

Corrab



Player: Matt

Male human druid 4/conjurer 2 - CL6 - CR 5

Neutral Good Humanoid (Human); Deity: **Green Faith**; Age: **41**; Height: **5' 11"**; Weight: **165 lb.**; Eyes: **Grey**; Hair: **Salt & Pepper (Extra Salt)**; Skin: **Whiteish**

Ability	Score	Modifier	Temporary
STR STRENGTH	9	-1	
DEX DEXTERITY	16	+3	
CON CONSTITUTION	14	+2	
INT INTELLIGENCE	13	+1	
WIS WISDOM	18	+4	
CHA CHARISMA	10	0	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
FORTITUDE (CONSTITUTION)	+8	=	+4	+2	0	+2	0
Skeptic: +2 trait bonus vs. illusion, Resist Nature's Lure: +4 vs. fey and plant-targeted effects							

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
REFLEX (DEXTERITY)	+4	=	+1	+3	0	0	0
Skeptic: +2 trait bonus vs. illusion, Resist Nature's Lure: +4 vs. fey and plant-targeted effects							

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
WILL (WISDOM)	+13	=	+7	+4	0	+2	0
Skeptic: +2 trait bonus vs. illusion, Resist Nature's Lure: +4 vs. fey and plant-targeted effects							

	Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
AC	16	=	+3	0	+3	0	0	0	0

	Total	BAB	Strength	Size	Misc
Touch AC	13	Flat-Footed AC 13			

	Total	BAB	Strength	Size	Misc	
CM Bonus	+3	=	+4	-1	-	-

	Total	BAB	Strength	Dexterity	Size		
CM Defense	16	=	10	+4	-1	+3	-

Base Attack	+4	HP	58
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	Damage / Current HP
Initiative	+3

Speed	30 / 20 ft
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Dagger

Main hand: **+1, 1d3-1** Crit: 19-20/x2

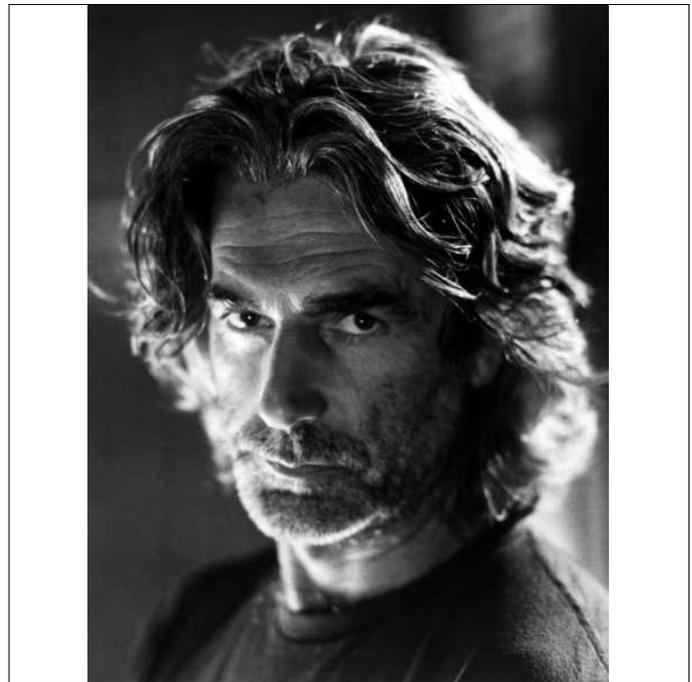
Both hands: **+1, 1d3-1** Rng: 10'

Ranged: **+5, 1d3-1** N/A, P/S

Ranged, both hands: **+5, 1d3-1**
Quarterstaff

Both hands: **+3, 1d6-1** Crit: x2

Double: **-1 (Off: -5), 1d6-1/1d6-1** Double, B, Monk



Skill Name	Total	Ability	Ranks	Temp
Acrobatics	+0	DEX (3)	-	
Speed greater/less than 30 ft.: -4 to jump				
Appraise	+1	INT (1)	-	
Bluff	+0	CHA (0)	-	
Climb	+1	STR (-1)	2	
Diplomacy	+0	CHA (0)	-	
Disguise	+0	CHA (0)	-	
Escape Artist	+0	DEX (3)	-	
Fly	+0	DEX (3)	-	
Handle Animal	+8	CHA (0)	3	
Heal	+9	WIS (4)	2	
Intimidate	+0	CHA (0)	-	
Knowledge (nature)	+10	INT (1)	3	
Linguistics	+5	INT (1)	1	
Perception	+15	WIS (4)	6	
Perform (wind instruments)	+0	CHA (0)	-	
Ride	+6	DEX (3)	1	
Sense Motive	+12	WIS (4)	6	
Spellcraft	+8	INT (1)	4	
Stealth	+4	DEX (3)	4	
Survival	+10	WIS (4)	1	
Swim	+0	STR (-1)	1	

Feats

Alertness
Animal Affinity
Armor Proficiency (Light)
Armor Proficiency (Medium)

Feats

Druid Weapon Proficiencies
Great Fortitude
Iron Will
Scribe Scroll
Shield Proficiency
Wizard Weapon Proficiencies

Traits

Devotee of the Green (Knowledge [nature])
Skeptic

Leaf armor

+3

Max Dex: +5, Armor Check: -
Spell Fail: 15%, Light

Gear

**Total Weight Carried: 30/90 lbs, Medium Load
(Light: 30 lbs, Medium: 60 lbs, Heavy: 90 lbs)**

Bedroll <In: Sack (36 @ 15.25 lbs)>	1.25 lbs
Blanket, winter <In: Sack (36 @ 15.25 lbs)>	0.75 lbs
Bracers of armor +1	0.5 lbs
Candle x3 <In: Sack (36 @ 15.25 lbs)>	-
Canvas (sq. yd.) <In: Sack (36 @ 15.25 lbs)>	1 lb
Chalk <In: Sack (36 @ 15.25 lbs)>	-
Copper Wire, Cured Leather, <In: Sack (36 @ 15.25 lbs)>	-
Dagger	0.5 lbs
Dust of tracelessness <In: Sack (36 @ 15.25 lbs)>	-
Elixir of truth <In: Sack (36 @ 15.25 lbs)>	-
Flint and steel <In: Sack (36 @ 15.25 lbs)>	-
Healer's kit <In: Sack (36 @ 15.25 lbs)>	1 lb
Heatstone <In: Sack (36 @ 15.25 lbs)>	1 lb
Leaf armor	10 lbs
Money <In: Sack (36 @ 15.25 lbs)>	-
Musical instrument: Wooden Flute <In: Sack (36 @ 15.25 lbs)>	0.75 lbs
Quarterstaff	4 lbs
Sack (36 @ 15.25 lbs)	0.125 lbs
Sewing needle x2 <In: Sack (36 @ 15.25 lbs)>	-
Soap <In: Sack (36 @ 15.25 lbs)>	0.5 lbs
Spell component pouch <In: Sack (36 @ 15.25 lbs)>	2 lbs
Stunstone <In: Sack (36 @ 15.25 lbs)>	0.5 lbs
Trail rations x10 <In: Sack (36 @ 15.25 lbs)>	0.25 lbs
Traveller's outfit (Free)	-
Vial x5 <In: Sack (36 @ 15.25 lbs)>	-
Waterskin <In: Sack (36 @ 15.25 lbs)>	1 lb
Wizard Starting Spellbook <In: Sack (36 @ 15.25 lbs)>	3 lbs

Special Abilities

Arcane Bond (Quarterstaff) (1/day) (Sp)
Conjuration
Druid Domain (Earth)
Illusion
Necromancy
Resist Nature's Lure (Ex)
Spontaneous Casting
Summoner's Charm (+1 rds) (Su)
Trackless Step (Ex)

Experience & Wealth

Experience Points: **23000**/35000
Current Cash: **You have no money!**

Special Abilities

Wild Empathy +4 (Ex)
Wild Shape (4 hours, 1/day) (Su)
Wild Shape (Beast Shape I: Small - Medium animal)
Woodland Stride (Ex)

Spell-Like Abilities

Acid Dart (1d6+1 acid, 4/day) (Sp)
Acid Dart 1d6+2 acid (7/day) (Sp)

Tracked Resources

Arcane Bond (Quarterstaff) (1/day) (Sp)
Dagger
Dust of tracelessness
Elixir of truth
Healer's kit
Stunstone
Trail rations
Wild Shape (4 hours, 1/day) (Su)

Languages

Common	Dwarven
Druidic	Elven

Spells & Powers

Conjurer spells memorized (CL 2nd; concentration +3)
Melee Touch +3 Ranged Touch +7
1st—*burning hands* (DC 12), *mage armor*, *magic missile*, *shield*
0th (at will)—*detect magic*, *light*, *message*, *ray of frost*
Druid spells memorized (CL 4th; concentration +8)
Melee Touch +3 Ranged Touch +7
2nd—*delay poison*, *soften earth and stone*^D, *summon nature's ally II*, *tree shape*
1st—*charm animal* (DC 15), *cure light wounds*, *entangle* (DC 15), *magic stone*^D, *summon nature's ally I*
0th (at will)—*detect poison*, *know direction*, *resistance*, *stabilize*
[D] Domain spell; **Domain Earth**

Background

As a young man Corrab studied the Arcane arts. He distinguished himself among his peer and was chosen to assist his Archmage, Yat Wen, in a special assignment from a wealthy lord. The lord had acquired some land whose woods were under a powerful enchantment and he had tasked Yat Wen to clear the magical trees off his land. Any attempt to destroy the forest through mundane means had failed.

While observing the enchanted wood alone during the assignment, Corrab was overcome with a vision from the forest pleading with him to save it. After reporting this to his master, arguing that anything that could beg for its life must be worth showing mercy. Yat Wen was severely displeased, scolding Corrab that the Lord had already been paid and much of that payment had already been spent, some of it by Corrab himself. Worse was the dressing down he received for the ridiculous notion that the forest had "begged for its life." Following his beratement, during which Corrab had been threatened with his very position and status among his academic peers, he returned to the forest in an attempt to clear his head and make sense of everything that had happened to him.

While there he was visited by another vision from the forest. In it, the forest told him he had strayed from his true path and that he must abandon his career as a wizard and continue his life a druid, revering and protecting nature.

Corrab was released from his vision by a bolt of agonizing pain which felt as if his blood had been set ablaze. Upon opening his eyes he could see that the forest was in chaos and he could see the cause. Yat Wen had discovered his solution for the enchanted forest, and was implementing it. With several of the lord's men, Yat Wen was distributing from large barrels a bright orange substance which was quickly absorbed by the soil and plants, who then burst into bright orange flame. Corrab could no longer let this happen and called upon the forest to aid him in stopping these destroyers.

In the end Yat Wen stood alone against Corrab as the forest burned around them. Yat had been cut off from escape by burning debris, Corrab even tried to save him, but the forest could not let him die, he still had much work to do. So with its final act the forest cleared a path for Corrab, who unable to save his former master and friend, fled.

Now a much older and wiser Corrab travels, sometimes alone and sometimes with friends, wherever he thinks his skills can be used to protect nature against the machinations of man.

Sourcebooks Used

- **Advanced Player's Guide Traits / Character Traits Web Enhancement / Ultimate Campaign** - Devotee of the Green (trait); Skeptic (trait)
- **Adventurer's Armory / Inner Sea World Guide** - Leaf armor (armor)
- **Inner Sea World Guide** - Heatstone (equipment)
- **Paizo Blog / Ultimate Magic** - Breeze (spell)
- **Serpent's Skull** - Stunstone (equipment)

Alertness **Feat**

You often notice things that others might miss.

Benefit: You get a +2 bonus on Perception and Sense Motive skill checks. If you have 10 or more ranks in one of these skills, the bonus increases to +4 for that skill.

Appears In: Not Consolidated Skills

Animal Affinity **Feat**

You are skilled at working with animals and mounts.

Benefit: You get a +2 bonus on all Handle Animal and Ride skill checks. If you have 10 or more ranks in one of these skills, the bonus increases to +4 for that skill.

Appears In: Not Consolidated Skills

Great Fortitude **Feat**

You are resistant to poisons, diseases, and other maladies.

Benefit: You get a +2 bonus on all Fortitude saving throws.

Iron Will **Feat**

You are more resistant to mental effects.

Benefit: You get a +2 bonus on all Will saving throws.

Scribe Scroll **Feat**

You can create magic scrolls.

Prerequisite: Caster level 1st.

Benefit: You can create a scroll of any spell that you know. Scribing a scroll takes 2 hours if its base price is 250 gp or less, otherwise scribing a scroll takes 1 day for each 1,000 gp in its base price. To scribe a scroll, you must use up raw materials costing half of this base price. See the magic item creation rules in Magic Items for more information.

Devotee of the Green (Knowledge [nature]) **Trait**

Your faith in the natural world or one of the gods of nature makes it easy for you to pick up on related concepts. You gain a +1 trait bonus on Knowledge (geography) and Knowledge (nature) 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

Skeptic **Trait**

Growing up, you were always around magical effects to the extent that you realized that much of it was smoke and mirrors.

Benefit: You gain a +2 trait bonus on all saving throws against illusions.

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

Acid Dart (1d6+1 acid, 4/day) (Sp) **Class Ability (Wizard)**

As a standard action you can unleash an acid dart targeting any foe within 30 feet as a ranged touch attack. The acid dart deals 1d6 points of acid damage + 1 for every two wizard levels you possess. You can use this ability a number of times per day equal to 3 + your Intelligence modifier. This attack ignores spell resistance.

Acid Dart 1d6+2 acid (7/day) (Sp) **Class Ability (Cleric, Dragon Sh)**

As a standard action, you can unleash an acid dart targeting any foe within 30 feet as a ranged touch attack. This acid dart deals 1d6 points of acid damage + 1 point for every two cleric levels you possess. You can use this ability a number of times per day equal to 3 + your Wisdom modifier.

Arcane Bond (Quarterstaff) (1/day) (Sp) **Class Ability (Wizard)**

Wizards who select a bonded object begin play with one at no cost. Objects that are the subject of an arcane bond must fall into one of the following categories: amulet, ring, staff, wand, or weapon. These objects are always masterwork quality. Weapons acquired at 1st level are not made of any special material. If the object is an amulet or ring, it must be worn to have effect, while staves, wands, and weapons must be held in one hand. If a wizard attempts to cast a spell without his bonded object worn or in hand, he must make a concentration check or lose the spell. The DC for this check is equal to 20 + the spell's level. If the object is a ring or amulet, it occupies the ring or neck slot accordingly.

A bonded object can be used once per day to cast any one spell that the wizard has in his spellbook and is capable of casting, even if the spell is not prepared. This spell is treated like any other spell cast by the wizard, including casting time, duration, and other effects dependent on the wizard's level. This spell cannot be modified by metamagic feats or other abilities. The bonded object cannot be used to cast spells from the wizard's opposition schools (see arcane school).

A wizard can add additional magic abilities to his bonded object as if he has the required item creation feats and if he meets the level prerequisites of the feat. For example, a wizard with a bonded dagger must be at least 5th level to add magic abilities to the dagger (see the Craft Magic Arms and Armor feat in Chapter 5). If the bonded object is a wand, it loses its wand abilities when its last charge is consumed, but it is not destroyed and it retains all of its bonded object properties and can be used to craft a new wand. The magic properties of a bonded object, including any magic abilities added to the object, only function for the wizard who owns it. If a bonded object's owner dies, or the item is replaced, the object reverts to being an ordinary masterwork item of the appropriate type.

If a bonded object is damaged, it is restored to full hit points the next time the wizard prepares his spells. If the object of an arcane bond is lost or destroyed, it can be replaced after 1 week in a special ritual that costs 200 gp per wizard level plus the cost of the masterwork item. This ritual takes 8 hours to complete. Items replaced in this way do not possess any of the additional enchantments of the previous bonded item. A wizard can designate an existing magic item as his bonded item. This functions in the same way as replacing a lost or destroyed item except that the new magic item retains its abilities while gaining the benefits and drawbacks of becoming a bonded item.

Note: If your bonded object does not have any other powers or properties yet, there are power-less versions of the wand, staff, ring, and amulet available on the magic tab.

Conjuration **Class Ability (Wizard)**

The conjurer focuses on the study of summoning monsters and magic alike to bend to his will.

Illusion **Class Ability (Wizard)**

You must spend 2 slots to cast spells from the Illusion school.

Necromancy **Class Ability (Wizard)**

You must spend 2 slots to cast spells from the Necromancy school.

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*.

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.

Summoner's Charm (+1 rds) (Su) Class Ability (Wizard)

Whenever you cast a conjuration (summoning) spell, increase the duration by a number of rounds equal to 1/2 your wizard level (minimum 1). At 20th level, you can change the duration of all summon monster spells to permanent. You can have no more than one summon monster spell made permanent in this way at one time. If you designate another summon monster spell as permanent, the previous spell immediately ends.

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 +4 (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 (4 hours, 1/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 I: Small - Medium) Class Ability (Druid)

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

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.

Bracers of armor +1 **Wondrous Item (Wrist)**

These items appear to be wrist or arm guards, sometimes etched with symbols of protection or depictions of vigilant-looking animals. *Bracers of armor* surround the wearer with an invisible but tangible field of force, granting him an armor bonus of +1, just as though he were wearing armor. Both *bracers of armor* must be worn for the magic to be effective.

Construction

Requirements: Craft Wondrous Item, *mage armor*, creator's caster level must be at least two times that of the bonus placed in the bracers;
Cost 500 gp

Dust of tracelessness **Wondrous Item**

This normal-seeming dust is actually a magic powder that can conceal the passage of its possessor and his companions. Tossing a handful of this dust into the air causes a chamber of up to 100 square feet of floor space to become as dusty, dirty, and cobweb-laden as if it had been abandoned and disused for a decade.

A handful of dust sprinkled along a trail causes evidence of the passage of as many as a dozen men and horses to be obliterated for 250 feet back into the distance. The results of the dust are instantaneous, and no magical aura lingers afterward from this use of the dust. Survival checks made to track a quarry across an area affected by this dust have a DC 20 higher than normal.

Construction

Requirements: Craft Wondrous Item, *pass without trace*; **Cost** 125 gp

Elixir of truth **Wondrous Item**

This elixir forces the drinker it to say nothing but the truth for 10 minutes (Will DC 13 negates). She must answer any questions put to her in that time, but with each question she can make a separate DC 13 Will save. If one of these secondary saves is successful, she doesn't break free of the truth-compelling enchantment but also doesn't have to answer that particular question (if she does answer, she must tell the truth). No more than one question can be asked each round. This is a mind-affecting compulsion enchantment.

Construction

Requirements: Craft Wondrous Item, *zone of truth*; **Cost** 250 gp

Stunstone **Wondrous Item**

This naturally occurring, glowing purple crystal can be thrown as a ranged attack with a range increment of 20 feet. When it strikes a target or hard surface (or is struck hard), the crystal shatters in a burst of sound and light. Every creature in a 10-foot-radius spread is outlined in *faerie fire*, takes 1d8 points of sonic damage, and must make a DC 13 Fortitude save or be stunned for 1 round.

Construction

Requirements Craft Wondrous Item, Craft (alchemy) 5 ranks, *faerie fire*, *sound burst*; **Cost** 175 gp

Appears In: Serpent's Skull

Detect Poison**Druid 0****School** divination**Casting Time** 1 action**Components** V, S**Range** close (25 + 5 ft./2 levels)**Target** one creature, one object, or a 5-ft. cube**Duration** instantaneous**Saving Throw** none; **Spell 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.

Know Direction**Druid 0****School** divination**Casting Time** 1 action**Components** V, S**Range** personal**Target** you**Duration** instantaneous

When you cast this spell, you instantly know the direction of north from your current position. The spell is effective in any environment in which "north" exists, but it may not work in extraplanar settings. Your knowledge of north is correct at the moment of casting, but you can get lost again within moments if you don't find some external reference point to help you keep track of direction.

Resistance**Druid 0****School** abjuration**Casting Time** 1 action**Components** V, S, M/DF (a miniature cloak)**Range** touch**Target** creature touched**Duration** 1 minute**Saving Throw** Will negates (harmless); **Spell Resistance** yes (harmless)

You imbue the subject with magical energy that protects it from harm, granting it a +1 resistance bonus on saves.

Resistance can be made permanent with a permanency spell.

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.

Charm Animal**Druid 1****School** enchantment (charm) [mind-affecting]**Casting Time** 1 action**Components** V, S**Range** close (25 + 5 ft./2 levels)**Target** one animal**Duration** 1 hour/level**Saving Throw** DC 15 Will negates; **Spell Resistance** yes

This spell functions like *charm person*, except that it affects a creature of the animal type.

Charm Person

This charm makes a humanoid creature regard you as its trusted friend and ally (treat the target's attitude as friendly). If the creature is currently being threatened or attacked by you or your allies, however, it receives a +5 bonus on its saving throw.

The spell does not enable you to control the charmed person as if it were an automaton, but it perceives your words and actions in the most favorable way. You can try to give the subject orders, but you must win an opposed Charisma check to convince it to do anything it wouldn't ordinarily do. (Retries are not allowed.) An affected creature never obeys suicidal or obviously harmful orders, but it might be convinced that something very dangerous is worth doing. Any act by you or your apparent allies that threatens the charmed person breaks the spell. You must speak the person's language to communicate your commands, or else be good at pantomiming.

Cure Light Wounds**Druid 1****School** conjuration (healing)**Casting Time** 1 action**Components** V, S**Range** touch**Target** creature touched**Duration** instantaneous**Saving Throw** Will half (harmless); see text; **Spell Resistance** yes (harmless); see text

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.

Entangle**Druid 1****School** transmutation / wood elemental**Casting Time** 1 action**Components** V, S, DF**Range** long (400 + 40 ft./level)**Area** plants in a 40-ft.-radius spread**Duration** 1 min./level (D)**Saving Throw** DC 15 Reflex partial; see text; **Spell Resistance** no

This spell causes tall grass, weeds, and other plants to wrap around creatures in the area of effect or those that enter the area. Creatures that fail their save gain the entangled condition. Creatures that make their save can move as normal, but those that remain in the area must save again at the end of your turn. Creatures that move into the area must save immediately. Those that fail must end their movement and gain the entangled condition. Entangled creatures can attempt to break free as a move action, making a Strength or Escape Artist check. The DC for this check is equal to the DC of the spell. The entire area of effect is considered difficult terrain while the effect lasts. If the plants in the area are covered in thorns, those in the area take 1 point of damage each time they fail a save against the entangle or fail a check made to break free. Other effects, depending on the local plants, might be possible at GM discretion.

Magic Stone**Druid 1****School** transmutation**Casting Time** 1 action**Components** V, S, DF**Range** touch**Target** up to three pebbles touched**Duration** 30 minutes or until discharged**Saving Throw** Will negates (harmless, object); **Spell Resistance** yes (harmless, object)

You transmute as many as three pebbles, which can be no larger than sling bullets, so that they strike with great force when thrown or slung. If hurled, they have a range increment of 20 feet. If slung, treat them as sling bullets (range increment 50 feet). The spell gives them a +1 enhancement bonus on attack and damage rolls. The user of the stones makes a normal ranged attack. Each stone that hits deals 1d6+1 points of damage (including the spell's enhancement bonus), or 2d6+2 points against undead.

Summon Nature's Ally I**Druid 1****School** conjuration (summoning)**Casting Time** 1 round**Components** V, S, DF**Range** close (25 + 5 ft./2 levels)**Effect** one summoned creature**Duration** 1 round/level (D)**Saving Throw** none; **Spell Resistance** no

This spell summons to your side a natural creature (typically an animal, fey, magical beast, outsider with the elemental subtype, or a giant). The summoned ally appears where you designate and acts immediately, on your turn. It attacks your opponents to the best of its ability. If you can communicate with the creature, you can direct it not to attack, to attack particular enemies, or to perform other actions as you command. A summoned monster cannot summon or otherwise conjure another creature, nor can it use any teleportation or planar travel abilities. Creatures cannot be summoned into an environment that cannot support them. Creatures summoned using this spell cannot use spells or spell-like abilities that duplicate spells that have expensive material components (such as *wish*). The spell conjures one of the creatures from the 1st Level list on Table 10-2. You choose which kind of creature to summon, and you can change that choice each time you cast the spell. All the creatures on the table are neutral unless otherwise noted. When you use a summoning spell to summon a creature with an alignment or elemental subtype, it is a spell of that type. All creatures summoned with this spell without alignment subtypes have an alignment that matches yours, regardless of their usual alignment. Summoning these creatures makes the summoning spell's type match your alignment.

Summon Nature's Ally Tables

1st Level: Dire rat, Dolphin, Dog, Eagle, Frog, poison, Giant centipede, Fire beetle, Mite (gremlin), Pony (horse), Stirge, Viper (snake)

Delay Poison**Druid 2****School** conjuration (healing)**Casting Time** 1 action**Components** V, S, DF**Range** touch**Target** creature touched**Duration** 1 hour/level**Saving Throw** Fortitude negates (harmless); **Spell Resistance** yes (harmless)

The subject becomes temporarily immune to poison. Any poison in its system or any poison to which it is exposed during the spell's duration does not affect the subject until the spell's duration has expired. Delay poison does not cure any damage that poison may have already done.

Soften Earth and Stone**Druid 2****School** transmutation [earth]**Casting Time** 1 action**Components** V, S, DF**Range** close (25 + 5 ft./2 levels)**Area** 10-ft. square/level; see text**Duration** instantaneous**Saving Throw** none; **Spell Resistance** no

When this spell is cast, all natural, undressed earth or stone in the spell's area is softened. Wet earth becomes thick mud, dry earth becomes loose sand or dirt, and stone becomes soft clay that is easily molded or chopped. You affect a 10-foot square area to a depth of 1 to 4 feet, depending on the toughness or resilience of the ground at that spot. Magical, enchanted, dressed, or worked stone cannot be affected. Earth or stone creatures are not affected. A creature in mud must succeed on a Reflex save or be caught for 1d2 rounds and unable to move, attack, or cast spells. A creature that succeeds on its save can move through the mud at half speed, and it can't run or charge. Loose dirt is not as troublesome as mud, but all creatures in the area can move at only half their normal speed and can't run or charge over the surface. Stone softened into clay does not hinder movement, but it does allow characters to cut, shape, or excavate areas they may not have been able to affect before. While this spell does not affect dressed or worked stone, cavern ceilings or vertical surfaces such as cliff faces can be affected. Usually, this causes a moderate collapse or landslide as the loosened material peels away from the face of the wall or roof and falls (treat as a cave-in with no bury zone, see Chapter 13). A moderate amount of structural damage can be dealt to a manufactured structure by softening the ground beneath it, causing it to settle. However, most well-built structures will only be damaged by this spell, not destroyed.

Summon Nature's Ally II**Druid 2**

School conjuration (summoning)
Casting Time 1 round
Components V, S, DF
Range close (25 + 5 ft./2 levels)
Effect one summoned creature
Duration 1 round/level (D)
Saving Throw none; **Spell Resistance** no

This spell functions as *summon nature's ally I*, except that you summon one 2nd-level creature or 1d3 1st-level creatures of the same kind.

Summon Nature's Ally Tables

2nd Level: Ant, giant (worker), Elemental (Small) [Elemental subtype], Giant frog, Giant spider, Goblin dog, Horse, Hyena, Octopus, Squid, Wolf
1st Level: Dire rat, Dolphin, Dog, Eagle, Frog, poison, Giant centipede, Fire beetle, Mite (gremlin), Pony (horse), Stirge, Viper (snake)

Summon Nature's Ally I

This spell summons to your side a natural creature (typically an animal, fey, magical beast, outsider with the elemental subtype, or a giant). The summoned ally appears where you designate and acts immediately, on your turn. It attacks your opponents to the best of its ability. If you can communicate with the creature, you can direct it not to attack, to attack particular enemies, or to perform other actions as you command. A summoned monster cannot summon or otherwise conjure another creature, nor can it use any teleportation or planar travel abilities. Creatures cannot be summoned into an environment that cannot support them. Creatures summoned using this spell cannot use spells or spell-like abilities that duplicate spells that have expensive material components (such as *wish*). The spell conjures one of the creatures from the 1st Level list on Table 10-2. You choose which kind of creature to summon, and you can change that choice each time you cast the spell. All the creatures on the table are neutral unless otherwise noted. When you use a summoning spell to summon a creature with an alignment or elemental subtype, it is a spell of that type. All creatures summoned with this spell without alignment subtypes have an alignment that matches yours, regardless of their usual alignment. Summoning these creatures makes the summoning spell's type match your alignment.

Summon Nature's Ally Tables

1st Level: Dire rat, Dolphin, Dog, Eagle, Frog, poison, Giant centipede, Fire beetle, Mite (gremlin), Pony (horse), Stirge, Viper (snake)

Tree Shape**Druid 2**

School transmutation / wood elemental
Casting Time 1 action
Components V, S, DF
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).

Detect Magic**Wizard 0**

School divination
Casting Time 1 action
Components V, S
Range 60 ft.
Area cone-shaped emanation
Duration concentration, up to 1 min./level (D)
Saving Throw none; **Spell Resistance** no

You detect magical auras. The amount of information revealed depends on how long you study a particular area or subject.

1st Round: Presence or absence of magical auras.

2nd Round: Number of different magical auras and the power of the most potent aura.

3rd Round: The strength and location of each aura. If the items or creatures bearing the auras are in line of sight, you can make Knowledge (arcana) skill checks to determine the school of magic involved in each. (Make one check per aura: DC 15 + spell level, or 15 + 1/2 caster level for a nonspell effect.) If the aura emanates from a magic item, you can attempt to identify its properties (see Spellcraft).

Magical areas, multiple types of magic, or strong local magical emanations may distort or conceal weaker auras.

Aura Strength: An aura's power depends on a spell's functioning spell level or an item's caster level; see the accompanying table. If an aura falls into more than one category, *detect magic* indicates the stronger of the two.

Lingering Aura: A magical aura lingers after its original source dissipates (in the case of a spell) or is destroyed (in the case of a magic item). If *detect magic* is cast and directed at such a location, the spell indicates an aura strength of dim (even weaker than a faint aura). How long the aura lingers at this dim level depends on its original power:

Original Strength - Duration of Lingering Aura

Faint - 1d6 rounds
Moderate - 1d6 minutes
Strong - 1d6 x 10 minutes
Overwhelming - 1d6 days

Outsiders and elementals are not magical in themselves, but if they are summoned, the conjuration spell registers. Each round, you can turn to detect magic 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.

Detect magic can be made permanent with a *permanency* spell.

Light**Wizard 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.

Message **Wizard 0**

School transmutation / air elemental [language-dependent]
Casting Time 1 action
Components V, S, F (a piece of copper wire)
Range medium (100 + 10 ft./level)
Target one creature/level
Duration 10 min./level
Saving Throw none; **Spell Resistance** no

You can whisper messages and receive whispered replies. Those nearby can hear these messages with a DC 25 Perception check. You point your finger at each creature you want to receive the message. When you whisper, the whispered message is audible to all targeted creatures within range. Magical silence, 1 foot of stone, 1 inch of common metal (or a thin sheet of lead), or 3 feet of wood or dirt blocks the spell. The message does not have to travel in a straight line. It can circumvent a barrier if there is an open path between you and the subject, and the path's entire length lies within the spell's range. The creatures that receive the message can whisper a reply that you hear. The spell transmits sound, not meaning; it doesn't transcend language barriers. To speak a message, you must mouth the words and whisper.

Ray of Frost **Wizard 0**

School evocation / water elemental [cold]
Casting Time 1 action
Components V, S
Range close (25 + 5 ft./2 levels)
Effect ray
Duration instantaneous
Saving Throw none; **Spell Resistance** yes

A ray of freezing air and ice projects from your pointing finger. You must succeed on a ranged touch attack with the ray to deal damage to a target. The ray deals 1d3 points of cold damage.

Burning Hands **Wizard 1**

School evocation / fire elemental [fire]
Casting Time 1 action
Components V, S
Range 15 ft.
Area cone-shaped burst
Duration instantaneous
Saving Throw DC 12 Reflex half; **Spell Resistance** yes

A cone of searing flame shoots from your fingertips. Any creature in the area of the flames takes 1d4 points of fire damage per caster level (maximum 5d4). Flammable materials burn if the flames touch them. A character can extinguish burning items as a full-round action.

Mage Armor **Wizard 1**

School conjuration (creation) [force]
Casting Time 1 action
Components V, S, F (a piece of cured leather)
Range touch
Target creature touched
Duration 1 hour/level (D)
Saving Throw Will negates (harmless); **Spell Resistance** no

An invisible but tangible field of force surrounds the subject of a mage armor spell, providing a +4 armor bonus to AC. Unlike mundane armor, mage armor entails no armor check penalty, arcane spell failure chance, or speed reduction. Since mage armor is made of force, incorporeal creatures can't bypass it the way they do normal armor.

Magic Missile **Wizard 1**

School evocation [force]
Casting Time 1 action
Components V, S
Range medium (100 + 10 ft./level)
Target up to five creatures, no two of which can be more than 15 ft. apart
Duration instantaneous
Saving Throw none; **Spell Resistance** yes

A missile of magical energy darts forth from your fingertip and strikes its target, dealing 1d4+1 points of force damage. The missile strikes unerringly, even if the target is in melee combat, so long as it has less than total cover or total concealment. Specific parts of a creature can't be singled out. Objects are not damaged by the spell. For every two caster levels beyond 1st, you gain an additional missile - two at 3rd level, three at 5th, four at 7th, and the maximum of five missiles at 9th level or higher. If you shoot multiple missiles, you can have them strike a single creature or several creatures. A single missile can strike only one creature. You must designate targets before you check for spell resistance or roll damage.

Shield **Wizard 1**

School abjuration / void elemental [force]
Casting Time 1 action
Components V, S
Range personal
Target you
Duration 1 min./level (D)

Shield creates an invisible shield of force that hovers in front of you. It negates magic missile attacks directed at you. The disk also provides a +4 shield bonus to AC. This bonus applies against incorporeal touch attacks, since it is a force effect. The shield has no armor check penalty or arcane spell failure chance.