

Hevon Male Elf Drd7

NAME

Drd7

CLASS

42000

EXPERIENCE

7

TCL

28000

NEXT LEVEL

NPC

PLAYERNAME

Elf

RACE

Medium

SIZE

0

AGE

Male

GENDER

DEITY

5'0"

HEIGHT

92 lbs

WEIGHT

EYES

HAIR

Chaotic Neutral

ALIGNMENT

Low-Light, Normal

VISION

0

POINTS

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP SCORE	TEMP MODIFIER
STR Strength	13	+1	13	+1
DEX Dexterity	20	+5	20	+5
CON Constitution	14	+2	14	+2
INT Intelligence	15	+2	15	+2
WIS Wisdom	19	+4	19	+4
CHA Charisma	12	+1	12	+1

HP  
hit points

48

WOUNDS/CURRENT HP

AC  
armor class

15

TOTAL

:

10

FLAT

:

15

TOUCH

=

10

BASE

+

0

ARMOR BONUS

+

0

SHIELD BONUS

+

5

STAT MODIFIER

+

0

SIZE MODIFIER

+

0

NATURAL ARMOR MODIFIER

+

0

MISC MODIFIER

MISS CHANCE

INITIATIVE  
modifier

+5

TOTAL

=

+5

DEX MODIFIER

+

+0

MISC MODIFIER

BASE ATTACK  
bonus

+5

SUBDUAL DAMAGE

DAMAGE REDUCTION

SPEED

Walk 30'

ARCANE SPELL FAILURE

ARMOR CHECK PENALTY

SPELL RESISTANCE

SAVING THROWS

FORTITUDE  
(constitution)

REFLEX  
(dexterity)

WILLPOWER  
(wisdom)

TOTAL

+7

=

+5

BASE SAVE

+

+2

ABILITY MODIFIER

+

+0

MAGIC MODIFIER

+

+0

MISC MODIFIER

+

TEMP MODIFIER

conditional modifiers

+7

=

+2

+

+5

+

+0

+

+0

+

+9

=

+5

+

+4

+

+0

+

+0

+

MELEE  
attack bonus

TOTAL

+6

=

+5

BASE ATTACK BONUS

+

+1

STAT MODIFIER

+

+0

SIZE MODIFIER

+

+0

MISC MODIFIER

+

TEMP MODIFIER

RANGED  
attack bonus

+10

=

+5

+

+5

+

+0

+

+0

+

GRAPPLE  
attack bonus

+6

=

+5

+

+1

+

+0

+

+0

+

UNARMED

TOTAL ATTACK BONUS

+2

DAMAGE

1d3+1

CRITICAL

20/x2

ARMOR

TYPE

AC

MAXDEX

CHECK

SPELL FAILURE

EQUIPMENT					
ITEM	LOCATION	QTY	WT	COST	
Outfit (Explorer's)	Equipped	1	8.0	0.0	
TOTAL WEIGHT CARRIED/VALUE			0.0 lbs	0.0 gp	

WEIGHT ALLOWANCE					
Light	50.0	Medium	100.0	Heavy	150.0
Lift over head	150.0	Lift off ground	300.0	Push / Drag	750.0

FEATS	
Heighten Spell	See Text
Improved Counterspell	See Text
Run	See Text

SKILLS		MAX RANKS		10/5	
SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
Craft (Leatherworking)	INT	5	=	2	+ 3.0 +
Craft (Pottery)	INT	9	=	2	+ 7.0 +
Craft (Sculpting)	INT	9	=	2	+ 7.0 +
Knowledge (History)	INT	4	=	2	+ 2.0 +
Knowledge (Nature)	INT	14	=	2	+ 10.0 + 2
✓ Listen	WIS	16	=	4	+ 10.0 + 2
✓ Spot	WIS	15	=	4	+ 9.0 + 2
✓ Survival	WIS	14	=	4	+ 10.0 +
_____ = _____ + _____ + _____					
✓ : can be used untrained. X : exclusive skills					

SPECIAL ABILITIES

+2 racial saving throw bonus against enchantment spells or effects.

An elf who merely passes within 5 feet of a secret or concealed door is entitled to a Search check to notice it as if she were actively looking for it.

Animal Companion (Ex)

Immunity to magic sleep effects.

Nature Sense (Ex)

Resist Nature's Lure (Ex)

Trackless Step (Ex)

Wild Empathy (Ex)

Wildshape 7/day

Woodland Stride (Ex)














PROFICIENCIES
Club, Dagger, Dart, Halfspear, Longbow, Longspear, Longsword, Quarterstaff, Rapier, Scimitar, Shortbow, Shortspear, Sickle, Sling

LANGUAGES
Common, Druidic, Elven, Gnoll, Goblin





















# Druid Spells

LEVEL	0	1	2	3	4	5	6	7	8	9
KNOWN	0	0	0	0	0	0	0	0	0	0
PER DAY	6	5	4	3	2	0	0	0	0	0




## LEVEL 0

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
 <b>Create Water</b> <i>Effect:</i> Creates 14 gallons of pure water.	14	None	1 standard action	Instantaneous	Close (40 Feet)	V, S	No	Conjuration (Creation) [Water]
 <b>Cure Minor Wounds</b> <i>Effect:</i> Cures 1 point of damage.	14	Will half (harmless); see text	1 standard action	Instantaneous	Touch	V, S	Yes (harmless); see text	Conjuration (Healing)
 <b>Detect Magic</b> <i>Effect:</i> Detects spells and magic items within 60 ft.	14	None	1 standard action	Concentration, up to 7 minutes [D]	60 ft.	V, S	No	Divination
 <b>Detect Poison</b> <i>Effect:</i> Detects poison in one creature or small object.	14	None	1 standard action	Instantaneous	Close (40 Feet)	V, S	No	Divination
 <b>Flare</b> <i>Effect:</i> Dazzles one creature [-1 on attack rolls].	14	Fortitude negates	1 standard action	Instantaneous	Close (40 Feet)	V	Yes	Evocation [Light]
 <b>Guidance</b> <i>Effect:</i> +1 on one attack roll, saving throw, or skill check.	14	Will negates (harmless)	1 standard action	7 minute or until discharged	Touch	V, S	Yes	Divination
 <b>Know Direction</b> <i>Effect:</i> You discern north.	14	None	1 standard action	Instantaneous	Personal	V, S	No	Divination
 <b>Light</b> <i>Effect:</i> Object shines like a torch.	14	None	1 standard action	70 minutes [D]	Touch	V, M/DF	No	Evocation [Light]
 <b>Mending</b> <i>Effect:</i> Makes minor repairs on an object.	14	Will negates (harmless, object)	1 standard action	Instantaneous	10 ft.	V, S	Yes (harmless, object)	Transmutation
 <b>Purify Food and Drink</b> <i>Effect:</i> Purifies 7 cu. ft. of food or water.	14	Will negates (object)	1 standard action	Instantaneous	10 ft.	V, S	Yes (object)	Transmutation
 <b>Read Magic</b> <i>Effect:</i> Read scrolls and spellbooks.	14	None	1 standard action	70 minutes	Personal	V, S, F	No	Divination
 <b>Resistance</b> <i>Effect:</i> Subject gains +1 on saving throws.	14	Will negates (harmless)	1 standard action	7 minute	Touch	V, S, M/DF	Yes (harmless)	Abjuration
 <b>Virtue</b> <i>Effect:</i> Subject gains 1 temporary hp.	14	Fortitude negates (harmless)	1 standard action	7 minutes	Touch	V, S, DF	Yes (harmless)	Transmutation

## LEVEL 1

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
 <b>Calm Animals</b> <i>Effect:</i> Calms [2d4 + level] HD of animals.	15	Will negates; see text	1 standard action	7 minutes	Close (40 Feet)	V, S	Yes	Enchantment (Compulsion) [Mind-Affecting]
 <b>Charm Animal</b> <i>Effect:</i> Makes one animal your friend.	15	Will negates	1 standard action	7 hours	Close (40 Feet)	V, S	Yes	Enchantment (Charm) [Mind-Affecting]
 <b>Cure Light Wounds</b> <i>Effect:</i> Cures 1d8+5 damage	15	Will half (harmless); see text	1 standard action	Instantaneous	Touch	V, S	Yes (harmless); see text	Conjuration (Healing)
 <b>Detect Animals or Plants</b> <i>Effect:</i> Detects kinds of animals or plants.	15	None	1 standard action	Concentration, up to 10 minutes [D]	Long (680 Feet)	V, S	No	Divination
 <b>Detect Snares and Pits</b> <i>Effect:</i> Reveals natural or primitive traps.	15	None	1 standard action	Concentration, up to 70 minutes [D]	60 ft.	V, S	No	Divination
 <b>Endure Elements</b> <i>Effect:</i> Exist comfortably in hot or cold environments.	15	Will negates (harmless)	1 standard action	24 hours	Touch	V, S	Yes (harmless)	Abjuration
 <b>Entangle</b> <i>Effect:</i> Plants entangle everyone in 40-ft.-radius circle.	15	Reflex partial; see text	1 standard action	7 minutes [D]	Long (680 Feet)	V, S, DF	No	Transmutation
 <b>Faerie Fire</b> <i>Effect:</i> Outlines subjects with light, canceling blur, concealment, and the like.	15	None	1 standard action	7 minutes [D]	Long (680 Feet)	V, S, DF	Yes	Evocation [Light]
 <b>Goodberry</b> <i>Effect:</i> 2d4 berries each cure 1 hp [max 8 hp/24 hours].	15	None	1 standard action	7 days	Touch	V, S, DF	Yes	Transmutation
 <b>Hide from Animals</b> <i>Effect:</i> Animals can't perceive 7 subjects.	15	Will negates (harmless)	1 standard action	70 minutes [D]	Touch	S, DF	Yes	Abjuration
 <b>Jump</b> <i>Effect:</i> Subject gets bonus on Jump checks.	15	Will negates (harmless)	1 standard action	7 minutes [D]	Touch	V, S, M	Yes	Transmutation
 <b>Longstrider</b> <i>Effect:</i> Increases your speed.	15	None	1 standard action	7 hours [D]	Personal	V, S, M	No	Transmutation
 <b>Magic Fang</b> <i>Effect:</i> One natural weapon of subject creature gets +1 on attack and damage rolls.	15	Will negates (harmless)	1 standard action	7 minutes	Touch	V, S, DF	Yes (harmless)	Transmutation
 <b>Magic Stone</b> <i>Effect:</i> Three stones gain +1 on attack rolls, deal 1d6+1 damage.	15	Will negates (harmless, object)	1 standard action	30 minutes or until discharged	Touch	V, S, DF	Yes (harmless, object)	Transmutation
 <b>Obscuring Mist</b> <i>Effect:</i> Fog surrounds you.	15	None	1 standard action	7 minutes	20 ft.	V, S	No	Conjuration (Creation)
 <b>Pass without Trace</b> <i>Effect:</i> 7 subjects leaves no tracks.	15	Will negates (harmless)	1 standard action	7 hours [D]	Touch	V, S, DF	Yes (harmless)	Transmutation
 <b>Produce Flame</b> <i>Effect:</i> 1d6+7 damage, touch or thrown.	15	None	1 standard action	7 minutes [D]	0 ft.	V, S	Yes	Evocation [Fire]
 <b>Shillelagh</b> <i>Effect:</i> Cudgel or quarterstaff becomes +1 weapon [1d10 damage] for 7 minutes.	15	Will negates (object)	1 standard action	7 minutes	Touch	V, S, DF	Yes (object)	Transmutation
 <b>Speak with Animals</b> <i>Effect:</i> You can communicate with animals.	15	None	1 standard action	7 minutes	Personal	V, S	No	Divination
 <b>Summon Nature's Ally I</b> <i>Effect:</i> Calls creature to fight.	15	None	1 round	7 rounds [D]	Close (40 Feet)	V, S, DF	No	Conjuration (Summoning)

## LEVEL 2

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
 <b>Animal Messenger</b> <i>Effect:</i> Sends a Tiny animal to a specific place.	16	None; see text	1 standard action	7 days	Close (40 Feet)	V, S, M	Yes	Enchantment (Compulsion) [Mind-Affecting]
 <b>Animal Trance</b> <i>Effect:</i> Fascinates 2d6 HD of animals.	16	Will negates; see text	1 standard action	Concentration	Close (40 Feet)	V, S	Yes	Enchantment (Compulsion) [Mind-Affecting, Sonic]
 <b>Barkskin</b> <i>Effect:</i> Grants +3 enhancement to natural armor.	16	None	1 standard action	70 minutes	Touch	V, S, DF	Yes (harmless)	Transmutation

\* =Domain/Specialty Spell

## Druid Spells

■■■■■	<b>Bear's Endurance</b> <i>Effect:</i> Subject gains +4 to Con for 7 minutes.	16	Will negates (harmless)	1 standard action	7 minutes	Touch	V, S, DF	Yes	Transmutation
■■■■■	<b>Bull's Strength</b> <i>Effect:</i> Subject gains +4 to Str for 7 minutes.	16	Will negates (harmless)	1 standard action	7 minutes	Touch	V, S, M/DF	Yes (harmless)	Transmutation
■■■■■	<b>Cat's Grace</b> <i>Effect:</i> Subject gains +4 to Dex for 7 minutes.	16	Will negates (harmless)	1 standard action	7 minutes	Touch	V, S, M	Yes	Transmutation
■■■■■	<b>Chill Metal</b> <i>Effect:</i> Cold metal damages those who touch it.	16	Will negates (object)	1 standard action	7 rounds	Close (40 Feet)	V, S, DF	Yes (object)	Transmutation [Cold]
■■■■■	<b>Delay Poison</b> <i>Effect:</i> Stops poison from harming subject for 7 hours.	16	Fortitude negates (harmless)	1 standard action	7 hours	Touch	V, S, DF	Yes (harmless)	Conjuration (Healing)
■■■■■	<b>Fire Trap</b> <i>Effect:</i> Opened object deals 1d4+7 damage.	16	Reflex half; see text	10 minutes	Permanent until discharged [D]	Touch	V, S, M	Yes	Abjuration [Fire]
■■■■■	<b>Flame Blade</b> <i>Effect:</i> Touch attack deals 1d8 +1/two levels damage.	16	None	1 standard action	7 minutes [D]	0 ft.	V, S, DF	Yes	Evocation [Fire]
■■■■■	<b>Flaming Sphere</b> <i>Effect:</i> Creates rolling ball of fire, 2d6 damage, lasts 7 rounds.	16	Reflex negates	1 standard action	7 rounds	Medium (170 Feet)	V, S, M/DF	Yes	Evocation [Fire]
■■■■■	<b>Fog Cloud</b> <i>Effect:</i> Fog obscures vision.	16	None	1 standard action	70 minutes	Medium (170 Feet)	V, S	No	Conjuration (Creation)
■■■■■	<b>Gust of Wind</b> <i>Effect:</i> Blows away or knocks down smaller creatures.	16	Fortitude negates	1 standard action	7 round	60 ft.	V, S	Yes	Evocation [Air]
■■■■■	<b>Heat Metal</b> <i>Effect:</i> Make metal so hot it damages those who touch it.	16	Will negates (object)	1 standard action	7 rounds	Close (40 Feet)	V, S, DF	Yes (object)	Transmutation [Fire]
■■■■■	<b>Hold Animal</b> <i>Effect:</i> Paralyzes one animal for 7 rounds.	16	Will negates; see text	1 standard action	7 rounds [D]; see text	Medium (170 Feet)	V, S	Yes	Enchantment (Compulsion) [Mind-Affecting]
■■■■■	<b>Owl's Wisdom</b> <i>Effect:</i> Subject gains +4 to Wis for 7 minutes.	16	Will negates (harmless)	1 standard action	7 minutes	Touch	V, S, M/DF	Yes	Transmutation
■■■■■	<b>Reduce Animal</b> <i>Effect:</i> Shrinks one willing animal.	16	None	1 standard action	7 hours [D]	Touch	V, S	No	Transmutation
■■■■■	<b>Resist Energy</b> <i>Effect:</i> Ignores first 10 [or more] points of damage/attack from specified energy type..	16	Fortitude negates (harmless)	1 standard action	70 minutes	Touch	V, S, DF	Yes (harmless)	Abjuration
■■■■■	<b>Restoration, Lesser</b> <i>Effect:</i> Dispers magical ability penalty or repairs 1d4 ability damage.	16	Will negates (harmless)	3 rounds	Instantaneous	Touch	V, S	Yes (harmless)	Conjuration (Healing)
■■■■■	<b>Soften Earth and Stone</b> <i>Effect:</i> Turns stone to clay or dirt to sand or mud.	16	None	1 standard action	Instantaneous	Close (40 Feet)	V, S, DF	No	Transmutation [Earth]
■■■■■	<b>Spider Climb</b> <i>Effect:</i> Grants ability to walk on walls and ceilings.	16	Will negates (harmless)	1 standard action	70 minutes	Touch	V, S, M	Yes (harmless)	Transmutation
■■■■■	<b>Summon Nature's Ally II</b> <i>Effect:</i> Calls creature to fight.	16	None	1 round	7 rounds [D]	Close (40 Feet)	V, S, DF	No	Conjuration (Summoning)
■■■■■	<b>Summon Swarm</b> <i>Effect:</i> Summons swarm of bats, rats, or spiders.	16	None	1 round	Concentration + 2 rounds	Close (40 Feet)	V, S, M/DF	No	Conjuration (Summoning)
■■■■■	<b>Tree Shape</b> <i>Effect:</i> You look exactly like a tree for 7 hours.	16	None	1 standard action	7 hours [D]	Personal	V, S, DF	No	Transmutation
■■■■■	<b>Warp Wood</b> <i>Effect:</i> Bends wood [shaft, handle, door, plank].	16	Will negates (object)	1 standard action	Instantaneous	Close (40 Feet)	V, S	Yes (object)	Transmutation
■■■■■	<b>Wood Shape</b> <i>Effect:</i> Rearranges wooden objects to suit you.	16	Will negates (object)	1 standard action	Instantaneous	Touch	V, S, DF	Yes (object)	Transmutation

## LEVEL 3

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
■■■■■ <b>Call Lightning</b> <i>Effect:</i> Calls down lightning bolts [3d6 per bolt] from sky.	17	Reflex half	1 round	7 minutes	Medium (170 Feet)	V, S	Yes	Evocation [Electricity]
■■■■■ <b>Contagion</b> <i>Effect:</i> Infects subject with chosen disease.	17	Fortitude negates	1 standard action	Instantaneous	Touch	V, S	Yes	Necromancy [Evil]
■■■■■ <b>Cure Moderate Wounds</b> <i>Effect:</i> Cures 2d8+7 damage	17	Will half (harmless); see text	1 standard action	Instantaneous	Touch	V, S	Yes (harmless); see text	Conjuration (Healing)
■■■■■ <b>Daylight</b> <i>Effect:</i> 60-ft. radius of bright light.	17	None	1 standard action	70 minutes [D]	Touch	V, S	No	Evocation [Light]
■■■■■ <b>Diminish Plants</b> <i>Effect:</i> Reduces size or blights growth of normal plants.	17	None	1 standard action	Instantaneous	See text	V, S, DF	No	Transmutation
■■■■■ <b>Dominate Animal</b> <i>Effect:</i> Subject animal obeys silent mental commands.	17	Will negates	1 round	7 rounds	Close (40 Feet)	V, S	Yes	Enchantment (Compulsion) [Mind-Affecting]
■■■■■ <b>Magic Fang, Greater</b> <i>Effect:</i> One natural weapon of subject creature gets +2 on attack and damage rolls.	17	Will negates (harmless)	1 standard action	7 hours	Close (40 Feet)	V, S, DF	Yes (harmless)	Transmutation
■■■■■ <b>Meld into Stone</b> <i>Effect:</i> You and your gear merge with stone.	17	None	1 standard action	70 minutes	Personal	V, S, DF	No	Transmutation [Earth]
■■■■■ <b>Neutralize Poison</b> <i>Effect:</i> Immunizes subject against poison, detoxifies venom in or on subject.	17	Will negates (harmless, object)	1 standard action	70 minutes	Touch	V, S, M/DF	Yes (harmless, object)	Conjuration (Healing)
■■■■■ <b>Plant Growth</b> <i>Effect:</i> Grows vegetation, improves crops.	17	None	1 standard action	Instantaneous	See text	V, S, DF	No	Transmutation
■■■■■ <b>Poison</b> <i>Effect:</i> Touch deals 1d10 Con damage, repeats in 1 minute.	17	Fortitude negates; see text	1 standard action	Instantaneous; see text	Touch	V, S, DF	Yes	Necromancy
■■■■■ <b>Protection from Energy</b> <i>Effect:</i> Absorb 84 points of damage from one kind of energy.	17	Fortitude negates (harmless)	1 standard action	70 minutes or until discharged	Touch	V, S, DF	Yes (harmless)	Abjuration
■■■■■ <b>Quench</b> <i>Effect:</i> Extinguishes nonmagical fires or one magic item.	17	None or Will negates (object)	1 standard action	Instantaneous	Medium (170 Feet)	V, S, DF	No or Yes (object)	Transmutation
■■■■■ <b>Remove Disease</b> <i>Effect:</i> Cures all diseases affecting subject.	17	Fortitude negates (harmless)	1 standard action	Instantaneous	Touch	V, S	Yes (harmless)	Conjuration (Healing)
■■■■■ <b>Sleet Storm</b> <i>Effect:</i> Hampers vision and movement.	17	None	1 standard action	7 rounds	Long (680 Feet)	V, S, M/DF	No	Conjuration (Creation) [Cold]
■■■■■ <b>Snare</b> <i>Effect:</i> Creates a magic booby trap.	17	None	3 rounds	Until triggered or broken	Touch	V, S, DF	No	Transmutation
■■■■■ <b>Speak with Plants</b> <i>Effect:</i> You can talk to normal plants and plant creatures.	17	None	1 standard action	7 minutes	Personal	V, S	No	Divination
■■■■■ <b>Spike Growth</b> <i>Effect:</i> Creatures in area take 1d4 damage, may be slowed.	17	Reflex partial	1 standard action	7 hours [D]	Medium (170 Feet)	V, S, DF	Yes	Transmutation
■■■■■ <b>Stone Shape</b> <i>Effect:</i> Sculpts stone into any shape.	17	None	1 standard action	Instantaneous	Touch	V, S, M/DF	No	Transmutation [Earth]
■■■■■ <b>Summon Nature's Ally III</b> <i>Effect:</i> Calls creature to fight.	17	None	1 round	7 rounds [D]	Close (40 Feet)	V, S, DF	No	Conjuration (Summoning)

\* =Domain/Specialty Spell

## Druid Spells

Water Breathing	17	Will negates (harmless)	1 standard action	14 hours; see text	Touch	V, S, M/DF	Yes (harmless)	Transmutation
<i>Effect:</i> Subjects can breathe underwater.				<i>Target:</i> Living creatures touched				
Wind Wall	17	None; see text	1 standard action	7 rounds	Medium (170 Feet)	V, S, M/DF	Yes	Evocation [Air]
<i>Effect:</i> Deflects arrows, smaller creatures, and gases.				<i>Target:</i> Wall up to 70 ft. long and 35 ft. high [S]				

LEVEL 4								
Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
Air Walk	18	None	1 standard action	70 minutes	Touch	V, S, DF	Yes (harmless)	Transmutation [Air]
<i>Effect:</i> Subject treads on air as if solid [climb at 45-degree angle].				<i>Target:</i> Creature [Gargantuan or smaller] touched				
Antiplant Shell	18	None	1 standard action	70 minutes [D]	10 ft.	V, S, DF	Yes	Abjuration
<i>Effect:</i> Keeps animated plants at bay.				<i>Target:</i> 10-ft.-radius emanation, centered on you				
Blight	18	Fortitude half; see text	1 standard action	Instantaneous	Touch	V, S, DF	Yes	Necromancy
<i>Effect:</i> Withers one plant or deals 7d6 damage to plant creature.				<i>Target:</i> one plant/plant-creature				
Command Plants	18	Will negates	1 standard action	7 days	Close (40 Feet)	V	Yes	Transmutation
<i>Effect:</i> Sway the actions of one or more plant creatures.				<i>Target:</i> Up to 7 HD of plant creatures, no two of which can be more than 30 ft. apart				
Control Water	18	None; see text	1 standard action	70 minutes [D]	Long (680 Feet)	V, S, M/DF	No	Transmutation [Water]
<i>Effect:</i> Raises or lowers bodies of water.				<i>Target:</i> Water in a volume of 70 ft by 70 ft by 14 ft [S]				
Cure Serious Wounds	18	Will half (harmless); see text	1 standard action	Instantaneous	Touch	V, S	Yes (harmless); see text	Conjuration (Healing)
<i>Effect:</i> Cures 3d8+7 damage				<i>Target:</i> Creature touched				
Dispel Magic	18	None	1 standard action	Instantaneous	Medium (170 Feet)	V, S	No	Abjuration
<i>Effect:</i> Cancels magical spells and effects.				<i>Target:</i> One spellcaster, creature, or object; or 20-ft.-radius burst				
Flame Strike	18	Reflex half	1 standard action	Instantaneous	Medium (170 Feet)	V, S, DF	Yes	Evocation [Fire]
<i>Effect:</i> Smite foes with divine fire for 7d6 damage.				<i>Target:</i> Cylinder 10				
Freedom of Movement	18	Will negates (harmless)	1 standard action	70 minutes	Personal or touch	V, S, M, DF	Yes (harmless)	Abjuration
<i>Effect:</i> Subject moves normally despite impediments.				<i>Target:</i> You or creature touched				
Giant Vermin	18	None	1 standard action	7 minutes	Close (40 Feet)	V, S, DF	Yes	Transmutation
<i>Effect:</i> Turns centipedes, scorpions, or spiders into giant vermin.				<i>Target:</i> Up to three vermin, no two of which can be more than 30 ft. apart				
Ice Storm	18	None	1 standard action	7 full round	Long (680 Feet)	V, S, M/DF	Yes	Evocation [Cold]
<i>Effect:</i> Hail deals 5d6 damage in cylinder 40 ft. across.				<i>Target:</i> Cylinder 20				
Reincarnate	18	None; see text	10 minutes	Instantaneous	Touch	V, S, M, DF	Yes (harmless)	Transmutation
<i>Effect:</i> Brings dead subject back in a random body.				<i>Target:</i> Dead creature touched				
Repel Vermin	18	None or Will negates; see text	1 standard action	70 minutes [D]	10 ft.	V, S, DF	Yes	Abjuration
<i>Effect:</i> Insects, spiders, and other vermin stay 10 ft. away.				<i>Target:</i> 10 ft. radius emanation centered on you				
Rusting Grasp	18	None	1 standard action	See text	Touch	V, S, DF	No	Transmutation
<i>Effect:</i> Your touch corrodes iron and alloys.				<i>Target:</i> One nonmagical ferrous object [or the volume of the object within 3 ft. of the touched point] or one ferrous creature				
Scrying	18	Will negates	1 hour	7 minutes	See text	V, S, M/DF, F	Yes	Divination (Scrying)
<i>Effect:</i> Spies on subject from a distance.				<i>Target:</i> Magical sensor				
Spike Stones	18	Reflex partial	1 standard action	7 hours [D]	Medium (170 Feet)	V, S, DF	Yes	Transmutation [Earth]
<i>Effect:</i> Creatures in area take 1d8 damage, may be slowed.				<i>Target:</i> 7 20-ft. squares				
Summon Nature's Ally IV	18	None	1 round	7 rounds [D]	Close (40 Feet)	V, S, DF	No	Conjuration (Summoning)
<i>Effect:</i> Calls creature to fight.				<i>Target:</i> One or more creatures, no two of which can be more than 30 ft. apart				

\* =Domain/Speciality Spell