

SPELLS PER DAY

CLASS	Druid		LEVEL	9		
SAVE DC	LEVEL	TOTAL	CLASS	ABILITY BONUS	MISC	SPELLS KNOWN
16	0	4	4			
17	1st	7	4	2	1	
18	2nd	7	4	2	1	
19	3rd	5	3	1	1	
20	4th	4	2	1	1	
21	5th	3	1	1	1	
	6th			1		
	7th					
	8th					
	9th					

CLOSE: 25FT + 5FT / 2 LVL **45** MEDIUM: 100FT + 10FT / LVL **190** LONG: 400FT + 40FT / LVL **760**

TOTAL	CLASS	ABILITY	OTHER	CURRENT POINTS
SPELL POINTS	0			

BLOODLINES & PATRONS

BLOODLINE/PATRON

BLOODLINE/PATRON

DOMAINS

DOMAIN

SUBDOMAIN

DOMAIN

SUBDOMAIN

DOMAIN

SUBDOMAIN

WIZARD SPECIALITY SCHOOL

SPECIALITY

FOCUSED

PROHIBITED

PROHIBITED

SPELLS PER DAY

CLASS			LEVEL			
SAVE DC	LEVEL	TOTAL	CLASS	ABILITY BONUS	MISC	SPELLS KNOWN
	0					
	1st					
	2nd					
	3rd					
	4th					
	5th					
	6th					
	7th					
	8th					
	9th					

CLOSE: 25FT + 5FT / 2 LVL **25** MEDIUM: 100FT + 10FT / LVL **100** LONG: 400FT + 40FT / LVL **400**

TOTAL	CLASS	ABILITY	OTHER	CURRENT POINTS
SPELL POINTS	0			

SPELLS

LEVEL	PREP	USED	NAME & DESCRIPTION	SCHOOL	DURATION	RANGE	SAVE	SR	REFERENCE
0			Create Water - Creates 2 gallons/level of pure water.						
0			Detect Magic - Detects spells and magic items within 60 ft.						
0			Guidance - +1 on one attack roll, saving throw, or skill check.						
0			Know Direction - You discern north.						
0			Mending - Makes minor repairs on an object.						
0			Purify Food and Drink - Purifies 1 cu. ft./level of food or water.						
0			Read Magic - Read scrolls and spellbooks.						
0			Spark - Ignites flammable objects.						
0			Stabilize - Cause a dying creature to stabilize.						
1		1	Aspect of the falcon - Gives bonuses on Perception checks and ranged attacks.						
1			Call Animal - Calls the nearest wild animal of the designated type						
1			Calm Animals - Calms 2d4 + level HD of animals.						
1			Charm Animal - Makes one animal your friend.						
1			Commune with Birds - You can ask birds a question.						
1			Cure Light Wounds - Cures 1d8 damage + 1/level (max +5).						
1			Detect Snares and Pits - Reveals natural or primitive traps.						
1			Entangle - Plants entangle everyone in 40-ft. radius.						
1			Pass without Trace - One subject/level leaves no tracks.						
1			Speak with Animals - You can communicate with animals.						
1			Summon Nature's Ally I - Summons creature to fight.						
1			Touch of Bloodletting - This spell causes existing wounds on a target to bleed profusely.						
2		1	Eagle's Splendor - Subject gains +4 to Cha for 1 min./level.						
2			Aggressive Thundercloud - Flying storm cloud deals 3d6 electricity damage.						
2			Animal Aspect - You gain some of the beneficial qualities of an animal.						
2			Animal Messenger - Sends a Tiny animal to a specific place.						
2			Animal Trance - Fascinates 2d6 HD of animals.						
2			Defoliate - destroy plant life in 60' line or 10' radius spread						
2			Endure Elements, Communal - As endure elements, but you may divide the duration among creatures touched.						
2			Flaming Sphere - Rolling ball of fire deals 3d6 fire damage.						
2			Forest Friend - Plants in a forested area become helpful instead of hindering you and your allies.						
2			Hold Animal - Paralyzes one animal for 1 round/level.						
2			Plant Voice - You grant one plant creature the ability to speak, hear, and understand any of the languages you know.						
2			Soften Earth and Stone - Turns stone to clay, or dirt to sand or mud.						

SPELLS

LEVEL	PREP	USED	NAME & DESCRIPTION	SCHOOL	DURATION	RANGE	SAVE	SR	REFERENCE
2			Stone Call - 2d6 damage to all creatures in area.						
2			Summon Nature's Ally II - Summons creature to fight.						
2			Tree Shape - You look exactly like a tree for 1 hour/level.						
2			Wilderness Soldiers - Nearby plants aid you in combat.						
2			Wood Shape - Reshapes wooden objects to suit you.						
3		1	Fly - Subject flies at speed of 60 ft.						
3			Aqueous Orb - Creates rolling sphere of water.						
3			Burrow - Target gains a burrow speed of 15.						
3			Call Lightning - Calls down lightning bolts (3d6 per bolt) from sky.						
3			Clear Grove - Trees, shrubs, and other thick vegetation move out of the spell's area.						
3			Dominate Animal - One animal obeys your silent mental commands and orders.						
3			Cure Moderate Wounds - Cures 2d8 damage + 1/level (max +10).						
3			Neutralize Poison - Immunizes subject against poison, detoxifies venom in or on subject.						
3			Plant Growth - Grows vegetation, improves crops.						
3			Poison - Touch deals 1d3 Con damage 1/round for 6 rounds.						
3			Contagion - Infects subject with chosen disease.						
3			Remove Disease - Cures all diseases affecting subject.						
3			Speak with Plants - You can talk to plants and plant creatures.						
3			Stone Shape - Sculpts stone into any shape.						
3			Summon Nature's Ally III - Summons creature to fight.						
4		1	River of Wind - 120' line of wind does 4d6 nonlethal damage and knocks prone.						
4			Aerial Tracks - Track flying creatures through the air.						
4			Aggressive Thundercloud, Greater - Flying storm cloud deals 6d6 electricity damage.						
4			Animal Ambassador - Grant an animal messenger sentience to deliver your message.						
4			Arboreal Hammer - Tree branches attack opponents.						
4			Ball Lightning - Flying lightning spheres deal 3d6 electricity damage each.						
4			Blight - Withers one plant or deals 1d6/level damage to plant creature.						
4			Cape of Wasps - Wasp swarm defends or carries you.						
4			Cloud Shape - Subject becomes insubstantial and can fly slowly.						
4			Command Plants - Sways the actions of plant creatures.						
4			Control Water - Raises or lowers bodies of water.						
4			Cure Serious Wounds - Cures 3d8 damage + 1/level (max +15).						
4			Dispel Magic - Cancels one magical spell or effect.						
4			Flaming Sphere, Greater - Rolling ball of fire deals 6d6 fire damage and ignites targets.						
4			Ice Storm - Hail deals 5d6 damage in cylinder 40 ft. across.						
4			Protection from Energy, Communal - As protection from energy, but shared						
4			Ride the Waves - Target can breathe water and swim.						
4			Vermin Shape II - As vermin shape, but Tiny or Large.						
4			Summon Nature's Ally IV - Summons creature to fight.						
5		1	Overland Flight - Fly 40' or 64 miles/8 hr		1 hr/lvl				
5			Awaken - Animal or tree gains human intellect.						
5			Baleful Polymorph - Transforms subject into harmless animal.						
5			Call Lightning Storm - As call lightning, but 5d6 damage per bolt						
5			Commune with Nature - Learn about terrain for 1 mile/level.						
5			Control Winds - Changes wind direction and speed.						
5			Cure Critical Wounds - Cures 4d8 damage + 1/level (max +20).						
5			Fire Snake - Creates a serpentine path of fire 5 ft. long/level that deals 1d6 fire damage/level.						
5			Insect Plague - Wasp swarms attack creatures.						
5			Stoneskin - Grants DR 10/adamantine.						
5			Summon Nature's Ally V - Summons creature to fight.						
5			Transmute Rock to Mud - Transforms two 10-ft. cubes per level.						
5			Tree Stride - Step from one tree to another far away.						