

Mujibur Male Human Drd20

NAME

Drd20

CLASS

380000

EXPERIENCE

20

TCL

210000

NEXT LEVEL

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP SCORE	TEMP MODIFIER
STR Strength	12	+1	12	+1
DEX Dexterity	21	+5	21	+5
CON Constitution	14	+2	14	+2
INT Intelligence	12	+1	12	+1
WIS Wisdom	20	+5	20	+5
CHA Charisma	12	+1	12	+1

SAVING THROWS

FORTITUDE  
(constitution)

REFLEX  
(dexterity)

WILLPOWER  
(wisdom)

+14

=

+12

+

+2

+

+0

+

+0

+

conditional modifiers

+11

=

+6

+

+5

+

+0

+

+0

+

conditional modifiers

+17

=

+12

+

+5

+

+0

+

+0

+

conditional modifiers

MELEE  
attack bonus

RANGED  
attack bonus

GRAPPLE  
attack bonus

+16/+11/+6

=

+15/+10/+5

+

+1

+

+0

+

+0

+

+20/+15/+10

=

+15/+10/+5

+

+5

+

+0

+

+0

+

+16/+11/+6

=

+15/+10/+5

+

+1

+

+0

+

+0

+

UNARMED

TOTAL ATTACK BONUS

DAMAGE

CRITICAL

+12/+7/+2

1d3+1

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	43.0	Medium	86.0	Heavy	130.0
Lift over head	130.0	Lift off ground	260.0	Push / Drag	650.0

FEATS	
Combat Reflexes	See Text
Improved Counterspell	See Text
Leadership	See Text
Natural Spell	See Text
Run	See Text
Self Sufficient	See Text
Toughness (1x)	See Text
Widen Spell	See Text

NPC

PLAYERNAME

Human

RACE

Medium

SIZE

6'4"

HEIGHT

192 lbs

WEIGHT

0

AGE

Male

GENDER

EYES

HAIR

HP  
hit points

138

WOUNDS/CURRENT HP

AC  
armor class

15

TOTAL

10

FLAT

15

TOUCH

10

BASE

0

ARMOR BONUS

0

SHIELD BONUS

5

STAT MODIFIER

0

SIZE MODIFIER

0

NATURAL ARMOR MODIFIER

0

MISC MODIFIER

MISS CHANCE

INITIATIVE  
modifier

+5

TOTAL

+5

DEX MODIFIER

+0

MISC MODIFIER

BASE ATTACK  
bonus

+15/+10/+5

DEITY

6'4"

HEIGHT

192 lbs

WEIGHT

0

AGE

Male

GENDER

EYES

HAIR

SUBDUAL DAMAGE

DAMAGE REDUCTION

WALK

30'

SKILLS		MAX RANKS 23/11.5			
SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
Craft (Blacksmithing)	INT	23	= 1	+ 22.0	+
Craft (Carpentry)	INT	17	= 1	+ 16.0	+
Craft (Woodworking)	INT	14	= 1	+ 13.0	+
✓ Listen	WIS	27	= 5	+ 22.0	+
✓ Ride	DEX	25	= 5	+ 22.0	+
✓ Spellcraft	INT	23	= 1	+ 22.0	+
✓ Survival	WIS	30	= 5	+ 23.0	+ 2
					= + +
✓ : can be used untrained. ✕ : exclusive skills					

SPECIAL ABILITIES	
A Thousand Faces (Su)	
Animal Companion (Ex)	
Nature Sense (Ex)	
Resist Nature's Lure (Ex)	
Timeless Body (Ex)	
Trackless Step (Ex)	
Venom Immunity (Ex)	
Wild Empathy (Ex)	
Wildshape 7/day	
Wildshape (elemental 5/day)	
Wildshape (Huge)	
Wildshape (Plant)	
Wildshape (Tiny)	
Wildshape Large	
Woodland Stride (Ex)	














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

LANGUAGES	
Auran, Common, Druidic	





















# Druid Spells

LEVEL	0	1	2	3	4	5	6	7	8	9
KNOWN	0	0	0	0	0	0	0	0	0	0
PER DAY	6	7	6	6	6	6	4	4	4	4




## LEVEL 0

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
 <b>Create Water</b> <i>Effect:</i> Creates 40 gallons of pure water.	15	None	1 standard action	Instantaneous	Close (75 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 20 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 (75 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 (75 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 20 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 200 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 20 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> 20 cu. ft. of contaminated food and water 200 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 20 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 20 minutes	Touch	V, S, DF	Yes (harmless)	Transmutation
				<i>Target:</i> Creature touched				

## LEVEL 1

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
 <b>Calm Animals</b> <i>Effect:</i> Calms [2d4 + level] HD of animals.	16	Will negates; see text	1 standard action	20 minutes	Close (75 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 20 hours	Close (75 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 (1200 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 200 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 20 minutes [D]	Long (1200 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 20 minutes [D]	Long (1200 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 20 days	Touch	V, S, DF	Yes	Transmutation
 <b>Hide from Animals</b> <i>Effect:</i> Animals can't perceive 20 subjects.	16	Will negates (harmless)	1 standard action	<i>Target:</i> 2d4 fresh berries touched 200 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> 20 creatures touched 20 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 20 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 20 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 20 minutes	20 ft.	V, S	No	Conjuration (Creation)
 <b>Pass without Trace</b> <i>Effect:</i> 20 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 20 hours [D]	Touch	V, S, DF	Yes (harmless)	Transmutation
 <b>Produce Flame</b> <i>Effect:</i> 1d6+20 damage, touch or thrown.	16	None	1 standard action	<i>Target:</i> 20 creatures touched 20 minutes [D]	0 ft.	V, S	Yes	Evocation [Fire]
 <b>Shillelagh</b> <i>Effect:</i> Cudgel or quarterstaff becomes +1 weapon [1d10 damage] for 20 minutes.	16	Will negates (object)	1 standard action	<i>Target:</i> Flame in your palm 20 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 20 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 20 rounds [D]	Close (75 Feet)	V, S, DF	No	Conjuration (Summoning)
				<i>Target:</i> One summoned creature				

## LEVEL 2

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
 <b>Animal Messenger</b> <i>Effect:</i> Sends a Tiny animal to a specific place.	17	None; see text	1 standard action	20 days	Close (75 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 (75 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 2 200 minutes	Touch	V, S, DF	Yes (harmless)	Transmutation
				<i>Target:</i> Living creature touched				

\* =Domain/Specialty Spell

## Druid Spells

■■■■■	<b>Bear's Endurance</b> <i>Effect:</i> Subject gains +4 to Con for 20 minutes.	17	Will negates (harmless)	1 standard action	20 minutes	Touch	V, S, DF	Yes	Transmutation
■■■■■	<b>Bull's Strength</b> <i>Effect:</i> Subject gains +4 to Str for 20 minutes.	17	Will negates (harmless)	1 standard action	20 minutes	Touch	V, S, M/DF	Yes (harmless)	Transmutation
■■■■■	<b>Cat's Grace</b> <i>Effect:</i> Subject gains +4 to Dex for 20 minutes.	17	Will negates (harmless)	1 standard action	20 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 (75 Feet)	V, S, DF	Yes (object)	Transmutation [Cold]
■■■■■	<b>Delay Poison</b> <i>Effect:</i> Stops poison from harming subject for 20 hours.	17	Fortitude negates (harmless)	1 standard action	20 hours	Touch	V, S, DF	Yes (harmless)	Conjuration (Healing)
■■■■■	<b>Fire Trap</b> <i>Effect:</i> Opened object deals 1d4+20 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 +1/20 levels damage.	17	None	1 standard action	20 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 20 rounds.	17	Reflex negates	1 standard action	20 rounds	Medium (300 Feet)	V, S, M/DF	Yes	Evocation [Fire]
■■■■■	<b>Fog Cloud</b> <i>Effect:</i> Fog obscures vision.	17	None	1 standard action	200 minutes	Medium (300 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	20 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 (75 Feet)	V, S, DF	Yes (object)	Transmutation [Fire]
■■■■■	<b>Hold Animal</b> <i>Effect:</i> Paralyzes one animal for 20 rounds.	17	Will negates; see text	1 standard action	20 rounds [D]; see text	Medium (300 Feet)	V, S	Yes	Enchantment (Compulsion) [Mind-Affecting]
■■■■■	<b>Owl's Wisdom</b> <i>Effect:</i> Subject gains +4 to Wis for 20 minutes.	17	Will negates (harmless)	1 standard action	20 minutes	Touch	V, S, M/DF	Yes	Transmutation
■■■■■	<b>Reduce Animal</b> <i>Effect:</i> Shrinks one willing animal.	17	None	1 standard action	20 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	200 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 (75 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	200 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	20 rounds [D]	Close (75 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	Instantaneous	Close (75 Feet)	V, S, M/DF	No	Conjuration (Summoning)
■■■■■	<b>Tree Shape</b> <i>Effect:</i> You look exactly like a tree for 20 hours.	17	None	1 standard action	20 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 (75 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	20 minutes	Medium (300 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	200 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	20 rounds	Close (75 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	20 hours	Close (75 Feet)	V, S, DF	Yes (harmless)	Transmutation
Effect: One natural weapon of subject creature gets +5 on attack and damage rolls.								
■■■■■ Meld into Stone	18	None	1 standard action	200 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	200 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	200 minutes or until discharged	Touch	V, S, DF	Yes (harmless)	Abjuration
Effect: Absorb 240 points of damage from one kind of energy.								
■■■■■ Quench	18	None or Will negates (object)	1 standard action	Instantaneous	Medium (300 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	20 rounds	Long (1200 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	20 minutes	Personal	V, S	No	Divination
Effect: You can talk to normal plants and plant creatures.								
■■■■■ Spike Growth	18	Reflex partial	1 standard action	20 hours [D]	Medium (300 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	20 rounds [D]	Close (75 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	40 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	20 rounds	Medium (300 Feet)	V, S, M/DF Yes	Evocation [Air]
<i>Effect:</i> Deflects arrows, smaller creatures, and gases.				<i>Target:</i> Wall up to 200 ft. long and 100 ft. high [S]			

## LEVEL 4

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
Air Walk	19	None	1 standard action	200 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	200 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 20d6 damage to plant creature.				Target: one plant/plant-creature				
Command Plants	19	Will negates	1 standard action	20 days	Close (75 Feet)	V	Yes	Transmutation
Effect: Sway the actions of one or more plant creatures.				Target: Up to 20 HD of plant creatures, no two of which can be more than 30 ft. apart				
Control Water	19	None; see text	1 standard action	200 minutes [D]	Long (1200 Feet)	V, S, M/DF	No	Transmutation [Water]
Effect: Raises or lowers bodies of water.				Target: Water in a volume of 200 ft by 200 ft by 40 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+15 damage				Target: Creature touched				
Dispel Magic	19	None	1 standard action	Instantaneous	Medium (300 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 (300 Feet)	V, S, DF	Yes	Evocation [Fire]
Effect: Smite foes with divine fire for 20d6 damage.				Target: Cylinder 10				
Freedom of Movement	19	Will negates (harmless)	1 standard action	200 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	20 minutes	Close (75 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	20 full round	Long (1200 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	200 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	20 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	20 hours [D]	Medium (300 Feet)	V, S, DF	Yes	Transmutation [Earth]
Effect: Creatures in area take 1d8 damage, may be slowed.				Target: 20 20-ft. squares				
Summon Nature's Ally IV	19	None	1 round	20 rounds [D]	Close (75 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	20 minutes	Medium (300 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 (75 Feet)	V, S	Yes	Transmutation
Effect: Transforms subject into harmless animal.				Target: One creature				
Call Lightning Storm	20	Reflex half	1 round	20 minutes	Long (1200 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 20 miles.				Target: You				
Control Winds	20	Fortitude negates	1 standard action	200 minutes	40 ft./level	V, S	No	Transmutation [Air]
Effect: Change wind direction and speed.				Target: 800 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+20 damage.				Target: Creature touched				
Death Ward	20	Will negates (harmless)	1 standard action	20 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	20 minutes	Long (1200 Feet)	V, S, DF	No	Conjuration (Summoning)
Effect: Locust swarms attack creatures.				Target: 6 swarms of locust, each of which must be adjacent to at least one other swarm				
Stoneskin	20	Will negates (harmless)	1 standard action	200 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	20 rounds [D]	Close (75 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 (300 Feet)	V, S, M/DF	No	Transmutation [Earth]
Effect: Transforms two 10-ft. cubes per level.				Target: Up to 40 10 ft. cubes [S]				
Transmute Rock to Mud	20	See text	1 standard action	Permanent; see text	Medium (300 Feet)	V, S, M/DF	No	Transmutation [Earth]
Effect: Transforms two 10-ft. cubes per level.				Target: Up to 40 10 ft. cubes [S]				
Tree Stride	20	None	1 standard action	20 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 + 20 rounds	Medium (300 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+20 damage				Target: Opaque sheet of flame up to 400 ft. long or a ring of fire with a radius of up to 50 ft; either form 20 ft. high				
Wall of Thorns	20	None	1 standard action	200 minutes [D]	Medium (300 Feet)	V, S	No	Conjuration (Creation)
Effect: Thorns damage anyone who tries to pass.				Target: Wall of thorny brush, up to 20 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	200 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	20 minutes	Close (75 Feet)	V, S, DF	Yes	Transmutation
<i>Effect:</i> As bear's endurance, affects 20 subjects.				<i>Target:</i> 20 creatures, no two of which can be more than 30 ft. apart				
Bull's Strength, Mass	21	Will negates (harmless)	1 standard action	20 minutes	Close (75 Feet)	V, S, M/DF	Yes (harmless)	Transmutation
<i>Effect:</i> As bull's strength, affects one subject/ level.				<i>Target:</i> 20 creatures, no two of which can be more than 30 ft. apart				
Cat's Grace, Mass	21	Will negates (harmless)	1 standard action	20 minutes	Close (75 Feet)	V, S, M	Yes	Transmutation
<i>Effect:</i> As cat's grace, affects 20 subjects.				<i>Target:</i> 20 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 (75 Feet)	V, S	Yes (harmless) or Yes; see text	Conjuration (Healing)
<i>Effect:</i> Cures 1d8+20 damage for many creatures.				<i>Target:</i> 20 creatures, no two of which can be more than 30 ft. apart				
Dispel Magic, Greater	21	None	1 standard action	Instantaneous	Medium (300 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	200 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	200 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	20 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 100 lbs				
Liveoak	21	None	10 minutes	20 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 (1200 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	20 minutes	Close (75 Feet)	V, S, M/DF	Yes	Transmutation
<i>Effect:</i> As owl's wisdom, affects one subject/ level.				<i>Target:</i> 20 creatures, no two of which can be more than 30 ft. apart				
Repel Wood	21	None	1 standard action	20 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	20 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	20 rounds [D]	Close (75 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	20 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 (300 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 20 5-ft. squares [S]				

## LEVEL 7

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
Animate Plants	22	None	1 standard action	20 rounds or hours; see text	Close (75 Feet)	V	No	Transmutation
<i>Effect:</i> One or more plants animate and fight for you.				<i>Target:</i> 6 Large plants or all plants within range; see text				
Changestaff	22	None	1 round	20 hours [D]	Touch	V, S, F	No	Transmutation
<i>Effect:</i> Your staff becomes a treant on command.				<i>Target:</i> Your touched staff				
Control Weather	22	None	10 minutes; see text	4d12 hours; see text	2 miles	V, S	No	Transmutation
<i>Effect:</i> Changes weather in local area.				<i>Target:</i> 2-mile-radius circle, centered on you; see text				
Creeping Doom	22	None	1 round	20 minutes	Close (75 Feet)	V, S	No	Conjuration (Summoning)
<i>Effect:</i> Swarms of centipedes attack at your command.				<i>Target:</i> 10 swarms of centipedes				
Cure Moderate Wounds, Mass	22	Will half (harmless) or Will half; see text	1 standard action	Instantaneous	Close (75 Feet)	V, S	Yes (harmless) or Yes; see text	Conjuration (Healing)
<i>Effect:</i> Cures 2d8+20 damage for many creatures.				<i>Target:</i> 20 creatures, no two of which can be more than 30 ft. apart				
Fire Storm	22	Reflex half	1 round	Instantaneous	Medium (300 Feet)	V, S	Yes	Evocation [Fire]
<i>Effect:</i> Deals 20d6 fire damage.				<i>Target:</i> 40 10-ft. cubes [S]				
Heal	22	Will negates (harmless)	1 standard action	Instantaneous	Touch	V, S	Yes (harmless)	Conjuration (Healing)
<i>Effect:</i> Cures 200 points of damage, all diseases and mental conditions.				<i>Target:</i> Creature touched				
Scrying, Greater	22	Will negates	1 standard action	20 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	20 rounds [D]	Close (75 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	20 rounds or until all beams are exhausted	60 ft.	V, S, DF	Yes	Evocation [Light]
<i>Effect:</i> Beam blinds and deals 4d6 damage.				<i>Target:</i> Line from your hand				
Transmute Metal to Wood	22	None	1 standard action	Instantaneous	Long (1200 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	20 minutes	Touch	V, S, M	Yes (harmless)	Divination
<i>Effect:</i> Lets you see all things as they really are.				<i>Target:</i> Creature touched				
Wind Walk	22	No and Will negates (harmless)	1 standard action	20 hours [D]; see text	Touch	V, S, DF	No and Yes (harmless)	Transmutation [Air]
<i>Effect:</i> You and your allies turn vaporous and travel fast.				<i>Target:</i> You and 6 touched creatures				

## LEVEL 8

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
Animal Shapes	23	None; see text	1 standard action	20 hours [D]	Close (75 Feet)	V, S, DF	Yes (harmless)	Transmutation
<i>Effect:</i> 20 allies polymorphs into chosen animal.				<i>Target:</i> Up to one willing creature per level, all within 30 ft. of each other				
Control Plants	23	Will negates	1 standard action	20 minutes	Close (75 Feet)	V, S, DF	No	Transmutation
<i>Effect:</i> Control actions of one or more plant creatures.				<i>Target:</i> 40 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 (75 Feet)	V, S	Yes (harmless) or Yes; see text	Conjuration (Healing)
<i>Effect:</i> Cures 3d8+20 damage for many creatures.				<i>Target:</i> 20 creatures, no two of which can be more than 30 ft. apart				
Earthquake	23	See text	1 standard action	20 round	Long (1200 Feet)	V, S, DF	No	Evocation [Earth]
<i>Effect:</i> Intense tremor shakes 100 ft radius.				<i>Target:</i> 80-ft.-radius spread [S]				
Finger of Death	23	Fortitude partial	1 standard action	Instantaneous	Close (75 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	20 rounds [D]	60 ft.	V, S	No	Abjuration [Earth]
<i>Effect:</i> Pushes away metal and stone.				<i>Target:</i> 60 ft. line from you				
Reverse Gravity	23	None; see text	1 standard action	20 rounds [D]	Medium (300 Feet)	V, S, M/DF	No	Transmutation
<i>Effect:</i> Objects and creatures fall upward.				<i>Target:</i> Up to 10 10-ft. cube [S]				
Summon Nature's Ally VIII	23	None	1 round	20 rounds [D]	Close (75 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 (1200 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	20 rounds [D]	Long (1200 Feet)	V, S, DF	Yes	Evocation [Air]
<i>Effect:</i> Cyclone deals damage and can pick up creatures.				<i>Target:</i> Cyclone 10 ft. wide at base, 30 ft. wide at top, and 30 ft. tall				
☐☐☐☐☐ Word of Recall	23	None or Will negates (harmless, object)	1 standard action	Instantaneous	Unlimited	V	No or Yes (harmless, object)	Conjuration (Teleportation)
<i>Effect:</i> Teleports you back to designated place.				<i>Target:</i> You and touched objects or other willing creatures				

## LEVEL 9

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
☐☐☐☐☐ Antipathy	24	Will partial	1 hour	40 hours [D]	Close (75 Feet)	V, S, M/DF	Yes	Enchantment (Compulsion) [Mind-Affecting]
<i>Effect:</i> Object or location affected by spell repels certain creatures.				<i>Target:</i> One location of up to a 200 ft. cube or one object				
☐☐☐☐☐ Cure Critical Wounds, Mass	24	Will half (harmless) or Will half; see text	1 standard action	Instantaneous	Close (75 Feet)	V, S	Yes (harmless) or Yes; see text	Conjuration (Healing)
<i>Effect:</i> Cures 4d8+20 damage for many creatures.				<i>Target:</i> 20 creatures, no two of which can be more than 30 ft. apart				
☐☐☐☐☐ Elemental Swarm	24	None	10 minutes	200 minutes [D]	Medium (300 Feet)	V, S	No	Conjuration (Summoning)
<i>Effect:</i> Summons multiple elementals.				<i>Target:</i> Two or more summoned creatures, no two of which can be more than 30 ft. apart				
☐☐☐☐☐ Foresight	24	None or Will negates (harmless)	1 standard action	200 minutes	Personal or touch	V, S, M/DF	No or Yes (harmless)	Divination
<i>Effect:</i> 'Sixth sense' warns of impending danger.				<i>Target:</i> See text				
☐☐☐☐☐ Regenerate	24	Fortitude negates (harmless)	3 full rounds	Instantaneous	Touch	V, S, DF	Yes (harmless)	Conjuration (Healing)
<i>Effect:</i> Subject's severed limbs grow back, cures 4d8+20				<i>Target:</i> Living creature touched				
☐☐☐☐☐ Shambler	24	None	1 standard action	Seven days or seven months [D]; see text	Medium (300 Feet)	V, S	No	Conjuration (Creation)
<i>Effect:</i> Summons 1d4+2 shambling mounds to fight for you.				<i>Target:</i> Three or more shambling mounds, no two of which can be more than 30 ft. apart; see text				
☐☐☐☐☐ Shapechange	24	None	1 standard action	200 minutes [D]	Personal	V, S, F	No	Transmutation
<i>Effect:</i> Transforms you into any creature, and change forms once per round.				<i>Target:</i> You				
☐☐☐☐☐ Storm of Vengeance	24	See text	1 round	Concentration [maximum 10 rounds] [D]	Long (1200 Feet)	V, S	Yes	Conjuration (Summoning)
<i>Effect:</i> Storm rains acid, lightning, and hail.				<i>Target:</i> 360-ft.-radius storm cloud				
☐☐☐☐☐ Summon Nature's Ally IX	24	None	1 round	20 rounds [D]	Close (75 Feet)	V, S, DF	No	Conjuration (Summoning)
<i>Effect:</i> Calls creature to fight.				<i>Target:</i> One or more creatures, no two of which can be more than 30 ft. apart				
☐☐☐☐☐ Sympathy	24	Will negates; see text	1 hour	40 hours [D]	Close (75 Feet)	V, S, M	Yes	Enchantment (Compulsion) [Mind-Affecting]
<i>Effect:</i> Object or location attracts certain creatures.				<i>Target:</i> One location [20 10-ft. cubes] or one object				

\* =Domain/Speciality Spell