

Balil Female Dwarf Drd12

NAME

Drd12

CLASS

12

TCL

132000

EXPERIENCE

78000

NEXT LEVEL

NPC

PLAYERNAME

Dwarf

RACE

Medium

SIZE

4'0"

HEIGHT

130 lbs

WEIGHT

0

AGE

Female

GENDER

Lawful Neutral

ALIGNMENT

Darkvision (60'),

Normal

VISION

0

POINTS

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP SCORE	TEMP MODIFIER
STR Strength	13	+1	13	+1
DEX Dexterity	13	+1	13	+1
CON Constitution	14	+2	14	+2
INT Intelligence	18	+4	18	+4
WIS Wisdom	20	+5	20	+5
CHA Charisma	13	+1	13	+1

HP hit points	86	WOUNDS/CURRENT HP		SUBDUAL DAMAGE		DAMAGE REDUCTION						
AC armor class	11	10	11	10	0	0	1	0	0	0	0	MISS CHANCE
TOTAL		FLAT	TOUCH	BASE	ARMOR BONUS	SHIELD BONUS	STAT MODIFIER	SIZE MODIFIER	NATURAL ARMOR	MISC MODIFIER		

INITIATIVE modifier	+1	=	+1	+	+0
TOTAL		DEX MODIFIER		MISC MODIFIER	
BASE ATTACK bonus	+9/+4				

SPEED		
Walk 20'		
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	= +8	+2	+0	+0		
REFLEX (dexterity)	+7	= +4	+1	+0	+2		
WILLPOWER (wisdom)	+13	= +8	+5	+0	+0		

MELEE attack bonus	TOTAL	BASE ATTACK BONUS	STAT MODIFIER	SIZE MODIFIER	MISC MODIFIER	TEMP MODIFIER
	+10/+5	= +9/+4	+1	+0	+0	
RANGED attack bonus	+10/+5	= +9/+4	+1	+0	+0	
GRAPPLE attack bonus	+10/+5	= +9/+4	+1	+0	+0	

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
	+6/+1	1d3+1	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	50.0	Medium	100.0	Heavy	150.0
Lift over head	150.0	Lift off ground	300.0	Push / Drag	750.0

FEATS	
Alertness	See Text
Brew Potion	See Text
Diligent	See Text
Lightning Reflexes	See Text
Persuasive	See Text

SKILL NAME		KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	MAX RANKS		15/7.5
					RANKS	MISC MODIFIER	
✓	Climb	STR	3	=	1	+ 2.5	+
✓	Concentration	CON	15	=	2	+ 13.0	+
	Craft (Carpentry)	INT	18	=	4	+ 14.0	+
	Craft (Leatherworking)	INT	15	=	4	+ 11.0	+
	Craft (Stonemasonry)	INT	21	=	4	+ 15.0	2
	Craft (Trapmaking)	INT	16	=	4	+ 12.0	+
	Craft (Woodworking)	INT	19	=	4	+ 15.0	+
✓	Diplomacy	CHA	15	=	1	+ 14.0	+
	Knowledge (Nature)	INT	19	=	4	+ 15.0	+
✓	Spot	WIS	15	=	5	+ 8.0	2
				=	+	+	
✓ : can be used untrained. X : exclusive skills							

SPECIAL ABILITIES	
+1 racial bonus on attack rolls against orcs and goblinoids	
+2 racial bonus on Appraise and Craft checks that are related to stone or metal.	
+2 racial bonus on saving throws against poison.	
+2 racial bonus on saving throws against spells and spell-like effects.	
+4 Dodge bonus to Armor Class against monsters of the giant type.	
Animal Companion (Ex)	
Nature Sense (Ex)	
Resist Nature's Lure (Ex)	
Stability	
Stonecunning	
Trackless Step (Ex)	
Venom Immunity (Ex)	
Wild Empathy (Ex)	
Wildshape 7/day	
Wildshape (Plant)	
Wildshape (Tiny)	
Wildshape Large	
Woodland Stride (Ex)	














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

LANGUAGES	
Common, Druidic, Dwarven, Giant, Goblin, Orc, Terran	





















# 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	5	5	4	4	2	0	0	0




## LEVEL 0

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
 <b>Create Water</b> <i>Effect:</i> Creates 24 gallons of pure water.	15	None	1 standard action	Instantaneous	Close (55 Feet)	V, S	No	Conjuration (Creation) [Water]
 <b>Cure Minor Wounds</b> <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)
 <b>Detect Magic</b> <i>Effect:</i> Detects spells and magic items within 60 ft.	15	None	1 standard action	<i>Target:</i> Creature touched Concentration, up to 12 minutes [D]	60 ft.	V, S	No	Divination
 <b>Detect Poison</b> <i>Effect:</i> Detects poison in one creature or small object.	15	None	1 standard action	<i>Target:</i> Cone-shaped emanation Instantaneous	Close (55 Feet)	V, S	No	Divination
 <b>Flare</b> <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 (55 Feet)	V	Yes	Evocation [Light]
 <b>Guidance</b> <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 12 minute or until discharged	Touch	V, S	Yes	Divination
 <b>Know Direction</b> <i>Effect:</i> You discern north.	15	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.	15	None	1 standard action	<i>Target:</i> You 120 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 12 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.	15	None	1 standard action	<i>Target:</i> 12 cu. ft. of contaminated food and water 120 minutes	Personal	V, S, F	No	Divination
 <b>Resistance</b> <i>Effect:</i> Subject gains +1 on saving throws.	15	Will negates (harmless)	1 standard action	<i>Target:</i> You 12 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 12 minutes	Touch	V, S, DF	Yes (harmless)	Transmutation

## 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.	16	Will negates; see text	1 standard action	12 minutes	Close (55 Feet)	V, S	Yes	Enchantment (Compulsion) [Mind-Affecting]
 <b>Charm Animal</b> <i>Effect:</i> Makes one animal your friend.	16	Will negates	1 standard action	<i>Target:</i> Animals within 30 ft. of each other 12 hours	Close (55 Feet)	V, S	Yes	Enchantment (Charm) [Mind-Affecting]
 <b>Cure Light Wounds</b> <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)
 <b>Detect Animals or Plants</b> <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 (880 Feet)	V, S	No	Divination
 <b>Detect Snares and Pits</b> <i>Effect:</i> Reveals natural or primitive traps.	16	None	1 standard action	<i>Target:</i> Cone-shaped emanation Concentration, up to 120 minutes [D]	60 ft.	V, S	No	Divination
 <b>Endure Elements</b> <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
 <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 12 minutes [D]	Long (880 Feet)	V, S, DF	No	Transmutation
 <b>Faerie Fire</b> <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 12 minutes [D]	Long (880 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 12 days	Touch	V, S, DF	Yes	Transmutation
 <b>Hide from Animals</b> <i>Effect:</i> Animals can't perceive 12 subjects.	16	Will negates (harmless)	1 standard action	<i>Target:</i> 2d4 fresh berries touched 120 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> 12 creatures touched 12 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 12 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 12 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.	16	None	1 standard action	<i>Target:</i> Up to three pebbles touched 12 minutes	20 ft.	V, S	No	Conjuration (Creation)
 <b>Pass without Trace</b> <i>Effect:</i> 12 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 12 hours [D]	Touch	V, S, DF	Yes (harmless)	Transmutation
 <b>Produce Flame</b> <i>Effect:</i> 1d6+12 damage, touch or thrown.	16	None	1 standard action	<i>Target:</i> 12 creatures touched 12 minutes [D]	0 ft.	V, S	Yes	Evocation [Fire]
 <b>Shillelagh</b> <i>Effect:</i> Cudgel or quarterstaff becomes +1 weapon [1d10 damage] for 12 minutes.	16	Will negates (object)	1 standard action	<i>Target:</i> Flame in your palm 12 minutes	Touch	V, S, DF	Yes (object)	Transmutation
 <b>Speak with Animals</b> <i>Effect:</i> You can communicate with animals.	16	None	1 standard action	<i>Target:</i> One touched nonmagical oak club or quarterstaff 12 minutes	Personal	V, S	No	Divination
 <b>Summon Nature's Ally I</b> <i>Effect:</i> Calls creature to fight.	16	None	1 round	<i>Target:</i> You 12 rounds [D]	Close (55 Feet)	V, S, DF	No	Conjuration (Summoning)

## 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.	17	None; see text	1 standard action	12 days	Close (55 Feet)	V, S, M	Yes	Enchantment (Compulsion) [Mind-Affecting]
 <b>Animal Trance</b> <i>Effect:</i> Fascinates 2d6 HD of animals.	17	Will negates; see text	1 standard action	<i>Target:</i> One Tiny animal Concentration	Close (55 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 2 120 minutes	Touch	V, S, DF	Yes (harmless)	Transmutation

\* =Domain/Specialty Spell

## Druid Spells

■■■■■	<b>Bear's Endurance</b> <i>Effect:</i> Subject gains +4 to Con for 12 minutes.	17	Will negates (harmless)	1 standard action	12 minutes	Touch	V, S, DF	Yes	Transmutation
■■■■■	<b>Bull's Strength</b> <i>Effect:</i> Subject gains +4 to Str for 12 minutes.	17	Will negates (harmless)	1 standard action	12 minutes	Touch	V, S, M/DF	Yes (harmless)	Transmutation
■■■■■	<b>Cat's Grace</b> <i>Effect:</i> Subject gains +4 to Dex for 12 minutes.	17	Will negates (harmless)	1 standard action	12 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 (55 Feet)	V, S, DF	Yes (object)	Transmutation [Cold]
■■■■■	<b>Delay Poison</b> <i>Effect:</i> Stops poison from harming subject for 12 hours.	17	Fortitude negates (harmless)	1 standard action	12 hours	Touch	V, S, DF	Yes (harmless)	Conjuration (Healing)
■■■■■	<b>Fire Trap</b> <i>Effect:</i> Opened object deals 1d4+12 damage.	17	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 +1/2two levels damage.	17	None	1 standard action	12 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 12 rounds.	17	Reflex negates	1 standard action	12 rounds	Medium (220 Feet)	V, S, M/DF	Yes	Evocation [Fire]
■■■■■	<b>Fog Cloud</b> <i>Effect:</i> Fog obscures vision.	17	None	1 standard action	120 minutes	Medium (220 Feet)	V, S	No	Conjuration (Creation)
■■■■■	<b>Gust of Wind</b> <i>Effect:</i> Blows away or knocks down smaller creatures.	17	Fortitude negates	1 standard action	12 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 (55 Feet)	V, S, DF	Yes (object)	Transmutation [Fire]
■■■■■	<b>Hold Animal</b> <i>Effect:</i> Paralyzes one animal for 12 rounds.	17	Will negates; see text	1 standard action	12 rounds [D]; see text	Medium (220 Feet)	V, S	Yes	Enchantment (Compulsion) [Mind-Affecting]
■■■■■	<b>Owl's Wisdom</b> <i>Effect:</i> Subject gains +4 to Wis for 12 minutes.	17	Will negates (harmless)	1 standard action	12 minutes	Touch	V, S, M/DF	Yes	Transmutation
■■■■■	<b>Reduce Animal</b> <i>Effect:</i> Shrinks one willing animal.	17	None	1 standard action	12 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.	17	Fortitude negates (harmless)	1 standard action	120 minutes	Touch	V, S, DF	Yes (harmless)	Abjuration
■■■■■	<b>Restoration, Lesser</b> <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)
■■■■■	<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 (55 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	120 minutes	Touch	V, S, M	Yes (harmless)	Transmutation
■■■■■	<b>Summon Nature's Ally II</b> <i>Effect:</i> Calls creature to fight.	17	None	1 round	12 rounds [D]	Close (55 Feet)	V, S, DF	No	Conjuration (Summoning)
■■■■■	<b>Summon Swarm</b> <i>Effect:</i> Summons swarm of bats, rats, or spiders.	17	None	1 round	Concentration + 2 rounds	Close (55 Feet)	V, S, M/DF	No	Conjuration (Summoning)
■■■■■	<b>Tree Shape</b> <i>Effect:</i> You look exactly like a tree for 12 hours.	17	None	1 standard action	12 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 (55 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	18	Reflex half	1 round	12 minutes	Medium (220 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	120 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	18	Will negates	1 round	12 rounds	Close (55 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	12 hours	Close (55 Feet)	V, S, DF	Yes (harmless)	Transmutation
Effect: One natural weapon of subject creature gets +4 on attack and damage rolls.								
■■■■■ Meld into Stone	18	None	1 standard action	120 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	120 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	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	120 minutes or until discharged	Touch	V, S, DF	Yes (harmless)	Abjuration
Effect: Absorb 144 points of damage from one kind of energy.								
■■■■■ Quench	18	None or Will negates (object)	1 standard action	Instantaneous	Medium (220 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	12 rounds	Long (880 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	18	None	1 standard action	12 minutes	Personal	V, S	No	Divination
Effect: You can talk to normal plants and plant creatures.								
■■■■■ Spike Growth	18	Reflex partial	1 standard action	12 hours [D]	Medium (220 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	18	None	1 round	12 rounds [D]	Close (55 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	24 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	18	None; see text	1 standard action	12 rounds	Medium (220 Feet)	V, S, M/DF Yes	Evocation [Air]
<i>Effect:</i> Deflects arrows, smaller creatures, and gases.				<i>Target:</i> Wall up to 120 ft. long and 60 ft. high [S]			

## LEVEL 4

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
☐☐☐☐☐ Air Walk	19	None	1 standard action	120 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	19	None	1 standard action	120 minutes [D]	10 ft.	V, S, DF	Yes	Abjuration
Effect: Keeps animated plants at bay.				Target: 10-ft.-radius emanation, centered on you				
☐☐☐☐☐ Blight	19	Fortitude half; see text	1 standard action	Instantaneous	Touch	V, S, DF	Yes	Necromancy
Effect: Withers one plant or deals 12d6 damage to plant creature.				Target: one plant/plant-creature				
☐☐☐☐☐ Command Plants	19	Will negates	1 standard action	12 days	Close (55 Feet)	V	Yes	Transmutation
Effect: Sway the actions of one or more plant creatures.				Target: Up to 12 HD of plant creatures, no two of which can be more than 30 ft. apart				
☐☐☐☐☐ Control Water	19	None; see text	1 standard action	120 minutes [D]	Long (880 Feet)	V, S, M/DF	No	Transmutation [Water]
Effect: Raises or lowers bodies of water.				Target: Water in a volume of 120 ft by 120 ft by 24 ft [S]				
☐☐☐☐☐ Cure Serious Wounds	19	Will half (harmless); see text	1 standard action	Instantaneous	Touch	V, S	Yes (harmless); see text	Conjuration (Healing)
Effect: Cures 3d8+12 damage				Target: Creature touched				
☐☐☐☐☐ Dispel Magic	19	None	1 standard action	Instantaneous	Medium (220 Feet)	V, S	No	Abjuration
Effect: Cancels magical spells and effects.				Target: One spellcaster, creature, or object; or 20-ft.-radius burst				
☐☐☐☐☐ Flame Strike	19	Reflex half	1 standard action	Instantaneous	Medium (220 Feet)	V, S, DF	Yes	Evocation [Fire]
Effect: Smite foes with divine fire for 12d6 damage.				Target: Cylinder 10				
☐☐☐☐☐ Freedom of Movement	19	Will negates (harmless)	1 standard action	120 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	12 minutes	Close (55 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	19	None	1 standard action	12 full round	Long (880 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	19	None or Will negates; see text	1 standard action	120 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	19	Will negates	1 hour	12 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	12 hours [D]	Medium (220 Feet)	V, S, DF	Yes	Transmutation [Earth]
Effect: Creatures in area take 1d8 damage, may be slowed.				Target: 12 20-ft. squares				
☐☐☐☐☐ Summon Nature's Ally IV	19	None	1 round	12 rounds [D]	Close (55 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	12 minutes	Medium (220 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	20	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 (55 Feet)	V, S	Yes	Transmutation
Effect: Transforms subject into harmless animal.				Target: One creature				
Call Lightning Storm	20	Reflex half	1 round	12 minutes	Long (880 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	20	None	10 minutes	Instantaneous	Personal	V, S	No	Divination
Effect: Learn about terrain for 12 miles.				Target: You				
Control Winds	20	Fortitude negates	1 standard action	120 minutes	40 ft./level	V, S	No	Transmutation [Air]
Effect: Change wind direction and speed.				Target: 480 ft radius cylinder 40 ft. high				
Cure Critical Wounds	20	Will half (harmless); see text	1 standard action	Instantaneous	Touch	V, S	Yes (harmless); see text	Conjuration (Healing)
Effect: Cures 4d8+12 damage.				Target: Creature touched				
Death Ward	20	Will negates (harmless)	1 standard action	12 minutes	Touch	V, S, DF	Yes (harmless)	Necromancy
Effect: Grants immunity to death spells and negative energy effects.				Target: Living creature touched				
Hallow	20	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	20	None	1 round	12 minutes	Long (880 Feet)	V, S, DF	No	Conjuration (Summoning)
Effect: Locust swarms attack creatures.				Target: 4 swarms of locust, each of which must be adjacent to at least one other swarm				
Stoneskin	20	Will negates (harmless)	1 standard action	120 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	20	None	1 round	12 rounds [D]	Close (55 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 (220 Feet)	V, S, M/DF	No	Transmutation [Earth]
Effect: Transforms two 10-ft. cubes per level.				Target: Up to 24 10 ft. cubes [S]				
Transmute Rock to Mud	20	See text	1 standard action	Permanent; see text	Medium (220 Feet)	V, S, M/DF	No	Transmutation [Earth]
Effect: Transforms two 10-ft. cubes per level.				Target: Up to 24 10 ft. cubes [S]				
Tree Stride	20	None	1 standard action	12 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	20	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	20	None	1 standard action	Concentration + 12 rounds	Medium (220 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+12 damage				Target: Opaque sheet of flame up to 240 ft. long or a ring of fire with a radius of up to 30 ft; either form 20 ft. high				
Wall of Thorns	20	None	1 standard action	120 minutes [D]	Medium (220 Feet)	V, S	No	Conjuration (Creation)
Effect: Thorns damage anyone who tries to pass.				Target: Wall of thorny brush, up to 12 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	120 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	12 minutes	Close (55 Feet)	V, S, DF	Yes	Transmutation
<i>Effect:</i> As bear's endurance, affects 12 subjects.				<i>Target:</i> 12 creatures, no two of which can be more than 30 ft. apart				
Bull's Strength, Mass	21	Will negates (harmless)	1 standard action	12 minutes	Close (55 Feet)	V, S, M/DF	Yes (harmless)	Transmutation
<i>Effect:</i> As bull's strength, affects one subject/ level.				<i>Target:</i> 12 creatures, no two of which can be more than 30 ft. apart				
Cat's Grace, Mass	21	Will negates (harmless)	1 standard action	12 minutes	Close (55 Feet)	V, S, M	Yes	Transmutation
<i>Effect:</i> As cat's grace, affects 12 subjects.				<i>Target:</i> 12 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 (55 Feet)	V, S	Yes (harmless) or Yes; see text	Conjuration (Healing)
<i>Effect:</i> Cures 1d8+12 damage for many creatures.				<i>Target:</i> 12 creatures, no two of which can be more than 30 ft. apart				
Dispel Magic, Greater	21	None	1 standard action	Instantaneous	Medium (220 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	120 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	120 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	12 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 60 lbs				
Liveoak	21	None	10 minutes	12 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 (880 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	12 minutes	Close (55 Feet)	V, S, M/DF	Yes	Transmutation
<i>Effect:</i> As owl's wisdom, affects one subject/ level.				<i>Target:</i> 12 creatures, no two of which can be more than 30 ft. apart				
Repel Wood	21	None	1 standard action	12 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	12 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	12 rounds [D]	Close (55 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	12 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 (220 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 12 5-ft. squares [S]				

\* =Domain/Speciality Spell