

Vasilii Male Human Drd15

NAME

Drd15

CLASS

210000

EXPERIENCE

15

120000

NEXT LEVEL

TCL

NPC

PLAYERNAME

Human

RACE

Medium

SIZE

6'0"

HEIGHT

190 lbs

WEIGHT

0

Male

GENDER

AGE

EYES

HAIR

True Neutral

ALIGNMENT

Normal

VISION

0

POINTS

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP SCORE	TEMP MODIFIER
STR Strength	18	+4	18	+4
DEX Dexterity	16	+3	16	+3
CON Constitution	12	+1	12	+1
INT Intelligence	13	+1	13	+1
WIS Wisdom	21	+5	21	+5
CHA Charisma	15	+2	15	+2

HP hit points	86	WOUNDS/CURRENT HP		SUBDUAL DAMAGE		DAMAGE REDUCTION							
AC armor class	13	TOTAL	FLAT	TOUCH	=	BASE	ARMOR BONUS	SHIELD BONUS	STAT MODIFIER	SIZE MODIFIER	NATURAL ARMOR	MISC MODIFIER	MISS CHANCE

INITIATIVE modifier	+3	=	+3	+	+0	MISC MODIFIER
BASE ATTACK bonus	+11/+6/+1					

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

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC MODIFIER	TEMP MODIFIER	conditional modifiers
FORTITUDE (constitution)	+10	=	+9	+	+1	+	
REFLEX (dexterity)	+8	=	+5	+	+3	+	
WILLPOWER (wisdom)	+14	=	+9	+	+5	+	

MELEE attack bonus	TOTAL	BASE ATTACK BONUS	STAT MODIFIER	SIZE MODIFIER	MISC MODIFIER	TEMP MODIFIER	
	+15/+10/+5	=	+11/+6/+1	+	+4	+	
RANGED attack bonus	+14/+9/+4	=	+11/+6/+1	+	+3	+	
GRAPPLE attack bonus	+15/+10/+5	=	+11/+6/+1	+	+4	+	

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
	+11/+6/+1	1d3+4	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	100.0	Medium	200.0	Heavy	300.0
Lift over head	300.0	Lift off ground	600.0	Push / Drag	1500.0

FEATS	
Combat Casting	See Text
Craft Staff	See Text
Craft Wand	See Text
Eschew Materials	See Text
Heighten Spell	See Text
Spell Focus (Transmutation)	See Text
Toughness (1x)	See Text

SKILLS		MAX RANKS	18/9		
SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
Craft (Blacksmithing)	INT	8	=	1	+ 7.0 +
Craft (Bowmaking)	INT	9	=	1	+ 8.0 +
Craft (Sculpting)	INT	11	=	1	+ 10.0 +
Heal	WIS	20	=	5	+ 15.0 +
Knowledge (Nature)	INT	17	=	1	+ 16.0 +
Spellcraft	INT	19	=	1	+ 18.0 +
Spot	WIS	22	=	5	+ 17.0 +
Swim	STR	21	=	4	+ 17.0 +

SKILLS		MAX RANKS	18/9		
SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
Craft (Blacksmithing)	INT	8	=	1	+ 7.0 +
Craft (Bowmaking)	INT	9	=	1	+ 8.0 +
Craft (Sculpting)	INT	11	=	1	+ 10.0 +
Heal	WIS	20	=	5	+ 15.0 +
Knowledge (Nature)	INT	17	=	1	+ 16.0 +
Spellcraft	INT	19	=	1	+ 18.0 +
Spot	WIS	22	=	5	+ 17.0 +
Swim	STR	21	=	4	+ 17.0 +

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 (Huge)

Wildshape (Plant)

Wildshape (Tiny)

Wildshape Large

Woodland Stride (Ex)

PROFICIENCIES

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














LANGUAGES

Common, Druidic, Halfling





















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	5	5	3	2	1	0




LEVEL 0

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
 Create Water <i>Effect:</i> Creates 30 gallons of pure water.	15	None	1 standard action	Instantaneous	Close (60 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 15 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 (60 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 (60 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 15 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 150 minutes [D]	Touch	V, M/DF	No	Evocation [Light]
 Mending <i>Effect:</i> Makes minor repairs on an object.	16	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 15 cu. ft. of food or water.	16	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> 15 cu. ft. of contaminated food and water 150 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 15 minute	Touch	V, S, M/DF	Yes (harmless)	Abjuration
 Virtue <i>Effect:</i> Subject gains 1 temporary hp.	16	Fortitude negates (harmless)	1 standard action	<i>Target:</i> Creature touched 15 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.	16	Will negates; see text	1 standard action	15 minutes	Close (60 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 15 hours	Close (60 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 (1000 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 150 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.	17	Reflex partial; see text	1 standard action	<i>Target:</i> Creature touched 15 minutes [D]	Long (1000 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 15 minutes [D]	Long (1000 Feet)	V, S, DF	Yes	Evocation [Light]
 Goodberry <i>Effect:</i> 2d4 berries each cure 1 hp [max 8 hp/24 hours].	17	None	1 standard action	<i>Target:</i> Creatures and objects within a 5-ft.-radius burst 15 days	Touch	V, S, DF	Yes	Transmutation
 Hide from Animals <i>Effect:</i> Animals can't perceive 15 subjects.	16	Will negates (harmless)	1 standard action	<i>Target:</i> 2d4 fresh berries touched 150 minutes [D]	Touch	S, DF	Yes	Abjuration
 Jump <i>Effect:</i> Subject gets bonus on Jump checks.	17	Will negates (harmless)	1 standard action	<i>Target:</i> 15 creatures touched 15 minutes [D]	Touch	V, S, M	Yes	Transmutation
 Longstrider <i>Effect:</i> Increases your speed.	17	None	1 standard action	<i>Target:</i> Creature touched 15 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.	17	Will negates (harmless)	1 standard action	<i>Target:</i> You 15 minutes	Touch	V, S, DF	Yes (harmless)	Transmutation
 Magic Stone <i>Effect:</i> Three stones gain +1 on attack rolls, deal 1d6+1 damage.	17	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 15 minutes	20 ft.	V, S	No	Conjuration (Creation)
 Pass without Trace <i>Effect:</i> 15 subjects leaves no tracks.	17	Will negates (harmless)	1 standard action	<i>Target:</i> Cloud spreads in 20-ft. radius from you, 20 ft. high 15 hours [D]	Touch	V, S, DF	Yes (harmless)	Transmutation
 Produce Flame <i>Effect:</i> 1d6+15 damage, touch or thrown.	16	None	1 standard action	<i>Target:</i> 15 creatures touched 15 minutes [D]	0 ft.	V, S	Yes	Evocation [Fire]
 Shillelagh <i>Effect:</i> Cudgel or quarterstaff becomes +1 weapon [1d10 damage] for 15 minutes.	17	Will negates (object)	1 standard action	<i>Target:</i> Flame in your palm 15 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 15 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 15 rounds [D]	Close (60 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.	17	None; see text	1 standard action	15 days	Close (60 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 (60 Feet)	V, S	Yes	Enchantment (Compulsion) [Mind-Affecting, Sonic]
 Barkskin <i>Effect:</i> Grants +5 enhancement to natural armor.	18	None	1 standard action	<i>Target:</i> Animals or magical beasts with Intelligence 1 or 2 150 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 15 minutes.	18	Will negates (harmless)	1 standard action	15 minutes	Touch	V, S, DF	Yes	Transmutation
■■■■■	Bull's Strength <i>Effect:</i> Subject gains +4 to Str for 15 minutes.	18	Will negates (harmless)	1 standard action	15 minutes	Touch	V, S, M/DF	Yes (harmless)	Transmutation
■■■■■	Cat's Grace <i>Effect:</i> Subject gains +4 to Dex for 15 minutes.	18	Will negates (harmless)	1 standard action	15 minutes	Touch	V, S, M	Yes	Transmutation
■■■■■	Chill Metal <i>Effect:</i> Cold metal damages those who touch it.	18	Will negates (object)	1 standard action	7 rounds	Close (60 Feet)	V, S, DF	Yes (object)	Transmutation [Cold]
■■■■■	Delay Poison <i>Effect:</i> Stops poison from harming subject for 15 hours.	17	Fortitude negates (harmless)	1 standard action	15 hours	Touch	V, S, DF	Yes (harmless)	Conjuration (Healing)
■■■■■	Fire Trap <i>Effect:</i> Opened object deals 1d4+15 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 +1/20 levels damage.	17	None	1 standard action	15 minutes [D]	0 ft.	V, S, DF	Yes	Evocation [Fire]
■■■■■	Flaming Sphere <i>Effect:</i> Creates rolling ball of fire, 2d6 damage, lasts 15 rounds.	17	Reflex negates	1 standard action	15 rounds	Medium (250 Feet)	V, S, M/DF	Yes	Evocation [Fire]
■■■■■	Fog Cloud <i>Effect:</i> Fog obscures vision.	17	None	1 standard action	150 minutes	Medium (250 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	15 round	60 ft.	V, S	Yes	Evocation [Air]
■■■■■	Heat Metal <i>Effect:</i> Make metal so hot it damages those who touch it.	18	Will negates (object)	1 standard action	7 rounds	Close (60 Feet)	V, S, DF	Yes (object)	Transmutation [Fire]
■■■■■	Hold Animal <i>Effect:</i> Paralyzes one animal for 15 rounds.	17	Will negates; see text	1 standard action	15 rounds [D]; see text	Medium (250 Feet)	V, S	Yes	Enchantment (Compulsion) [Mind-Affecting]
■■■■■	Owl's Wisdom <i>Effect:</i> Subject gains +4 to Wis for 15 minutes.	18	Will negates (harmless)	1 standard action	15 minutes	Touch	V, S, M/DF	Yes	Transmutation
■■■■■	Reduce Animal <i>Effect:</i> Shrinks one willing animal.	18	None	1 standard action	15 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	150 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.	18	None	1 standard action	Instantaneous	Close (60 Feet)	V, S, DF	No	Transmutation [Earth]
■■■■■	Spider Climb <i>Effect:</i> Grants ability to walk on walls and ceilings.	18	Will negates (harmless)	1 standard action	150 minutes	Touch	V, S, M	Yes (harmless)	Transmutation
■■■■■	Summon Nature's Ally II <i>Effect:</i> Calls creature to fight.	17	None	1 round	15 rounds [D]	Close (60 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 (60 Feet)	V, S, M/DF	No	Conjuration (Summoning)
■■■■■	Tree Shape <i>Effect:</i> You look exactly like a tree for 15 hours.	18	None	1 standard action	15 hours [D]	Personal	V, S, DF	No	Transmutation
■■■■■	Warp Wood <i>Effect:</i> Bends wood [shaft, handle, door, plank].	18	Will negates (object)	1 standard action	Instantaneous	Close (60 Feet)	V, S	Yes (object)	Transmutation
■■■■■	Wood Shape <i>Effect:</i> Rearranges wooden objects to suit you.	18	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	18	Reflex half	1 round	15 minutes	Medium (250 Feet)	V, S	Yes	Evocation [Electricity]
Effect: Calls down lightning bolts (3d6 per bolt) from sky.								
■■■■■ Contagion	18	Fortitude negates	1 standard action	Instantaneous	Touch	V, S	Yes	Necromancy [Evil]
Effect: Infects subject with chosen disease.								
■■■■■ Cure Moderate Wounds	18	Will half (harmless); see text	1 standard action	Instantaneous	Touch	V, S	Yes (harmless); see text	Conjuration (Healing)
Effect: Cures 2d8+10 damage								
■■■■■ Daylight	18	None	1 standard action	150 minutes [D]	Touch	V, S	No	Evocation [Light]
Effect: 60-ft. radius of bright light.								
■■■■■ Diminish Plants	19	None	1 standard action	Instantaneous	See text	V, S, DF	No	Transmutation
Effect: Reduces size or blights growth of normal plants.								
■■■■■ Dominate Animal	18	Will negates	1 round	15 rounds	Close (60 Feet)	V, S	Yes	Enchantment (Compulsion) [Mind-Affecting]
Effect: Subject animal obeys silent mental commands.								
■■■■■ Magic Fang, Greater	19	Will negates (harmless)	1 standard action	15 hours	Close (60 Feet)	V, S, DF	Yes (harmless)	Transmutation
Effect: One natural weapon of subject creature gets +5 on attack and damage rolls.								
■■■■■ Meld into Stone	19	None	1 standard action	150 minutes	Personal	V, S, DF	No	Transmutation [Earth]
Effect: You and your gear merge with stone.								
■■■■■ Neutralize Poison	18	Will negates (harmless, object)	1 standard action	150 minutes	Touch	V, S, M/DF	Yes (harmless, object)	Conjuration (Healing)
Effect: Immunizes subject against poison, detoxifies venom in or on subject.								
■■■■■ Plant Growth	19	None	1 standard action	Instantaneous	See text	V, S, DF	No	Transmutation
Effect: Grows vegetation, improves crops.								
■■■■■ Poison	18	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	18	Fortitude negates (harmless)	1 standard action	150 minutes or until discharged	Touch	V, S, DF	Yes (harmless)	Abjuration
Effect: Absorb 180 points of damage from one kind of energy.								
■■■■■ Quench	19	None or Will negates (object)	1 standard action	Instantaneous	Medium (250 Feet)	V, S, DF	No or Yes (object)	Transmutation
Effect: Extinguishes nonmagical fires or one magic item.								
■■■■■ Remove Disease	18	Fortitude negates (harmless)	1 standard action	Instantaneous	Touch	V, S	Yes (harmless)	Conjuration (Healing)
Effect: Cures all diseases affecting subject.								
■■■■■ Sleet Storm	18	None	1 standard action	15 rounds	Long (1000 Feet)	V, S, M/DF	No	Conjuration (Creation) [Cold]
Effect: Hampers vision and movement.								
■■■■■ Snare	19	None	3 rounds	Until triggered or broken	Touch	V, S, DF	No	Transmutation
Effect: Creates a magic booby trap.								
■■■■■ Speak with Plants	18	None	1 standard action	15 minutes	Personal	V, S	No	Divination
Effect: You can talk to normal plants and plant creatures.								
■■■■■ Spike Growth	19	Reflex partial	1 standard action	15 hours [D]	Medium (250 Feet)	V, S, DF	Yes	Transmutation
Effect: Creatures in area take 1d4 damage, may be slowed.								
■■■■■ Stone Shape	19	None	1 standard action	Instantaneous	Touch	V, S, M/DF	No	Transmutation [Earth]
Effect: Sculpts stone into any shape.								
■■■■■ Summon Nature's Ally III	18	None	1 round	15 rounds [D]	Close (60 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

<div>Water Breathing</div> <div>Effect: Subjects can breathe underwater.</div>	19	Will negates (harmless)	1 standard action	30 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 15 rounds	Medium (250 Feet)	V, S, M/DF Yes	Evocation [Air]	
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>	20	None	1 standard action	150 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	Target: Creature [Gargantuan or smaller] touched 150 minutes [D]	10 ft.	V, S, DF	Yes	Abjuration
<div>Blight</div> <div>Effect: Withers one plant or deals 15d6 damage to plant creature.</div>	19	Fortitude half; see text	1 standard action	Target: 10-ft.-radius emanation, centered on you Instantaneous	Touch	V, S, DF	Yes	Necromancy
<div>Command Plants</div> <div>Effect: Sway the actions of one or more plant creatures.</div>	20	Will negates	1 standard action	Target: one plant/plant-creature 15 days	Close (60 Feet)	V	Yes	Transmutation
<div>Control Water</div> <div>Effect: Raises or lowers bodies of water.</div>	20	None; see text	1 standard action	Target: Up to 15 HD of plant creatures, no two of which can be more than 30 ft. apart 150 minutes [D]	Long (1000 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	Target: Water in a volume of 150 ft by 150 ft by 30 ft [S] 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	Target: Creature touched Instantaneous	Medium (250 Feet)	V, S	No	Abjuration
<div>Flame Strike</div> <div>Effect: Smite foes with divine fire for 15d6 damage.</div>	19	Reflex half	1 standard action	Target: One spellcaster, creature, or object; or 20-ft.-radius burst Instantaneous	Medium (250 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	Target: Cylinder 10 150 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>	20	None	1 standard action	Target: You or creature touched 15 minutes	Close (60 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	Target: Up to three vermin, no two of which can be more than 30 ft. apart 15 full round	Long (1000 Feet)	V, S, M/DF Yes		Evocation [Cold]
<div>Reincarnate</div> <div>Effect: Brings dead subject back in a random body.</div>	20	None; see text	10 minutes	Target: Cylinder 20 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	Target: Dead creature touched 150 minutes [D]	10 ft.	V, S, DF	Yes	Abjuration
<div>Rusting Grasp</div> <div>Effect: Your touch corrodes iron and alloys.</div>	20	None	1 standard action	Target: 10 ft. radius emanation centered on you 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	Target: One nonmagical ferrous object [or the volume of the object within 3 ft. of the touched point] or one ferrous creature 15 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>	20	Reflex partial	1 standard action	Target: Magical sensor 15 hours [D]	Medium (250 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	Target: 15 20-ft. squares 15 rounds [D]	Close (60 Feet)	V, S, DF	No	Conjuration (Summoning)
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>	21	Fortitude negates	1 standard action	Target: Up to one animal [Gargantuan or smaller] per two levels, no two of which can be more than 30 ft. apart 15 minutes	Medium (250 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>	21	Will negates	24 hours	Target: Living creature touched Instantaneous	Touch	V, S, DF, XP	Yes	Transmutation
<div>Baleful Polymorph</div> <div>Effect: Transforms subject into harmless animal.</div>	21	Fortitude negates, Will partial; see text	1 standard action	Target: Animal or tree touched Permanent	Close (60 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	Target: One creature 15 minutes	Long (1000 Feet)	V, S	Yes	Evocation [Electricity]
<div>Commune with Nature</div> <div>Effect: Learn about terrain for 15 miles.</div>	20	None	10 minutes	Target: One or more 30-ft.-long vertical lines of lightning Instantaneous	Personal	V, S	No	Divination
<div>Control Winds</div> <div>Effect: Change wind direction and speed.</div>	21	Fortitude negates	1 standard action	Target: You 150 minutes	40 ft./level	V, S	No	Transmutation [Air]
<div>Cure Critical Wounds</div> <div>Effect: Cures 4d8+15 damage.</div>	20	Will half (harmless); see text	1 standard action	Target: 600 ft radius cylinder 40 ft. high 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	Target: Creature touched 15 minutes	Touch	V, S, DF	Yes (harmless)	Necromancy
<div>Hallow</div> <div>Effect: Designates location as holy.</div>	20	See text	24 hours	Target: Living creature touched 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	Target: 40-ft. radius emanating from the touched point 15 minutes	Long (1000 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	Target: 5 swarms of locust, each of which must be adjacent to at least one other swarm 150 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	Target: Creature touched 15 rounds [D]	Close (60 Feet)	V, S, DF	No	Conjuration (Summoning)
<div>Transmute Mud to Rock</div> <div>Effect: Transforms two 10-ft. cubes per level.</div>	21	See text	1 standard action	Target: One or more creatures, no two of which can be more than 30 ft. apart Permanent	Medium (250 Feet)	V, S, M/DF No		Transmutation [Earth]
<div>Transmute Rock to Mud</div> <div>Effect: Transforms two 10-ft. cubes per level.</div>	21	See text	1 standard action	Target: Up to 30 10 ft. cubes [S] Permanent; see text	Medium (250 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	Target: Up to 30 10 ft. cubes [S] 15 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	Target: You 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+15 damage</div>	20	None	1 standard action	Target: 40-ft. radius emanating from the touched point Concentration + 15 rounds	Medium (250 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	Target: Opaque sheet of flame up to 300 ft. long or a ring of fire with a radius of up to 35 ft; either form 20 ft. high 150 minutes [D]	Medium (250 Feet)	V, S	No	Conjuration (Creation)

* =Domain/Speciality Spell

Druid Spells

LEVEL 6

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
Antilife Shell	21	None	1 round	150 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	22	Will negates (harmless)	1 standard action	15 minutes	Close (60 Feet)	V, S, DF	Yes	Transmutation
<i>Effect:</i> As bear's endurance, affects 15 subjects.				<i>Target:</i> 15 creatures, no two of which can be more than 30 ft. apart				
Bull's Strength, Mass	22	Will negates (harmless)	1 standard action	15 minutes	Close (60 Feet)	V, S, M/DF	Yes (harmless)	Transmutation
<i>Effect:</i> As bull's strength, affects one subject/ level.				<i>Target:</i> 15 creatures, no two of which can be more than 30 ft. apart				
Cat's Grace, Mass	22	Will negates (harmless)	1 standard action	15 minutes	Close (60 Feet)	V, S, M	Yes	Transmutation
<i>Effect:</i> As cat's grace, affects 15 subjects.				<i>Target:</i> 15 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 (60 Feet)	V, S	Yes (harmless) or Yes; see text	Conjuration (Healing)
<i>Effect:</i> Cures 1d8+15 damage for many creatures.				<i>Target:</i> 15 creatures, no two of which can be more than 30 ft. apart				
Dispel Magic, Greater	21	None	1 standard action	Instantaneous	Medium (250 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	150 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	150 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	22	None	1 minute/lb. created	15 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 75 lbs				
Liveoak	22	None	10 minutes	15 days [D]	Touch	V, S	No	Transmutation
<i>Effect:</i> Oak becomes treant guardian.				<i>Target:</i> Tree touched				
Move Earth	22	None	See text	Instantaneous	Long (1000 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	22	Will negates (harmless)	1 standard action	15 minutes	Close (60 Feet)	V, S, M/DF	Yes	Transmutation
<i>Effect:</i> As owl's wisdom, affects one subject/ level.				<i>Target:</i> 15 creatures, no two of which can be more than 30 ft. apart				
Repel Wood	22	None	1 standard action	15 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	22	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	15 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	15 rounds [D]	Close (60 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	22	None	1 standard action	15 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 (250 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 15 5-ft. squares [S]				

LEVEL 7

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
Animate Plants	23	None	1 standard action	15 rounds or hours; see text	Close (60 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	23	None	1 round	15 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	23	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	15 minutes	Close (60 Feet)	V, S	No	Conjuration (Summoning)
<i>Effect:</i> Swarms of centipedes attack at your command.				<i>Target:</i> 7 swarms of centipedes				
Cure Moderate Wounds, Mass	22	Will half (harmless) or Will half; see text	1 standard action	Instantaneous	Close (60 Feet)	V, S	Yes (harmless) or Yes; see text	Conjuration (Healing)
<i>Effect:</i> Cures 2d8+15 damage for many creatures.				<i>Target:</i> 15 creatures, no two of which can be more than 30 ft. apart				
Fire Storm	22	Reflex half	1 round	Instantaneous	Medium (250 Feet)	V, S	Yes	Evocation [Fire]
<i>Effect:</i> Deals 15d6 fire damage.				<i>Target:</i> 30 10-ft. cubes [S]				
Heal	22	Will negates (harmless)	1 standard action	Instantaneous	Touch	V, S	Yes (harmless)	Conjuration (Healing)
<i>Effect:</i> Cures 150 points of damage, all diseases and mental conditions.				<i>Target:</i> Creature touched				
Scrying, Greater	22	Will negates	1 standard action	15 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	15 rounds [D]	Close (60 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	15 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	23	None	1 standard action	Instantaneous	Long (1000 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	15 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	23	No and Will negates (harmless)	1 standard action	15 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	24	None; see text	1 standard action	15 hours [D]	Close (60 Feet)	V, S, DF	Yes (harmless)	Transmutation
<i>Effect:</i> 15 allies polymorphs into chosen animal.				<i>Target:</i> Up to one willing creature per level, all within 30 ft. of each other				
Control Plants	24	Will negates	1 standard action	15 minutes	Close (60 Feet)	V, S, DF	No	Transmutation
<i>Effect:</i> Control actions of one or more plant creatures.				<i>Target:</i> 30 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 (60 Feet)	V, S	Yes (harmless) or Yes; see text	Conjuration (Healing)
<i>Effect:</i> Cures 3d8+15 damage for many creatures.				<i>Target:</i> 15 creatures, no two of which can be more than 30 ft. apart				
Earthquake	23	See text	1 standard action	15 round	Long (1000 Feet)	V, S, DF	No	Evocation [Earth]
<i>Effect:</i> Intense tremor shakes 75 ft radius.				<i>Target:</i> 80-ft.-radius spread [S]				
Finger of Death	23	Fortitude partial	1 standard action	Instantaneous	Close (60 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	15 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	24	None; see text	1 standard action	15 rounds [D]	Medium (250 Feet)	V, S, M/DF	No	Transmutation
<i>Effect:</i> Objects and creatures fall upward.				<i>Target:</i> Up to 7 10-ft. cube [S]				
Summon Nature's Ally VIII	23	None	1 round	15 rounds [D]	Close (60 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 (1000 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	15 rounds [D]	Long (1000 Feet)	V, S, DF	Yes	Evocation [Air]
Effect: Cyclone deals damage and can pick up creatures.					Target: 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)
Effect: Teleports you back to designated place.					Target: You and touched objects or other willing creatures				
* =Domain/Speciality Spell									