

Jebeddo Male Gnome Drd12

NAME

Drd12

CLASS

12

TCL

132000

EXPERIENCE

78000

NEXT LEVEL

NPC

PLAYERNAME

Gnome

RACE

0

AGE

Small

SIZE

Male

GENDER

DEITY

3'5"

HEIGHT

45 lbs

WEIGHT

EYES

HAIR

Neutral Good

ALIGNMENT

Low-Light, Normal

VISION

0

POINTS

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP SCORE	TEMP MODIFIER
STR Strength	13	+1	13	+1
DEX Dexterity	19	+4	19	+4
CON Constitution	14	+2	14	+2
INT Intelligence	12	+1	12	+1
WIS Wisdom	19	+4	19	+4
CHA Charisma	12	+1	12	+1

HP hit points	91	WOUNDS/CURRENT HP		SUBDUAL DAMAGE		DAMAGE REDUCTION						
AC armor class	15	TOTAL	FLAT	TOUCH	BASE	ARMOR BONUS	SHIELD BONUS	STAT MODIFIER	SIZE MODIFIER	NATURAL ARMOR MODIFIER	MISC MODIFIER	MISS CHANCE

INITIATIVE modifier	+4	TOTAL	+4	DEX MODIFIER	+0	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)	+8	= +4	+4	+0	+0		
WILLPOWER (wisdom)	+12	= +8	+4	+0	+0		

MELEE attack bonus	TOTAL	BASE ATTACK BONUS	STAT MODIFIER	SIZE MODIFIER	MISC MODIFIER	TEMP MODIFIER
	+11/+6	= +9/+4	+1	+1	+0	
RANGED attack bonus	+14/+9	= +9/+4	+4	+1	+0	
GRAPPLE attack bonus	+11/+6	= +9/+4	+1	+1	+0	

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
	+7/+2	1d2+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	37.0	Medium	74.0	Heavy	112.0
Lift over head	112.0	Lift off ground	224.0	Push / Drag	560.0

FEATS	
Craft Rod	See Text
Dodge	See Text
Skill Focus (Concentration)	See Text
Toughness (1x)	See Text

SKILLS		MAX RANKS		15/7.5	
SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
✓ Concentration	CON	15	= 2	+ 13.0	+
Craft (Alchemy)	INT	4	= 1	+ 1.0	+ 2
Craft (Blacksmithing)	INT	5	= 1	+ 4.0	+
Craft (Bowmaking)	INT	7	= 1	+ 6.0	+
Craft (Trapmaking)	INT	6	= 1	+ 5.0	+
Knowledge (Nature)	INT	18	= 1	+ 14.0	+ 3
✓ Ride	DEX	19	= 4	+ 15.0	+
Spellcraft	INT	10	= 1	+ 9.0	+
✓ Spot	WIS	13	= 4	+ 9.0	+
✓ : can be used untrained. X : exclusive skills					

SPECIAL ABILITIES	
+1 racial bonus on attack rolls against kobalds and goblinoids.	
+2 racial bonus on saving throws against illusions.	
+4 Dodge bonus to Armor Class against monsters of the giant type.	
Animal Companion (Ex)	
Nature Sense (Ex)	
Resist Nature's Lure (Ex)	
Speak with Animals (burrowing mammal only, duration 1 minute).	
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, Halbspear, Longspear, Quarterstaff, Scimitar, Shortsphear, Sickle, Sling	

LANGUAGES	
Common, Druidic, Dwarven, Gnome	

## Innate Racial Spells

	Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
☐	<b>Speak with Animals</b> <i>Effect:</i> You can communicate with animals.	10	None	1 standard action	(CASTERLEVEL) minutes	Personal	V, S	No	Divination
☐	<b>Dancing Lights</b> <i>Effect:</i> Creates torches or other lights.	10	None	1 standard action	<i>Target:</i> You (CASTERLEVEL) minute [D]	Medium (100 Feet)	V, S	No	Evocation [Light]
☐	<b>Ghost Sound</b> <i>Effect:</i> Figment sounds.	11	Will disbelief (if interacted with)	1 standard action	<i>Target:</i> Up to four lights, all within a 10-ft.-radius area (CASTERLEVEL) rounds [D]	Close (25 Feet)	V, S, M	No	Illusion (Figment)
☐	<b>Prestidigitation</b> <i>Effect:</i> Performs minor tricks.	10	See text	1 standard action	<i>Target:</i> Illusory sounds (CASTERLEVEL) hour	10 ft.	V, S	No	Universal
					<i>Target:</i> See text				

\* =Domain/Speciality Spell

## Druid Spells

LEVEL	0	1	2	3	4	5	6	7	8	9
KNOWN	0	0	0	0	0	0	0	0	0	0
PER DAY	6	6	5	5	4	3	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.	14	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.	14	Will half (harmless); see text	1 standard action	Instantaneous	Touch	V, S	Yes (harmless); see text	Conjuration (Healing)
☐☐☐☐☐	<b>Detect Magic</b> <i>Effect:</i> Detects spells and magic items within 60 ft.	14	None	1 standard action	<i>Target:</i> Creature touched Concentration, up to 12 minutes [D]	60 ft.	V, S	No	Divination
☐☐☐☐☐	<b>Detect Poison</b> <i>Effect:</i> Detects poison in one creature or small object.	14	None	1 standard action	<i>Target:</i> Cone-shaped emanation Instantaneous	Close (55 Feet)	V, S	No	Divination
☐☐☐☐☐	<b>Flare</b> <i>Effect:</i> Dazzles one creature [-1 on attack rolls].	14	Fortitude negates	1 standard action	<i>Target:</i> One creature, one object, or a 5-ft. cube Instantaneous	Close (55 Feet)	V	Yes	Evocation [Light]
☐☐☐☐☐	<b>Guidance</b> <i>Effect:</i> +1 on one attack roll, saving throw, or skill check.	14	Will negates (harmless)	1 standard action	<i>Target:</i> Burst of light 12 minute or until discharged	Touch	V, S	Yes	Divination
☐☐☐☐☐	<b>Know Direction</b> <i>Effect:</i> You discern north.	14	None	1 standard action	<i>Target:</i> Creature touched Instantaneous	Personal	V, S	No	Divination
☐☐☐☐☐	<b>Light</b> <i>Effect:</i> Object shines like a torch.	14	None	1 standard action	<i>Target:</i> You 120 minutes [D]	Touch	V, M/DF	No	Evocation [Light]
☐☐☐☐☐	<b>Mending</b> <i>Effect:</i> Makes minor repairs on an object.	14	Will negates (harmless, object)	1 standard action	<i>Target:</i> Object touched Instantaneous	10 ft.	V, S	Yes (harmless, object)	Transmutation
☐☐☐☐☐	<b>Purify Food and Drink</b> <i>Effect:</i> Purifies 12 cu. ft. of food or water.	14	Will negates (object)	1 standard action	<i>Target:</i> One object of up to 1 lb. Instantaneous	10 ft.	V, S	Yes (object)	Transmutation
☐☐☐☐☐	<b>Read Magic</b> <i>Effect:</i> Read scrolls and spellbooks.	14	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.	14	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.	14	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.	15	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.	15	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	15	Will half (harmless); see text	1 standard action	<i>Target:</i> One animal Instantaneous	Touch	V, S	Yes (harmless); see text	Conjuration (Healing)
☐☐☐☐☐	<b>Detect Animals or Plants</b> <i>Effect:</i> Detects kinds of animals or plants.	15	None	1 standard action	<i>Target:</i> Creature touched Concentration, up to 10 minutes [D]	Long (880 Feet)	V, S	No	Divination
☐☐☐☐☐	<b>Detect Snares and Pits</b> <i>Effect:</i> Reveals natural or primitive traps.	15	None	1 standard action	<i>Target:</i> Cone-shaped emanation Concentration, up to 120 minutes [D]	60 ft.	V, S	No	Divination
☐☐☐☐☐	<b>Endure Elements</b> <i>Effect:</i> Exist comfortably in hot or cold environments.	15	Will negates (harmless)	1 standard action	<i>Target:</i> Cone-shaped emanation 24 hours	Touch	V, S	Yes (harmless)	Abjuration
☐☐☐☐☐	<b>Entangle</b> <i>Effect:</i> Plants entangle everyone in 40-ft.-radius circle.	15	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.	15	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].	15	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.	15	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.	15	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.	15	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.	15	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.	15	Will negates (harmless, object)	1 standard action	<i>Target:</i> Living creature touched 30 minutes or until discharged	Touch	V, S, DF	Yes (harmless, object)	Transmutation
☐☐☐☐☐	<b>Obscuring Mist</b> <i>Effect:</i> Fog surrounds you.	15	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.	15	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.	15	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.	15	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.	15	None	1 standard action	<i>Target:</i> One touched nonmagical oak club or quarterstaff 12 minutes	Personal	V, S	No	Divination

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## Druid Spells

Summon Nature's Ally I	15	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 summoned creature				

## LEVEL 2

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
Animal Messenger	16	None; see text	1 standard action	12 days	Close (55 Feet)	V, S, M	Yes	Enchantment (Compulsion) [Mind-Affecting]
<i>Effect:</i> Sends a Tiny animal to a specific place.				<i>Target:</i> One Tiny animal				
Animal Trance	16	Will negates; see text	1 standard action	Concentration	Close (55 Feet)	V, S	Yes	Enchantment (Compulsion) [Mind-Affecting, Sonic]
<i>Effect:</i> Fascinates 2d6 HD of animals.				<i>Target:</i> Animals or magical beasts with Intelligence 1 or 2				
Barkskin	16	None	1 standard action	120 minutes	Touch	V, S, DF	Yes (harmless)	Transmutation
<i>Effect:</i> Grants +5 enhancement to natural armor.				<i>Target:</i> Living creature touched				
Bear's Endurance	16	Will negates (harmless)	1 standard action	12 minutes	Touch	V, S, DF	Yes	Transmutation
<i>Effect:</i> Subject gains +4 to Con for 12 minutes.				<i>Target:</i> Creature touched				
Bull's Strength	16	Will negates (harmless)	1 standard action	12 minutes	Touch	V, S, M/DF	Yes (harmless)	Transmutation
<i>Effect:</i> Subject gains +4 to Str for 12 minutes.				<i>Target:</i> Creature touched				
Cat's Grace	16	Will negates (harmless)	1 standard action	12 minutes	Touch	V, S, M	Yes	Transmutation
<i>Effect:</i> Subject gains +4 to Dex for 12 minutes.				<i>Target:</i> Creature touched				
Chill Metal	16	Will negates (object)	1 standard action	7 rounds	Close (55 Feet)	V, S, DF	Yes (object)	Transmutation [Cold]
<i>Effect:</i> Cold metal damages those who touch it.				<i>Target:</i> Metal equipment of 6 creatures, no two of which can be more than 30 ft. apart; or 300 lbs of metal				
Delay Poison	16	Fortitude negates (harmless)	1 standard action	12 hours	Touch	V, S, DF	Yes (harmless)	Conjuration (Healing)
<i>Effect:</i> Stops poison from harming subject for 12 hours.				<i>Target:</i> Creature touched				
Fire Trap	16	Reflex half; see text	10 minutes	Permanent until discharged [D]	Touch	V, S, M	Yes	Abjuration [Fire]
<i>Effect:</i> Opened object deals 1d4+12 damage.				<i>Target:</i> Object touched				
Flame Blade	16	None	1 standard action	12 minutes [D]	0 ft.	V, S, DF	Yes	Evocation [Fire]
<i>Effect:</i> Touch attack deals 1d8 +1/two levels damage.				<i>Target:</i> Sword-like beam				
Flaming Sphere	16	Reflex negates	1 standard action	12 rounds	Medium (220 Feet)	V, S, M/DF	Yes	Evocation [Fire]
<i>Effect:</i> Creates rolling ball of fire, 2d6 damage, lasts 12 rounds.				<i>Target:</i> 5-ft.-diameter sphere				
Fog Cloud	16	None	1 standard action	120 minutes	Medium (220 Feet)	V, S	No	Conjuration (Creation)
<i>Effect:</i> Fog obscures vision.				<i>Target:</i> Fog spreads in 20-ft. radius, 20 ft. high				
Gust of Wind	16	Fortitude negates	1 standard action	12 round	60 ft.	V, S	Yes	Evocation [Air]
<i>Effect:</i> Blows away or knocks down smaller creatures.				<i>Target:</i> Line-shaped gust of severe wind emanating out from you to the extreme of the range				
Heat Metal	16	Will negates (object)	1 standard action	7 rounds	Close (55 Feet)	V, S, DF	Yes (object)	Transmutation [Fire]
<i>Effect:</i> Make metal so hot it damages those who touch it.				<i>Target:</i> Metal equipment of 6 creatures, no two of which can be more than 30 ft. apart; or 300 lb. of metal, all of which must be within a 30-ft. circle				
Hold Animal	16	Will negates; see text	1 standard action	12 rounds [D]; see text	Medium (220 Feet)	V, S	Yes	Enchantment (Compulsion) [Mind-Affecting]
<i>Effect:</i> Paralyzes one animal for 12 rounds.				<i>Target:</i> One animal				
Owl's Wisdom	16	Will negates (harmless)	1 standard action	12 minutes	Touch	V, S, M/DF	Yes	Transmutation
<i>Effect:</i> Subject gains +4 to Wis for 12 minutes.				<i>Target:</i> Creature touched				
Reduce Animal	16	None	1 standard action	12 hours [D]	Touch	V, S	No	Transmutation
<i>Effect:</i> Shrinks one willing animal.				<i>Target:</i> One willing animal of Small, Medium, Large, or Huge size				
Resist Energy	16	Fortitude negates (harmless)	1 standard action	120 minutes	Touch	V, S, DF	Yes (harmless)	Abjuration
<i>Effect:</i> Ignores first 10 [or more] points of damage/attack from specified energy type.				<i>Target:</i> Creature touched				
Restoration, Lesser	16	Will negates (harmless)	3 rounds	Instantaneous	Touch	V, S	Yes (harmless)	Conjuration (Healing)
<i>Effect:</i> Dispels magical ability penalty or repairs 1d4 ability damage.				<i>Target:</i> Creature touched				
Soften Earth and Stone	16	None	1 standard action	Instantaneous	Close (55 Feet)	V, S, DF	No	Transmutation [Earth]
<i>Effect:</i> Turns stone to clay or dirt to sand or mud.				<i>Target:</i> 120 ft. square; see text				
Spider Climb	16	Will negates (harmless)	1 standard action	120 minutes	Touch	V, S, M	Yes (harmless)	Transmutation
<i>Effect:</i> Grants ability to walk on walls and ceilings.				<i>Target:</i> Creature touched				
Summon Nature's Ally II	16	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				
Summon Swarm	16	None	1 round	Concentration + 2 rounds	Close (55 Feet)	V, S, M/DF	No	Conjuration (Summoning)
<i>Effect:</i> Summons swarm of bats, rats, or spiders.				<i>Target:</i> One swarm of bats, rats, or spiders				
Tree Shape	16	None	1 standard action	12 hours [D]	Personal	V, S, DF	No	Transmutation
<i>Effect:</i> You look exactly like a tree for 12 hours.				<i>Target:</i> You				
Warp Wood	16	Will negates (object)	1 standard action	Instantaneous	Close (55 Feet)	V, S	Yes (object)	Transmutation
<i>Effect:</i> Bends wood [shaft, handle, door, plank].				<i>Target:</i> 12 Small wooden objects, all within a 20-ft. radius				
Wood Shape	16	Will negates (object)	1 standard action	Instantaneous	Touch	V, S, DF	Yes (object)	Transmutation
<i>Effect:</i> Rearranges wooden objects to suit you.				<i>Target:</i> One touched piece of wood no larger than 22 cu. ft.				

## LEVEL 3

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
Call Lightning	17	Reflex half	1 round	12 minutes	Medium (220 Feet)	V, S	Yes	Evocation [Electricity]
<i>Effect:</i> Calls down lightning bolts [3d6 per bolt] from sky.				<i>Target:</i> One or more 30-ft.-long vertical lines of lightning				
Contagion	17	Fortitude negates	1 standard action	Instantaneous	Touch	V, S	Yes	Necromancy [Evil]
<i>Effect:</i> Infects subject with chosen disease.				<i>Target:</i> Living creature touched				
Cure Moderate Wounds	17	Will half (harmless); see text	1 standard action	Instantaneous	Touch	V, S	Yes (harmless); see text	Conjuration (Healing)
<i>Effect:</i> Cures 2d8+10 damage				<i>Target:</i> Creature touched				
Daylight	17	None	1 standard action	120 minutes [D]	Touch	V, S	No	Evocation [Light]
<i>Effect:</i> 60-ft. radius of bright light.				<i>Target:</i> Object touched				
Diminish Plants	17	None	1 standard action	Instantaneous	See text	V, S, DF	No	Transmutation
<i>Effect:</i> Reduces size or blights growth of normal plants.				<i>Target:</i> See text				
Dominate Animal	17	Will negates	1 round	12 rounds	Close (55 Feet)	V, S	Yes	Enchantment (Compulsion) [Mind-Affecting]
<i>Effect:</i> Subject animal obeys silent mental commands.				<i>Target:</i> One animal				
Magic Fang, Greater	17	Will negates (harmless)	1 standard action	12 hours	Close (55 Feet)	V, S, DF	Yes (harmless)	Transmutation
<i>Effect:</i> One natural weapon of subject creature gets +4 on attack and damage rolls.				<i>Target:</i> One living creature				
Meld into Stone	17	None	1 standard action	120 minutes	Personal	V, S, DF	No	Transmutation [Earth]
<i>Effect:</i> You and your gear merge with stone.				<i>Target:</i> You				
Neutralize Poison	17	Will negates (harmless, object)	1 standard action	120 minutes	Touch	V, S, M/DF	Yes (harmless, object)	Conjuration (Healing)
<i>Effect:</i> Immunizes subject against poison, detoxifies venom in or on subject.				<i>Target:</i> Creature or object of up to 12 cu. ft. touched				
Plant Growth	17	None	1 standard action	Instantaneous	See text	V, S, DF	No	Transmutation
<i>Effect:</i> Grows vegetation, improves crops.				<i>Target:</i> See text				
Poison	17	Fortitude negates; see text	1 standard action	Instantaneous; see text	Touch	V, S, DF	Yes	Necromancy
<i>Effect:</i> Touch deals 1d10 Con damage, repeats in 1 minute.				<i>Target:</i> Living creature touched				
Protection from Energy	17	Fortitude negates (harmless)	1 standard action	120 minutes or until discharged	Touch	V, S, DF	Yes (harmless)	Abjuration
<i>Effect:</i> Absorb 144 points of damage from one kind of energy.				<i>Target:</i> Creature touched				
Quench	17	None or Will negates (object)	1 standard action	Instantaneous	Medium (220 Feet)	V, S, DF	No or Yes (object)	Transmutation
<i>Effect:</i> Extinguishes nonmagical fires or one magic item.				<i>Target:</i> 12 20-ft. cubes [S] or one fire-based magic item				
Remove Disease	17	Fortitude negates (harmless)	1 standard action	Instantaneous	Touch	V, S	Yes (harmless)	Conjuration (Healing)
<i>Effect:</i> Cures all diseases affecting subject.				<i>Target:</i> Creature touched				

\* =Domain/Specialty Spell

## Druid Spells

■■■■■	<b>Sleet Storm</b>	17	None	1 standard action	12 rounds	Long (880 Feet)	V, S, M/DF	No	Conjuration (Creation) [Cold]
	<i>Effect:</i> Hampers vision and movement.				<i>Target:</i> Cylinder 40				
■■■■■	<b>Snare</b>	17	None	3 rounds	Until triggered or broken	Touch	V, S, DF	No	Transmutation
	<i>Effect:</i> Creates a magic booby trap.				<i>Target:</i> Touched nonmagical circle of vine, rope, or thong with a 2 ft. diameter + 2 ft./level				
■■■■■	<b>Speak with Plants</b>	17	None	1 standard action	12 minutes	Personal	V, S	No	Divination
	<i>Effect:</i> You can talk to normal plants and plant creatures.				<i>Target:</i> You				
■■■■■	<b>Spike Growth</b>	17	Reflex partial	1 standard action	12 hours [D]	Medium (220 Feet)	V, S, DF	Yes	Transmutation
	<i>Effect:</i> Creatures in area take 1d4 damage, may be slowed.				<i>Target:</i> 12 20-ft. squares				
■■■■■	<b>Stone Shape</b>	17	None	1 standard action	Instantaneous	Touch	V, S, M/DF	No	Transmutation [Earth]
	<i>Effect:</i> Sculpts stone into any shape.				<i>Target:</i> Stone or stone object touched, up to 22 cu. ft.				
■■■■■	<b>Summon Nature's Ally III</b>	17	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				
■■■■■	<b>Water Breathing</b>	17	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				
■■■■■	<b>Wind Wall</b>	17	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
■■■■■ <b>Air Walk</b>	18	None	1 standard action	120 minutes	Touch	V, S, DF	Yes (harmless)	Transmutation [Air]
<i>Effect:</i> Subject treads on air as if solid [climb at 45-degree angle].				<i>Target:</i> Creature [Gargantuan or smaller] touched				
■■■■■ <b>Antiplant Shell</b>	18	None	1 standard action	120 minutes [D]	10 ft.	V, S, DF	Yes	Abjuration
<i>Effect:</i> Keeps animated plants at bay.				<i>Target:</i> 10-ft.-radius emanation, centered on you				
■■■■■ <b>Blight</b>	18	Fortitude half; see text	1 standard action	Instantaneous	Touch	V, S, DF	Yes	Necromancy
<i>Effect:</i> Withers one plant or deals 12d6 damage to plant creature.				<i>Target:</i> one plant/plant-creature				
■■■■■ <b>Command Plants</b>	18	Will negates	1 standard action	12 days	Close (55 Feet)	V	Yes	Transmutation
<i>Effect:</i> Sway the actions of one or more plant creatures.				<i>Target:</i> Up to 12 HD of plant creatures, no two of which can be more than 30 ft. apart				
■■■■■ <b>Control Water</b>	18	None; see text	1 standard action	120 minutes [D]	Long (880 Feet)	V, S, M/DF	No	Transmutation [Water]
<i>Effect:</i> Raises or lowers bodies of water.				<i>Target:</i> Water in a volume of 120 ft by 120 ft by 24 ft [S]				
■■■■■ <b>Cure Serious Wounds</b>	18	Will half (harmless); see text	1 standard action	Instantaneous	Touch	V, S	Yes (harmless); see text	Conjuration (Healing)
<i>Effect:</i> Cures 3d8+12 damage				<i>Target:</i> Creature touched				
■■■■■ <b>Dispel Magic</b>	18	None	1 standard action	Instantaneous	Medium (220 Feet)	V, S	No	Abjuration
<i>Effect:</i> Cancels magical spells and effects.				<i>Target:</i> One spellcaster, creature, or object; or 20-ft.-radius burst				
■■■■■ <b>Flame Strike</b>	18	Reflex half	1 standard action	Instantaneous	Medium (220 Feet)	V, S, DF	Yes	Evocation [Fire]
<i>Effect:</i> Smite foes with divine fire for 12d6 damage.				<i>Target:</i> Cylinder 10				
■■■■■ <b>Freedom of Movement</b>	18	Will negates (harmless)	1 standard action	120 minutes	Personal or touch	V, S, M, DF	Yes (harmless)	Abjuration
<i>Effect:</i> Subject moves normally despite impediments.				<i>Target:</i> You or creature touched				
■■■■■ <b>Giant Vermin</b>	18	None	1 standard action	12 minutes	Close (55 Feet)	V, S, DF	Yes	Transmutation
<i>Effect:</i> Turns centipedes, scorpions, or spiders into giant vermin.				<i>Target:</i> Up to three vermin, no two of which can be more than 30 ft. apart				
■■■■■ <b>Ice Storm</b>	18	None	1 standard action	12 full round	Long (880 Feet)	V, S, M/DF	Yes	Evocation [Cold]
<i>Effect:</i> Hail deals 5d6 damage in cylinder 40 ft. across.				<i>Target:</i> Cylinder 20				
■■■■■ <b>Reincarnate</b>	18	None; see text	10 minutes	Instantaneous	Touch	V, S, M, DF	Yes (harmless)	Transmutation
<i>Effect:</i> Brings dead subject back in a random body.				<i>Target:</i> Dead creature touched				
■■■■■ <b>Repel Vermin</b>	18	None or Will negates; see text	1 standard action	120 minutes [D]	10 ft.	V, S, DF	Yes	Abjuration
<i>Effect:</i> Insects, spiders, and other vermin stay 10 ft. away.				<i>Target:</i> 10 ft. radius emanation centered on you				
■■■■■ <b>Rusting Grasp</b>	18	None	1 standard action	See text	Touch	V, S, DF	No	Transmutation
<i>Effect:</i> Your touch corrodes iron and alloys.				<i>Target:</i> One nonmagical ferrous object [or the volume of the object within 3 ft. of the touched point] or one ferrous creature				
■■■■■ <b>Scrying</b>	18	Will negates	1 hour	12 minutes	See text	V, S, M/DF, F	Yes	Divination (Scrying)
<i>Effect:</i> Spies on subject from a distance.				<i>Target:</i> Magical sensor				
■■■■■ <b>Spike Stones</b>	18	Reflex partial	1 standard action	12 hours [D]	Medium (220 Feet)	V, S, DF	Yes	Transmutation [Earth]
<i>Effect:</i> Creatures in area take 1d8 damage, may be slowed.				<i>Target:</i> 12 20-ft. squares				
■■■■■ <b>Summon Nature's Ally IV</b>	18	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				

## LEVEL 5

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
■■■■■ <b>Animal Growth</b>	19	Fortitude negates	1 standard action	12 minutes	Medium (220 Feet)	V, S	Yes	Transmutation
<i>Effect:</i> One animal/two levels doubles in size.								
■■■■■ <b>Atonement</b>	19	None	1 hour	Instantaneous	Touch	V, S, M, F, Yes DF, XP		Abjuration
<i>Effect:</i> Removes burden of misdeeds from subject.								
■■■■■ <b>Awaken</b>	19	Will negates	24 hours	Instantaneous	Touch	V, S, DF, XP	Yes	Transmutation
<i>Effect:</i> Animal or tree gains human intellect.								
■■■■■ <b>Baleful Polymorph</b>	19	Fortitude negates, Will partial; see text	1 standard action	Permanent	Close (55 Feet)	V, S	Yes	Transmutation
<i>Effect:</i> Transforms subject into harmless animal.								
■■■■■ <b>Call Lightning Storm</b>	19	Reflex half	1 round	12 minutes	Long (880 Feet)	V, S	Yes	Evocation [Electricity]
<i>Effect:</i> As call lightning, but 5d6 damage per bolt.								
■■■■■ <b>Commune with Nature</b>	19	None	10 minutes	Instantaneous	Personal	V, S	No	Divination
<i>Effect:</i> Learn about terrain for 12 miles.								
■■■■■ <b>Control Winds</b>	19	Fortitude negates	1 standard action	120 minutes	40 ft./level	V, S	No	Transmutation [Air]
<i>Effect:</i> Change wind direction and speed.								
■■■■■ <b>Cure Critical Wounds</b>	19	Will half (harmless); see text	1 standard action	Instantaneous	Touch	V, S	Yes (harmless); see text	Conjuration (Healing)
<i>Effect:</i> Cures 4d8+12 damage.								
■■■■■ <b>Death Ward</b>	19	Will negates (harmless)	1 standard action	12 minutes	Touch	V, S, DF	Yes (harmless)	Necromancy
<i>Effect:</i> Grants immunity to death spells and negative energy effects.								
■■■■■ <b>Hallow</b>	19	See text	24 hours	Instantaneous	Touch	V, S, M, DF	See text	Evocation [Good]
<i>Effect:</i> Designates location as holy.								
■■■■■ <b>Insect Plague</b>	19	None	1 round	12 minutes	Long (880 Feet)	V, S, DF	No	Conjuration (Summoning)
<i>Effect:</i> Locust swarms attack creatures.								
■■■■■ <b>Stoneskin</b>	19	Will negates (harmless)	1 standard action	120 minutes or until discharged	Touch	V, S, M	Yes (harmless)	Abjuration
<i>Effect:</i> Ignore 10 points of damage per attack.								
■■■■■ <b>Summon Nature's Ally V</b>	19	None	1 round	12 rounds [D]	Close (55 Feet)	V, S, DF	No	Conjuration (Summoning)
<i>Effect:</i> Calls creature to fight.								
■■■■■ <b>Transmute Mud to Rock</b>	19	See text	1 standard action	Permanent	Medium (220 Feet)	V, S, M/DF	No	Transmutation [Earth]
<i>Effect:</i> Transforms two 10-ft. cubes per level.								
■■■■■ <b>Transmute Rock to Mud</b>	19	See text	1 standard action	Permanent; see text	Medium (220 Feet)	V, S, M/DF	No	Transmutation [Earth]
<i>Effect:</i> Transforms two 10-ft. cubes per level.								
■■■■■ <b>Tree Stride</b>	19	None	1 standard action	12 hours or until expended; see	Personal	V, S, DF	No	Conjuration (Teleportation)
* =Domain/Speciality Spell								

\* =Domain/Specialty Spell

## Druid Spells

<i>Effect:</i> Step from one tree to another far away.					text				
□□□□□	Unhallow	19	See text	24 hours	<i>Target:</i> You				
					Instantaneous	Touch	V, S, M	See text	Evocation [Evil]
<i>Effect:</i> Designates location as unholy.					<i>Target:</i> 40-ft. radius emanating from the touched point				
□□□□□	Wall of Fire	19	None	1 standard action	Concentration + 12 rounds	Medium (220 Feet)	V, S, M/DF	Yes	Evocation [Fire]
<i>Effect:</i> Deals 2d4 fire damage out 10 ft. and 1d4 out 20 ft. Passing through wall deals 2d6+12 damage					<i>Target:</i> 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	19	None	1 standard action	120 minutes [D]	Medium (220 Feet)	V, S	No	Conjuration (Creation)
<i>Effect:</i> Thorns damage anyone who tries to pass.					<i>Target:</i> Wall of thorny brush, up to 12 10-ft. cubes [S]				

## LEVEL 6

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
Antilife Shell	20	None	1 round	120 minutes [D]	10 ft.	V, S, DF	Yes	Abjuration
Effect: 10-ft. field hedges out living creatures.				Target: 10-ft.-radius emanation, centered on you				
Bear's Endurance, Mass	20	Will negates (harmless)	1 standard action	12 minutes	Close (55 Feet)	V, S, DF	Yes	Transmutation
Effect: As bear's endurance, affects 12 subjects.				Target: 12 creatures, no two of which can be more than 30 ft. apart				
Bull's Strength, Mass	20	Will negates (harmless)	1 standard action	12 minutes	Close (55 Feet)	V, S, M/DF	Yes (harmless)	Transmutation
Effect: As bull's strength, affects one subject/ level.				Target: 12 creatures, no two of which can be more than 30 ft. apart				
Cat's Grace, Mass	20	Will negates (harmless)	1 standard action	12 minutes	Close (55 Feet)	V, S, M	Yes	Transmutation
Effect: As cat's grace, affects 12 subjects.				Target: 12 creatures, no two of which can be more than 30 ft. apart				
Cure Light Wounds, Mass	20	Will half (harmless) or Will half; see text	1 standard action	Instantaneous	Close (55 Feet)	V, S	Yes (harmless) or Yes; see text	Conjuration (Healing)
Effect: Cures 1d8+12 damage for many creatures.				Target: 12 creatures, no two of which can be more than 30 ft. apart				
Dispel Magic, Greater	20	None	1 standard action	Instantaneous	Medium (220 Feet)	V, S	No	Abjuration
Effect: As dispel magic, but +20 on check.				Target: One spellcaster, creature, or object; or 20-ft.-radius burst				
Find the Path	20	None or Will negates (harmless)	3 rounds	120 minutes	Personal or touch	V, S, F	No or Yes (harmless)	Divination
Effect: Shows most direct way to a location.				Target: You or creature touched				
Fire Seeds	20	None or Reflex half; see text	1 standard action	120 minutes or until used	Touch	V, S, M	No	Conjuration (Creation) [Fire]
Effect: Acorns and berries become grenades and bombs.				Target: Up to four touched acorns or up to eight touched holly berries				
Ironwood	20	None	1 minute/lb. created	12 days [D]	0 ft.	V, S, M	No	Transmutation
Effect: Magic wood is strong as steel.				Target: An ironwood object weighing up to 60 lbs				
Liveoak	20	None	10 minutes	12 days [D]	Touch	V, S	No	Transmutation
Effect: Oak becomes treant guardian.				Target: Tree touched				
Move Earth	20	None	See text	Instantaneous	Long (880 Feet)	V, S, M	No	Transmutation [Earth]
Effect: Digs trenches and build hills.				Target: Dirt in an area up to 750 ft. square and up to 10 ft. deep [S]				
Owl's Wisdom, Mass	20	Will negates (harmless)	1 standard action	12 minutes	Close (55 Feet)	V, S, M/DF	Yes	Transmutation
Effect: As owl's wisdom, affects one subject/ level.				Target: 12 creatures, no two of which can be more than 30 ft. apart				
Repel Wood	20	None	1 standard action	12 minutes [D]	60 ft.	V, S	No	Transmutation
Effect: Pushes away wooden objects.				Target: 60 ft. line-shaped emanation from you				
Spellstaff	20	Will negates (object)	10 minutes	Permanent until discharged [D]	Touch	V, S, F	Yes (object)	Transmutation
Effect: Stores one spell in wooden quarterstaff.				Target: Wooden quarterstaff touched				
Stone Tell	20	None	10 minutes	12 minutes	Personal	V, S, DF	No	Divination
Effect: Talk to natural or worked stone.				Target: You				
Summon Nature's Ally VI	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				
Transport via Plants	20	None	1 standard action	12 round	Unlimited	V, S	No	Transmutation
Effect: Move instantly from one plant to another of the same kind.				Target: You and touched objects or other touched willing creatures				
Wall of Stone	20	See text	1 standard action	Instantaneous	Medium (220 Feet)	V, S, M/DF	No	Conjuration (Creation) [Earth]
Effect: Creates a stone wall that can be shaped.				Target: Stone wall whose area is up to 12 5-ft. squares [S]				

\* =Domain/Specialty Spell