Repel Metal or Stone	22	None	1 standard action	19 rounds [D]	60 ft.	V, S	No	Abjuration [Earth]
<i>Effect:</i> Pushes away metal and stone.				<i>Target:</i> 60 ft. line from you				
Reverse Gravity	23	None; see text	1 standard action	19 rounds [D]	Medium (290 Feet)	V, S, M/DF	No	Transmutation
<i>Effect:</i> Objects and creatures fall upward.				<i>Target:</i> Up to 9 10-ft. cube [S]				
Summon Nature's Ally VIII	22	None	1 round	19 rounds [D]	Close (70 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				
Sunburst	22	Reflex partial; see text	1 standard action	Instantaneous	Long (1160 Feet)	V, S, M/DF	Yes	Evocation [Light]
<i>Effect:</i> Blinds all within 10 ft., deals 6d6 damage.				<i>Target:</i> 80-ft.-radius burst				

\* =Domain/Specialty Spell

## Druid Spells

☐☐☐☐☐ Whirlwind	22	Reflex negates; see text	1 standard action	19 rounds [D]	Long (1160 Feet)	V, S, DF	Yes	Evocation [Air]
<i>Effect:</i> Cyclone deals damage and can pick up creatures.				<i>Target:</i> Cyclone 10 ft. wide at base, 30 ft. wide at top, and 30 ft. tall				
☐☐☐☐☐ Word of Recall	22	None or Will negates (harmless, object)	1 standard action	Instantaneous	Unlimited	V	No or Yes (harmless, object)	Conjuration (Teleportation)
<i>Effect:</i> Teleports you back to designated place.				<i>Target:</i> You and touched objects or other willing creatures				

## LEVEL 9

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
☐☐☐☐☐ Antipathy	23	Will partial	1 hour	38 hours [D]	Close (70 Feet)	V, S, M/DF	Yes	Enchantment (Compulsion) [Mind-Affecting]
<i>Effect:</i> Object or location affected by spell repels certain creatures.				<i>Target:</i> One location of up to a 190 ft. cube or one object				
☐☐☐☐☐ Cure Critical Wounds, Mass	23	Will half (harmless) or Will half; see text	1 standard action	Instantaneous	Close (70 Feet)	V, S	Yes (harmless) or Yes; see text	Conjuration (Healing)
<i>Effect:</i> Cures 4d8+19 damage for many creatures.				<i>Target:</i> 19 creatures, no two of which can be more than 30 ft. apart				
☐☐☐☐☐ Elemental Swarm	23	None	10 minutes	190 minutes [D]	Medium (290 Feet)	V, S	No	Conjuration (Summoning)
<i>Effect:</i> Summons multiple elementals.				<i>Target:</i> Two or more summoned creatures, no two of which can be more than 30 ft. apart				
☐☐☐☐☐ Foresight	23	None or Will negates (harmless)	1 standard action	190 minutes	Personal or touch	V, S, M/DF	No or Yes (harmless)	Divination
<i>Effect:</i> 'Sixth sense' warns of impending danger.				<i>Target:</i> See text				
☐☐☐☐☐ Regenerate	23	Fortitude negates (harmless)	3 full rounds	Instantaneous	Touch	V, S, DF	Yes (harmless)	Conjuration (Healing)
<i>Effect:</i> Subject's severed limbs grow back, cures 4d8+19				<i>Target:</i> Living creature touched				
☐☐☐☐☐ Shambler	23	None	1 standard action	Seven days or seven months [D]; see text	Medium (290 Feet)	V, S	No	Conjuration (Creation)
<i>Effect:</i> Summons 1d4+2 shambling mounds to fight for you.				<i>Target:</i> Three or more shambling mounds, no two of which can be more than 30 ft. apart; see text				
☐☐☐☐☐ Shapechange	24	None	1 standard action	190 minutes [D]	Personal	V, S, F	No	Transmutation
<i>Effect:</i> Transforms you into any creature, and change forms once per round.				<i>Target:</i> You				
☐☐☐☐☐ Storm of Vengeance	23	See text	1 round	Concentration [maximum 10 rounds] [D]	Long (1160 Feet)	V, S	Yes	Conjuration (Summoning)
<i>Effect:</i> Storm rains acid, lightning, and hail.				<i>Target:</i> 360-ft.-radius storm cloud				
☐☐☐☐☐ Summon Nature's Ally IX	23	None	1 round	19 rounds [D]	Close (70 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				
☐☐☐☐☐ Sympathy	23	Will negates; see text	1 hour	38 hours [D]	Close (70 Feet)	V, S, M	Yes	Enchantment (Compulsion) [Mind-Affecting]
<i>Effect:</i> Object or location attracts certain creatures.				<i>Target:</i> One location [19 10-ft. cubes] or one object				

\* =Domain/Speciality Spell