

Ismail Male Half-Elf Drd17

NAME	
Drd17	272000
CLASS	EXPERIENCE
17	153000
TCL	NEXT LEVEL

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP SCORE	TEMP MODIFIER
STR Strength	15	+2	15	+2
DEX Dexterity	19	+4	19	+4
CON Constitution	15	+2	15	+2
INT Intelligence	13	+1	13	+1
WIS Wisdom	20	+5	20	+5
CHA Charisma	12	+1	12	+1

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC MODIFIER	TEMP MODIFIER	conditional modifiers
FORTITUDE (constitution)	+12	= +10	+ +2	+ +0	+ +0	+	
REFLEX (dexterity)	+9	= +5	+ +4	+ +0	+ +0	+	
WILLPOWER (wisdom)	+15	= +10	+ +5	+ +0	+ +0	+	

	TOTAL		BASE ATTACK BONUS		STAT MODIFIER		SIZE MODIFIER		MISC MODIFIER		TEMP MODIFIER
MELEE attack bonus	+14/+9/+4	=	+12/+7/+2	+	+2	+	+0	+	+0	+	
RANGED attack bonus	+16/+11/+6	=	+12/+7/+2	+	+4	+	+0	+	+0	+	
GRAPPLE attack bonus	+14/+9/+4	=	+12/+7/+2	+	+2	+	+0	+	+0	+	

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
	+10/+5/+0	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	
Craft Staff	See Text
Eschew Materials	See Text
Extend Spell	See Text
Forge Ring	See Text
Maximize Spell	See Text
Quicken Spell	See Text

NPC

PLAYERNAME	
Half-Elf	Medium
RACE	SIZE
0	Male
AGE	GENDER

HP	hit points	WOUNDS/CURRENT HP			
120					
AC	armor class	TOTAL	FLAT	TOUCH	BASE
14		10	14	10	

INITIATIVE	modifier	TOTAL	DEX MODIFIER	MISC MODIFIER
+4		+4	+0	
BASE ATTACK	bonus	+12/+7/+2		

DEITY	
5'6"	133 lbs
HEIGHT	WEIGHT
EYES	HAIR

SUBDUAL DAMAGE				DAMAGE REDUCTION			
ARMOR BONUS	SHIELD BONUS	STAT MODIFIER	SIZE MODIFIER	NATURAL ARMOR MODIFIER	MISC MODIFIER	MISS CHANCE	
0	0	4	0	0	0		

Lawful Neutral
ALIGNMENT
Low-Light, Normal
VISION
0
POINTS

SPEED		
Walk 30'		
0	+0	0
ARCANE SPELL FAILURE	ARMOR CHECK PENALTY	SPELL RESISTANCE

SKILLS		MAX RANKS		20/10	
SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
Craft (Bowmaking)	INT	11	= 1	+ 10.0	+
Craft (Leatherworking)	INT	20	= 1	+ 19.0	+
Craft (Painting)	INT	15	= 1	+ 14.0	+
Craft (Pottery)	INT	10	= 1	+ 9.0	+
Craft (Stonemasonry)	INT	14	= 1	+ 13.0	+
Craft (Trapmaking)	INT	17	= 1	+ 16.0	+
Knowledge (Nature)	INT	21	= 1	+ 20.0	+
_____ ✓ : can be used untrained. ✕ : exclusive skills					

SPECIAL ABILITIES
+2 racial bonus on saving throws against enchantment spells or effects.
A Thousand Faces (Su)
Animal Companion (Ex)
Elven Blood
Immunity to sleep spells and similar magical effects.
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
Auran, Common, Druidic, Elven





















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	7	6	6	6	5	4	3	2	1




LEVEL 0

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
 Create Water <i>Effect:</i> Creates 34 gallons of pure water.	15	None	1 standard action	Instantaneous	Close (65 Feet)	V, S	No	Conjuration (Creation) [Water]
 Cure Minor Wounds <i>Effect:</i> Cures 1 point of damage.	15	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.	15	None	1 standard action	<i>Target:</i> Creature touched Concentration, up to 17 minutes [D]	60 ft.	V, S	No	Divination
 Detect Poison <i>Effect:</i> Detects poison in one creature or small object.	15	None	1 standard action	<i>Target:</i> Cone-shaped emanation Instantaneous	Close (65 Feet)	V, S	No	Divination
 Flare <i>Effect:</i> Dazzles one creature [-1 on attack rolls].	15	Fortitude negates	1 standard action	<i>Target:</i> One creature, one object, or a 5-ft. cube Instantaneous	Close (65 Feet)	V	Yes	Evocation [Light]
 Guidance <i>Effect:</i> +1 on one attack roll, saving throw, or skill check.	15	Will negates (harmless)	1 standard action	<i>Target:</i> Burst of light 17 minute or until discharged	Touch	V, S	Yes	Divination
 Know Direction <i>Effect:</i> You discern north.	15	None	1 standard action	<i>Target:</i> Creature touched Instantaneous	Personal	V, S	No	Divination
 Light <i>Effect:</i> Object shines like a torch.	15	None	1 standard action	<i>Target:</i> You 170 minutes [D]	Touch	V, M/DF	No	Evocation [Light]
 Mending <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
 Purify Food and Drink <i>Effect:</i> Purifies 17 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
 Read Magic <i>Effect:</i> Read scrolls and spellbooks.	15	None	1 standard action	<i>Target:</i> 17 cu. ft. of contaminated food and water 170 minutes	Personal	V, S, F	No	Divination
 Resistance <i>Effect:</i> Subject gains +1 on saving throws.	15	Will negates (harmless)	1 standard action	<i>Target:</i> You 17 minute	Touch	V, S, M/DF	Yes (harmless)	Abjuration
 Virtue <i>Effect:</i> Subject gains 1 temporary hp.	15	Fortitude negates (harmless)	1 standard action	<i>Target:</i> Creature touched 17 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
 Calm Animals <i>Effect:</i> Calms [2d4 + level] HD of animals.	16	Will negates; see text	1 standard action	17 minutes	Close (65 Feet)	V, S	Yes	Enchantment (Compulsion) [Mind-Affecting]
 Charm Animal <i>Effect:</i> Makes one animal your friend.	16	Will negates	1 standard action	<i>Target:</i> Animals within 30 ft. of each other 17 hours	Close (65 Feet)	V, S	Yes	Enchantment (Charm) [Mind-Affecting]
 Cure Light Wounds <i>Effect:</i> Cures 1d8+5 damage	16	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.	16	None	1 standard action	<i>Target:</i> Creature touched Concentration, up to 10 minutes [D]	Long (1080 Feet)	V, S	No	Divination
 Detect Snares and Pits <i>Effect:</i> Reveals natural or primitive traps.	16	None	1 standard action	<i>Target:</i> Cone-shaped emanation Concentration, up to 170 minutes [D]	60 ft.	V, S	No	Divination
 Endure Elements <i>Effect:</i> Exist comfortably in hot or cold environments.	16	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.	16	Reflex partial; see text	1 standard action	<i>Target:</i> Creature touched 17 minutes [D]	Long (1080 Feet)	V, S, DF	No	Transmutation
 Faerie Fire <i>Effect:</i> Outlines subjects with light, canceling blur, concealment, and the like.	16	None	1 standard action	<i>Target:</i> Plants in a 40-ft.-radius spread 17 minutes [D]	Long (1080 Feet)	V, S, DF	Yes	Evocation [Light]
 Goodberry <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 17 days	Touch	V, S, DF	Yes	Transmutation
 Hide from Animals <i>Effect:</i> Animals can't perceive 17 subjects.	16	Will negates (harmless)	1 standard action	<i>Target:</i> 2d4 fresh berries touched 170 minutes [D]	Touch	S, DF	Yes	Abjuration
 Jump <i>Effect:</i> Subject gets bonus on Jump checks.	16	Will negates (harmless)	1 standard action	<i>Target:</i> 17 creatures touched 17 minutes [D]	Touch	V, S, M	Yes	Transmutation
 Longstrider <i>Effect:</i> Increases your speed.	16	None	1 standard action	<i>Target:</i> Creature touched 17 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.	16	Will negates (harmless)	1 standard action	<i>Target:</i> You 17 minutes	Touch	V, S, DF	Yes (harmless)	Transmutation
 Magic Stone <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
 Obscuring Mist <i>Effect:</i> Fog surrounds you.	16	None	1 standard action	<i>Target:</i> Up to three pebbles touched 17 minutes	20 ft.	V, S	No	Conjuration (Creation)
 Pass without Trace <i>Effect:</i> 17 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 17 hours [D]	Touch	V, S, DF	Yes (harmless)	Transmutation
 Produce Flame <i>Effect:</i> 1d6+17 damage, touch or thrown.	16	None	1 standard action	<i>Target:</i> 17 creatures touched 17 minutes [D]	0 ft.	V, S	Yes	Evocation [Fire]
 Shillelagh <i>Effect:</i> Cudgel or quarterstaff becomes +1 weapon [1d10 damage] for 17 minutes.	16	Will negates (object)	1 standard action	<i>Target:</i> Flame in your palm 17 minutes	Touch	V, S, DF	Yes (object)	Transmutation
 Speak with Animals <i>Effect:</i> You can communicate with animals.	16	None	1 standard action	<i>Target:</i> One touched nonmagical oak club or quarterstaff 17 minutes	Personal	V, S	No	Divination
 Summon Nature's Ally I <i>Effect:</i> Calls creature to fight.	16	None	1 round	<i>Target:</i> You 17 rounds [D]	Close (65 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
 Animal Messenger <i>Effect:</i> Sends a Tiny animal to a specific place.	17	None; see text	1 standard action	17 days	Close (65 Feet)	V, S, M	Yes	Enchantment (Compulsion) [Mind-Affecting]
 Animal Trance <i>Effect:</i> Fascinates 2d6 HD of animals.	17	Will negates; see text	1 standard action	<i>Target:</i> One Tiny animal Concentration	Close (65 Feet)	V, S	Yes	Enchantment (Compulsion) [Mind-Affecting, Sonic]
 Barkskin <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 2 170 minutes	Touch	V, S, DF	Yes (harmless)	Transmutation
				<i>Target:</i> Living creature touched				

* =Domain/Specialty Spell

Druid Spells

■■■■■	Bear's Endurance <i>Effect:</i> Subject gains +4 to Con for 17 minutes.	17	Will negates (harmless)	1 standard action	17 minutes	Touch	V, S, DF	Yes	Transmutation
■■■■■	Bull's Strength <i>Effect:</i> Subject gains +4 to Str for 17 minutes.	17	Will negates (harmless)	1 standard action	17 minutes	Touch	V, S, M/DF	Yes (harmless)	Transmutation
■■■■■	Cat's Grace <i>Effect:</i> Subject gains +4 to Dex for 17 minutes.	17	Will negates (harmless)	1 standard action	17 minutes	Touch	V, S, M	Yes	Transmutation
■■■■■	Chill Metal <i>Effect:</i> Cold metal damages those who touch it.	17	Will negates (object)	1 standard action	7 rounds	Close (65 Feet)	V, S, DF	Yes (object)	Transmutation [Cold]
■■■■■	Delay Poison <i>Effect:</i> Stops poison from harming subject for 17 hours.	17	Fortitude negates (harmless)	1 standard action	17 hours	Touch	V, S, DF	Yes (harmless)	Conjuration (Healing)
■■■■■	Fire Trap <i>Effect:</i> Opened object deals 1d4+17 damage.	17	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 +1/2wo levels damage.	17	None	1 standard action	17 minutes [D]	0 ft.	V, S, DF	Yes	Evocation [Fire]
■■■■■	Flaming Sphere <i>Effect:</i> Creates rolling ball of fire, 2d6 damage, lasts 17 rounds.	17	Reflex negates	1 standard action	17 rounds	Medium (270 Feet)	V, S, M/DF	Yes	Evocation [Fire]
■■■■■	Fog Cloud <i>Effect:</i> Fog obscures vision.	17	None	1 standard action	170 minutes	Medium (270 Feet)	V, S	No	Conjuration (Creation)
■■■■■	Gust of Wind <i>Effect:</i> Blows away or knocks down smaller creatures.	17	Fortitude negates	1 standard action	17 round	60 ft.	V, S	Yes	Evocation [Air]
■■■■■	Heat Metal <i>Effect:</i> Make metal so hot it damages those who touch it.	17	Will negates (object)	1 standard action	7 rounds	Close (65 Feet)	V, S, DF	Yes (object)	Transmutation [Fire]
■■■■■	Hold Animal <i>Effect:</i> Paralyzes one animal for 17 rounds.	17	Will negates; see text	1 standard action	17 rounds [D]; see text	Medium (270 Feet)	V, S	Yes	Enchantment (Compulsion) [Mind-Affecting]
■■■■■	Owl's Wisdom <i>Effect:</i> Subject gains +4 to Wis for 17 minutes.	17	Will negates (harmless)	1 standard action	17 minutes	Touch	V, S, M/DF	Yes	Transmutation
■■■■■	Reduce Animal <i>Effect:</i> Shrinks one willing animal.	17	None	1 standard action	17 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.	17	Fortitude negates (harmless)	1 standard action	170 minutes	Touch	V, S, DF	Yes (harmless)	Abjuration
■■■■■	Restoration, Lesser <i>Effect:</i> Dispers magical ability penalty or repairs 1d4 ability damage.	17	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.	17	None	1 standard action	Instantaneous	Close (65 Feet)	V, S, DF	No	Transmutation [Earth]
■■■■■	Spider Climb <i>Effect:</i> Grants ability to walk on walls and ceilings.	17	Will negates (harmless)	1 standard action	170 minutes	Touch	V, S, M	Yes (harmless)	Transmutation
■■■■■	Summon Nature's Ally II <i>Effect:</i> Calls creature to fight.	17	None	1 round	17 rounds [D]	Close (65 Feet)	V, S, DF	No	Conjuration (Summoning)
■■■■■	Summon Swarm <i>Effect:</i> Summons swarm of bats, rats, or spiders.	17	None	1 round	Concentration + 2 rounds	Close (65 Feet)	V, S, M/DF	No	Conjuration (Summoning)
■■■■■	Tree Shape <i>Effect:</i> You look exactly like a tree for 17 hours.	17	None	1 standard action	17 hours [D]	Personal	V, S, DF	No	Transmutation
■■■■■	Warp Wood <i>Effect:</i> Bends wood [shaft, handle, door, plank].	17	Will negates (object)	1 standard action	Instantaneous	Close (65 Feet)	V, S	Yes (object)	Transmutation
■■■■■	Wood Shape <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 <i>Effect:</i> Calls down lightning bolts [3d6 per bolt] from sky.	18	Reflex half	1 round	17 minutes	Medium (270 Feet)	V, S	Yes	Evocation [Electricity]
■■■■■ Contagion <i>Effect:</i> Infects subject with chosen disease.	18	Fortitude negates	1 standard action	Instantaneous	Touch	V, S	Yes	Necromancy [Evil]
■■■■■ Cure Moderate Wounds <i>Effect:</i> Cures 2d8+10 damage	18	Will half (harmless); see text	1 standard action	Instantaneous	Touch	V, S	Yes (harmless); see text	Conjuration (Healing)
■■■■■ Daylight <i>Effect:</i> 60-ft. radius of bright light.	18	None	1 standard action	170 minutes [D]	Touch	V, S	No	Evocation [Light]
■■■■■ Diminish Plants <i>Effect:</i> Reduces size or blights growth of normal plants.	18	None	1 standard action	Instantaneous	See text	V, S, DF	No	Transmutation
■■■■■ Dominate Animal <i>Effect:</i> Subject animal obeys silent mental commands.	18	Will negates	1 round	17 rounds	Close (65 Feet)	V, S	Yes	Enchantment (Compulsion) [Mind-Affecting]
■■■■■ Magic Fang, Greater <i>Effect:</i> One natural weapon of subject creature gets +5 on attack and damage rolls.	18	Will negates (harmless)	1 standard action	17 hours	Close (65 Feet)	V, S, DF	Yes (harmless)	Transmutation
■■■■■ Meld into Stone <i>Effect:</i> You and your gear merge with stone.	18	None	1 standard action	170 minutes	Personal	V, S, DF	No	Transmutation [Earth]
■■■■■ Neutralize Poison <i>Effect:</i> Immunizes subject against poison, detoxifies venom in or on subject.	18	Will negates (harmless, object)	1 standard action	170 minutes	Touch	V, S, M/DF	Yes (harmless, object)	Conjuration (Healing)
■■■■■ Plant Growth <i>Effect:</i> Grows vegetation, improves crops.	18	None	1 standard action	Instantaneous	See text	V, S, DF	No	Transmutation
■■■■■ Poison <i>Effect:</i> Touch deals 1d10 Con damage, repeats in 1 minute.	18	Fortitude negates; see text	1 standard action	Instantaneous; see text	Touch	V, S, DF	Yes	Necromancy
■■■■■ Protection from Energy <i>Effect:</i> Absorb 204 points of damage from one kind of energy.	18	Fortitude negates (harmless)	1 standard action	170 minutes or until discharged	Touch	V, S, DF	Yes (harmless)	Abjuration
■■■■■ Quench <i>Effect:</i> Extinguishes nonmagical fires or one magic item.	18	None or Will negates (object)	1 standard action	Instantaneous	Medium (270 Feet)	V, S, DF	No or Yes (object)	Transmutation
■■■■■ Remove Disease <i>Effect:</i> Cures all diseases affecting subject.	18	Fortitude negates (harmless)	1 standard action	Instantaneous	Touch	V, S	Yes (harmless)	Conjuration (Healing)
■■■■■ Sleet Storm <i>Effect:</i> Hampers vision and movement.	18	None	1 standard action	17 rounds	Long (1080 Feet)	V, S, M/DF	No	Conjuration (Creation) [Cold]
■■■■■ Snare <i>Effect:</i> Creates a magic booby trap.	18	None	3 rounds	Until triggered or broken	Touch	V, S, DF	No	Transmutation
■■■■■ Speak with Plants <i>Effect:</i> You can talk to normal plants and plant creatures.	18	None	1 standard action	17 minutes	Personal	V, S	No	Divination
■■■■■ Spike Growth <i>Effect:</i> Creatures in area take 1d4 damage, may be slowed.	18	Reflex partial	1 standard action	17 hours [D]	Medium (270 Feet)	V, S, DF	Yes	Transmutation
■■■■■ Stone Shape <i>Effect:</i> Sculpts stone into any shape.	18	None	1 standard action	Instantaneous	Touch	V, S, M/DF	No	Transmutation [Earth]
■■■■■ Summon Nature's Ally III <i>Effect:</i> Calls creature to fight.	18	None	1 round	17 rounds [D]	Close (65 Feet)	V, S, DF	No	Conjuration (Summoning)

* =Domain/Specialty Spell

Druid Spells

<div>Water Breathing</div> <div>Effect: Subjects can breathe underwater.</div>	18	Will negates (harmless)	1 standard action	34 hours; see text	Touch	V, S, M/DF Yes (harmless)	Transmutation	
<div>Wind Wall</div> <div>Effect: Deflects arrows, smaller creatures, and gases.</div>	18	None; see text	1 standard action	Target: Living creatures touched 17 rounds	Medium (270 Feet)	V, S, M/DF Yes	Evocation [Air]	
Target: Wall up to 170 ft. long and 85 ft. high [S]								
LEVEL 4								
Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
<div>Air Walk</div> <div>Effect: Subject treads on air as if solid [climb at 45-degree angle].</div>	19	None	1 standard action	170 minutes	Touch	V, S, DF	Yes (harmless)	Transmutation [Air]
<div>Antiplant Shell</div> <div>Effect: Keeps animated plants at bay.</div>	19	None	1 standard action	170 minutes [D]	10 ft.	V, S, DF	Yes	Abjuration
<div>Blight</div> <div>Effect: Withers one plant or deals 17d6 damage to plant creature.</div>	19	Fortitude half; see text	1 standard action	Instantaneous	Touch	V, S, DF	Yes	Necromancy
<div>Command Plants</div> <div>Effect: Sway the actions of one or more plant creatures.</div>	19	Will negates	1 standard action	17 days	Close (65 Feet)	V	Yes	Transmutation
<div>Control Water</div> <div>Effect: Raises or lowers bodies of water.</div>	19	None; see text	1 standard action	170 minutes [D]	Long (1080 Feet)	V, S, M/DF No		Transmutation [Water]
<div>Cure Serious Wounds</div> <div>Effect: Cures 3d8+15 damage</div>	19	Will half (harmless); see text	1 standard action	Instantaneous	Touch	V, S	Yes (harmless); see text	Conjuration (Healing)
<div>Dispel Magic</div> <div>Effect: Cancels magical spells and effects.</div>	19	None	1 standard action	Instantaneous	Medium (270 Feet)	V, S	No	Abjuration
<div>Flame Strike</div> <div>Effect: Smite foes with divine fire for 17d6 damage.</div>	19	Reflex half	1 standard action	Instantaneous	Medium (270 Feet)	V, S, DF	Yes	Evocation [Fire]
<div>Freedom of Movement</div> <div>Effect: Subject moves normally despite impediments.</div>	19	Will negates (harmless)	1 standard action	170 minutes	Personal or touch	V, S, M, DF	Yes (harmless)	Abjuration
<div>Giant Vermin</div> <div>Effect: Turns centipedes, scorpions, or spiders into giant vermin.</div>	19	None	1 standard action	17 minutes	Close (65 Feet)	V, S, DF	Yes	Transmutation
<div>Ice Storm</div> <div>Effect: Hail deals 5d6 damage in cylinder 40 ft. across.</div>	19	None	1 standard action	17 full round	Long (1080 Feet)	V, S, M/DF Yes		Evocation [Cold]
<div>Reincarnate</div> <div>Effect: Brings dead subject back in a random body.</div>	19	None; see text	10 minutes	Instantaneous	Touch	V, S, M, DF	Yes (harmless)	Transmutation
<div>Repel Vermin</div> <div>Effect: Insects, spiders, and other vermin stay 10 ft. away.</div>	19	None or Will negates; see text	1 standard action	170 minutes [D]	10 ft.	V, S, DF	Yes	Abjuration
<div>Rusting Grasp</div> <div>Effect: Your touch corrodes iron and alloys.</div>	19	None	1 standard action	See text	Touch	V, S, DF	No	Transmutation
<div>Scrying</div> <div>Effect: Spies on subject from a distance.</div>	19	Will negates	1 hour	17 minutes	See text	V, S, M/DF, F	Yes	Divination (Scrying)
<div>Spike Stones</div> <div>Effect: Creatures in area take 1d8 damage, may be slowed.</div>	19	Reflex partial	1 standard action	17 hours [D]	Medium (270 Feet)	V, S, DF	Yes	Transmutation [Earth]
<div>Summon Nature's Ally IV</div> <div>Effect: Calls creature to fight.</div>	19	None	1 round	17 rounds [D]	Close (65 Feet)	V, S, DF	No	Conjuration (Summoning)
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
<div>Animal Growth</div> <div>Effect: One animal/two levels doubles in size.</div>	20	Fortitude negates	1 standard action	17 minutes	Medium (270 Feet)	V, S	Yes	Transmutation
<div>Atonement</div> <div>Effect: Removes burden of misdeeds from subject.</div>	20	None	1 hour	Instantaneous	Touch	V, S, M, F, Yes DF, XP		Abjuration
<div>Awaken</div> <div>Effect: Animal or tree gains human intellect.</div>	20	Will negates	24 hours	Instantaneous	Touch	V, S, DF, XP	Yes	Transmutation
<div>Baleful Polymorph</div> <div>Effect: Transforms subject into harmless animal.</div>	20	Fortitude negates, Will partial; see text	1 standard action	Permanent	Close (65 Feet)	V, S	Yes	Transmutation
<div>Call Lightning Storm</div> <div>Effect: As call lightning, but 5d6 damage per bolt.</div>	20	Reflex half	1 round	17 minutes	Long (1080 Feet)	V, S	Yes	Evocation [Electricity]
<div>Commune with Nature</div> <div>Effect: Learn about terrain for 17 miles.</div>	20	None	10 minutes	Instantaneous	Personal	V, S	No	Divination
<div>Control Winds</div> <div>Effect: Change wind direction and speed.</div>	20	Fortitude negates	1 standard action	170 minutes	40 ft./level	V, S	No	Transmutation [Air]
<div>Cure Critical Wounds</div> <div>Effect: Cures 4d8+17 damage.</div>	20	Will half (harmless); see text	1 standard action	Instantaneous	Touch	V, S	Yes (harmless); see text	Conjuration (Healing)
<div>Death Ward</div> <div>Effect: Grants immunity to death spells and negative energy effects.</div>	20	Will negates (harmless)	1 standard action	17 minutes	Touch	V, S, DF	Yes (harmless)	Necromancy
<div>Hallow</div> <div>Effect: Designates location as holy.</div>	20	See text	24 hours	Instantaneous	Touch	V, S, M, DF	See text	Evocation [Good]
<div>Insect Plague</div> <div>Effect: Locust swarms attack creatures.</div>	20	None	1 round	17 minutes	Long (1080 Feet)	V, S, DF	No	Conjuration (Summoning)
<div>Stoneskin</div> <div>Effect: Ignore 10 points of damage per attack.</div>	20	Will negates (harmless)	1 standard action	170 minutes or until discharged	Touch	V, S, M	Yes (harmless)	Abjuration
<div>Summon Nature's Ally V</div> <div>Effect: Calls creature to fight.</div>	20	None	1 round	17 rounds [D]	Close (65 Feet)	V, S, DF	No	Conjuration (Summoning)
<div>Transmute Mud to Rock</div> <div>Effect: Transforms two 10-ft. cubes per level.</div>	20	See text	1 standard action	Permanent	Medium (270 Feet)	V, S, M/DF No		Transmutation [Earth]
<div>Transmute Rock to Mud</div> <div>Effect: Transforms two 10-ft. cubes per level.</div>	20	See text	1 standard action	Permanent; see text	Medium (270 Feet)	V, S, M/DF No		Transmutation [Earth]
<div>Tree Stride</div> <div>Effect: Step from one tree to another far away.</div>	20	None	1 standard action	17 hours or until expended; see text	Personal	V, S, DF	No	Conjuration (Teleportation)
<div>Unhallow</div> <div>Effect: Designates location as unholy.</div>	20	See text	24 hours	Instantaneous	Touch	V, S, M	See text	Evocation [Evil]
<div>Wall of Fire</div> <div>Effect: Deals 2d4 fire damage out 10 ft. and 1d4 out 20 ft. Passing through wall deals 2d6+17 damage</div>	20	None	1 standard action	Concentration + 17 rounds	Medium (270 Feet)	V, S, M/DF Yes		Evocation [Fire]
<div>Wall of Thorns</div> <div>Effect: Thorns damage anyone who tries to pass.</div>	20	None	1 standard action	170 minutes [D]	Medium (270 Feet)	V, S	No	Conjuration (Creation)
Target: Wall of thorny brush, up to 17 10-ft. cubes [S]								

* =Domain/Speciality Spell

Druid Spells LEVEL 6

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
Antilife Shell	21	None	1 round	170 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	17 minutes	Close (65 Feet)	V, S, DF	Yes	Transmutation
<i>Effect:</i> As bear's endurance, affects 17 subjects.				<i>Target:</i> 17 creatures, no two of which can be more than 30 ft. apart				
Bull's Strength, Mass	21	Will negates (harmless)	1 standard action	17 minutes	Close (65 Feet)	V, S, M/DF	Yes (harmless)	Transmutation
<i>Effect:</i> As bull's strength, affects one subject/ level.				<i>Target:</i> 17 creatures, no two of which can be more than 30 ft. apart				
Cat's Grace, Mass	21	Will negates (harmless)	1 standard action	17 minutes	Close (65 Feet)	V, S, M	Yes	Transmutation
<i>Effect:</i> As cat's grace, affects 17 subjects.				<i>Target:</i> 17 creatures, no two of which can be more than 30 ft. apart				
Cure Light Wounds, Mass	21	Will half (harmless) or Will half; see text	1 standard action	Instantaneous	Close (65 Feet)	V, S	Yes (harmless) or Yes; see text	Conjuration (Healing)
<i>Effect:</i> Cures 1d8+17 damage for many creatures.				<i>Target:</i> 17 creatures, no two of which can be more than 30 ft. apart				
Dispel Magic, Greater	21	None	1 standard action	Instantaneous	Medium (270 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	21	None or Will negates (harmless)	3 rounds	170 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	21	None or Reflex half; see text	1 standard action	170 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	17 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 85 lbs				
Liveoak	21	None	10 minutes	17 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 (1080 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	17 minutes	Close (65 Feet)	V, S, M/DF	Yes	Transmutation
<i>Effect:</i> As owl's wisdom, affects one subject/ level.				<i>Target:</i> 17 creatures, no two of which can be more than 30 ft. apart				
Repel Wood	21	None	1 standard action	17 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	21	None	10 minutes	17 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	21	None	1 round	17 rounds [D]	Close (65 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	17 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	21	See text	1 standard action	Instantaneous	Medium (270 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 17 5-ft. squares [S]				

LEVEL 7

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
Animate Plants	22	None	1 standard action	17 rounds or hours; see text	Close (65 Feet)	V	No	Transmutation
<i>Effect:</i> One or more plants animate and fight for you.				<i>Target:</i> 5 Large plants or all plants within range; see text				
Changestaff	22	None	1 round	17 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	22	None	1 round	17 minutes	Close (65 Feet)	V, S	No	Conjuration (Summoning)
<i>Effect:</i> Swarms of centipedes attack at your command.				<i>Target:</i> 8 swarms of centipedes				
Cure Moderate Wounds, Mass	22	Will half (harmless) or Will half; see text	1 standard action	Instantaneous	Close (65 Feet)	V, S	Yes (harmless) or Yes; see text	Conjuration (Healing)
<i>Effect:</i> Cures 2d8+17 damage for many creatures.				<i>Target:</i> 17 creatures, no two of which can be more than 30 ft. apart				
Fire Storm	22	Reflex half	1 round	Instantaneous	Medium (270 Feet)	V, S	Yes	Evocation [Fire]
<i>Effect:</i> Deals 17d6 fire damage.				<i>Target:</i> 34 10-ft. cubes [S]				
Heal	22	Will negates (harmless)	1 standard action	Instantaneous	Touch	V, S	Yes (harmless)	Conjuration (Healing)
<i>Effect:</i> Cures 170 points of damage, all diseases and mental conditions.				<i>Target:</i> Creature touched				
Scrying, Greater	22	Will negates	1 standard action	17 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	22	None	1 round	17 rounds [D]	Close (65 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	22	Reflex negates and Reflex half; see text	1 standard action	17 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 (1080 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	22	Will negates (harmless)	1 standard action	17 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	17 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 5 touched creatures				

LEVEL 8

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
Animal Shapes	23	None; see text	1 standard action	17 hours [D]	Close (65 Feet)	V, S, DF	Yes (harmless)	Transmutation
<i>Effect:</i> 17 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	17 minutes	Close (65 Feet)	V, S, DF	No	Transmutation
<i>Effect:</i> Control actions of one or more plant creatures.				<i>Target:</i> 34 HD of plant creatures, no two of which can be more than 30 ft. apart				
Cure Serious Wounds, Mass	23	Will half (harmless) or Will half; see text	1 standard action	Instantaneous	Close (65 Feet)	V, S	Yes (harmless) or Yes; see text	Conjuration (Healing)
<i>Effect:</i> Cures 3d8+17 damage for many creatures.				<i>Target:</i> 17 creatures, no two of which can be more than 30 ft. apart				
Earthquake	23	See text	1 standard action	17 round	Long (1080 Feet)	V, S, DF	No	Evocation [Earth]
<i>Effect:</i> Intense tremor shakes 85 ft radius.				<i>Target:</i> 80-ft.-radius spread [S]				
Finger of Death	23	Fortitude partial	1 standard action	Instantaneous	Close (65 Feet)	V, S	Yes	Necromancy [Death]
<i>Effect:</i> Kills one subject.				<i>Target:</i> One living creature				
Repel Metal or Stone	23	None	1 standard action	17 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	17 rounds [D]	Medium (270 Feet)	V, S, M/DF	No	Transmutation
<i>Effect:</i> Objects and creatures fall upward.				<i>Target:</i> Up to 8 10-ft. cube [S]				
Summon Nature's Ally VIII	23	None	1 round	17 rounds [D]	Close (65 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	23	Reflex partial; see text	1 standard action	Instantaneous	Long (1080 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	23	Reflex negates; see text	1 standard action	17 rounds [D]	Long (1080 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	23	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	24	Will partial	1 hour	34 hours [D]	Close (65 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 170 ft. cube or one object				
☐☐☐☐☐ Cure Critical Wounds, Mass	24	Will half (harmless) or Will half; see text	1 standard action	Instantaneous	Close (65 Feet)	V, S	Yes (harmless) or Yes; see text	Conjuration (Healing)
<i>Effect:</i> Cures 4d8+17 damage for many creatures.				<i>Target:</i> 17 creatures, no two of which can be more than 30 ft. apart				
☐☐☐☐☐ Elemental Swarm	24	None	10 minutes	170 minutes [D]	Medium (270 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	24	None or Will negates (harmless)	1 standard action	170 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	24	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+17				<i>Target:</i> Living creature touched				
☐☐☐☐☐ Shambler	24	None	1 standard action	Seven days or seven months [D]; see text	Medium (270 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	170 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	24	See text	1 round	Concentration [maximum 10 rounds] [D]	Long (1080 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	24	None	1 round	17 rounds [D]	Close (65 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	24	Will negates; see text	1 hour	34 hours [D]	Close (65 Feet)	V, S, M	Yes	Enchantment (Compulsion) [Mind-Affecting]
<i>Effect:</i> Object or location attracts certain creatures.				<i>Target:</i> One location [17 10-ft. cubes] or one object				

* =Domain/Speciality Spell