

## Mestakov Tamiir

Male human druid 9, The Exchange faction - CR 8  
 True Neutral Humanoid (Human); Atheist; Age: 27; Height: 6' 2"; Weight: 200lb.; Eyes: Dark; Hair: Shaved (dark); Skin: Pink

Ability	Score	Modifier	Temporary
<b>STR</b> STRENGTH	18/24	+4/+7	
<b>DEX</b> DEXTERITY	14/10	+2/0	
<b>CON</b> CONSTITUTION	14	+2	
<b>INT</b> INTELLIGENCE	10	0	
<b>WIS</b> WISDOM	16	+3	
<b>CHA</b> CHARISMA	7	-2	

**Tireless:** +2 trait bonus to resist nonlethal damage from swimming, forced marches, starvation, thirst, and hot and cold environments

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
<b>FORTITUDE</b> (CONSTITUTION)	+9	=	+6	+2	+1		
	Resist Nature's Lure : +4 vs. fey and plant-targeted effects						
<b>REFLEX</b> (DEXTERITY)	+4	=	+3		+1		
	Resist Nature's Lure : +4 vs. fey and plant-targeted effects						
<b>WILL</b> (WISDOM)	+10	=	+6	+3	+1		
	Resist Nature's Lure : +4 vs. fey and plant-targeted effects						

### Immunity to Poison

	Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
<b>AC</b>	23	=	+7			-2	+6	+2	
<b>Touch AC</b>	10								
<b>CM Bonus</b>	+13	=	+6	+7	+2				
<b>CM Defense</b>	27	=	10	+6	+7	+0	+2		

31 vs. Trip

	Base Attack	HP
	+6	85
<b>Initiative</b>	+0	
<b>Speed</b>	40 / 30 ft	

### +1 scythe

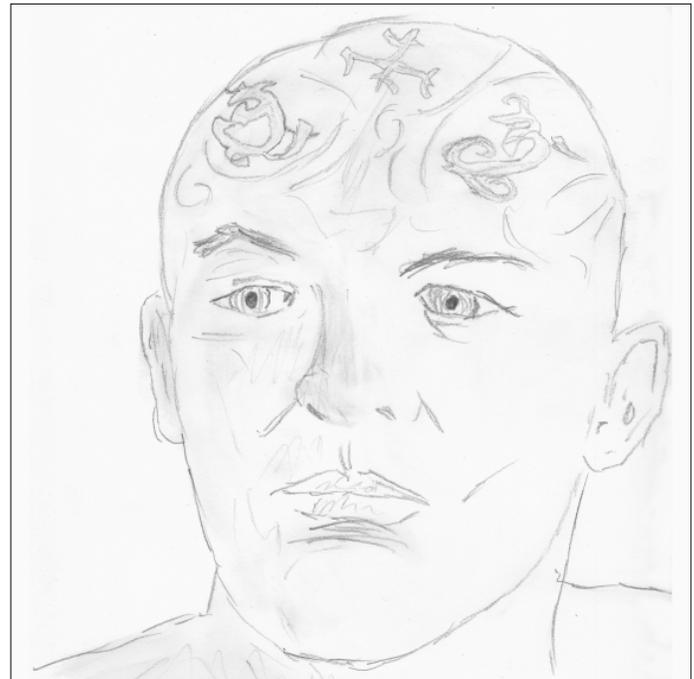
Main hand: +6/+1, 2d4+14 Crit: x4  
 Main w/ offhand: +0/-5, 2d4+14 Light, P/S, Trip  
 Main w/ light off.: +2/-3, 2d4+14  
 Offhand: -2, 2d4+10

### +1 wild dragonhide breastplate

+7

Max Dex: +3, Armor Check: -3  
 Spell Fail: 25%, Medium, Slows

## Character Number: 14034 - 32



Skill Name	Total	Ability	Ranks	Temp
<b>Acrobatics</b>	-3	DEX (0)	-	
<b>Appraise</b>	+0	INT (0)	-	
<b>Bluff</b>	-2	CHA (-2)	-	
<b>Climb</b>	+8	STR (7)	1	
<b>Diplomacy</b>	-2	CHA (-2)	-	
<b>Disguise</b>	-2	CHA (-2)	-	
<b>Escape Artist</b>	-3	DEX (0)	-	
<b>Fly</b>	+5	DEX (0)	9	
<b>Handle Animal</b>	+10	CHA (-2)	9	
<b>Heal</b>	+7	WIS (3)	1	
<b>Intimidate</b>	-2	CHA (-2)	-	
<b>Knowledge (geography)</b>	+4	INT (0)	1	
<b>Knowledge (nature)</b>	+14	INT (0)	9	
<b>Knowledge (nobility)</b>	+5	INT (0)	1	
<b>Perception</b>	+15	WIS (3)	9	
<b>Ride</b>	+1	DEX (0)	1	
<b>Sense Motive</b>	+3	WIS (3)	-	
<b>Spellcraft</b>	+4	INT (0)	1	
<b>Stealth</b>	-11	DEX (0)	-	
<b>Survival</b>	+10	WIS (3)	2	
<b>Swim</b>	+8	STR (7)	1	

### Feats

#### Armor Proficiency (Light)

When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Dexterity- and Strength-based skill checks.

## Feats

### Armor Proficiency (Medium)

When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Dexterity- and Strength-based skill checks.

### Augment Summoning

Summoned creatures have +4 to Strength and Constitution.

### Combat Casting

+4 to Concentration checks to cast while on the defensive.

### Druid Weapon Proficiencies

You are proficient with the Club, Dagger, Dart, Quarterstaff, Scimitar, Sickle, Short spear, Sling and Spear.

### Natural Spell

You can cast spells while in Wild Shape.

### Power Attack -2/+4

You can subtract from your attack roll to add to your damage.

### Shield Proficiency

You can use a shield and take only the standard penalties.

### Spell Focus (Conjuration)

Spells from one school of magic have +1 to their save DC.

### Toughness

You gain +3 hit points.

## Traits

### Child of the Temple (Knowledge [nobility])

+1 to Knowledge (nobility and royalty), +1 to Knowledge (religion), one is a class skill.

### Tireless

You are accustomed to working long hours and weathering difficult conditions just to get the job done. You gain a +2 trait bonus on Constitution checks made to resist nonlethal damage from swimming, forced marches, starvation, thirst, and hot

## Club

Main hand: **+5/+0, 1d6+11**

Crit: x2

Both hands: **+5/+0, 1d6+14**

Rng: 10'  
N/A, B

Ranged: **+0/-5, 1d6+7**

Ranged, both hands: **+0/-5, 1d6+10**

## Dagger

Main hand: **+5/+0, 1d4+11**

Crit: 19-20/x2

Both hands: **+5/+0, 1d4+14**

Rng: 10'  
N/A, P/S

Ranged: **+0/-5, 1d4+7**

Ranged, both hands: **+0/-5, 1d4+10**

## Dagger

Main hand: **+5/+0, 1d4+11**

Crit: 19-20/x2

Both hands: **+5/+0, 1d4+14**

Rng: 10'  
N/A, P/S

Ranged: **+0/-5, 1d4+7**

Ranged, both hands: **+0/-5, 1d4+10**

## Gore (Elephant, Mastodon)

Main hand: **+10, 2d8+12**

Crit: x2

Main w/ offhand: **+4, 2d8+12**

Light, P

Main w/ light off.: **+6, 2d8+12**

Offhand: **+2, 2d8+8**

## Scythe

Main hand: **+5/+0, 2d4+13**

Crit: x4

Main w/ offhand: **-1/-6, 2d4+13**

Light, P/S, Trip

Main w/ light off.: **+1/-4, 2d4+13**

Offhand: **-3, 2d4+9**

## Experience & Wealth

Experience Points: **24/27**

Current Cash: **7 pp, 2 gp**

The Exchange: **Fame: 0, PP: 0**

## Slam (Elephant, Mastodon)

Main hand: **+10, 2d6+12**

Crit: x2

Main w/ offhand: **+4, 2d6+12**

Light, B

Main w/ light off.: **+6, 2d6+12**

Offhand: **+2, 2d6+8**

## Sling

Ranged: **+0/-5, 1d4+7**

Crit: x2

Ranged, both hands: **+0/-5, 1d4+10**

Rng: 50'  
N/A, B

## Sling bullets

Crit: N/A  
Ammo

## Trample (DC 21)

Main hand: **+10, 2d8+11**

Crit: N/A

Main w/ offhand: **+4, 2d8+11**

Light, B

Main w/ light off.: **+6, 2d8+11**

Offhand: **+2, 2d8+11**

## Unarmed strike

Main hand: **+10/+5, 1d6+12**

Crit: x2

**nonlethal**

Light, B, Nonlethal

Main w/ offhand: **+4/-1,**

**1d6+12 nonlethal**

Main w/ light off.: **+6/+1,**

**1d6+12 nonlethal**

Offhand: **+2, 1d6+8 nonlethal**

## Gear

**Total Weight Carried: 86/4200 lbs,**

**Encumbrance Ignored**

**(Light: 1398 lbs, Medium: 2796 lbs, Heavy: 4200 lbs)**

+1 amulet of mighty fists

-

+1 scythe

10 lbs

+1 wild dragonhide breastplate

30 lbs

Backpack (9 @ 6.5 lbs)

2 lbs

Belt pouch (1 @ 0 lbs)

0.5 lbs

Cloak of resistance +1

1 lb

Club

3 lbs

Dagger

1 lb

Dagger

1 lb

Druid's vestment

-

Everburning torch

1 lb

Explorer's outfit (Free)

-

Flint and steel <In: Backpack (9 @ 6.5 lbs)>

-

Holly and mistletoe <In: Belt pouch (1 @ 0 lbs)>

-

Pearl of power (1st level, 2/day) x2

-

Ring of protection +2

-

Scythe

10 lbs

Sling

-

## Gear

**Total Weight Carried: 86/4200 lbs,**  
**Encumbrance Ignored**  
**(Light: 1398 lbs, Medium: 2796 lbs, Heavy: 4200 lbs)**

Sling bullets x32 0.5 lbs  
 Soap <In: Backpack (9 @ 6.5 lbs)> 0.5 lbs  
 Trail rations x5 <In: Backpack (9 @ 6.5 lbs)> 1 lb  
 Wand of cure light wounds (42 charges) <In: Backpack -  
 Waterskin 4 lbs  
 Whetstone <In: Backpack (9 @ 6.5 lbs)> 1 lb

## Special Abilities

### Animal Companion Link (Ex)

You can handle the animal companion as a free action, or push it as a move action, even if you doesn't have any ranks in the Handle Animal skill. The link grants a +4 circumstance bonus on all wild empathy checks and Handle Animal

### Resist Nature's Lure (Ex)

Starting at 4th level, a druid gains a +4 bonus on saving throws against the spell-like and supernatural abilities of fey. This bonus also applies to spells and effects that target plants, such as *blight*, *entangle*, *spike growth*, and *warp wood*.

### Scent (Ex)

This special quality allows a creature to detect approaching enemies, sniff out hidden foes, and track by sense of smell. Creatures with the scent ability can identify familiar odors just as humans do familiar sights.

### Share Spells with Companion (Ex)

The druid may cast a spell with a target of "You" on her animal companion (as a spell with a range of touch) instead of on herself. A druid may cast spells on her animal companion even if the spells normally do not affect creatures of the

### Spontaneous Casting

A druid can channel stored spell energy into summoning spells that she hasn't prepared ahead of time. She can "lose" a prepared spell in order to cast any *summon nature's ally* spell of the same level or lower.

### Trackless Step (Ex)

Starting at 3rd level, a druid leaves no trail in natural surroundings and cannot be tracked. She may choose to leave a trail if so desired.

### Wild

The wearer of a suit of armor or a shield with this ability preserves his armor bonus (and any enhancement bonus) while in a wild shape. Armor and shields with this ability usually appear to be made covered in leaf patterns. While the

### Wild Empathy +7 (Ex)

A character can improve the attitude of an animal. This ability functions just like a Diplomacy check made to improve the attitude of a person. The character rolls 1d20 and adds her class level and her Charisma modifier to determine the wild

### Wild Shape (9 hours, 4/day) (Su)

At 4th level, a druid gains the ability to turn herself into any Small or Medium animal and back again once per day. Her options for new forms include all creatures with the animal type. This ability functions like the *beast shape I* spell,

### Wild Shape (Beast Shape III: Diminutive - Huge animal)

You may use your Wild Shape ability to become an animal.

### Wild Shape (Elemental Body II: Small - Medium)

You may use your Wild Shape ability to become an elemental.

### Wild Shape (Plant Shape I: Small - Medium plant)

You may use your Wild Shape ability to become a plant creature.

### Woodland Stride (Ex)

A character may move through any sort of undergrowth (such as natural thorns, briars, overgrown areas, and similar terrain) at her normal speed and without taking damage or suffering any other impairment.

## Tracked Resources

Sling bullets

Trail rations

Wand of cure light wounds (42 charges)

Wild Shape (9 hours, 4/day) (Su)

## Languages

Common

Druidic

## Spells & Powers

**Druid spells memorized (CL 9th; concentration +12)**

**Melee Touch +9/+4 Ranged Touch +4/-1**

**5th—call lightning storm (DC 18)**

**4th—air walk, flame strike (DC 17)**

**3rd—call lightning (DC 16), sleet storm, spike growth (DC 16), stone shape**

**2nd—barkskin, owl's wisdom, reduce animal, tree shape, warp wood (DC 15)**

**1st—detect animals or plants, faerie fire, longstrider, produce flame, speak with animals**

**0th (at will)—create water, detect poison, light, read magic**

## Companions

**Nesti (Animal Companion), Male boar - CL8 - CR 7**

**STR 21 (+5), DEX 13 (+1), CON 18 (+4), INT 2 (-4), WIS 13 (+1), CHA 4 (-3); Fortitude +10, Reflex +7, Will +3**

**HP: 77/77; Init: +1; Speed: 40 feet**

**Attack Bonus: +6/+1; Armor Class: 28 / 11 Tch / 27 Fl**

**Acrobatics +5, Climb +9, Fly +5, Perception +5,**

**Profession (barkeep) +2, Profession (Truffle Hog) +2,**

**Stealth +5, Swim +9**

**Gore (1 extra at -5) (Boar) Melee +10 (1 extra at -5), 1d8+12, x2**

**Special: Air Walk [Trick], Attack Any Target [Trick], Defend [Trick], Devotion +4 (Ex), Evasion (Ex), Ferocity (Ex), Fetch [Trick], Guard [Trick], Heel [Trick], Improved Bull Rush, Low-Light Vision, Multiattack / Extra Attack, Perform [Trick], Power Attack -2/+4, Scent (Ex), Track [Trick], Work [Trick]**

**Charges: Feed (per day) - 0/3**

## Situational Modifiers

**All Saves**

**Resist Nature's Lure : +4 vs. fey and plant-targeted effects**

**Constitution Check**

**Tireless: +2 trait bonus to resist nonlethal damage from swimming, forced marches, starvation, thirst, and hot and cold environments**

## Tracked Resources

Club   
 Dagger   
 Dagger   
 Pearl of power (1st level, 2/day)

## Background

What is to be done after one has achieved one's every desire? After one has proved oneself, has won love and esteem, and has ascended to the highest heights? In particular, what is one to do when he realizes that he doesn't like who he has become?

Ker Leroung was lucky enough to be born a scion of House Leroung. Though when feeling somewhat more petulant he would claim it was unlucky, but honest evaluation suggests that Ker was, in fact, quite lucky.

Ker grew up with his every desire granted; with halflings forced to serve him by law, and lovely women throwing themselves at him from love of power. As with most Chelaxian nobles he was technically responsible for representing his house and nation in times of war, which could have been quite burdensome. But Ker was well positioned – hired guards escorted him to every battle, and their kills or captures became Ker's trophies, which of course caused Ker's repute to grow.

By his mid-twenties, Ker had achieved the exalted rank of Hellknight in the Order of the Nail. Ker was wed to Mia Blakros, who gave him sons and turned a blind eye to his many trysts (with the obvious understanding that Ker would ignore hers, and would keep her well-supplied with new shoes). Nothing he wanted was out of reach; he was powerful politically, but also martially.

And then Ker [level 17 Aristocrat (6) / Fighter (6) / Cleric of Asmodeus (3) / Rogue (2)] began to wonder. What is to be done after one has achieved one's every desire? After one has proved oneself, has won love and esteem, and has ascended to the highest heights? In particular, what is one to do when he realizes that he doesn't like who he has become?

Ker hatched a scheme to reinvent himself; a one-way trip with no turning back. Ker sold off his worldly goods and purchased a ring of three wishes, and made contact with the vampire Lord Deneb Luftang. With almost all of Kuba's remaining wealth (wealth by level at level 17 is 410k -120k for ring = 290k) Ker cajoled Luftang to help Ker in his plan. Changing his appearance by the first wish, using a second wish to "survive the coming ordeal," allowing himself to be drained permanently by Luftang, and then using the final wish to retrain his one level of Aristocrat into Druid, Ker took the name Mestakov Tamiir. With the last bit of his remaining treasure to hire a boat to Sandpoint "no questions asked." After a long journey, "Mestakov" arrived in Sandpoint, and sought out local elven druid Silvui Pep, who helped "Mestakov" to get a basic understanding of the woods and woodland magic. Now his days as an aristocrat seem like a far-off dream.

"Mestakov" got strange looks, asking a Shoanti priest to tell him what the tattoos on his head mean. He did get an answer; courage in combat, precision, and fortitude. Is the wish is playing some joke on him, with those tattoos?

## Sourcebooks Used

- **Advanced Player's Guide Traits / Character Traits**  
**Web Enhancement / Ultimate Campaign** - Child of the Temple (trait)

## Mestakov Tamiir – Abilities & Gear

### Augment Summoning **Feat**

Your summoned creatures are more powerful and robust.

**Prerequisite:** Spell Focus (conjuration).

**Benefit:** Each creature you conjure with any summon spell gains a +4 enhancement bonus to Strength and Constitution for the duration of the spell that summoned it.

### Combat Casting **Feat**

You are adept at spellcasting when threatened or distracted.

**Benefit:** You get a +4 bonus on concentration checks made to cast a spell or use a spell-like ability when casting on the defensive or while grappled.

### Natural Spell **Feat**

You can cast spells even while in a form that cannot normally cast spells.

**Prerequisites:** Wis 13, wild shape class feature.

**Benefit:** You can complete the verbal and somatic components of spells while using wild shape. You substitute various noises and gestures for the normal verbal and somatic components of a spell.

You can also use any material components or focuses you possess, even if such items are melded within your current form. This feat does not permit the use of magic items while you are in a form that could not ordinarily use them, and you do not gain the ability to speak while using wild shape.

### Power Attack -2/+4 **Feat**

You can make exceptionally deadly melee attacks by sacrificing accuracy for strength.

**Prerequisites:** Str 13, base attack bonus +1.

**Benefit:** You can choose to take a –1 penalty on all melee attack rolls and combat maneuver checks to gain a +2 bonus on all melee damage rolls. This bonus to damage is increased by half (+50%) if you are making an attack with a two-handed weapon, a one handed weapon using two hands, or a primary natural weapon that adds 1-1/2 times your Strength modifier on damage rolls. This bonus to damage is halved (–50%) if you are making an attack with an off-hand weapon or secondary natural weapon. When your base attack bonus reaches +4, and every 4 points thereafter, the penalty increases by –1 and the bonus to damage increases by +2. You must choose to use this feat before making an attack roll, and its effects last until your next turn. The bonus damage does not apply to touch attacks or effects that do not deal hit point damage.

### Spell Focus (Conjuration) **Feat**

Choose a school of magic. Any spells you cast of that school are more difficult to resist.

**Benefit:** Add +1 to the Difficulty Class for all saving throws against spells from the school of magic you select.

**Special:** You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new school of magic.

### Toughness **Feat**

You have enhanced physical stamina.

**Benefit:** You gain +3 hit points. For every Hit Die you possess beyond 3, you gain an additional +1 hit point. If you have more than 3 Hit Dice, you gain +1 hit points whenever you gain a Hit Die (such as when you gain a level).

### Child of the Temple (Knowledge [nobility]) **Trait**

You have long served at a temple in a city, and not only did you pick up on many of the nobility's customs, you spent much time in the temple libraries studying your faith. You gain a +1 trait bonus on Knowledge (nobility and royalty) and Knowledge (religion) checks, and one of these skills (your choice) is always a class skill for you.

**Appears In :** Character Traits Web Enhancement, Advanced Player's Guide Traits, Ultimate Campaign

### Tireless **Trait**

You are accustomed to working long hours and weathering difficult conditions just to get the job done. You gain a +2 trait bonus on Constitution checks made to resist nonlethal damage from swimming, forced marches, starvation, thirst, and hot and cold environments. In addition, you gain 1 hit point.

**Appears In :** Pathfinder Society

### Immunity to Poison **Unknown**

You are immune to poison.

### Scent (Ex) **Racial Ability**

This special quality allows a creature to detect approaching enemies, sniff out hidden foes, and track by sense of smell. Creatures with the scent ability can identify familiar odors just as humans do familiar sights.

The creature can detect opponents within 30 feet by sense of smell. If the opponent is upwind, the range increases to 60 feet; if downwind, it drops to 15 feet. Strong scents, such as smoke or rotting garbage, can be detected at twice the ranges noted above. Overpowering scents, such as skunk musk or troglodyte stench, can be detected at triple normal range.

When a creature detects a scent, the exact location of the source is not revealed - only its presence somewhere within range. The creature can take a move action to note the direction of the scent. When the creature is within 5 feet of the source, it pinpoints the source's location.

A creature with the scent ability can follow tracks by smell, making a Wisdom (or Survival) check to find or follow a track. The typical DC for a fresh trail is 10 (no matter what kind of surface holds the scent). This DC increases or decreases depending on how strong the quarry's odor is, the number of creatures, and the age of the trail. For each hour that the trail is cold, the DC increases by 2. The ability otherwise follows the rules for the Survival skill. Creatures tracking by scent ignore the effects of surface conditions and poor visibility.

### Animal Companion Link (Ex) **Class Ability (Dragon Shaman)**

You can handle the animal companion as a free action, or push it as a move action, even if you doesn't have any ranks in the Handle Animal skill. The link grants a +4 circumstance bonus on all wild empathy checks and Handle Animal checks made regarding an animal companion.

### Resist Nature's Lure (Ex) **Class Ability (Druid)**

Starting at 4th level, a druid gains a +4 bonus on saving throws against the spell-like and supernatural abilities of fey. This bonus also applies to spells and effects that target plants, such as *blight*, *entangle*, *spike growth*, and *warp wood*.

## Mestakov Tamiir – Abilities & Gear

### **Share Spells with Companion (Ex)** Class Ability (Dragon Shaman)

The druid may cast a spell with a target of "You" on her animal companion (as a spell with a range of touch) instead of on herself. A druid may cast spells on her animal companion even if the spells normally do not affect creatures of the companion's type (animal). Spells cast in this way must come from a class that grants an animal companion. This ability does not allow the animal to share abilities that are not spells, even if they function like spells.

### **Spontaneous Casting** Class Ability (Druid)

A druid can channel stored spell energy into summoning spells that she hasn't prepared ahead of time. She can "lose" a prepared spell in order to cast any *summon nature's ally* spell of the same level or lower.

### **Trackless Step (Ex)** Class Ability (Druid)

Starting at 3rd level, a druid leaves no trail in natural surroundings and cannot be tracked. She may choose to leave a trail if so desired.

### **Wild Empathy +7 (Ex)** Class Ability (Druid)

A character can improve the attitude of an animal. This ability functions just like a Diplomacy check made to improve the attitude of a person. The character rolls 1d20 and adds her class level and her Charisma modifier to determine the wild empathy check result.

The typical domestic animal has a starting attitude of indifferent, while wild animals are usually unfriendly.

To use wild empathy, the druid and the animal must be able to study each other, which means that they must be within 30 feet of one another under normal conditions. Generally, influencing an animal in this way takes 1 minute but, as with influencing people, it might take more or less time.

A character can also use this ability to influence a magical beast with an Intelligence score of 1 or 2, but she takes a -4 penalty on the check.

### **Wild Shape (9 hours, 4/day) (Su)** Class Ability (Druid)

At 4th level, a druid gains the ability to turn herself into any Small or Medium animal and back again once per day. Her options for new forms include all creatures with the animal type. This ability functions like the *beast shape I* spell, except as noted here. The effect lasts for 1 hour per druid level, or until she changes back. Changing form (to animal or back) is a standard action and doesn't provoke an attack of opportunity. The form chosen must be that of an animal the druid is familiar with.

A druid loses her ability to speak while in animal form because she is limited to the sounds that a normal, untrained animal can make, but she can communicate normally with other animals of the same general grouping as her new form. (The normal sound a wild parrot makes is a squawk, so changing to this form does not permit speech.)

A druid can use this ability an additional time per day at 6th level and every two levels thereafter, for a total of eight times at 18th level. At 20th level, a druid can use wild shape at will. As a druid gains in levels, this ability allows the druid to take on the form of larger and smaller animals, elementals, and plants. Each form expends one daily usage of this ability, regardless of the form taken.

At 6th level, a druid can use wild shape to change into a Large or Tiny animal or a Small elemental. When taking the form of an animal, a druid's wild shape now functions as *beast shape II*. When taking the form of an elemental, the druid's wild shape functions as *elemental body I*.

At 8th level, a druid can use wild shape to change into a Huge or Diminutive animal, a Medium elemental, or a Small or Medium plant creature. When taking the form of animals, a druid's wild shape now functions as *beast shape III*. When taking the form of an elemental, the druid's wild shape now functions as *elemental body II*. When taking the form of a plant creature, the druid's wild shape functions as *plant shape I*.

At 10th level, a druid can use wild shape to change into a Large elemental or a Large plant creature. When taking the form of an elemental, the druid's wild shape now functions as *elemental body III*. When taking the form of a plant, the druid's wild shape now functions as *plant shape II*.

At 12th level, a druid can use wild shape to change into a Huge elemental or a Huge plant creature. When taking the form of an elemental, the druid's wild shape now functions as *elemental body IV*. When taking the form of a plant, the druid's wild shape now functions as *plant shape III*.

### **Wild Shape (Beast Shape III: Diminutive - Hu)** Class Ability (Druid)

You may use your Wild Shape ability to become an animal.

### **Wild Shape (Elemental Body II: Small - Medium)** Class Ability (Druid)

You may use your Wild Shape ability to become an elemental.

### **Wild Shape (Plant Shape I: Small - Medium)** Class Ability (Druid)

You may use your Wild Shape ability to become a plant creature.

### **Woodland Stride (Ex)** Class Ability (Druid)

A character may move through any sort of undergrowth (such as natural thorns, briars, overgrown areas, and similar terrain) at her normal speed and without taking damage or suffering any other impairment.

Thorns, briars, and overgrown areas that have been magically manipulated to impede motion, however, still affect her.

## Mestakov Tamiir – Abilities & Gear

### **Wild (+1 wild dragonhide breastplate)      Armor Power**

The wearer of a suit of armor or a shield with this ability preserves his armor bonus (and any enhancement bonus) while in a wild shape. Armor and shields with this ability usually appear to be made covered in leaf patterns. While the wearer is in a wild shape, the armor cannot be seen.

#### **Construction**

**Requirements:** Craft Magic Arms and Armor, *baleful polymorph*;  
**Cost** +3 Bonus

### **Ring of protection +2      Ring**

This ring offers continual magical protection in the form of a deflection bonus of +2 to AC.

#### **Construction**

**Requirements:** Forge Ring, *shield of faith*, caster must be of a level at least three times the bonus of the ring; **Cost** 4,000 gp

### **Wand of cure light wounds (42 charges)      Wand**

#### **Cure Light Wounds**

When laying your hand upon a living creature, you channel positive energy that cures 1d8 points of damage + 1 point per caster level (maximum +5). Since undead are powered by negative energy, this spell deals damage to them instead of curing their wounds. An undead creature can apply spell resistance, and can attempt a Will save to take half damage.

### **+1 amulet of mighty fists      Wondrous Item (Neck)**

Magic Item

### **Cloak of resistance +1      Wondrous Item (Shoulders)**

Flecks of silver or steel are often sown amid the fabric of these magical cloaks. This garment offers magic protection in the form of a +1 resistance bonus on all saving throws (Fortitude, Reflex, and Will).

#### **Construction**

**Requirements:** Craft Wondrous Item, *resistance*, creator's caster level must be at least three times the cloak's bonus; **Cost** 500 gp

### **Druid's vestment      Wondrous Item (Body)**

This light garment is worn over normal clothing or armor. Most such vestments are green, embroidered with plant or animal motifs. When this item is worn by a character with the wild shape ability, the character can use that ability one additional time each day.

#### **Construction**

**Requirements:** Craft Wondrous Item, *polymorph* or *wild shape ability*; **Cost** 1,375 gp

### **Pearl of power (1st level, 2/day)      Wondrous Item**

This seemingly normal pearl of average size and luster is a potent aid to all spellcasters who prepare spells (clerics, druids, rangers, paladins, and wizards). Once per day on command, a pearl of power enables the possessor to recall any one spell that she had prepared and then cast. The spell is then prepared again, just as if it had not been cast. The spell must be of a particular level, depending on the pearl. Different pearls exist for recalling one spell per day of each level from 1st through 9th and for the recall of two spells per day (each of a different level, 6th or lower).

#### **Construction**

**Requirements:** Craft Wondrous Item, creator must be able to cast 1st level spells; **Cost** 500 gp

## Mestakov Tamiir, Druid 9 – Spells

### Create Water

Druid 0

**School:** Conjuration (Creation) [Water]  
**Components:** V, S  
**Casting Time:** 1 action  
**Range:** Close (25 + 5 ft./2 levels)  
**Effect:** Up to 2 gallons of water/level  
**Duration:** Instantaneous  
**Save:** None  
**Resistance:** No

This spell generates wholesome, drinkable water, just like clean rain water. Water can be created in an area as small as will actually contain the liquid, or in an area three times as large - possibly creating a downpour or filling many small receptacles. This water disappears after 1 day if not consumed.

*Note:* Conjuration spells can't create substances or objects within a creature. Water weighs about 8 pounds per gallon. One cubic foot of water contains roughly 8 gallons and weighs about 60 pounds.

### Detect Poison

Druid 0

**School:** Divination  
**Components:** V, S  
**Casting Time:** 1 action  
**Range:** Close (25 + 5 ft./2 levels)  
**Target:** One creature, one object, or a 5-ft. cube  
**Duration:** Instantaneous  
**Save:** None  
**Resistance:** No

You determine whether a creature, object, or area has been poisoned or is poisonous. You can determine the exact type of poison with a DC 20 Wisdom check. A character with the Craft (alchemy) skill may try a DC 20 Craft (alchemy) check if the Wisdom check fails, or may try the Craft (alchemy) check prior to the Wisdom check. The spell can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it.

### Light

Druid 0

**School:** Evocation / Wood Elemental [Light]  
**Components:** V, M/DF (a firefly)  
**Casting Time:** 1 action  
**Range:** Touch  
**Target:** Object touched  
**Duration:** 10 min./level  
**Save:** None  
**Resistance:** No

This spell causes a touched object to glow like a torch, shedding normal light in a 20-foot radius, and increasing the light level for an additional 20 feet by one step, up to normal light (darkness becomes dim light, and dim light becomes normal light). In an area of normal or bright light, this spell has no effect. The effect is immobile, but it can be cast on a movable object. You can only have one light spell active at any one time. If you cast this spell while another casting is still in effect, the previous casting is dispelled. If you make this spell permanent (through permanency or a similar effect), it does not count against this limit.

Light can be used to counter or dispel any darkness spell of equal or lower spell level.

### Read Magic

Druid 0

**School:** Divination  
**Components:** V, S, F (a clear crystal or mineral prism)  
**Casting Time:** 1 action  
**Range:** Personal  
**Target:** You  
**Duration:** 10 min./level

You can decipher magical inscriptions on objects - books, scrolls, weapons, and the like - that would otherwise be unintelligible. This deciphering does not normally invoke the magic contained in the writing, although it may do so in the case of a cursed or trapped scroll. Furthermore, once the spell is cast and you have read the magical inscription, you are thereafter able to read that particular writing without recourse to the use of read magic. You can read at the rate of one page (250 words) per minute. The spell allows you to identify a glyph of warding with a DC 13 Spellcraft check, a greater glyph of warding with a DC 16 Spellcraft check, or any symbol spell with a Spellcraft check (DC 10 + spell level).

Read magic can be made permanent with a permanency spell.

### Detect Animals or Plants

Druid 1

**School:** Divination  
**Components:** V, S  
**Casting Time:** 1 action  
**Range:** Long (400 + 40 ft./level)  
**Area:** Cone-shaped emanation  
**Duration:** Concentration, up to 10 min./level (D)  
**Save:** None  
**Resistance:** No

You can detect a particular kind of animal or plant in a cone emanating out from you in whatever direction you face. You must think of a kind of animal or plant when using the spell, but you can change the animal or plant kind each round. The amount of information revealed depends on how long you search a particular area or focus on a specific kind of animal or plant.

1st Round: Presence or absence of that kind of animal or plant in the area.

2nd Round: Number of individuals of the specified kind in the area and the condition of the healthiest specimen.

3rd Round: The condition (see below) and location of each individual present. If an animal or a plant is outside your line of sight, then you discern its direction but not its exact location.

Conditions: For purposes of this spell, the categories of condition are as follows: Normal: Has at least 90% of full normal hit points, free of disease. Fair: 30% to 90% of full normal hit points remaining. Poor: Less than 30% of full normal hit points remaining, afflicted with a disease, or suffering from a debilitating injury. Weak: 0 or fewer hit points remaining, afflicted with a disease that has reduced an ability score to 5 or less, or crippled. If a creature falls into more than one category, the spell indicates the weaker of the two. Each round you can turn to detect a kind of animal or plant in a new area. The spell can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it.

## Mestakov Tamiir, Druid 9 – Spells

### Faerie Fire Druid 1

**School:** Evocation [Light]  
**Components:** V, S, DF  
**Casting Time:** 1 action  
**Range:** Long (400 + 40 ft./level)  
**Area:** Creatures and objects within a 5-ft.-radius burst  
**Duration:** 1 min./level (D)  
**Save:** None  
**Resistance:** Yes

A pale glow surrounds and outlines the subjects. Outlined subjects shed light as candles. Creatures outlined by faerie fire take a -20 penalty on all Stealth checks. Outlined creatures do not benefit from the concealment normally provided by darkness (though a 2nd-level or higher magical darkness effect functions normally), blur, displacement, invisibility, or similar effects. The light is too dim to have any special effect on undead or dark-dwelling creatures vulnerable to light. The faerie fire can be blue, green, or violet, according to your choice at the time of casting. The faerie fire does not cause any harm to the objects or creatures thus outlined.

### Longstrider Druid 1

**School:** Transmutation  
**Components:** V, S, M (a pinch of dirt)  
**Casting Time:** 1 action  
**Range:** Personal  
**Target:** You  
**Duration:** 1 hour/level (D)

This spell gives you a +10 foot enhancement bonus to your base speed. It has no effect on other modes of movement, such as burrow, climb, fly, or swim.

### Produce Flame Druid 1

**School:** Evocation [Fire]  
**Components:** V, S  
**Casting Time:** 1 action  
**Range:** 0 ft.  
**Effect:** Flame in your palm  
**Duration:** 1 min./level (D)  
**Save:** None  
**Resistance:** Yes

Flames as bright as a torch appear in your open hand. The flames harm neither you nor your equipment. In addition to providing illumination, the flames can be hurled or used to touch enemies. You can strike an opponent with a melee touch attack, dealing fire damage equal to 1d6 + 1 point per caster level (maximum +5). Alternatively, you can hurl the flames up to 120 feet as a thrown weapon. When doing so, you attack with a ranged touch attack (with no range penalty) and deal the same damage as with the melee attack. No sooner do you hurl the flames than a new set appears in your hand. Each attack you make reduces the remaining duration by 1 minute. If an attack reduces the remaining duration to 0 minutes or less, the spell ends after the attack resolves. This spell does not function underwater.

### Speak with Animals Druid 1

**School:** Divination  
**Components:** V, S  
**Casting Time:** 1 action  
**Range:** Personal  
**Target:** You  
**Duration:** 1 min./level

You can ask questions of and receive answers from animals, but the spell doesn't make them any more friendly than normal. Wary and cunning animals are likely to be terse and evasive, while the more stupid ones make inane comments. If an animal is friendly toward you, it may do some favor or service for you.

### Barkskin Druid 2

**School:** Transmutation  
**Components:** V, S, DF  
**Casting Time:** 1 action  
**Range:** Touch  
**Target:** Living creature touched  
**Duration:** 10 min./level  
**Save:** None  
**Resistance:** Yes (harmless)

Barkskin toughens a creature's skin. The effect grants a +2 enhancement bonus to the creature's existing natural armor bonus. This enhancement bonus increases by 1 for every three caster levels above 3rd, to a maximum of +5 at 12th level. The enhancement bonus provided by barkskin stacks with the target's natural armor bonus, but not with other enhancement bonuses to natural armor. A creature without natural armor has an effective natural armor bonus of +0.

### Owl's Wisdom Druid 2

**School:** Transmutation  
**Components:** V, S, M/DF (feathers or droppings from an owl)  
**Casting Time:** 1 action  
**Range:** Touch  
**Target:** Creature touched  
**Duration:** 1 min./level  
**Save:** Will negates (harmless)  
**Resistance:** Yes

The transmuted creature becomes wiser. The spell grants a +4 enhancement bonus to Wisdom, adding the usual benefit to Wisdom-related skills. Clerics, druids, and rangers (and other Wisdom-based spellcasters) who receive owl's wisdom do not gain any additional bonus spells for the increased Wisdom, but the save DCs for their spells increase.

### Reduce Animal Druid 2

**School:** Transmutation  
**Components:** V, S  
**Casting Time:** 1 action  
**Range:** Touch  
**Target:** One willing animal of Small, Medium, Large, or Huge size  
**Duration:** 1 hour/level (D)  
**Save:** None  
**Resistance:** No

This spell functions like *reduce person*, except that it affects a single willing animal. Reduce the damage dealt by the animal's natural attacks as appropriate for its new size (see Chapter 6 how to adjust damage for size).

#### Reduce Person

This spell causes instant diminution of a humanoid creature, halving its height, length, and width and dividing its weight by 8. This decrease changes the creature's size category to the next smaller one. The target gains a +2 size bonus to Dexterity, a -2 size penalty to Strength (to a minimum of 1), and a +1 bonus on attack rolls and AC due to its reduced size. A Small humanoid creature whose size decreases to Tiny has a space of 2-1/2 feet and a natural reach of 0 feet (meaning that it must enter an opponent's square to attack). A Large humanoid creature whose size decreases to Medium has a space of 5 feet and a natural reach of 5 feet. This spell doesn't change the target's speed. All equipment worn or carried by a creature is similarly reduced by the spell. Melee and projectile weapons deal less damage. Other magical properties are not affected by this spell. Any reduced item that leaves the reduced creature's possession (including a projectile or thrown weapon) instantly returns to its normal size. This means that thrown weapons deal their normal damage (projectiles deal damage based on the size of the weapon that fired them). Multiple magical effects that reduce size do not stack. Reduce person counters and dispels enlarge person.

Reduce person can be made permanent with a permanency spell.

## Mestakov Tamiir, Druid 9 – Spells

### Tree Shape

Druid 2

**School:** Transmutation / Wood Elemental  
**Components:** V, S, DF  
**Casting Time:** 1 action  
**Range:** Personal  
**Target:** You  
**Duration:** 1 hour/level (D)

This spell allows you to assume the form of a Large living tree or shrub or a Large dead tree trunk with a small number of limbs. The exact type of tree, as well as its appearance, is completely under your control. Even the closest inspection cannot reveal that the tree in question is actually a magically concealed creature. To all normal tests you are, in fact, a tree or shrub, although a detect magic spell reveals a faint transmutation on the tree. While in tree form, you can observe all that transpires around you just as if you were in your normal form, and your hit points and save bonuses remain unaffected. You gain a +10 natural armor bonus to AC but have an effective Dexterity score of 0 and a speed of 0 feet. You are immune to critical hits while in tree form. All clothing and gear carried or worn changes with you. You can dismiss tree shape as a free action (instead of as a standard action).

### Warp Wood

Druid 2

**School:** Transmutation  
**Components:** V, S  
**Casting Time:** 1 action  
**Range:** Close (25 + 5 ft./2 levels)  
**Target:** 1 Small wooden object/level, all within a 20-ft. radius  
**Duration:** Instantaneous  
**Save:** DC 15 Will negates (object)  
**Resistance:** Yes (object)

You cause wood to bend and warp, permanently destroying its straightness, form, and strength. A warped door springs open (or becomes stuck, requiring a Strength check to open, at your option). A boat or ship springs a leak. Warped ranged weapons are useless. A warped melee weapon causes a -4 penalty on attack rolls. You may warp one Small or smaller object or its equivalent per caster level. A Medium object counts as two Small objects, a Large object as four, a Huge object as eight, a Gargantuan object as 16, and a Colossal object as 32. Alternatively, you can unwarped wood (effectively warping it back to normal) with this spell. Make whole, on the other hand, does no good in repairing a warped item. You can combine multiple consecutive warp wood spells to warp (or unwarped) an object that is too large for you to warp with a single spell. Until the object is completely warped, it suffers no ill effects.

### Call Lightning

Druid 3

**School:** Evocation [Electricity]  
**Components:** V, S  
**Casting Time:** 1 round  
**Range:** Medium (100 + 10 ft./level)  
**Effect:** One or more 30-ft.-long vertical lines of lightning  
**Duration:** 1 min./level  
**Save:** DC 16 Reflex half  
**Resistance:** Yes

Immediately upon completion of the spell, and once per round thereafter, you may call down a 5-foot-wide, 30-foot-long, vertical bolt of lightning that deals 3d6 points of electricity damage. The bolt of lightning flashes down in a vertical stroke at whatever target point you choose within the spell's range (measured from your position at the time). Any creature in the target square or in the path of the bolt is affected. You need not call a bolt of lightning immediately; other actions, even spellcasting, can be performed first. Each round after the first you may use a standard action (concentrating on the spell) to call a bolt. You may call a total number of bolts equal to your caster level (maximum 10 bolts). If you are outdoors and in a stormy area - a rain shower, clouds and wind, hot and cloudy conditions, or even a tornado (including a whirlwind formed by a djinni or an air elemental of at least Large size) - each bolt deals 3d10 points of electricity damage instead of 3d6. This spell functions indoors or underground but not underwater.

### Sleet Storm

Druid 3

**School:** Conjuration / Water Elemental (Creation) [Cold]  
**Components:** V, S, M/DF (dust and water)  
**Casting Time:** 1 action  
**Range:** Long (400 + 40 ft./level)  
**Area:** Cylinder (40-ft. radius, 20 ft. high)  
**Duration:** 1 round/level  
**Save:** None  
**Resistance:** No

Driving sleet blocks all sight (even darkvision) within it and causes the ground in the area to be icy. A creature can walk within or through the area of sleet at half normal speed with a DC 10 Acrobatics check. Failure means it can't move in that round, while failure by 5 or more means it falls (see the Acrobatics skill for details). The sleet extinguishes torches and small fires.

### Spike Growth

Druid 3

**School:** Transmutation  
**Components:** V, S, DF  
**Casting Time:** 1 action  
**Range:** Medium (100 + 10 ft./level)  
**Area:** One 20-ft. square/level  
**Duration:** 1 hour/level (D)  
**Save:** DC 16 Reflex partial  
**Resistance:** Yes

Any ground-covering vegetation in the spell's area becomes very hard and sharply pointed without changing its appearance. In areas of bare earth, roots and rootlets act in the same way. Typically, spike growth can be cast in any outdoor setting except open water, ice, heavy snow, sandy desert, or bare stone. Any creature moving on foot into or through the spell's area takes 1d4 points of piercing damage for each 5 feet of movement through the spiked area. Any creature that takes damage from this spell must also succeed on a Reflex save or suffer injuries to its feet and legs that slow its land speed by half. This speed penalty lasts for 24 hours or until the injured creature receives a cure spell (which also restores lost hit points). Another character can remove the penalty by taking 10 minutes to dress the injuries and succeeding on a Heal check against the spell's save DC. Magic traps are hard to detect. A rogue (only) can use the Perception skill to find a spike growth. The DC is 25 + spell level, or DC 28 for spike growth (or DC 27 for spike growth cast by a ranger).

Spike growth can't be disabled with the Disable Device skill.

## Mestakov Tamiir, Druid 9 – Spells

### Stone Shape

Druid 3

**School:** Transmutation / Earth Elemental [Earth]  
**Components:** V, S, M/DF (soft clay)  
**Casting Time:** 1 action  
**Range:** Touch  
**Target:** Stone or stone object touched, up to 10 cu. ft. + 1 cu. ft./level  
**Duration:** Instantaneous  
**Save:** None  
**Resistance:** No

You can form an existing piece of stone into any shape that suits your purpose. While it's possible to make crude coffers, doors, and so forth with stone shape, fine detail isn't possible. There is a 30% chance that any shape including moving parts simply doesn't work.

### Air Walk

Druid 4

**School:** Transmutation [Air]  
**Components:** V, S, DF  
**Casting Time:** 1 action  
**Range:** Touch  
**Target:** Creature (Gargantuan or smaller) touched  
**Duration:** 10 min./level  
**Save:** None  
**Resistance:** Yes (harmless)

The subject can tread on air as if walking on solid ground. Moving upward is similar to walking up a hill. The maximum upward or downward angle possible is 45 degrees, at a rate equal to half the air walker's normal speed. A strong wind (21+ miles per hour) can push the subject along or hold it back. At the end of a creature's turn each round, the wind blows the air walker 5 feet for each 5 miles per hour of wind speed. The creature may be subject to additional penalties in exceptionally strong or turbulent winds, such as loss of control over movement or physical damage from being buffeted about. Should the spell duration expire while the subject is still aloft, the magic fails slowly. The subject floats downward 60 feet per round for 1d6 rounds. If it reaches the ground in that amount of time, it lands safely. If not, it falls the rest of the distance, taking 1d6 points of damage per 10 feet of fall. Since dispelling a spell effectively ends it, the subject also descends in this way if the air walk spell is dispelled, but not if it is negated by an antimagic field. You can cast air walk on a specially trained mount so it can be ridden through the air. You can train a mount to move with the aid of air walk (counts as a trick; see Handle Animal skill) with 1 week of work and a DC 25 Handle Animal check.

### Flame Strike

Druid 4

**School:** Evocation [Fire]  
**Components:** V, S, DF  
**Casting Time:** 1 action  
**Range:** Medium (100 + 10 ft./level)  
**Area:** Cylinder (10-ft. radius, 40-ft. high)  
**Duration:** Instantaneous  
**Save:** DC 17 Reflex half  
**Resistance:** Yes

A flame strike evokes a vertical column of divine fire. The spell deals 1d6 points of damage per caster level (maximum 15d6). Half the damage is fire damage, but the other half results directly from divine power and is therefore not subject to being reduced by resistance to fire-based attacks.

### Call Lightning Storm

Druid 5

**School:** Evocation [Electricity]  
**Components:** V, S  
**Casting Time:** 1 round  
**Range:** Long (400 ft. + 40 ft./level)  
**Effect:** One or more 30-ft.-long vertical lines of lightning  
**Duration:** 1 min./level  
**Save:** DC 18 Reflex half  
**Resistance:** Yes

This spell functions like *call lightning*, except that each bolt deals 5d6 points of electricity damage (or 5d10 if created outdoors in a stormy area), and you may call a maximum of 15 bolts.

#### Call Lightning

Immediately upon completion of the spell, and once per round thereafter, you may call down a 5-foot-wide, 30-foot-long, vertical bolt of lightning that deals 3d6 points of electricity damage. The bolt of lightning flashes down in a vertical stroke at whatever target point you choose within the spell's range (measured from your position at the time). Any creature in the target square or in the path of the bolt is affected. You need not call a bolt of lightning immediately; other actions, even spellcasting, can be performed first. Each round after the first you may use a standard action (concentrating on the spell) to call a bolt. You may call a total number of bolts equal to your caster level (maximum 10 bolts). If you are outdoors and in a stormy area - a rain shower, clouds and wind, hot and cloudy conditions, or even a tornado (including a whirlwind formed by a djinni or an air elemental of at least Large size) - each bolt deals 3d10 points of electricity damage instead of 3d6. This spell functions indoors or underground but not underwater.