

Mestakov Tamiir

Male human druid 15, The Exchange faction - CR 14
 True Neutral Humanoid (Human); Atheist; Age: 27; Height: 6' 2"; Weight: 200 lb.; Eyes: Dark; Hair: Shaved (dark); Skin: Pink

Ability	Score	Modifier	Temporary
STR STRENGTH	18/20	+4/+5	
DEX DEXTERITY	14	+2	
CON CONSTITUTION	14	+2	
INT INTELLIGENCE	10	0	
WIS WISDOM	17/19	+3/+4	
CHA 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
FORTITUDE (CONSTITUTION)	+14 =	+9	+2	+3			
	Resist Nature's Lure : +4 vs. fey and plant-targeted effects						
REFLEX (DEXTERITY)	+10 =	+5	+2	+3			
	Resist Nature's Lure : +4 vs. fey and plant-targeted effects						
WILL (WISDOM)	+16 =	+9	+4	+3			
	Resist Nature's Lure : +4 vs. fey and plant-targeted effects						

Immunity to Poison

	Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
AC	25 =	+11		+1			+3		
Touch AC	14	Flat-Footed AC		24					
		BAB	Strength	Size	Misc				
CM Bonus	+13 =	+11	+5	-	-				
		BAB	Strength	Dexterity	Size				
CM Defense	31 = 10	+11	+5	+2	-				

Base Attack	+11	HP	139
		Damage / Current HP	
Initiative	+6		
Speed	30 / 20 ft		

+1 scythe

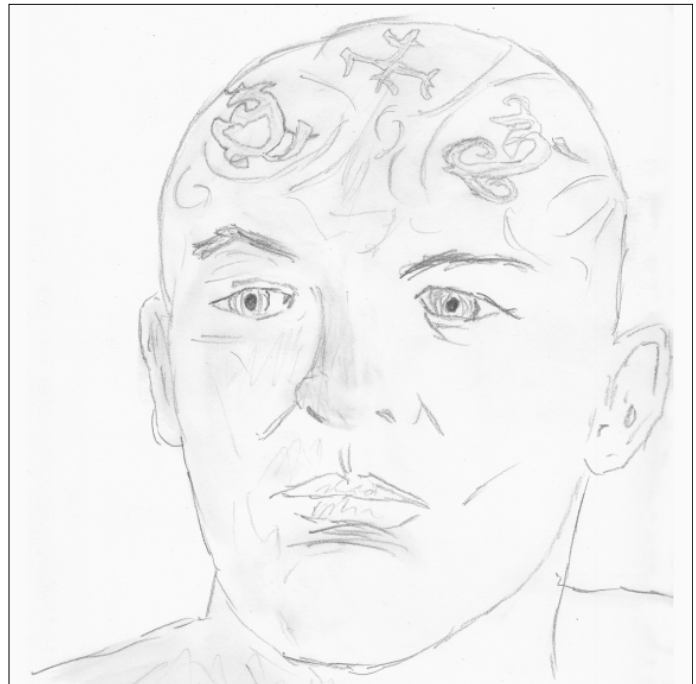
Both hands: +14/+9/+4, 2d4+17 Crit: x4
2-hand, P/S, Trip

+2 wild ironwood full plate

+11

Max Dex: +1, Armor Check: -5
Spell Fail: 35%, Heavy, Slows

Character Number: 14034 - 32



Skill Name	Total	Ability	Ranks	Temp
Acrobatics	-3	DEX (2)	-	
Speed greater/less than 30 ft. : -4 to jump				
Appraise	+0	INT (0)	-	
Bluff	-2	CHA (-2)	-	
Climb	+0	STR (5)	-	
Diplomacy	-2	CHA (-2)	-	
Disguise	-2	CHA (-2)	-	
Escape Artist	-3	DEX (2)	-	
Fly	+5	DEX (2)	5	
Handle Animal	+11	CHA (-2)	10	
Animal Companion Link : +4 circumstance bonus to checks made regarding an animal companion				
Heal	+8	WIS (4)	1	
Intimidate	-2	CHA (-2)	-	
Knowledge (geography)	+4	INT (0)	1	
Knowledge (nature)	+20	INT (0)	15	
Knowledge (nobility)	+9	INT (0)	5	
Perception	+22	WIS (4)	15	
Ride	+10	DEX (2)	10	
Sense Motive	+4	WIS (4)	-	
Spellcraft	+10	INT (0)	7	
Stealth	-3	DEX (2)	-	
Survival	+14	WIS (4)	5	
Swim	+4	STR (5)	1	

Feats

Armor Proficiency (Heavy)

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.

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.

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.

Druid Weapon Proficiencies

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

Improved Initiative

You get a +4 bonus on initiative checks.

Martial Focus (Natural Weapons)

You have honed your skills with a group of related weapons.

Prerequisite: Base attack bonus +5.

Natural Spell

You can cast spells while in Wild Shape.

Power Attack -3/+6

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.

Spell Penetration

+2 to caster levels checks to overcome spell resistance.

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: **+13/+8/+3, 1d6+11**

Both hands: **+13/+8/+3, 1d6+13**

Main w/ offhand: **+7/+2/-3, 1d6+11**

Main w/ light off.: **+9/+4/-1, 1d6+11**

Offhand: **+3, 1d6+8**

Ranged: **+13/+8/+3, 1d6+5**

Ranged, both hands: **+13/+8/+3, 1d6+7**

Ranged w/ offhand: **+7/+2/-3, 1d6+5**

Ranged w/ light off.: **+9/+4/-1, 1d6+5**

Ranged offhand: **+3, 1d6+2**

Crit: x2
Rng: 10'
1-hand, B

Experience & Wealth

Experience Points: **42/45**

Current Cash: **10,185 pp, 1 gp**

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

Dagger

Main hand: **+13/+8/+3, 1d4+11**

Main w/ offhand: **+7/+2/-3,**

1d4+11

Main w/ light off.: **+9/+4/-1,**

1d4+11

Offhand: **+5, 1d4+8**

Ranged: **+13/+8/+3, 1d4+5**

Ranged w/ offhand: **+7/+2/-3,**

1d4+5

Ranged w/ light off.: **+9/+4/-1,**

1d4+5

Ranged offhand: **+5, 1d4+2**

Dagger

Main hand: **+13/+8/+3, 1d4+11**

Main w/ offhand: **+7/+2/-3,**

1d4+11

Main w/ light off.: **+9/+4/-1,**

1d4+11

Offhand: **+5, 1d4+8**

Ranged: **+13/+8/+3, 1d4+5**

Ranged w/ offhand: **+7/+2/-3,**

1d4+5

Ranged w/ light off.: **+9/+4/-1,**

1d4+5

Ranged offhand: **+5, 1d4+2**

Gauntlet (from Armor)

Main hand: **+16/+11/+6, 1d3+14**

Main w/ offhand: **+10/+5/+0, 1d3+14**

Main w/ light off.: **+12/+7/+2, 1d3+14**

Offhand: **+8, 1d3+11**

Scythe

Both hands: **+13/+8/+3,**

2d4+16

Crit: x4
2-hand, P/S, Trip

Sling

Ranged: **+13/+8/+3, 1d4+5**

Ranged, both hands: **+13/+8/+3,**

1d4+7

Ranged w/ offhand: **+7/+2/-3, 1d4+5**

Ranged w/ light off.: **+9/+4/-1, 1d4+5**

Ranged offhand: **+3, 1d4+2**

Crit: x2
Rng: 50'
1-hand, B

Spells & Powers

Druid spells memorized (CL 15th; concentration +19)

Melee Touch +13/+8/+3 **Ranged Touch** +13/+8/+3

8th—*earthquake*

7th—*fire storm* (DC 21), *true seeing*

6th—*greater dispel magic*, *liveoak*, *transport via plants*

5th—*animal growth* (2, DC 19), *call lightning storm* (DC 19), *wall of fire*

4th—*air walk* (2), *freedom of movement*, *ice storm*, *repel vermin*

3rd—*daylight*, *protection from energy*, *speak with plants*, *water breathing*, *wind wall*

2nd—*barkskin*, *bull's strength*, *owl's wisdom*, *reduce animal*, *resist energy*

1st—*faerie fire*, *hide from animals*, *jump*, *speak with animals* (2)

0th (at will)—*create water*, *guidance*, *light*, *stabilize*

Companions

Nesti

Male tiger

N Large animal

Init +5; **Senses** low-light vision, scent; Perception +9

Defense

AC 34, touch 14, flat-footed 29 (+7 armor, +5 Dex, +13 natural, -1 size)

hp 115 (12d8+60)

Fort +12, **Ref** +13, **Will** +6 (+4 morale bonus vs. Enchantment spells and effects)

Defensive Abilities evasion

Offense

Speed 45 ft.

Melee *unarmed strike* +14/+9 (1d4+15 nonlethal plus 2d6 vs. Humanoid Giant) or

bite +14 (1d8+15 plus grab and 2d6 vs. Humanoid Giant), *2 claws* +14 (1d6+15 plus grab and 2d6 vs. Humanoid Giant)

Space 10 ft.; **Reach** 5 ft.

Special Attacks pounce, rake (2 claws +14, 1d6+15 plus grab and 2d6 vs. Humanoid Giant)

Statistics

Str 27, **Dex** 20, **Con** 18, **Int** 3, **Wis** 15, **Cha** 10

Base Atk +9; **CMB** +15 (+17 bull rush, +19 grapple);

CMD 33 (35 vs. bull rush, 37 vs. trip)

Feats Fleet, Improved Bull Rush, Light Armor Proficiency, Power Attack, Toughness, Vital Strike

Tricks Air Walk, Attack, Attack Any Target, Come, Defend, Down, Fetch, Guard, Heel, Perform, Seek, Stay, Track, Work

Skills Acrobatics +10 (+14 to jump), Climb +12, Fly +7, Linguistics -3, Perception +9, Profession (barkeep) +3, Stealth +5, Swim +12

Languages Common

SQ air walk, attack any target, come, defend, devotion, down, fetch, guard, heel, improved evasion, multiattack / extra attack, perform, seek, stay, track, work

Other Gear +3 *mithral chain shirt*, +1 *humanoid giantbane amulet of mighty fists*, bit and bridle, exotic riding saddle, feed (per day) (3), saddlebags

Situational Modifiers

Acrobatics

Speed greater/less than 30 ft. : -4 to jump

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

Handle Animal

Animal Companion Link : +4 circumstance bonus to checks made regarding an animal companion

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

Armor Proficiency (Heavy) Feat

You are skilled at wearing heavy armor.

Prerequisites: Light Armor Proficiency, Medium Armor Proficiency.

Benefit: See Armor Proficiency, Light.

Normal: See Armor Proficiency, Light.

Special: Fighters and paladins automatically have Heavy Armor Proficiency as a bonus feat. They need not select it.

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.

Improved Initiative Feat

Your quick reflexes allow you to react rapidly to danger.

Benefit: You get a +4 bonus on initiative checks.

Martial Focus (Natural Weapons) Feat

You have honed your skills with a group of related weapons.

Prerequisite: Base attack bonus +5.

Benefit: Choose one fighter weapon group. While wielding a weapon from this group with which you are proficient, you gain a +1 bonus on damage rolls.

Special: The Martial Focus feat counts as the weapon training class feature with the chosen fighter weapon group for the purpose of weapon mastery feat prerequisites and what weapons you can use with weapon mastery feats.

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 -3/+6 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.

Spell Penetration Feat

Your spells break through spell resistance more easily than most.

Benefit: You get a +2 bonus on caster level checks (1d20 + caster level) made to overcome a creature's spell resistance.

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.

A Thousand Faces (At will) (Su) Class Ability (Druid)

At 13th level, a druid gains the ability to change her appearance at will, as if using the *alter self* spell, but only while in her normal form.

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

Masters can handle their animal companion as a free action, or push it as a move action, even if they 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*.

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.

Timeless Body (Mature) (Ex) Class Ability (Druid)

After attaining 15th level, a druid no longer takes ability score penalties for aging and cannot be magically aged. Any penalties she may have already incurred, however, remain in place.

Bonuses still accrue, and the druid still dies of old age when her time is up.

Note: Use the selector to choose the age category at which you gained this ability. All subsequent age categories will not apply penalties.

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 +13 (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 (15 hours, 7/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 - Huge) Class Ability (Druid)

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

Wild Shape (Elemental Body IV: Small - Huge) Class Ability (Druid)

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

Wild Shape (Plant Shape III: Small - Huge) 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 (+2 wild ironwood full plate)

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 feather falling

Ring

This ring is crafted with a feather pattern all around its edge. It acts exactly like a *feather fall* spell, activated immediately if the wearer falls more than 5 feet.

Construction

Requirements: Forge Ring, *feather fall*; **Cost** 1,100 gp

Ring of protection +3

Ring

This ring offers continual magical protection in the form of a deflection bonus of +3 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** 9,000 gp

Wand of cure light wounds (35 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.

Amulet of mighty fists +3

Wondrous Item (Neck)

This amulet grants an enhancement bonus of +3 on attack and damage rolls with unarmed attacks and natural weapons. The enhancement bonus from an amulet of mighty fists does allow natural attacks and unarmed strikes to bypass damage reduction if the enhancement bonus is at least +3 (as with other weapons, see page 562 of the Core Rulebook).

Construction

Requirements: Craft Wondrous Item, *greater magic fang*, creator's caster level must be at least three times the amulet's bonus; **Cost** 18,000 gp

Belt of giant strength +2

Wondrous Item (Belt)

This belt is a thick leather affair, often decorated with huge metal buckles. The belt grants the wearer an enhancement bonus to Strength of +2. Treat this as a temporary ability bonus for the first 24 hours the belt is worn.

Construction

Requirements: Craft Wondrous Item, *bull's strength*; **Cost** 2,000 gp

Cloak of resistance +3

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 +3 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** 4,500 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

Headband of inspired wisdom +2 Wondrous Item (Headband)

This simple bronze headband is decorated with an intricate pattern of fine green etchings. The headband grants the wearer an enhancement bonus to Wisdom of +2. Treat this as a temporary ability bonus for the first 24 hours the headband is worn.

Construction

Requirements: Craft Wondrous Item, *owl's wisdom*; **Cost** 2,000 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

Create Water**Druid 0****School** conjuration (creation) [water]**Casting Time** 1 action**Components** V, S**Range** close (25 + 5 ft./2 levels)**Effect** up to 2 gallons of water/level**Duration** instantaneous**Saving Throw** none; **Spell 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: Conjunction 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.

Guidance**Druid 0****School** divination / void elemental**Casting Time** 1 action**Components** V, S**Range** touch**Target** creature touched**Duration** 1 minute or until discharged**Saving Throw** Will negates (harmless); **Spell Resistance** yes

This spell imbues the subject with a touch of divine guidance. The creature gets a +1 competence bonus on a single attack roll, saving throw, or skill check. It must choose to use the bonus before making the roll to which it applies.

Light**Druid 0****School** evocation / wood elemental [light]**Casting Time** 1 action**Components** V, M/DF (a firefly)**Range** touch**Target** object touched**Duration** 10 min./level**Saving Throw** none; **Spell 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.

Stabilize**Druid 0****School** conjuration (healing)**Casting Time** 1 action**Components** V, S**Range** close (25 + 5 ft./2 levels)**Target** one living creature**Duration** instantaneous**Saving Throw** Will negates (harmless); **Spell Resistance** yes (harmless)

Upon casting this spell, you target a living creature that has -1 or fewer hit points. That creature is automatically stabilized and does not lose any further hit points. If the creature later takes damage, it continues dying normally.

Faerie Fire**Druid 1****School** evocation [light]**Casting Time** 1 action**Components** V, S, DF**Range** long (400 + 40 ft./level)**Area** creatures and objects within a 5-ft.-radius burst**Duration** 1 min./level (D)**Saving Throw** none; **Spell 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.

Hide from Animals**Druid 1****School** abjuration**Casting Time** 1 action**Components** S, DF**Range** touch**Target** one creature touched/level**Duration** 10 min./level (D)**Saving Throw** Will negates (harmless); **Spell Resistance** yes

Animals cannot sense the warded creatures. Even extraordinary or supernatural sensory capabilities, such as blindsense, blindsight, scent, and tremorsense, cannot detect or locate warded creatures. Animals simply act as though the warded creatures are not there. If a warded character touches an animal or attacks any creature, even with a spell, the spell ends for all recipients.

Jump**Druid 1****School** transmutation**Casting Time** 1 action**Components** V, S, M (a grasshopper's hind leg)**Range** touch**Target** creature touched**Duration** 1 min./level (D)**Saving Throw** Will negates (harmless); **Spell Resistance** yes

The subject gets a +10 enhancement bonus on Acrobatics checks made to attempt high jumps or long jumps. The enhancement bonus increases to +20 at caster level 5th, and to +30 (the maximum) at caster level 9th.

Speak with Animals (x2)**Druid 1****School** divination**Casting Time** 1 action**Components** V, S**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.

Mestakov Tamiir, Druid 15 – Spells

<p>Barkskin Druid 2</p> <p>School transmutation Casting Time 1 action Components V, S, DF Range touch Target living creature touched Duration 10 min./level Saving Throw none; Spell Resistance yes (harmless)</p> <p>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.</p>	<p>Reduce Animal Druid 2</p> <p>School transmutation Casting Time 1 action Components V, S Range touch Target one willing animal of Small, Medium, Large, or Huge size Duration 1 hour/level (D) Saving Throw none; Spell Resistance no</p> <p>This spell functions like <i>reduce person</i>, 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).</p> <p>Reduce Person</p> <p>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.</p> <p>Reduce person can be made permanent with a permanency spell.</p>
<p>Bull's Strength Druid 2</p> <p>School transmutation Casting Time 1 action Components V, S, M/DF (a few hairs, or a pinch of dung, from a bull) Range touch Target creature touched Duration 1 min./level Saving Throw Will negates (harmless); Spell Resistance yes (harmless)</p> <p>The subject becomes stronger. The spell grants a +4 enhancement bonus to Strength, adding the usual benefits to melee attack rolls, melee damage rolls, and other uses of the Strength modifier.</p>	<p>Resist Energy Druid 2</p> <p>School abjuration / all elements Casting Time 1 action Components V, S, DF Range touch Target creature touched Duration 10 min./level Saving Throw Fortitude negates (harmless); Spell Resistance yes (harmless)</p> <p>This abjuration grants a creature limited protection from damage of whichever one of five energy types you select: acid, cold, electricity, fire, or sonic. The subject gains resist energy 10 against the energy type chosen, meaning that each time the creature is subjected to such damage (whether from a natural or magical source), that damage is reduced by 10 points before being applied to the creature's hit points. The value of the energy resistance granted increases to 20 points at 7th level and to a maximum of 30 points at 11th level. The spell protects the recipient's equipment as well.</p> <p>Resist energy absorbs only damage. The subject could still suffer unfortunate side effects.</p> <p>Resist energy overlaps (and does not stack with) protection from energy. If a character is warded by protection from energy and resist energy, the protection spell absorbs damage until its power is exhausted.</p>
<p>Owl's Wisdom Druid 2</p> <p>School transmutation Casting Time 1 action Components V, S, M/DF (feathers or droppings from an owl) Range touch Target creature touched Duration 1 min./level Saving Throw Will negates (harmless); Spell Resistance yes</p> <p>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.</p>	

Mestakov Tamiir, Druid 15 – Spells

<p>Daylight Druid 3</p> <p>School evocation [light] Casting Time 1 action Components V, S Range touch Target object touched Duration 10 min./level (D) Saving Throw none; Spell Resistance no</p> <p>You touch an object when you cast this spell, causing the object to shed bright light in a 60-foot radius. This illumination increases the light level for an additional 60 feet by one step (darkness becomes dim light, dim light becomes normal light, and normal light becomes bright light). Creatures that take penalties in bright light take them while within the 60-foot radius of this magical light. Despite its name, this spell is not the equivalent of daylight for the purposes of creatures that are damaged or destroyed by such light. If daylight is cast on a small object that is then placed inside or under a light-proof covering, the spell's effects are blocked until the covering is removed.</p> <p>Daylight brought into an area of magical darkness (or vice versa) is temporarily negated, so that the otherwise prevailing light conditions exist in the overlapping areas of effect.</p> <p>Daylight counters or dispels any darkness spell of equal or lower level, such as darkness.</p>	<p>Water Breathing Druid 3</p> <p>School transmutation / water elemental Casting Time 1 action Components V, S, M/DF (short reed or piece of straw) Range touch Target living creatures touched Duration 2 hours/level; see text Saving Throw Will negates (harmless); Spell Resistance yes (harmless)</p> <p>The transmuted creatures can breathe water freely. Divide the duration evenly among all the creatures you touch. The spell does not make creatures unable to breathe air.</p>
<p>Protection from Energy Druid 3</p> <p>School abjuration / all elements Casting Time 1 action Components V, S, DF Range touch Target creature touched Duration 10 min./level or until discharged Saving Throw Fortitude negates (harmless); Spell Resistance yes (harmless)</p> <p>Protection from energy grants temporary immunity to the type of energy you specify when you cast it (acid, cold, electricity, fire, or sonic). When the spell absorbs 12 points per caster level of energy damage (to a maximum of 120 points at 10th level), it is discharged.</p> <p>Protection from energy overlaps (and does not stack with) resist energy. If a character is warded by protection from energy and resist energy, the protection spell absorbs damage until its power is exhausted.</p>	<p>Wind Wall Druid 3</p> <p>School evocation / air elemental / wood elemental [air] Casting Time 1 action Components V, S, M/DF (a tiny fan and an exotic feather) Range medium (100 + 10 ft./level) Effect wall up to 10 ft./level long and 5 ft./level high (S) Duration 1 round/level Saving Throw none; see text; Spell Resistance yes</p> <p>An invisible vertical curtain of wind appears. It is 2 feet thick and of considerable strength. It is a roaring blast sufficient to blow away any bird smaller than an eagle, or tear papers and similar materials from unsuspecting hands. (A Reflex save allows a creature to maintain its grasp on an object.) Tiny and Small flying creatures cannot pass through the barrier. Loose materials and cloth garments fly upward when caught in a wind wall. Arrows and bolts are deflected upward and miss, while any other normal ranged weapon passing through the wall has a 30% miss chance. (A giant-thrown boulder, a siege engine projectile, and other massive ranged weapons are not affected.) Gases, most gaseous breath weapons, and creatures in gaseous form cannot pass through the wall (although it is no barrier to incorporeal creatures). While the wall must be vertical, you can shape it in any continuous path along the ground that you like. It is possible to create cylindrical or square wind walls to enclose specific points.</p>
<p>Speak with Plants Druid 3</p> <p>School divination Casting Time 1 action Components V, S Range personal Target you Duration 1 min./level</p> <p>You can communicate with normal plants and plant creatures, and can ask questions of and receive answers from them. A normal plant's sense of its surroundings is limited, so it won't be able to give (or recognize) detailed descriptions of creatures or answer questions about events outside its immediate vicinity. The spell doesn't make plant creatures any more friendly or cooperative than normal. Furthermore, wary and cunning plant creatures are likely to be terse and evasive, while the more stupid ones may make inane comments. If a plant creature is friendly, it may do some favor or service for you.</p>	<p>Air Walk (x2) Druid 4</p> <p>School transmutation [air] Casting Time 1 action Components V, S, DF Range touch Target creature (Gargantuan or smaller) touched Duration 10 min./level Saving Throw none; Spell Resistance yes (harmless)</p> <p>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.</p>

Mestakov Tamiir, Druid 15 – Spells

Freedom of Movement Druid 4

School abjuration
Casting Time 1 action
Components V, S, M (a leather strip bound to the target), DF
Range personal or touch
Target you or creature touched
Duration 10 min./level
Saving Throw Will negates (harmless); **Spell Resistance** yes (harmless)

This spell enables you or a creature you touch to move and attack normally for the duration of the spell, even under the influence of magic that usually impedes movement, such as paralysis, solid fog, slow, and web. All combat maneuver checks made to grapple the target automatically fail. The subject automatically succeeds on any combat maneuver checks and Escape Artist checks made to escape a grapple or a pin. The spell also allows the subject to move and attack normally while underwater, even with slashing weapons such as axes and swords or with bludgeoning weapons such as flails, hammers, and maces, provided that the weapon is wielded in the hand rather than hurled. The freedom of movement spell does not, however, grant water breathing.

Ice Storm Druid 4

School evocation / water elemental [cold]
Casting Time 1 action
Components V, S, M/DF (dust and water)
Range long (400 + 40 ft./level)
Area cylinder (20-ft. radius, 40 ft. high)
Duration 1 round/level (D)
Saving Throw none; **Spell Resistance** yes

Great magical hailstones pound down upon casting this spell, dealing 3d6 points of bludgeoning damage and 2d6 points of cold damage to every creature in the area. This damage only occurs once, when the spell is cast. For the remaining duration of the spell, heavy snow and sleet rains down in the area. Creatures inside this area take a -4 penalty on Perception skill checks and the entire area is treated as difficult terrain. At the end of the duration, the snow and hail disappear, leaving no aftereffects (other than the damage dealt).

Repel Vermin Druid 4

School abjuration
Casting Time 1 action
Components V, S, DF
Range 10 ft.
Area 10-ft.-radius emanation centered on you
Duration 10 min./level (D)
Saving Throw none or Will negates; see text; **Spell Resistance** yes

An invisible barrier holds back vermin. A vermin with HD of less than one-third your level cannot penetrate the barrier. A vermin with HD of one-third your level or more can penetrate the barrier if it succeeds on a Will save. Even so, crossing the barrier deals the vermin 2d6 points of damage, and pressing against the barrier causes pain, which deters most vermin.

Animal Growth (x2) Druid 5

School transmutation
Casting Time 1 action
Components V, S
Range medium (100 + 10 ft./level)
Target one animal (Gargantuan or smaller)
Duration 1 min./level
Saving Throw DC 19 Fortitude negates; **Spell Resistance** yes

The target animal grows to twice its normal size and eight times its normal weight. This alteration changes the animal's size category to the next largest, grants it a +8 size bonus to Strength and a +4 size bonus to Constitution (and thus an extra 2 hit points per HD), and imposes a -2 size penalty to Dexterity.

The creature's existing natural armor bonus increases by 2. The size change also affects the animal's modifier to AC, attack rolls, and its base damage. The animal's space and reach change as appropriate to the new size, but its speed does not change. If insufficient room is available for the desired growth, the creature attains the maximum possible size and may make a Strength check (using its increased Strength) to burst any enclosures in the process. If it fails, it is constrained without harm by the materials enclosing it - the spell cannot be used to crush a creature by increasing its size. All equipment worn or carried by the animal is similarly enlarged by the spell, though this change has no effect on the magical properties of any such equipment. Any enlarged item that leaves the enlarged creature's possession instantly returns to its normal size. The spell gives no means of command over an enlarged animal. Multiple magical effects that increase size do not stack.

Call Lightning Storm Druid 5

School evocation [electricity]
Casting Time 1 round
Components V, S
Range long (400 ft. + 40 ft./level)
Effect one or more 30-ft.-long vertical lines of lightning
Duration 1 min./level
Saving Throw DC 19 Reflex half; **Spell 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.

Wall of Fire

Druid 5

School evocation / fire elemental [fire]

Casting Time 1 action

Components V, S, M/DF (a piece of phosphor)

Range medium (100 + 10 ft./level)

Effect opaque sheet of flame up to 20 ft. long/level or a ring of fire with a radius of up to 5 ft./two levels; either form 20 ft. high

Duration concentration + 1 round/level

Saving Throw none; **Spell Resistance** yes

An immobile, blazing curtain of shimmering violet fire springs into existence. One side of the wall, selected by you, sends forth waves of heat, dealing 2d4 points of fire damage to creatures within 10 feet and 1d4 points of fire damage to those past 10 feet but within 20 feet. The wall deals this damage when it appears, and to all creatures in the area on your turn each round. In addition, the wall deals 2d6 points of fire damage + 1 point of fire damage per caster level (maximum +20) to any creature passing through it. The wall deals double damage to undead creatures. If you evoke the wall so that it appears where creatures are, each creature takes damage as if passing through the wall. If any 5-foot length of wall takes 20 points or more of cold damage in 1 round, that length goes away. (Do not divide cold damage by 2, as normal for objects.)

Wall of fire can be made permanent with a permanency spell. A permanent wall of fire that is extinguished by cold damage becomes inactive for 10 minutes, then reforms at normal strength.

Dispel Magic, Greater	Druid 6	Liveoak	Druid 6
<p>School abjuration / void elemental Casting Time 1 action Components V, S Range medium (100 + 10 ft./level) Target one spellcaster, creature, or object; or a 20-ft.- radius burst Duration instantaneous Saving Throw none; Spell Resistance no</p> <p>This spell functions like <i>dispel magic</i>, except that it can end more than one spell on a target and it can be used to target multiple creatures.</p> <p>You choose to use <i>greater dispel magic</i> in one of three ways: a targeted dispel, area dispel, or a counterspell:</p> <p>Targeted Dispel: This functions as a targeted <i>dispel magic</i>, but it can dispel one spell for every four caster levels you possess, starting with the highest level spells and proceeding to lower level spells.</p> <p>Additionally, <i>greater dispel magic</i> has a chance to dispel any effect that <i>remove curse</i> can remove, even if <i>dispel magic</i> can't dispel that effect. The DC of this check is equal to the curse's DC.</p> <p>Area Dispel: When <i>greater dispel magic</i> is used in this way, the spell affects everything within a 20-foot-radius burst. Roll one dispel check and apply that check to each creature in the area, as if targeted by <i>dispel magic</i>. For each object within the area that is the target of one or more spells, apply the dispel check as with creatures. Magic items are not affected by an area dispel.</p> <p>For each ongoing area or effect spell whose point of origin is within the area of the <i>greater dispel magic</i> spell, apply the dispel check to dispel the spell. For each ongoing spell whose area overlaps that of the <i>greater dispel magic</i> spell, apply the dispel check to end the effect, but only within the overlapping area.</p> <p>If an object or creature that is the effect of an ongoing spell (such as a monster summoned by <i>summon monster</i>) is in the area, apply the dispel check to end the spell that conjured that object or creature (returning it whence it came) in addition to attempting to dispel one spell targeting the creature or object.</p> <p>You may choose to automatically succeed on dispel checks against any spell that you have cast.</p> <p>Counterspell: This functions as <i>dispel magic</i>, but you receive a +4 bonus on your dispel check to counter the other spellcaster's spell.</p> <p>Dispel Magic You can use dispel magic to end one ongoing spell that has been cast on a creature or object, to temporarily suppress the magical abilities of a magic item, or to counter another spellcaster's spell. A dispelled spell ends as if its duration had expired. Some spells, as detailed in their descriptions, can't be defeated by dispel magic. Dispel magic can dispel (but not counter) spell-like effects just as it does spells. The effect of a spell with an instantaneous duration can't be dispelled, because the magical effect is already over before the dispel magic can take effect. You choose to use dispel magic in one of two ways: a targeted dispel or a counterspell.</p> <p>Targeted Dispel: One object, creature, or spell is the target of the dispel magic spell. You make one dispel check (1d20 + your caster level) and compare that to the spell with highest caster level (DC = 11 + the spell's caster level). If successful, that spell ends. If not, compare the same result to the spell with the next highest caster level. Repeat this process until you have dispelled one spell affecting the target, or you have failed to dispel every spell. For example, a 7th-level caster casts dispel magic, targeting a creature affected by stonesskin (caster level 12th) and fly (caster level 6th). The caster level check results in a 19. This check is not high enough to end the stonesskin (which would have required a 23 or higher), but it is high enough to end the fly (which only required a 17). Had the dispel check resulted in a 23 or higher, the stonesskin would have been dispelled, leaving the fly intact. Had the dispel check been a 16 or less, no</p>		<p>School transmutation / wood elemental Casting Time 10 minutes Components V, S Range touch Target tree touched Duration 1 day/level (D) Saving Throw none; Spell Resistance no</p> <p>This spell turns an oak tree into a protector or guardian. The spell can only be cast on a single tree at a time; while liveoak is in effect, you can't cast it again on another tree. Liveoak must be cast on a healthy, Huge oak. A triggering phrase of up to one word per caster level is placed on the targeted oak. The liveoak spell triggers the tree into animating as a treant. If liveoak is dispelled, the tree takes root immediately wherever it happens to be. If released by you, the tree tries to return to its original location before taking root.</p>	
		Transport via Plants	Druid 6
		<p>School conjuration (teleport) Casting Time 1 action Components V, S Range unlimited Target you and touched objects or other touched willing creatures Duration 1 round Saving Throw none; Spell Resistance no</p> <p>You can enter any normal plant (equal to your size or larger) and pass any distance to a plant of the same kind in a single round, regardless of the distance separating the two. The plants must be alive. The destination plant need not be familiar to you. If you are uncertain of the location of a particular kind of destination plant, you need merely designate direction and distance and the transport via plants spell moves you as close as possible to the desired location. If a particular destination plant is desired but the plant is not living, the spell fails and you are ejected from the entry plant. You can bring along objects as long as their weight doesn't exceed your maximum load. You may also bring one additional willing Medium or smaller creature (carrying gear or objects up to its maximum load) or its equivalent per three caster levels. Use the following equivalents to determine the maximum number of larger creatures you can bring along: a Large creature counts as two Medium creatures, a Huge creature counts as four Medium creatures, and so forth. All creatures to be transported by the spell must be in physical contact with one another, and at least one of those creatures must be in contact with you. You can't use this spell to travel through plant creatures. The destruction of an occupied plant slays you and any creatures you have brought along, and ejects the bodies and all carried objects from it.</p>	
		Fire Storm	Druid 7
		<p>School evocation [fire] Casting Time 1 action Components V, S Range medium (100 + 10 ft./level) Area two 10-ft. cubes per level (S) Duration instantaneous Saving Throw DC 21 Reflex half; Spell Resistance yes</p> <p>When a fire storm spell is cast, the whole area is shot through with sheets of roaring flame. The raging flames do not harm natural vegetation, ground cover, or any plant creatures in the area that you wish to exclude from damage. Any other creature within the area takes 1d6 points of fire damage per caster level (maximum 20d6). Creatures that fail their Reflex save catch on fire, taking 4d6 points of fire damage each round until the flames are extinguished. Extinguishing the flames is a full-round action that requires a DC 20 Reflex save.</p>	

Mestakov Tamiir, Druid 15 – Spells

True Seeing

Druid 7

School divination
Casting Time 1 action
Components V, S, M (an eye ointment worth 250 gp)
Range touch
Target creature touched
Duration 1 min./level
Saving Throw Will negates (harmless); **Spell Resistance** yes (harmless)

You confer on the subject the ability to see all things as they actually are. The subject sees through normal and magical darkness, notices secret doors hidden by magic, sees the exact locations of creatures or objects under blur or displacement effects, sees invisible creatures or objects normally, sees through illusions, and sees the true form of polymorphed, changed, or transmuted things. Further, the subject can focus its vision to see into the Ethereal Plane (but not into extradimensional spaces). The range of true seeing conferred is 120 feet.

True seeing, however, does not penetrate solid objects. It in no way confers X-ray vision or its equivalent. It does not negate concealment, including that caused by fog and the like. True seeing does not help the viewer see through mundane disguises, spot creatures who are simply hiding, or notice secret doors hidden by mundane means. In addition, the spell effects cannot be further enhanced with known magic, so one cannot use true seeing through a crystal ball or in conjunction with clairaudience/clairvoyance.

Earthquake

Druid 8

School evocation [earth]
Casting Time 1 action
Components V, S, DF
Range long (400 + 40 ft./level)
Area 80-ft.-radius spread (S)
Duration 1 round
Saving Throw see text; **Spell Resistance** no

When you cast earthquake, an intense but highly localized tremor rips the ground. The powerful shockwave created by this spell knocks creatures down, collapses structures, opens cracks in the ground, and more. The effect lasts for 1 round, during which time creatures on the ground can't move or attack. A spellcaster on the ground must make a Concentration check (DC 20 + spell level) or lose any spell he or she tries to cast. The earthquake affects all terrain, vegetation, structures, and creatures in the area. The specific effect of an earthquake spell depends on the nature of the terrain where it is cast.

Cave, Cavern, or Tunnel: The roof collapses, dealing 8d6 points of damage to any creature caught under the cave-in (Reflex DC 15 half) and pinning that creature beneath the rubble (see below). An earthquake cast on the roof of a very large cavern could also endanger those outside the actual area but below the falling debris and rubble.

Cliffs: Earthquake causes a cliff to crumble, creating a landslide that travels horizontally as far as it falls vertically. Any creature in the path takes 8d6 points of bludgeoning damage (Reflex DC 15 half) and is pinned beneath the rubble (see below).

Open Ground: Each creature standing in the area must make a DC 15 Reflex save or fall down. Fissures open in the earth, and every creature on the ground has a 25% chance to fall into one (Reflex DC 20 to avoid a fissure). The fissures are 40 feet deep. At the end of the spell, all fissures grind shut. Treat all trapped creatures as if they were in the bury zone of an avalanche, trapped without air (see Chapter 13 for more details).

Structure: Any structure standing on open ground takes 100 points of damage, enough to collapse a typical wooden or masonry building, but not a structure built of stone or reinforced masonry. Hardness does not reduce this damage, nor is it halved as damage dealt to objects normally is. Any creature caught inside a collapsing structure takes 8d6 points of bludgeoning damage (Reflex DC 15 half) and is pinned beneath the rubble (see below).

River, Lake, or Marsh: Fissures open under the water, draining away the water from that area and forming muddy ground. Soggy marsh or swampland becomes quicksand for the duration of the spell, sucking down creatures and structures. Each creature in the area must make a DC 15 Reflex save or sink down in the mud and quicksand. At the end of the spell, the rest of the body of water rushes in to replace the drained water, possibly drowning those caught in the mud.

Pinned Beneath Rubble: Any creature pinned beneath rubble takes 1d6 points of nonlethal damage per minute while pinned. If a pinned character falls unconscious, he or she must make a DC 15 Constitution check or take 1d6 points of lethal damage each minute thereafter until freed or dead.