

Kari Male Human Drd14

NAME

Drd14

CLASS

14

TCL

182000

EXPERIENCE

105000

NEXT LEVEL

NPC

PLAYERNAME

Human

RACE

0

AGE

Medium

SIZE

Male

GENDER

DEITY

5'5"

HEIGHT

141 lbs

WEIGHT

EYES

HAIR

Chaotic Neutral

ALIGNMENT

Normal

VISION

0

POINTS

|                     |               |                  |            |               |
|---------------------|---------------|------------------|------------|---------------|
| ABILITY NAME        | ABILITY SCORE | ABILITY MODIFIER | TEMP SCORE | TEMP MODIFIER |
| STR<br>Strength     | 16            | +3               | 16         | +3            |
| DEX<br>Dexterity    | 19            | +4               | 19         | +4            |
| CON<br>Constitution | 14            | +2               | 14         | +2            |
| INT<br>Intelligence | 13            | +1               | 13         | +1            |
| WIS<br>Wisdom       | 19            | +4               | 19         | +4            |
| CHA<br>Charisma     | 13            | +1               | 13         | +1            |

HP  
hit points

96

WOUNDS/CURRENT HP

AC  
armor class

14

TOTAL

10

FLAT

14

TOUCH

10

BASE

0

ARMOR BONUS

0

SHIELD BONUS

4

STAT MODIFIER

0

SIZE MODIFIER

0

NATURAL ARMOR

0

MISC MODIFIER

0

MISS CHANCE

INITIATIVE  
modifier

+4

TOTAL

+4

DEX MODIFIER

+0

MISC MODIFIER

BASE ATTACK  
bonus

+10/+5

SUBDUAL DAMAGE

DAMAGE REDUCTION

SPEED

Walk 30'

0

ARCANE SPELL FAILURE

+0

ARMOR CHECK PENALTY

0

SPELL RESISTANCE

SAVING THROWS

FORTITUDE  
(constitution)

REFLEX  
(dexterity)

WILLPOWER  
(wisdom)

+11

TOTAL

+8

+13

=

+9

=

+4

=

+9

BASE SAVE

+2

ABILITY MODIFIER

+0

MAGIC MODIFIER

+0

MISC MODIFIER

TEMP MODIFIER

conditional modifiers

MELEE  
attack bonus

+13/+8

TOTAL

+10/+5

BASE ATTACK BONUS

+3

STAT MODIFIER

+0

SIZE MODIFIER

+0

MISC MODIFIER

TEMP MODIFIER

RANGED  
attack bonus

+14/+9

TOTAL

+10/+5

BASE ATTACK BONUS

+4

STAT MODIFIER

+0

SIZE MODIFIER

+0

MISC MODIFIER

TEMP MODIFIER

GRAPPLE  
attack bonus

+13/+8

TOTAL

+10/+5

BASE ATTACK BONUS

+3

STAT MODIFIER

+0

SIZE MODIFIER

+0

MISC MODIFIER

TEMP MODIFIER

UNARMED

TOTAL ATTACK BONUS

+9/+4

DAMAGE

1d3+3

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

76.0

Medium

153.0

Heavy

230.0

Lift over head

230.0

Lift off ground

460.0

Push / Drag

1150.0

FEATS

Alertness

See Text

Combat Casting

See Text

Combat Reflexes

See Text

Craft Rod

See Text

Eschew Materials

See Text

Track

See Text

SKILLS

MAX RANKS

17/8.5

SKILL NAME

KEY ABILITY

SKILL MODIFIER

ABILITY MODIFIER

RANKS

MISC MODIFIER

Craft (Alchemy)

INT

14

=

1

+

13.0

+

Craft (Armorsmithing)

INT

10

=

1

+

9.0

+

Craft (Carpentry)

INT

14

=

1

+

13.0

+

Craft (Leatherworking)

INT

16

=

1

+

15.0

+

Craft (Trapmaking)

INT

4

=

1

+

3.0

+

Craft (Weaponsmithing)

INT

16

=

1

+

15.0

+

Knowledge (Nature)

INT

20

=

1

+

17.0

+

2

Survival

WIS

21

=

4

+

17.0

+

=

+

+

✓ : can be used untrained. X : exclusive skills

SPECIAL ABILITIES

+4 to Concentration to use spll or spelllike ability

A Thousand Faces (Su)

Animal Companion (Ex)

Nature Sense (Ex)

Resist Nature's Lure (Ex)

Trackless Step (Ex)

Venom Immunity (Ex)

Wild Empathy (Ex)

Wildshape 7/day

Wildshape (Plant)

Wildshape (Tiny)

Wildshape Large

Woodland Stride (Ex)

PROFICIENCIES

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














LANGUAGES

Common, Druidic, Sylvan





















# 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 | 6 | 5 | 5 | 3 | 3 | 2 | 0 | 0 |




## LEVEL 0

| Name  | DC | Saving Throw                    | Time              | Duration  | Range           | Comp.      | Spell Resistance         | School                         |
|---|----|---------------------------------|-------------------|---|-----------------|------------|--------------------------|--------------------------------|
|  <b>Create Water</b><br><i>Effect:</i> Creates 28 gallons of pure water.                | 14 | None                            | 1 standard action | Instantaneous   | Close (60 Feet) | V, S       | No                       | Conjuration (Creation) [Water] |
|  <b>Cure Minor Wounds</b><br><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><br><i>Effect:</i> Detects spells and magic items within 60 ft.     | 14 | None                            | 1 standard action | <i>Target:</i> Creature touched<br>Concentration, up to 14 minutes [D]    | 60 ft.          | V, S       | No                       | Divination                     |
|  <b>Detect Poison</b><br><i>Effect:</i> Detects poison in one creature or small object. | 14 | None                            | 1 standard action | <i>Target:</i> Cone-shaped emanation<br>Instantaneous                     | Close (60 Feet) | V, S       | No                       | Divination                     |
|  <b>Flare</b><br><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<br>Instantaneous | Close (60 Feet) | V          | Yes                      | Evocation [Light]              |
|  <b>Guidance</b><br><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<br>14 minute or until discharged            | Touch           | V, S       | Yes                      | Divination                     |
|  <b>Know Direction</b><br><i>Effect:</i> You discern north.                             | 14 | None                            | 1 standard action | <i>Target:</i> Creature touched<br>Instantaneous                          | Personal        | V, S       | No                       | Divination                     |
|  <b>Light</b><br><i>Effect:</i> Object shines like a torch.                             | 14 | None                            | 1 standard action | <i>Target:</i> You<br>140 minutes [D]                                     | Touch           | V, M/DF    | No                       | Evocation [Light]              |
|  <b>Mending</b><br><i>Effect:</i> Makes minor repairs on an object.                     | 14 | Will negates (harmless, object) | 1 standard action | <i>Target:</i> Object touched<br>Instantaneous                            | 10 ft.          | V, S       | Yes (harmless, object)   | Transmutation                  |
|  <b>Purify Food and Drink</b><br><i>Effect:</i> Purifies 14 cu. ft. of food or water.   | 14 | Will negates (object)           | 1 standard action | <i>Target:</i> One object of up to 1 lb.<br>Instantaneous                 | 10 ft.          | V, S       | Yes (object)             | Transmutation                  |
|  <b>Read Magic</b><br><i>Effect:</i> Read scrolls and spellbooks.                       | 14 | None                            | 1 standard action | <i>Target:</i> 14 cu. ft. of contaminated food and water<br>140 minutes   | Personal        | V, S, F    | No                       | Divination                     |
|  <b>Resistance</b><br><i>Effect:</i> Subject gains +1 on saving throws.                 | 14 | Will negates (harmless)         | 1 standard action | <i>Target:</i> You<br>14 minute   | Touch           | V, S, M/DF | Yes (harmless)           | Abjuration                     |
|  <b>Virtue</b><br><i>Effect:</i> Subject gains 1 temporary hp.                          | 14 | Fortitude negates (harmless)    | 1 standard action | <i>Target:</i> Creature touched<br>14 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><br><i>Effect:</i> Calms [2d4 + level] HD of animals.   | 15 | Will negates; see text          | 1 standard action | 14 minutes  | Close (60 Feet) | V, S     | Yes                      | Enchantment (Compulsion) [Mind-Affecting] |
|  <b>Charm Animal</b><br><i>Effect:</i> Makes one animal your friend.  | 15 | Will negates                    | 1 standard action | <i>Target:</i> Animals within 30 ft. of each other<br>14 hours                      | Close (60 Feet) | V, S     | Yes                      | Enchantment (Charm) [Mind-Affecting]      |
|  <b>Cure Light Wounds</b><br><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)                     |
|  <b>Detect Animals or Plants</b><br><i>Effect:</i> Detects kinds of animals or plants.                          | 15 | None                            | 1 standard action | <i>Target:</i> Creature touched<br>Concentration, up to 10 minutes [D]              | Long (960 Feet) | V, S     | No                       | Divination                                |
|  <b>Detect Snares and Pits</b><br><i>Effect:</i> Reveals natural or primitive traps.                            | 15 | None                            | 1 standard action | <i>Target:</i> Cone-shaped emanation<br>Concentration, up to 140 minutes [D]        | 60 ft.          | V, S     | No                       | Divination                                |
|  <b>Endure Elements</b><br><i>Effect:</i> Exist comfortably in hot or cold environments.                        | 15 | Will negates (harmless)         | 1 standard action | <i>Target:</i> Cone-shaped emanation<br>24 hours                                    | Touch           | V, S     | Yes (harmless)           | Abjuration                                |
|  <b>Entangle</b><br><i>Effect:</i> Plants entangle everyone in 40-ft.-radius circle.                            | 15 | Reflex partial; see text        | 1 standard action | <i>Target:</i> Creature touched<br>14 minutes [D]                                   | Long (960 Feet) | V, S, DF | No                       | Transmutation                             |
|  <b>Faerie Fire</b><br><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<br>14 minutes [D]                   | Long (960 Feet) | V, S, DF | Yes                      | Evocation [Light]                         |
|  <b>Goodberry</b><br><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<br>14 days         | Touch           | V, S, DF | Yes                      | Transmutation                             |
|  <b>Hide from Animals</b><br><i>Effect:</i> Animals can't perceive 14 subjects.                                 | 15 | Will negates (harmless)         | 1 standard action | <i>Target:</i> 2d4 fresh berries touched<br>140 minutes [D]                         | Touch           | S, DF    | Yes                      | Abjuration                                |
|  <b>Jump</b><br><i>Effect:</i> Subject gets bonus on Jump checks.   | 15 | Will negates (harmless)         | 1 standard action | <i>Target:</i> 14 creatures touched<br>14 minutes [D]                               | Touch           | V, S, M  | Yes                      | Transmutation                             |
|  <b>Longstrider</b><br><i>Effect:</i> Increases your speed.   | 15 | None                            | 1 standard action | <i>Target:</i> Creature touched<br>14 hours [D]                                     | Personal        | V, S, M  | No                       | Transmutation                             |
|  <b>Magic Fang</b><br><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<br>14 minutes  | Touch           | V, S, DF | Yes (harmless)           | Transmutation                             |
|  <b>Magic Stone</b><br><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<br>30 minutes or until discharged            | Touch           | V, S, DF | Yes (harmless, object)   | Transmutation                             |
|  <b>Obscuring Mist</b><br><i>Effect:</i> Fog surrounds you.   | 15 | None                            | 1 standard action | <i>Target:</i> Up to three pebbles touched<br>14 minutes                            | 20 ft.          | V, S     | No                       | Conjuration (Creation)                    |
|  <b>Pass without Trace</b><br><i>Effect:</i> 14 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<br>14 hours [D] | Touch           | V, S, DF | Yes (harmless)           | Transmutation                             |
|  <b>Produce Flame</b><br><i>Effect:</i> 1d6+14 damage, touch or thrown.   | 15 | None                            | 1 standard action | <i>Target:</i> 14 creatures touched<br>14 minutes [D]                               | 0 ft.           | V, S     | Yes                      | Evocation [Fire]                          |
|  <b>Shillelagh</b><br><i>Effect:</i> Cudgel or quarterstaff becomes +1 weapon [1d10 damage] for 14 minutes.     | 15 | Will negates (object)           | 1 standard action | <i>Target:</i> Flame in your palm<br>14 minutes                                     | Touch           | V, S, DF | Yes (object)             | Transmutation                             |
|  <b>Speak with Animals</b><br><i>Effect:</i> You can communicate with animals.                                  | 15 | None                            | 1 standard action | <i>Target:</i> One touched nonmagical oak club or quarterstaff<br>14 minutes        | Personal        | V, S     | No                       | Divination                                |
|  <b>Summon Nature's Ally I</b><br><i>Effect:</i> Calls creature to fight.                                       | 15 | None                            | 1 round           | <i>Target:</i> You<br>14 rounds [D]   | Close (60 Feet) | V, S, DF | No                       | Conjuration (Summoning)                   |

## LEVEL 2

| Name  | DC | Saving Throw           | Time              | Duration   | Range           | Comp.    | Spell Resistance | School   |
|---|----|------------------------|-------------------|--|-----------------|----------|------------------|--|
|  <b>Animal Messenger</b><br><i>Effect:</i> Sends a Tiny animal to a specific place. | 16 | None; see text         | 1 standard action | 14 days  | Close (60 Feet) | V, S, M  | Yes              | Enchantment (Compulsion) [Mind-Affecting]        |
|  <b>Animal Trance</b><br><i>Effect:</i> Fascinates 2d6 HD of animals.               | 16 | Will negates; see text | 1 standard action | <i>Target:</i> One Tiny animal<br>Concentration                                  | Close (60 Feet) | V, S     | Yes              | Enchantment (Compulsion) [Mind-Affecting, Sonic] |
|  <b>Barkskin</b><br><i>Effect:</i> Grants +5 enhancement to natural armor.          | 16 | None                   | 1 standard action | <i>Target:</i> Animals or magical beasts with Intelligence 1 or 2<br>140 minutes | Touch           | V, S, DF | Yes (harmless)   | Transmutation                                    |

\* =Domain/Specialty Spell

## Druid Spells

|       |   |    |                              |                   |                                |                   |            |                |   |
|-------|---|----|------------------------------|-------------------|--------------------------------|-------------------|------------|----------------|---|
| ■■■■■ | <b>Bear's Endurance</b><br><i>Effect:</i> Subject gains +4 to Con for 14 minutes.                                     | 16 | Will negates (harmless)      | 1 standard action | 14 minutes                     | Touch             | V, S, DF   | Yes            | Transmutation                             |
| ■■■■■ | <b>Bull's Strength</b><br><i>Effect:</i> Subject gains +4 to Str for 14 minutes.                                      | 16 | Will negates (harmless)      | 1 standard action | 14 minutes                     | Touch             | V, S, M/DF | Yes (harmless) | Transmutation                             |
| ■■■■■ | <b>Cat's Grace</b><br><i>Effect:</i> Subject gains +4 to Dex for 14 minutes.  | 16 | Will negates (harmless)      | 1 standard action | 14 minutes                     | Touch             | V, S, M    | Yes            | Transmutation                             |
| ■■■■■ | <b>Chill Metal</b><br><i>Effect:</i> Cold metal damages those who touch it.   | 16 | Will negates (object)        | 1 standard action | 7 rounds                       | Close (60 Feet)   | V, S, DF   | Yes (object)   | Transmutation [Cold]                      |
| ■■■■■ | <b>Delay Poison</b><br><i>Effect:</i> Stops poison from harming subject for 14 hours.                                 | 16 | Fortitude negates (harmless) | 1 standard action | 14 hours                       | Touch             | V, S, DF   | Yes (harmless) | Conjuration (Healing)                     |
| ■■■■■ | <b>Fire Trap</b><br><i>Effect:</i> Opened object deals 1d4+14 damage.   | 16 | Reflex half; see text        | 10 minutes        | Permanent until discharged [D] | Touch             | V, S, M    | Yes            | Abjuration [Fire]                         |
| ■■■■■ | <b>Flame Blade</b><br><i>Effect:</i> Touch attack deals 1d8 +1/2wo levels damage.                                     | 16 | None                         | 1 standard action | 14 minutes [D]                 | 0 ft.             | V, S, DF   | Yes            | Evocation [Fire]                          |
| ■■■■■ | <b>Flaming Sphere</b><br><i>Effect:</i> Creates rolling ball of fire, 2d6 damage, lasts 14 rounds.                    | 16 | Reflex negates               | 1 standard action | 14 rounds                      | Medium (240 Feet) | V, S, M/DF | Yes            | Evocation [Fire]                          |
| ■■■■■ | <b>Fog Cloud</b><br><i>Effect:</i> Fog obscures vision.   | 16 | None                         | 1 standard action | 140 minutes                    | Medium (240 Feet) | V, S       | No             | Conjuration (Creation)                    |
| ■■■■■ | <b>Gust of Wind</b><br><i>Effect:</i> Blows away or knocks down smaller creatures.                                    | 16 | Fortitude negates            | 1 standard action | 14 round                       | 60 ft.            | V, S       | Yes            | Evocation [Air]                           |
| ■■■■■ | <b>Heat Metal</b><br><i>Effect:</i> Make metal so hot it damages those who touch it.                                  | 16 | Will negates (object)        | 1 standard action | 7 rounds                       | Close (60 Feet)   | V, S, DF   | Yes (object)   | Transmutation [Fire]                      |
| ■■■■■ | <b>Hold Animal</b><br><i>Effect:</i> Paralyzes one animal for 14 rounds.  | 16 | Will negates; see text       | 1 standard action | 14 rounds [D]; see text        | Medium (240 Feet) | V, S       | Yes            | Enchantment (Compulsion) [Mind-Affecting] |
| ■■■■■ | <b>Owl's Wisdom</b><br><i>Effect:</i> Subject gains +4 to Wis for 14 minutes.   | 16 | Will negates (harmless)      | 1 standard action | 14 minutes                     | Touch             | V, S, M/DF | Yes            | Transmutation                             |
| ■■■■■ | <b>Reduce Animal</b><br><i>Effect:</i> Shrinks one willing animal.  | 16 | None                         | 1 standard action | 14 hours [D]                   | Touch             | V, S       | No             | Transmutation                             |
| ■■■■■ | <b>Resist Energy</b><br><i>Effect:</i> Ignores first 10 [or more] points of damage/attack from specified energy type. | 16 | Fortitude negates (harmless) | 1 standard action | 140 minutes                    | Touch             | V, S, DF   | Yes (harmless) | Abjuration                                |
| ■■■■■ | <b>Restoration, Lesser</b><br><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)                     |
| ■■■■■ | <b>Soften Earth and Stone</b><br><i>Effect:</i> Turns stone to clay or dirt to sand or mud.                           | 16 | None                         | 1 standard action | Instantaneous                  | Close (60 Feet)   | V, S, DF   | No             | Transmutation [Earth]                     |
| ■■■■■ | <b>Spider Climb</b><br><i>Effect:</i> Grants ability to walk on walls and ceilings.                                   | 16 | Will negates (harmless)      | 1 standard action | 140 minutes                    | Touch             | V, S, M    | Yes (harmless) | Transmutation                             |
| ■■■■■ | <b>Summon Nature's Ally II</b><br><i>Effect:</i> Calls creature to fight.   | 16 | None                         | 1 round           | 14 rounds [D]                  | Close (60 Feet)   | V, S, DF   | No             | Conjuration (Summoning)                   |
| ■■■■■ | <b>Summon Swarm</b><br><i>Effect:</i> Summons swarm of bats, rats, or spiders.  | 16 | None                         | 1 round           | Instantaneous                  | Close (60 Feet)   | V, S, M/DF | No             | Conjuration (Summoning)                   |
| ■■■■■ | <b>Tree Shape</b><br><i>Effect:</i> You look exactly like a tree for 14 hours.  | 16 | None                         | 1 standard action | 14 hours [D]                   | Personal          | V, S, DF   | No             | Transmutation                             |
| ■■■■■ | <b>Warp Wood</b><br><i>Effect:</i> Bends wood [shaft, handle, door, plank].   | 16 | Will negates (object)        | 1 standard action | Instantaneous                  | Close (60 Feet)   | V, S       | Yes (object)   | Transmutation                             |
| ■■■■■ | <b>Wood Shape</b><br><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           | 14 minutes                      | Medium (240 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 | 140 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           | 14 rounds                       | Close (60 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 | 14 hours                        | Close (60 Feet)   | V, S, DF   | Yes (harmless)           | Transmutation                             |
| Effect: One natural weapon of subject creature gets +4 on attack and damage rolls. |    |                                 |                   |                                 |                   |            |                          |   |
| ■■■■■ Meld into Stone  | 17 | None                            | 1 standard action | 140 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 | 140 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 | 140 minutes or until discharged | Touch             | V, S, DF   | Yes (harmless)           | Abjuration                                |
| Effect: Absorb 168 points of damage from one kind of energy.                       |    |                                 |                   |                                 |                   |            |                          |   |
| ■■■■■ Quench   | 17 | None or Will negates (object)   | 1 standard action | Instantaneous                   | Medium (240 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 | 14 rounds                       | Long (960 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 | 14 minutes                      | Personal          | V, S       | No                       | Divination                                |
| Effect: You can talk to normal plants and plant creatures.                         |    |                                 |                   |                                 |                   |            |                          |   |
| ■■■■■ Spike Growth   | 17 | Reflex partial                  | 1 standard action | 14 hours [D]                    | Medium (240 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           | 14 rounds [D]                   | Close (60 Feet)   | V, S, DF   | No                       | Conjuration (Summoning)                   |
| Effect: Calls creature to fight.   |    |                                 |                   |                                 |                   |            |                          |   |
| Target: One or more creatures, no two of which can be more than 30 ft. apart       |    |                                 |                   |                                 |                   |            |                          |   |

\* =Domain/Specialty Spell

## Druid Spells

|  |    |   |                   |   |                   |                           |                          |                             |
|--|----|---|-------------------|---|-------------------|---------------------------|--------------------------|-----------------------------|
| Water Breathing  | 17 | Will negates (harmless)                   | 1 standard action | 28 hours; see text  | Touch             | V, S, M/DF Yes (harmless) | Transmutation            |                             |
| Effect: Subjects can breathe underwater.   |    |   |                   | Target: Living creatures touched  |                   |                           |                          |                             |
| Wind Wall  | 17 | None; see text                            | 1 standard action | 14 rounds   | Medium (240 Feet) | V, S, M/DF Yes            | Evocation [Air]          |                             |
| Effect: Deflects arrows, smaller creatures, and gases.   |    |   |                   | Target: Wall up to 140 ft. long and 70 ft. high [S]   |                   |                           |                          |                             |
| LEVEL 4  |    |   |                   |   |                   |                           |                          |                             |
| Name   | DC | Saving Throw                              | Time              | Duration  | Range             | Comp.                     | Spell Resistance         | School                      |
| Air Walk   | 18 | None                                      | 1 standard action | 140 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 | 140 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 14d6 damage to plant creature.                                    |    |   |                   | Target: one plant/plant-creature  |                   |                           |                          |                             |
| Command Plants   | 18 | Will negates                              | 1 standard action | 14 days   | Close (60 Feet)   | V                         | Yes                      | Transmutation               |
| Effect: Sway the actions of one or more plant creatures.   |    |   |                   | Target: Up to 14 HD of plant creatures, no two of which can be more than 30 ft. apart   |                   |                           |                          |                             |
| Control Water  | 18 | None; see text                            | 1 standard action | 140 minutes [D]   | Long (960 Feet)   | V, S, M/DF No             |                          | Transmutation [Water]       |
| Effect: Raises or lowers bodies of water.  |    |   |                   | Target: Water in a volume of 140 ft by 140 ft by 28 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+14 damage  |    |   |                   | Target: Creature touched  |                   |                           |                          |                             |
| Dispel Magic   | 18 | None                                      | 1 standard action | Instantaneous   | Medium (240 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 (240 Feet) | V, S, DF                  | Yes                      | Evocation [Fire]            |
| Effect: Smite foes with divine fire for 14d6 damage.   |    |   |                   | Target: Cylinder 10   |                   |                           |                          |                             |
| Freedom of Movement  | 18 | Will negates (harmless)                   | 1 standard action | 140 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 | 14 minutes  | Close (60 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 | 14 full round   | Long (960 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 | 140 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            | 14 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 | 14 hours [D]  | Medium (240 Feet) | V, S, DF                  | Yes                      | Transmutation [Earth]       |
| Effect: Creatures in area take 1d8 damage, may be slowed.  |    |   |                   | Target: 14 20-ft. squares   |                   |                           |                          |                             |
| Summon Nature's Ally IV  | 18 | None                                      | 1 round           | 14 rounds [D]   | Close (60 Feet)   | V, S, DF                  | No                       | Conjuration (Summoning)     |
| Effect: Calls creature to fight.   |    |   |                   | Target: One or more creatures, no two of which can be more than 30 ft. apart  |                   |                           |                          |                             |
| LEVEL 5  |    |   |                   |   |                   |                           |                          |                             |
| Name   | DC | Saving Throw                              | Time              | Duration  | Range             | Comp.                     | Spell Resistance         | School                      |
| Animal Growth  | 19 | Fortitude negates                         | 1 standard action | 14 minutes  | Medium (240 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 (60 Feet)   | V, S                      | Yes                      | Transmutation               |
| Effect: Transforms subject into harmless animal.   |    |   |                   | Target: One creature  |                   |                           |                          |                             |
| Call Lightning Storm   | 19 | Reflex half                               | 1 round           | 14 minutes  | Long (960 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 14 miles.  |    |   |                   | Target: You   |                   |                           |                          |                             |
| Control Winds  | 19 | Fortitude negates                         | 1 standard action | 140 minutes   | 40 ft./level      | V, S                      | No                       | Transmutation [Air]         |
| Effect: Change wind direction and speed.   |    |   |                   | Target: 560 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+14 damage.   |    |   |                   | Target: Creature touched  |                   |                           |                          |                             |
| Death Ward   | 19 | Will negates (harmless)                   | 1 standard action | 14 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           | 14 minutes  | Long (960 Feet)   | V, S, DF                  | No                       | Conjuration (Summoning)     |
| Effect: Locust swarms attack creatures.  |    |   |                   | Target: 4 swarms of locust, each of which must be adjacent to at least one other swarm  |                   |                           |                          |                             |
| Stoneskin  | 19 | Will negates (harmless)                   | 1 standard action | 140 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           | 14 rounds [D]   | Close (60 Feet)   | V, S, DF                  | No                       | Conjuration (Summoning)     |
| Effect: Calls creature to fight.   |    |   |                   | Target: One or more creatures, no two of which can be more than 30 ft. apart  |                   |                           |                          |                             |
| Transmute Mud to Rock  | 19 | See text                                  | 1 standard action | Permanent   | Medium (240 Feet) | V, S, M/DF No             |                          | Transmutation [Earth]       |
| Effect: Transforms two 10-ft. cubes per level.   |    |   |                   | Target: Up to 28 10 ft. cubes [S]   |                   |                           |                          |                             |
| Transmute Rock to Mud  | 19 | See text                                  | 1 standard action | Permanent; see text   | Medium (240 Feet) | V, S, M/DF No             |                          | Transmutation [Earth]       |
| Effect: Transforms two 10-ft. cubes per level.   |    |   |                   | Target: Up to 28 10 ft. cubes [S]   |                   |                           |                          |                             |
| Tree Stride  | 19 | None                                      | 1 standard action | 14 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 + 14 rounds   | Medium (240 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+14 damage |    |   |                   | Target: Opaque sheet of flame up to 280 ft. long or a ring of fire with a radius of up to 35 ft; either form 20 ft. high      |                   |                           |                          |                             |
| Wall of Thorns   | 19 | None                                      | 1 standard action | 140 minutes [D]   | Medium (240 Feet) | V, S                      | No                       | Conjuration (Creation)      |
| Effect: Thorns damage anyone who tries to pass.  |    |   |                   | Target: Wall of thorny brush, up to 14 10-ft. cubes [S]   |                   |                           |                          |                             |

\* =Domain/Speciality Spell

# Druid Spells

## LEVEL 6

| Name  | DC | Saving Throw                                | Time                 | Duration  | Range             | Comp.      | Spell Resistance                | School                         |
|---|----|---|----------------------|---|-------------------|------------|---------------------------------|--------------------------------|
| Antilife Shell  | 20 | None  | 1 round              | 140 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  | 20 | Will negates (harmless)                     | 1 standard action    | 14 minutes  | Close (60 Feet)   | V, S, DF   | Yes                             | Transmutation                  |
| <i>Effect:</i> As bear's endurance, affects 14 subjects.                  |    |   |                      | <i>Target:</i> 14 creatures, no two of which can be more than 30 ft. apart          |                   |            |                                 |                                |
| Bull's Strength, Mass   | 20 | Will negates (harmless)                     | 1 standard action    | 14 minutes  | Close (60 Feet)   | V, S, M/DF | Yes (harmless)                  | Transmutation                  |
| <i>Effect:</i> As bull's strength, affects one subject/ level.            |    |   |                      | <i>Target:</i> 14 creatures, no two of which can be more than 30 ft. apart          |                   |            |                                 |                                |
| Cat's Grace, Mass   | 20 | Will negates (harmless)                     | 1 standard action    | 14 minutes  | Close (60 Feet)   | V, S, M    | Yes                             | Transmutation                  |
| <i>Effect:</i> As cat's grace, affects 14 subjects.                       |    |   |                      | <i>Target:</i> 14 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 (60 Feet)   | V, S       | Yes (harmless) or Yes; see text | Conjuration (Healing)          |
| <i>Effect:</i> Cures 1d8+14 damage for many creatures.                    |    |   |                      | <i>Target:</i> 14 creatures, no two of which can be more than 30 ft. apart          |                   |            |                                 |                                |
| Dispel Magic, Greater   | 20 | None  | 1 standard action    | Instantaneous   | Medium (240 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   | 20 | None or Will negates (harmless)             | 3 rounds             | 140 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  | 20 | None or Reflex half; see text               | 1 standard action    | 140 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  | 20 | None  | 1 minute/lb. created | 14 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 70 lbs                             |                   |            |                                 |                                |
| Liveoak   | 20 | None  | 10 minutes           | 14 days [D]   | Touch             | V, S       | No                              | Transmutation                  |
| <i>Effect:</i> Oak becomes treant guardian.                               |    |   |                      | <i>Target:</i> Tree touched   |                   |            |                                 |                                |
| Move Earth  | 20 | None  | See text             | Instantaneous   | Long (960 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  | 20 | Will negates (harmless)                     | 1 standard action    | 14 minutes  | Close (60 Feet)   | V, S, M/DF | Yes                             | Transmutation                  |
| <i>Effect:</i> As owl's wisdom, affects one subject/ level.               |    |   |                      | <i>Target:</i> 14 creatures, no two of which can be more than 30 ft. apart          |                   |            |                                 |                                |
| Repel Wood  | 20 | None  | 1 standard action    | 14 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  | 20 | 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  | 20 | None  | 10 minutes           | 14 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   | 20 | None  | 1 round              | 14 rounds [D]   | Close (60 Feet)   | V, S, DF   | No                              | Conjuration (Summoning)        |
| <i>Effect:</i> Calls creature to fight.                                   |    |   |                      | <i>Target:</i> One or more creatures, no two of which can be more than 30 ft. apart |                   |            |                                 |                                |
| Transport via Plants  | 20 | None  | 1 standard action    | 14 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   | 20 | See text                                    | 1 standard action    | Instantaneous   | Medium (240 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 14 5-ft. squares [S]                  |                   |            |                                 |                                |

## LEVEL 7

| Name   | DC | Saving Throw                                | Time                 | Duration  | Range             | Comp.    | Spell Resistance                | School                  |
|--|----|---|----------------------|---|-------------------|----------|---------------------------------|-------------------------|
| Animate Plants   | 21 | None  | 1 standard action    | 14 rounds or hours; see text  | Close (60 Feet)   | V        | No                              | Transmutation           |
| <i>Effect:</i> One or more plants animate and fight for you.                   |    |   |                      | <i>Target:</i> 4 Large plants or all plants within range; see text                  |                   |          |                                 |                         |
| Changestaff  | 21 | None  | 1 round              | 14 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  | 21 | 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  | 21 | None  | 1 round              | 14 minutes  | Close (60 Feet)   | V, S     | No                              | Conjuration (Summoning) |
| <i>Effect:</i> Swarms of centipedes attack at your command.                    |    |   |                      | <i>Target:</i> 7 swarms of centipedes   |                   |          |                                 |                         |
| Cure Moderate Wounds, Mass   | 21 | Will half (harmless) or Will half; see text | 1 standard action    | Instantaneous   | Close (60 Feet)   | V, S     | Yes (harmless) or Yes; see text | Conjuration (Healing)   |
| <i>Effect:</i> Cures 2d8+14 damage for many creatures.                         |    |   |                      | <i>Target:</i> 14 creatures, no two of which can be more than 30 ft. apart          |                   |          |                                 |                         |
| Fire Storm   | 21 | Reflex half                                 | 1 round              | Instantaneous   | Medium (240 Feet) | V, S     | Yes                             | Evocation [Fire]        |
| <i>Effect:</i> Deals 14d6 fire damage.   |    |   |                      | <i>Target:</i> 28 10-ft. cubes [S]  |                   |          |                                 |                         |
| Heal   | 21 | Will negates (harmless)                     | 1 standard action    | Instantaneous   | Touch             | V, S     | Yes (harmless)                  | Conjuration (Healing)   |
| <i>Effect:</i> Cures 140 points of damage, all diseases and mental conditions. |    |   |                      | <i>Target:</i> Creature touched   |                   |          |                                 |                         |
| Scrying, Greater   | 21 | Will negates                                | 1 standard action    | 14 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   | 21 | None  | 1 round              | 14 rounds [D]   | Close (60 Feet)   | V, S, DF | No                              | Conjuration (Summoning) |
| <i>Effect:</i> Calls creature to fight.  |    |   |                      | <i>Target:</i> One or more creatures, no two of which can be more than 30 ft. apart |                   |          |                                 |                         |
| Sunbeam  | 21 | Reflex negates and Reflex half; see text    | 1 standard action    | 14 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  | 21 | None  | 1 standard action    | Instantaneous   | Long (960 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  | 21 | Will negates (harmless)                     | 1 standard action    | 14 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  | 21 | No and Will negates (harmless)              | 1 standard action    | 14 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 4 touched creatures  |                   |          |                                 |                         |

\* =Domain/Specialty Spell