

K'gyamar Female Half-orc Drd10

NAME

Drd10

CLASS

10

TCL

90000

EXPERIENCE

55000

NEXT LEVEL

NPC

PLAYERNAME

Half-orc

RACE

Medium

SIZE

0

GENDER

DEITY

5'3"

HEIGHT

134 lbs

WEIGHT

,

HAIR

EYES

Neutral Evil

ALIGNMENT

Darkvision (60'),

VISION

0

POINTS

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP SCORE	TEMP MODIFIER
STR Strength	14	+2	14	+2
DEX Dexterity	19	+4	19	+4
CON Constitution	12	+1	12	+1
INT Intelligence	10	+0	10	+0
WIS Wisdom	19	+4	19	+4
CHA Charisma	10	+0	10	+0

WOUNDS/CURRENT HP

HP

56

AC

14

FLAT

10

TOUCH

14

BASE

10

ARMOR BONUS

0

SHIELD BONUS

0

STAT MODIFIER

4

SIZE MODIFIER

0

NATURAL ARMOR MODIFIER

0

MISC MODIFIER

0

MISS CHANCE

INITIATIVE

modifier

+4

DEX MODIFIER

+4

MISC MODIFIER

+0

BASE ATTACK

bonus

+7/+2

SPEED

Walk 30'

ARCANE SPELL FAILURE

0

ARMOR CHECK PENALTY

+0

SPELL RESISTANCE

0

SAVING THROWS

FORTITUDE

REFLEX

WILLPOWER

conditional modifiers

+8

+7

+1

+0

+0

+7

+3

+4

+0

+0

+11

+7

+4

+0

+0

MELEE

RANGED

GRAPPLE

attack bonus

attack bonus

attack bonus

+9/+4

+11/+6

+9/+4

BASE ATTACK BONUS

+7/+2

+7/+2

+7/+2

STAT MODIFIER

+2

+4

+2

SIZE MODIFIER

+0

+0

+0

MISC MODIFIER

+0

+0

+0

TEMP MODIFIER

UNARMED

TOTAL ATTACK BONUS

+5/+0

DAMAGE

1d3+2

CRITICAL

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

58.0

Medium

116.0

Heavy

175.0

Lift over head

175.0

Lift off ground

350.0

Push / Drag

875.0

FEATS

Alertness

See Text

Enlarge Spell

See Text

Improved Unarmed Strike

See Text

Skill Focus (Craft (Sculpting))

See Text

SKILLS

SKILL NAME

KEY ABILITY

SKILL MODIFIER

ABILITY MODIFIER

RANKS

MISC MODIFIER

Craft (Alchemy)

INT

9

=

0

+

9.0

+

Craft (Armorsmithing)

INT

7

=

0

+

7.0

+

Craft (Sculpting)

INT

4

=

0

+

4.0

+

Knowledge (Nature)

INT

13

=

0

+

10.0

+

3

Spot

WIS

18

=

4

+

12.0

+

2

Swim

STR

12

=

2

+

10.0

+

✓ : can be used untrained. X : exclusive skills

SPECIAL ABILITIES

Animal Companion (Ex)

Nature Sense (Ex)

Orc Blood

Resist Nature's Lure (Ex)

Trackless Step (Ex)

Venom Immunity (Ex)

Wild Empathy (Ex)

Wildshape 7/day

Wildshape Large

Woodland Stride (Ex)

PROFICIENCIES

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














LANGUAGES

Common, Druidic, Orc





















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	5	5	4	4	2	0	0	0	0




LEVEL 0

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
 Create Water <i>Effect:</i> Creates 20 gallons of pure water.	14	None	1 standard action	Instantaneous	Close (50 Feet)	V, S	No	Conjuration (Creation) [Water]
 Cure Minor Wounds <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)
 Detect Magic <i>Effect:</i> Detects spells and magic items within 60 ft.	14	None	1 standard action	<i>Target:</i> Creature touched Concentration, up to 10 minutes [D]	60 ft.	V, S	No	Divination
 Detect Poison <i>Effect:</i> Detects poison in one creature or small object.	14	None	1 standard action	<i>Target:</i> Cone-shaped emanation Instantaneous	Close (50 Feet)	V, S	No	Divination
 Flare <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 (50 Feet)	V	Yes	Evocation [Light]
 Guidance <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 10 minute or until discharged	Touch	V, S	Yes	Divination
 Know Direction <i>Effect:</i> You discern north.	14	None	1 standard action	<i>Target:</i> Creature touched Instantaneous	Personal	V, S	No	Divination
 Light <i>Effect:</i> Object shines like a torch.	14	None	1 standard action	<i>Target:</i> You 100 minutes [D]	Touch	V, M/DF	No	Evocation [Light]
 Mending <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
 Purify Food and Drink <i>Effect:</i> Purifies 10 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
 Read Magic <i>Effect:</i> Read scrolls and spellbooks.	14	None	1 standard action	<i>Target:</i> 10 cu. ft. of contaminated food and water 100 minutes	Personal	V, S, F	No	Divination
 Resistance <i>Effect:</i> Subject gains +1 on saving throws.	14	Will negates (harmless)	1 standard action	<i>Target:</i> You 10 minute	Touch	V, S, M/DF	Yes (harmless)	Abjuration
 Virtue <i>Effect:</i> Subject gains 1 temporary hp.	14	Fortitude negates (harmless)	1 standard action	<i>Target:</i> Creature touched 10 minutes	Touch	V, S, DF	Yes (harmless)	Transmutation
				<i>Target:</i> Creature touched				

LEVEL 1

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
 Calm Animals <i>Effect:</i> Calms [2d4 + level] HD of animals.	15	Will negates; see text	1 standard action	10 minutes	Close (50 Feet)	V, S	Yes	Enchantment (Compulsion) [Mind-Affecting]
 Charm Animal <i>Effect:</i> Makes one animal your friend.	15	Will negates	1 standard action	<i>Target:</i> Animals within 30 ft. of each other 10 hours	Close (50 Feet)	V, S	Yes	Enchantment (Charm) [Mind-Affecting]
 Cure Light Wounds <i>Effect:</i> Cures 1d8+5 damage	15	Will half (harmless); see text	1 standard action	Instantaneous	Touch	V, S	Yes (harmless); see text	Conjuration (Healing)
 Detect Animals or Plants <i>Effect:</i> Detects kinds of animals or plants.	15	None	1 standard action	<i>Target:</i> Creature touched Concentration, up to 10 minutes [D]	Long (800 Feet)	V, S	No	Divination
 Detect Snares and Pits <i>Effect:</i> Reveals natural or primitive traps.	15	None	1 standard action	<i>Target:</i> Cone-shaped emanation Concentration, up to 100 minutes [D]	60 ft.	V, S	No	Divination
 Endure Elements <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
 Entangle <i>Effect:</i> Plants entangle everyone in 40-ft.-radius circle.	15	Reflex partial; see text	1 standard action	<i>Target:</i> Creature touched 10 minutes [D]	Long (800 Feet)	V, S, DF	No	Transmutation
 Faerie Fire <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 10 minutes [D]	Long (800 Feet)	V, S, DF	Yes	Evocation [Light]
 Goodberry <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 10 days	Touch	V, S, DF	Yes	Transmutation
 Hide from Animals <i>Effect:</i> Animals can't perceive 10 subjects.	15	Will negates (harmless)	1 standard action	<i>Target:</i> 2d4 fresh berries touched 100 minutes [D]	Touch	S, DF	Yes	Abjuration
 Jump <i>Effect:</i> Subject gets bonus on Jump checks.	15	Will negates (harmless)	1 standard action	<i>Target:</i> 10 creatures touched 10 minutes [D]	Touch	V, S, M	Yes	Transmutation
 Longstrider <i>Effect:</i> Increases your speed.	15	None	1 standard action	<i>Target:</i> Creature touched 10 hours [D]	Personal	V, S, M	No	Transmutation
 Magic Fang <i>Effect:</i> One natural weapon of subject creature gets +1 on attack and damage rolls.	15	Will negates (harmless)	1 standard action	<i>Target:</i> You 10 minutes	Touch	V, S, DF	Yes (harmless)	Transmutation
 Magic Stone <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
 Obscuring Mist <i>Effect:</i> Fog surrounds you.	15	None	1 standard action	<i>Target:</i> Up to three pebbles touched 10 minutes	20 ft.	V, S	No	Conjuration (Creation)
 Pass without Trace <i>Effect:</i> 10 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 10 hours [D]	Touch	V, S, DF	Yes (harmless)	Transmutation
 Produce Flame <i>Effect:</i> 1d6+10 damage, touch or thrown.	15	None	1 standard action	<i>Target:</i> 10 creatures touched 10 minutes [D]	0 ft.	V, S	Yes	Evocation [Fire]
 Shillelagh <i>Effect:</i> Cudgel or quarterstaff becomes +1 weapon [1d10 damage] for 10 minutes.	15	Will negates (object)	1 standard action	<i>Target:</i> Flame in your palm 10 minutes	Touch	V, S, DF	Yes (object)	Transmutation
 Speak with Animals <i>Effect:</i> You can communicate with animals.	15	None	1 standard action	<i>Target:</i> One touched nonmagical oak club or quarterstaff 10 minutes	Personal	V, S	No	Divination
 Summon Nature's Ally I <i>Effect:</i> Calls creature to fight.	15	None	1 round	<i>Target:</i> You 10 rounds [D]	Close (50 Feet)	V, S, DF	No	Conjuration (Summoning)
				<i>Target:</i> One summoned creature				

LEVEL 2

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
 Animal Messenger <i>Effect:</i> Sends a Tiny animal to a specific place.	16	None; see text	1 standard action	10 days	Close (50 Feet)	V, S, M	Yes	Enchantment (Compulsion) [Mind-Affecting]
 Animal Trance <i>Effect:</i> Fascinates 2d6 HD of animals.	16	Will negates; see text	1 standard action	<i>Target:</i> One Tiny animal Concentration	Close (50 Feet)	V, S	Yes	Enchantment (Compulsion) [Mind-Affecting, Sonic]
 Barkskin <i>Effect:</i> Grants +4 enhancement to natural armor.	16	None	1 standard action	<i>Target:</i> Animals or magical beasts with Intelligence 1 or 2 100 minutes	Touch	V, S, DF	Yes (harmless)	Transmutation
				<i>Target:</i> Living creature touched				

* =Domain/Specialty Spell

Druid Spells

■■■■■	Bear's Endurance <i>Effect:</i> Subject gains +4 to Con for 10 minutes.	16	Will negates (harmless)	1 standard action	10 minutes	Touch	V, S, DF	Yes	Transmutation
■■■■■	Bull's Strength <i>Effect:</i> Subject gains +4 to Str for 10 minutes.	16	Will negates (harmless)	1 standard action	10 minutes	Touch	V, S, M/DF	Yes (harmless)	Transmutation
■■■■■	Cat's Grace <i>Effect:</i> Subject gains +4 to Dex for 10 minutes.	16	Will negates (harmless)	1 standard action	10 minutes	Touch	V, S, M	Yes	Transmutation
■■■■■	Chill Metal <i>Effect:</i> Cold metal damages those who touch it.	16	Will negates (object)	1 standard action	7 rounds	Close (50 Feet)	V, S, DF	Yes (object)	Transmutation [Cold]
■■■■■	Delay Poison <i>Effect:</i> Stops poison from harming subject for 10 hours.	16	Fortitude negates (harmless)	1 standard action	10 hours	Touch	V, S, DF	Yes (harmless)	Conjuration (Healing)
■■■■■	Fire Trap <i>Effect:</i> Opened object deals 1d4+10 damage.	16	Reflex half; see text	10 minutes	Permanent until discharged [D]	Touch	V, S, M	Yes	Abjuration [Fire]
■■■■■	Flame Blade <i>Effect:</i> Touch attack deals 1d8 +1/20 levels damage.	16	None	1 standard action	10 minutes [D]	0 ft.	V, S, DF	Yes	Evocation [Fire]
■■■■■	Flaming Sphere <i>Effect:</i> Creates rolling ball of fire, 2d6 damage, lasts 10 rounds.	16	Reflex negates	1 standard action	10 rounds	Medium (200 Feet)	V, S, M/DF	Yes	Evocation [Fire]
■■■■■	Fog Cloud <i>Effect:</i> Fog obscures vision.	16	None	1 standard action	100 minutes	Medium (200 Feet)	V, S	No	Conjuration (Creation)
■■■■■	Gust of Wind <i>Effect:</i> Blows away or knocks down smaller creatures.	16	Fortitude negates	1 standard action	10 round	60 ft.	V, S	Yes	Evocation [Air]
■■■■■	Heat Metal <i>Effect:</i> Make metal so hot it damages those who touch it.	16	Will negates (object)	1 standard action	7 rounds	Close (50 Feet)	V, S, DF	Yes (object)	Transmutation [Fire]
■■■■■	Hold Animal <i>Effect:</i> Paralyzes one animal for 10 rounds.	16	Will negates; see text	1 standard action	10 rounds [D]; see text	Medium (200 Feet)	V, S	Yes	Enchantment (Compulsion) [Mind-Affecting]
■■■■■	Owl's Wisdom <i>Effect:</i> Subject gains +4 to Wis for 10 minutes.	16	Will negates (harmless)	1 standard action	10 minutes	Touch	V, S, M/DF	Yes	Transmutation
■■■■■	Reduce Animal <i>Effect:</i> Shrinks one willing animal.	16	None	1 standard action	10 hours [D]	Touch	V, S	No	Transmutation
■■■■■	Resist Energy <i>Effect:</i> Ignores first 10 [or more] points of damage/attack from specified energy type.	16	Fortitude negates (harmless)	1 standard action	100 minutes	Touch	V, S, DF	Yes (harmless)	Abjuration
■■■■■	Restoration, Lesser <i>Effect:</i> Dispers magical ability penalty or repairs 1d4 ability damage.	16	Will negates (harmless)	3 rounds	Instantaneous	Touch	V, S	Yes (harmless)	Conjuration (Healing)
■■■■■	Soften Earth and Stone <i>Effect:</i> Turns stone to clay or dirt to sand or mud.	16	None	1 standard action	Instantaneous	Close (50 Feet)	V, S, DF	No	Transmutation [Earth]
■■■■■	Spider Climb <i>Effect:</i> Grants ability to walk on walls and ceilings.	16	Will negates (harmless)	1 standard action	100 minutes	Touch	V, S, M	Yes (harmless)	Transmutation
■■■■■	Summon Nature's Ally II <i>Effect:</i> Calls creature to fight.	16	None	1 round	10 rounds [D]	Close (50 Feet)	V, S, DF	No	Conjuration (Summoning)
■■■■■	Summon Swarm <i>Effect:</i> Summons swarm of bats, rats, or spiders.	16	None	1 round	Concentration + 2 rounds	Close (50 Feet)	V, S, M/DF	No	Conjuration (Summoning)
■■■■■	Tree Shape <i>Effect:</i> You look exactly like a tree for 10 hours.	16	None	1 standard action	10 hours [D]	Personal	V, S, DF	No	Transmutation
■■■■■	Warp Wood <i>Effect:</i> Bends wood [shaft, handle, door, plank].	16	Will negates (object)	1 standard action	Instantaneous	Close (50 Feet)	V, S	Yes (object)	Transmutation
■■■■■	Wood Shape <i>Effect:</i> Rearranges wooden objects to suit you.	16	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	17	Reflex half	1 round	10 minutes	Medium (200 Feet)	V, S	Yes	Evocation [Electricity]
Effect: Calls down lightning bolts (3d6 per bolt) from sky.								
■■■■■ Contagion	17	Fortitude negates	1 standard action	Instantaneous	Touch	V, S	Yes	Necromancy [Evil]
Effect: Infects subject with chosen disease.								
■■■■■ Cure Moderate Wounds	17	Will half (harmless); see text	1 standard action	Instantaneous	Touch	V, S	Yes (harmless); see text	Conjuration (Healing)
Effect: Cures 2d8+10 damage								
■■■■■ Daylight	17	None	1 standard action	100 minutes [D]	Touch	V, S	No	Evocation [Light]
Effect: 60-ft. radius of bright light.								
■■■■■ Diminish Plants	17	None	1 standard action	Instantaneous	See text	V, S, DF	No	Transmutation
Effect: Reduces size or blights growth of normal plants.								
■■■■■ Dominate Animal	17	Will negates	1 round	10 rounds	Close (50 Feet)	V, S	Yes	Enchantment (Compulsion) [Mind-Affecting]
Effect: Subject animal obeys silent mental commands.								
■■■■■ Magic Fang, Greater	17	Will negates (harmless)	1 standard action	10 hours	Close (50 Feet)	V, S, DF	Yes (harmless)	Transmutation
Effect: One natural weapon of subject creature gets +3 on attack and damage rolls.								
■■■■■ Meld into Stone	17	None	1 standard action	100 minutes	Personal	V, S, DF	No	Transmutation [Earth]
Effect: You and your gear merge with stone.								
■■■■■ Neutralize Poison	17	Will negates (harmless, object)	1 standard action	100 minutes	Touch	V, S, M/DF	Yes (harmless, object)	Conjuration (Healing)
Effect: Immunizes subject against poison, detoxifies venom in or on subject.								
■■■■■ Plant Growth	17	None	1 standard action	Instantaneous	See text	V, S, DF	No	Transmutation
Effect: Grows vegetation, improves crops.								
■■■■■ Poison	17	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	17	Fortitude negates (harmless)	1 standard action	100 minutes or until discharged	Touch	V, S, DF	Yes (harmless)	Abjuration
Effect: Absorb 120 points of damage from one kind of energy.								
■■■■■ Quench	17	None or Will negates (object)	1 standard action	Instantaneous	Medium (200 Feet)	V, S, DF	No or Yes (object)	Transmutation
Effect: Extinguishes nonmagical fires or one magic item.								
■■■■■ Remove Disease	17	Fortitude negates (harmless)	1 standard action	Instantaneous	Touch	V, S	Yes (harmless)	Conjuration (Healing)
Effect: Cures all diseases affecting subject.								
■■■■■ Sleet Storm	17	None	1 standard action	10 rounds	Long (800 Feet)	V, S, M/DF	No	Conjuration (Creation) [Cold]
Effect: Hampers vision and movement.								
■■■■■ Snare	17	None	3 rounds	Until triggered or broken	Touch	V, S, DF	No	Transmutation
Effect: Creates a magic booby trap.								
■■■■■ Speak with Plants	17	None	1 standard action	10 minutes	Personal	V, S	No	Divination
Effect: You can talk to normal plants and plant creatures.								
■■■■■ Spike Growth	17	Reflex partial	1 standard action	10 hours [D]	Medium (200 Feet)	V, S, DF	Yes	Transmutation
Effect: Creatures in area take 1d4 damage, may be slowed.								
■■■■■ Stone Shape	17	None	1 standard action	Instantaneous	Touch	V, S, M/DF	No	Transmutation [Earth]
Effect: Sculpts stone into any shape.								
■■■■■ Summon Nature's Ally III	17	None	1 round	10 rounds [D]	Close (50 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	17	Will negates (harmless)	1 standard action	20 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	17	None; see text	1 standard action	10 rounds	Medium (200 Feet)	V, S, M/DF Yes	Evocation [Air]
<i>Effect:</i> Deflects arrows, smaller creatures, and gases.				<i>Target:</i> Wall up to 100 ft. long and 50 ft. high [S]			

LEVEL 4

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
Air Walk	18	None	1 standard action	100 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	18	None	1 standard action	100 minutes [D]	10 ft.	V, S, DF	Yes	Abjuration
Effect: Keeps animated plants at bay.				Target: 10-ft.-radius emanation, centered on you				
Blight	18	Fortitude half; see text	1 standard action	Instantaneous	Touch	V, S, DF	Yes	Necromancy
Effect: Withers one plant or deals 10d6 damage to plant creature.				Target: one plant/plant-creature				
Command Plants	18	Will negates	1 standard action	10 days	Close (50 Feet)	V	Yes	Transmutation
Effect: Sway the actions of one or more plant creatures.				Target: Up to 10 HD of plant creatures, no two of which can be more than 30 ft. apart				
Control Water	18	None; see text	1 standard action	100 minutes [D]	Long (800 Feet)	V, S, M/DF	No	Transmutation [Water]
Effect: Raises or lowers bodies of water.				Target: Water in a volume of 100 ft by 100 ft by 20 ft [S]				
Cure Serious Wounds	18	Will half (harmless); see text	1 standard action	Instantaneous	Touch	V, S	Yes (harmless); see text	Conjuration (Healing)
Effect: Cures 3d8+10 damage				Target: Creature touched				
Dispel Magic	18	None	1 standard action	Instantaneous	Medium (200 Feet)	V, S	No	Abjuration
Effect: Cancels magical spells and effects.				Target: One spellcaster, creature, or object; or 20-ft.-radius burst				
Flame Strike	18	Reflex half	1 standard action	Instantaneous	Medium (200 Feet)	V, S, DF	Yes	Evocation [Fire]
Effect: Smite foes with divine fire for 10d6 damage.				Target: Cylinder 10				
Freedom of Movement	18	Will negates (harmless)	1 standard action	100 minutes	Personal or touch	V, S, M, DF	Yes (harmless)	Abjuration
Effect: Subject moves normally despite impediments.				Target: You or creature touched				
Giant Vermin	18	None	1 standard action	10 minutes	Close (50 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	18	None	1 standard action	10 full round	Long (800 Feet)	V, S, M/DF	Yes	Evocation [Cold]
Effect: Hail deals 5d6 damage in cylinder 40 ft. across.				Target: Cylinder 20				
Reincarnate	18	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	18	None or Will negates; see text	1 standard action	100 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	18	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	18	Will negates	1 hour	10 minutes	See text	V, S, M/DF, F	Yes	Divination (Scrying)
Effect: Spies on subject from a distance.				Target: Magical sensor				
Spike Stones	18	Reflex partial	1 standard action	10 hours [D]	Medium (200 Feet)	V, S, DF	Yes	Transmutation [Earth]
Effect: Creatures in area take 1d8 damage, may be slowed.				Target: 10 20-ft. squares				
Summon Nature's Ally IV	18	None	1 round	10 rounds [D]	Close (50 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	19	Fortitude negates	1 standard action	10 minutes	Medium (200 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	19	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	19	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	19	Fortitude negates, Will partial; see text	1 standard action	Permanent	Close (50 Feet)	V, S	Yes	Transmutation
Effect: Transforms subject into harmless animal.				Target: One creature				
Call Lightning Storm	19	Reflex half	1 round	10 minutes	Long (800 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	19	None	10 minutes	Instantaneous	Personal	V, S	No	Divination
Effect: Learn about terrain for 10 miles.				Target: You				
Control Winds	19	Fortitude negates	1 standard action	100 minutes	40 ft./level	V, S	No	Transmutation [Air]
Effect: Change wind direction and speed.				Target: 400 ft radius cylinder 40 ft. high				
Cure Critical Wounds	19	Will half (harmless); see text	1 standard action	Instantaneous	Touch	V, S	Yes (harmless); see text	Conjuration (Healing)
Effect: Cures 4d8+10 damage.				Target: Creature touched				
Death Ward	19	Will negates (harmless)	1 standard action	10 minutes	Touch	V, S, DF	Yes (harmless)	Necromancy
Effect: Grants immunity to death spells and negative energy effects.				Target: Living creature touched				
Hallow	19	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	19	None	1 round	10 minutes	Long (800 Feet)	V, S, DF	No	Conjuration (Summoning)
Effect: Locust swarms attack creatures.				Target: 3 swarms of locust, each of which must be adjacent to at least one other swarm				
Stoneskin	19	Will negates (harmless)	1 standard action	100 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	19	None	1 round	10 rounds [D]	Close (50 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	19	See text	1 standard action	Permanent	Medium (200 Feet)	V, S, M/DF	No	Transmutation [Earth]
Effect: Transforms two 10-ft. cubes per level.				Target: Up to 20 10 ft. cubes [S]				
Transmute Rock to Mud	19	See text	1 standard action	Permanent; see text	Medium (200 Feet)	V, S, M/DF	No	Transmutation [Earth]
Effect: Transforms two 10-ft. cubes per level.				Target: Up to 20 10 ft. cubes [S]				
Tree Stride	19	None	1 standard action	10 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	19	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	19	None	1 standard action	Concentration + 10 rounds	Medium (200 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+10 damage				Target: Opaque sheet of flame up to 200 ft. long or a ring of fire with a radius of up to 25 ft; either form 20 ft. high				
Wall of Thorns	19	None	1 standard action	100 minutes [D]	Medium (200 Feet)	V, S	No	Conjuration (Creation)
Effect: Thorns damage anyone who tries to pass.				Target: Wall of thorny brush, up to 10 10-ft. cubes [S]				

* =Domain/Speciality Spell