

[illegible]

	EQUIPMENT & MAGIC ITEMS			
#	ITEM	QTY / USES	WGT N/A	WEIGHT
	Fungal Spores: Poison—inhaled; save Fort DC 10 + 1/2 the fungal creature's racial			
	Hit Dice + the fungal creature's Con modifier; frequency 1/round for 6 rounds;			
	effect 1d2 Con damage and fatigued for 1 minute; cure 2 saves.			
	Fungal Blood or Flesh: Poison—ingested; save Fort DC 10 + 1/2 the fungal			
	creature's racial Hit Dice + the fungal creature's Con modifier; frequency 1/minute			
	for 6 minutes; effect 1 Str damage, 1 Dex damage, and nauseated for 1 minute;			
	cure 2 saves.			

BAGS & CONTAINERS

PG	CONTAINER	VOLUME/WEIGHT LIMIT/NOTES	WEIGHT

CURRENCY

	CARRIED	CARRIED WGT N/A	STORED
PLATINUM			
GOLD			
SILVER			
COPPER			

TREASURE CARRIED

PG	TREASURE	WEIGHT

LOADS & LIFT

LIGHT LOAD	MEDIUM LOAD	HEAVY LOAD	N	LIFT ABOVE HEAD	LIFT OFF GROUND	DRAG & PUSH
44	88	132		132	264	660
0	0		MODIFIED LOAD	0	0	0
CURRENT LOAD		LIGHT <input type="checkbox"/>		MEDIUM <input checked="" type="checkbox"/>		HEAVY <input type="checkbox"/>

CARRIED WEIGHT

ARMOR & WEAPONS	CURRENCY	EQUIPMENT	MISC	TOTAL
50.0	0.0	0.0		50.0

SPELLS PER DAY						
CLASS	Druid/Psilocybist		LEVEL	10		
SAVE DC	LEVEL	TOTAL	CLASS	ABILITY BONUS	MISC	SPELLS KNOWN
19	0	4	4			
20	1st	8	4	3	1	
21	2nd	6	3	2	1	
22	3rd	6	3	2	1	
23	4th	5	2	2	1	
	5th			2		
	6th			1		
	7th			1		
	8th			1		
	9th			1		

CLOSE: 25FT + 5FT / 2 LVL	50	MEDIUM: 100FT + 10FT / LVL	200	LONG: 400FT + 40FT / LVL	800
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TOTAL	CLASS	ABILITY	OTHER	CURRENT POINTS
0				

BLOODLINES & PATRONS	
BLOODLINE/PATRON	
BLOODLINE/PATRON	

DOMAINS	
DOMAIN	Mushroom
SUBDOMAIN	
DOMAIN	Trickery
SUBDOMAIN	Deception
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
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TOTAL	CLASS	ABILITY	OTHER	CURRENT POINTS
0				

SPELLS										
LEVEL	PREP	USED	NAME & DESCRIPTION	SCHOOL	DURATION	RANGE	SAVE	SR	REFERENCE	
0			Create Water - Creates 2 gallons/level of pure water.	Conjuration					CRB	
0			Detect Magic - Detects spells and magic items within 60 ft.	Divination					CRB	
0			Detect Poison - Detects poison in one creature or object.	Divination					CRB	
0			Guidance - +1 on one attack roll, saving throw, or skill check.	Divination					CRB	
0			Know Direction - You discern north.	Divination					CRB	
0			Purify Food and Drink - Purifies 1 cu. ft./level of food or water.	Transmutation					CRB	
0			Read Magic - Read scrolls and spellbooks.	Divination					CRB	
0			Resistance - Subject gains +1 bonus on saving throws.	Abjuration					CRB	
0			Stabilize - Cause a dying creature to stabilize.	Conjuration					CRB	
1	1		Medicinal Mushrooms - provides full meal and cures nauseated, shaken, sickened, or staggered	Transmutation	1 day/lvl	touch	none	no	AAW:URC	
1			Charm Animal - Makes one animal your friend.	Enchantment					CRB	
1			Cure Light Wounds - Cures 1d8 damage + 1/level (max +5).	Conjuration					CRB	
1			Entangle - Plants entangle everyone in 40-ft. radius.	Transmutation					CRB	
1			Obscuring Mist - Fog surrounds you.	Conjuration					CRB	
1			Ray of Sickening - Ray makes the subject sickened.	Necromancy					UM	
1			Speak with Animals - You can communicate with animals.	Divination					CRB	
1			Summon Nature's Ally I - Summons creature to fight.	Conjuration					CRB	
1			Disguise self - change appearance	Illusion					CRB	
2	1		Peripheral Fungi - +1/4 lvl Perception, immunity flanking, blindsense 10'	Transmutation	1 rnd/lvl	personal	none	no	AAW:URC	
2			Fiber Shape - as wood shape but with a mound of mushrooms	Transmutation	instant	touch	will	yes	AAW:URC	
2			Aggressive Thundercloud - Flying storm cloud deals 3d6 electricity damage.	Evocation					ACG	
2			Alter Summoned Monster -swap a creature summoned by a conjuration spell for a creature you could summon	Conjuration					MSH	
2			Bull's Strength - Subject gains +4 to Str for 1 min./level.	Transmutation					CRB	
2			Cat's Grace - Subject gains +4 to Dex for 1 min./level.	Transmutation					CRB	
2			Owl's Wisdom - Subject gains +4 to Wis for 1 min./level.	Transmutation					CRB	
2			Summon Nature's Ally II - Summons creature to fight.	Conjuration					CRB	
2			Wilderness Soldiers - Nearby plants/fungi aid you in combat.	Transmutation					UC	
2			Mirror Image - create images of yourself to absorb attacks	Illusion					CRB	
3	1		Fungal Infestation - 1d3 Charisma dam; attacks add 1d6 bleed damage	Necromancy	1d3 days	touch	fort	yes	UM	
3			Aqueous Orb - Creates rolling sphere of water.	Conjuration					APG	
3			Burrow - Target gains a burrow speed of 15.	Transmutation					UM	
3			Call Lightning - Calls down lightning bolts (3d6 per bolt) from sky.	Evocation					CRB	
3			Cure Moderate Wounds - Cures 2d8 damage + 1/level (max +10).	Conjuration					CRB	

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