

Aramon Male Elf Drd8

NAME

Drd8

CLASS

8

TCL

56000

EXPERIENCE

36000

NEXT LEVEL

NPC

PLAYERNAME

Elf

RACE

Medium

SIZE

5'0"

HEIGHT

106 lbs

WEIGHT

0

AGE

Male

GENDER

Chaotic Neutral

ALIGNMENT

Low-Light, Normal

VISION

0

POINTS

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP SCORE	TEMP MODIFIER
STR Strength	18	+4	18	+4
DEX Dexterity	19	+4	19	+4
CON Constitution	10	+0	10	+0
INT Intelligence	12	+1	12	+1
WIS Wisdom	19	+4	19	+4
CHA Charisma	12	+1	12	+1

HP
hit points

30

WOUNDS/CURRENT HP

SUBDUAL DAMAGE

DAMAGE REDUCTION

AC
armor class

14

TOTAL

FLAT

TOUCH

BASE

ARMOR BONUS

SHIELD BONUS

STAT MODIFIER

SIZE MODIFIER

NATURAL ARMOR

MISC MODIFIER

MISS CHANCE

ARCANE SPELL FAILURE

ARMOR CHECK PENALTY

SPELL RESISTANCE

INITIATIVE
modifier

+4

TOTAL

DEX MODIFIER

MISC MODIFIER

BASE ATTACK
bonus

+6/+1

SAVING THROWS

FORTITUDE
(constitution)

REFLEX
(dexterity)

WILLPOWER
(wisdom)

TOTAL

BASE SAVE

ABILITY MODIFIER

MAGIC MODIFIER

MISC MODIFIER

TEMP MODIFIER

conditional modifiers

MELEE
attack bonus

RANGED
attack bonus

GRAPPLE
attack bonus

TOTAL

BASE ATTACK BONUS

STAT MODIFIER

SIZE MODIFIER

MISC MODIFIER

TEMP MODIFIER

UNARMED

TOTAL ATTACK BONUS

DAMAGE

CRITICAL

ARMOR

TYPE

AC

MAXDEX

CHECK

SPELL FAILURE

EQUIPMENT

ITEM

LOCATION

QTY

WT

COST

TOTAL WEIGHT CARRIED/VALUE

0.0 lbs

0.0 gp

WEIGHT ALLOWANCE

Light

100.0

Medium

200.0

Heavy

300.0

Lift over head

300.0

Lift off ground

600.0

Push / Drag

1500.0

FEATS

Alertness

See Text

Maximize Spell

See Text

Silent Spell

See Text

SKILLS

SKILL NAME

KEY ABILITY

SKILL MODIFIER

ABILITY MODIFIER

RANKS

MISC MODIFIER

MAX RANKS

11/5.5

Craft (Painting)

INT

2

=

1

+

1.0

+

Craft (Shipmaking)

INT

10

=

1

+

9.0

+

Craft (Stonemasonry)

INT

8

=

1

+

7.0

+

Knowledge (Architecture and Engineering)

INT

3

=

1

+

2.0

+

Ride

DEX

12

=

4

+

8.0

+

Spellcraft

INT

9

=

1

+

8.0

+

Spot

WIS

18

=

4

+

10.0

+

4

Survival

WIS

12

=

4

+

8.0

+

✓ : 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

Wildshape Large

Woodland Stride (Ex)

PROFICIENCIES

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














LANGUAGES

Common, Draconic, Druidic, Elven





















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	4	3	0	0	0	0	0




LEVEL 0

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
 Create Water <i>Effect:</i> Creates 16 gallons of pure water.	14	None	1 standard action	Instantaneous	Close (45 Feet)	V, S	No	Conjuration (Creation) [Water]
 Cure Minor Wounds <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)
 Detect Magic <i>Effect:</i> Detects spells and magic items within 60 ft.	14	None	1 standard action	Instantaneous	Concentration, up to 8 minutes	V, S	No	Divination
 Detect Poison <i>Effect:</i> Detects poison in one creature or small object.	14	None	1 standard action	Instantaneous	Close (45 Feet)	V, S	No	Divination
 Flare <i>Effect:</i> Dazzles one creature [-1 on attack rolls].	14	Fortitude negates	1 standard action	Instantaneous	Close (45 Feet)	V	Yes	Evocation [Light]
 Guidance <i>Effect:</i> +1 on one attack roll, saving throw, or skill check.	14	Will negates (harmless)	1 standard action	8 minute or until discharged	Touch	V, S	Yes	Divination
 Know Direction <i>Effect:</i> You discern north.	14	None	1 standard action	Instantaneous	Personal	V, S	No	Divination
 Light <i>Effect:</i> Object shines like a torch.	14	None	1 standard action	80 minutes [D]	Touch	V, M/DF	No	Evocation [Light]
 Mending <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
 Purify Food and Drink <i>Effect:</i> Purifies 8 cu. ft. of food or water.	14	Will negates (object)	1 standard action	Instantaneous	10 ft.	V, S	Yes (object)	Transmutation
 Read Magic <i>Effect:</i> Read scrolls and spellbooks.	14	None	1 standard action	80 minutes	Personal	V, S, F	No	Divination
 Resistance <i>Effect:</i> Subject gains +1 on saving throws.	14	Will negates (harmless)	1 standard action	8 minute	Touch	V, S, M/DF	Yes (harmless)	Abjuration
 Virtue <i>Effect:</i> Subject gains 1 temporary hp.	14	Fortitude negates (harmless)	1 standard action	8 minutes	Touch	V, S, DF	Yes (harmless)	Transmutation

LEVEL 1

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
 Calm Animals <i>Effect:</i> Calms [2d4 + level] HD of animals.	15	Will negates; see text	1 standard action	8 minutes	Close (45 Feet)	V, S	Yes	Enchantment (Compulsion) [Mind-Affecting]
 Charm Animal <i>Effect:</i> Makes one animal your friend.	15	Will negates	1 standard action	8 hours	Close (45 Feet)	V, S	Yes	Enchantment (Charm) [Mind-Affecting]
 Cure Light Wounds <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)
 Detect Animals or Plants <i>Effect:</i> Detects kinds of animals or plants.	15	None	1 standard action	Concentration, up to 10 minutes [D]	Long (720 Feet)	V, S	No	Divination
 Detect Snares and Pits <i>Effect:</i> Reveals natural or primitive traps.	15	None	1 standard action	Concentration, up to 80 minutes [D]	60 ft.	V, S	No	Divination
 Endure Elements <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
 Entangle <i>Effect:</i> Plants entangle everyone in 40-ft.-radius circle.	15	Reflex partial; see text	1 standard action	8 minutes [D]	Long (720 Feet)	V, S, DF	No	Transmutation
 Faerie Fire <i>Effect:</i> Outlines subjects with light, canceling blur, concealment, and the like.	15	None	1 standard action	8 minutes [D]	Long (720 Feet)	V, S, DF	Yes	Evocation [Light]
 Goodberry <i>Effect:</i> 2d4 berries each cure 1 hp [max 8 hp/24 hours].	15	None	1 standard action	8 days	Touch	V, S, DF	Yes	Transmutation
 Hide from Animals <i>Effect:</i> Animals can't perceive 8 subjects.	15	Will negates (harmless)	1 standard action	80 minutes [D]	Touch	S, DF	Yes	Abjuration
 Jump <i>Effect:</i> Subject gets bonus on Jump checks.	15	Will negates (harmless)	1 standard action	8 minutes [D]	Touch	V, S, M	Yes	Transmutation
 Longstrider <i>Effect:</i> Increases your speed.	15	None	1 standard action	8 hours [D]	Personal	V, S, M	No	Transmutation
 Magic Fang <i>Effect:</i> One natural weapon of subject creature gets +1 on attack and damage rolls.	15	Will negates (harmless)	1 standard action	8 minutes	Touch	V, S, DF	Yes (harmless)	Transmutation
 Magic Stone <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
 Obscuring Mist <i>Effect:</i> Fog surrounds you.	15	None	1 standard action	8 minutes	20 ft.	V, S	No	Conjuration (Creation)
 Pass without Trace <i>Effect:</i> 8 subjects leaves no tracks.	15	Will negates (harmless)	1 standard action	8 hours [D]	Touch	V, S, DF	Yes (harmless)	Transmutation
 Produce Flame <i>Effect:</i> 1d6+8 damage, touch or thrown.	15	None	1 standard action	8 minutes [D]	0 ft.	V, S	Yes	Evocation [Fire]
 Shillelagh <i>Effect:</i> Cudgel or quarterstaff becomes +1 weapon [1d10 damage] for 8 minutes.	15	Will negates (object)	1 standard action	8 minutes	Touch	V, S, DF	Yes (object)	Transmutation
 Speak with Animals <i>Effect:</i> You can communicate with animals.	15	None	1 standard action	8 minutes	Personal	V, S	No	Divination
 Summon Nature's Ally I <i>Effect:</i> Calls creature to fight.	15	None	1 round	8 rounds [D]	Close (45 Feet)	V, S, DF	No	Conjuration (Summoning)

LEVEL 2

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
 Animal Messenger <i>Effect:</i> Sends a Tiny animal to a specific place.	16	None; see text	1 standard action	8 days	Close (45 Feet)	V, S, M	Yes	Enchantment (Compulsion) [Mind-Affecting]
 Animal Trance <i>Effect:</i> Fascinates 2d6 HD of animals.	16	Will negates; see text	1 standard action	Concentration	Close (45 Feet)	V, S	Yes	Enchantment (Compulsion) [Mind-Affecting, Sonic]
 Barkskin <i>Effect:</i> Grants +3 enhancement to natural armor.	16	None	1 standard action	80 minutes	Touch	V, S, DF	Yes (harmless)	Transmutation

* =Domain/Specialty Spell

Druid Spells

■■■■■	Bear's Endurance <i>Effect:</i> Subject gains +4 to Con for 8 minutes.	16	Will negates (harmless)	1 standard action	8 minutes	Touch	V, S, DF	Yes	Transmutation
■■■■■	Bull's Strength <i>Effect:</i> Subject gains +4 to Str for 8 minutes.	16	Will negates (harmless)	1 standard action	8 minutes	Touch	V, S, M/DF	Yes (harmless)	Transmutation
■■■■■	Cat's Grace <i>Effect:</i> Subject gains +4 to Dex for 8 minutes.	16	Will negates (harmless)	1 standard action	8 minutes	Touch	V, S, M	Yes	Transmutation
■■■■■	Chill Metal <i>Effect:</i> Cold metal damages those who touch it.	16	Will negates (object)	1 standard action	7 rounds	Close (45 Feet)	V, S, DF	Yes (object)	Transmutation [Cold]
■■■■■	Delay Poison <i>Effect:</i> Stops poison from harming subject for 8 hours.	16	Fortitude negates (harmless)	1 standard action	8 hours	Touch	V, S, DF	Yes (harmless)	Conjuration (Healing)
■■■■■	Fire Trap <i>Effect:</i> Opened object deals 1d4+8 damage.	16	Reflex half; see text	10 minutes	Permanent until discharged [D]	Touch	V, S, M	Yes	Abjuration [Fire]
■■■■■	Flame Blade <i>Effect:</i> Touch attack deals 1d8 +1/two levels damage.	16	None	1 standard action	8 minutes [D]	0 ft.	V, S, DF	Yes	Evocation [Fire]
■■■■■	Flaming Sphere <i>Effect:</i> Creates rolling ball of fire, 2d6 damage, lasts 8 rounds.	16	Reflex negates	1 standard action	8 rounds	Medium (180 Feet)	V, S, M/DF	Yes	Evocation [Fire]
■■■■■	Fog Cloud <i>Effect:</i> Fog obscures vision.	16	None	1 standard action	80 minutes	Medium (180 Feet)	V, S	No	Conjuration (Creation)
■■■■■	Gust of Wind <i>Effect:</i> Blows away or knocks down smaller creatures.	16	Fortitude negates	1 standard action	8 round	60 ft.	V, S	Yes	Evocation [Air]
■■■■■	Heat Metal <i>Effect:</i> Make metal so hot it damages those who touch it.	16	Will negates (object)	1 standard action	7 rounds	Close (45 Feet)	V, S, DF	Yes (object)	Transmutation [Fire]
■■■■■	Hold Animal <i>Effect:</i> Paralyzes one animal for 8 rounds.	16	Will negates; see text	1 standard action	8 rounds [D]; see text	Medium (180 Feet)	V, S	Yes	Enchantment (Compulsion) [Mind-Affecting]
■■■■■	Owl's Wisdom <i>Effect:</i> Subject gains +4 to Wis for 8 minutes.	16	Will negates (harmless)	1 standard action	8 minutes	Touch	V, S, M/DF	Yes	Transmutation
■■■■■	Reduce Animal <i>Effect:</i> Shrinks one willing animal.	16	None	1 standard action	8 hours [D]	Touch	V, S	No	Transmutation
■■■■■	Resist Energy <i>Effect:</i> Ignores first 10 [or more] points of damage/attack from specified energy type.	16	Fortitude negates (harmless)	1 standard action	80 minutes	Touch	V, S, DF	Yes (harmless)	Abjuration
■■■■■	Restoration, Lesser <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)
■■■■■	Soften Earth and Stone <i>Effect:</i> Turns stone to clay or dirt to sand or mud.	16	None	1 standard action	Instantaneous	Close (45 Feet)	V, S, DF	No	Transmutation [Earth]
■■■■■	Spider Climb <i>Effect:</i> Grants ability to walk on walls and ceilings.	16	Will negates (harmless)	1 standard action	80 minutes	Touch	V, S, M	Yes (harmless)	Transmutation
■■■■■	Summon Nature's Ally II <i>Effect:</i> Calls creature to fight.	16	None	1 round	8 rounds [D]	Close (45 Feet)	V, S, DF	No	Conjuration (Summoning)
■■■■■	Summon Swarm <i>Effect:</i> Summons swarm of bats, rats, or spiders.	16	None	1 round	Concentration + 2 rounds	Close (45 Feet)	V, S, M/DF	No	Conjuration (Summoning)
■■■■■	Tree Shape <i>Effect:</i> You look exactly like a tree for 8 hours.	16	None	1 standard action	8 hours [D]	Personal	V, S, DF	No	Transmutation
■■■■■	Warp Wood <i>Effect:</i> Bends wood [shaft, handle, door, plank].	16	Will negates (object)	1 standard action	Instantaneous	Close (45 Feet)	V, S	Yes (object)	Transmutation
■■■■■	Wood Shape <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
■■■■■ Call Lightning	17	Reflex half	1 round	8 minutes	Medium (180 Feet)	V, S	Yes	Evocation [Electricity]
Effect: Calls down lightning bolts [3d6 per bolt] from sky.								
■■■■■ Contagion	17	Fortitude negates	1 standard action	Instantaneous	Touch	V, S	Yes	Necromancy [Evil]
Effect: Infects subject with chosen disease.								
■■■■■ Cure Moderate Wounds	17	Will half (harmless); see text	1 standard action	Instantaneous	Touch	V, S	Yes (harmless); see text	Conjuration (Healing)
Effect: Cures 2d8+8 damage								
■■■■■ Daylight	17	None	1 standard action	80 minutes [D]	Touch	V, S	No	Evocation [Light]
Effect: 60-ft. radius of bright light.								
■■■■■ Diminish Plants	17	None	1 standard action	Instantaneous	See text	V, S, DF	No	Transmutation
Effect: Reduces size or blights growth of normal plants.								
■■■■■ Dominate Animal	17	Will negates	1 round	8 rounds	Close (45 Feet)	V, S	Yes	Enchantment (Compulsion) [Mind-Affecting]
Effect: Subject animal obeys silent mental commands.								
■■■■■ Magic Fang, Greater	17	Will negates (harmless)	1 standard action	8 hours	Close (45 Feet)	V, S, DF	Yes (harmless)	Transmutation
Effect: One natural weapon of subject creature gets +2 on attack and damage rolls.								
■■■■■ Meld into Stone	17	None	1 standard action	80 minutes	Personal	V, S, DF	No	Transmutation [Earth]
Effect: You and your gear merge with stone.								
■■■■■ Neutralize Poison	17	Will negates (harmless, object)	1 standard action	80 minutes	Touch	V, S, M/DF	Yes (harmless, object)	Conjuration (Healing)
Effect: Immunizes subject against poison, detoxifies venom in or on subject.								
■■■■■ Plant Growth	17	None	1 standard action	Instantaneous	See text	V, S, DF	No	Transmutation
Effect: Grows vegetation, improves crops.								
■■■■■ Poison	17	Fortitude negates; see text	1 standard action	Instantaneous; see text	Touch	V, S, DF	Yes	Necromancy
Effect: Touch deals 1d10 Con damage, repeats in 1 minute.								
■■■■■ Protection from Energy	17	Fortitude negates (harmless)	1 standard action	80 minutes or until discharged	Touch	V, S, DF	Yes (harmless)	Abjuration
Effect: Absorb 96 points of damage from one kind of energy.								
■■■■■ Quench	17	None or Will negates (object)	1 standard action	Instantaneous	Medium (180 Feet)	V, S, DF	No or Yes (object)	Transmutation
Effect: Extinguishes nonmagical fires or one magic item.								
■■■■■ Remove Disease	17	Fortitude negates (harmless)	1 standard action	Instantaneous	Touch	V, S	Yes (harmless)	Conjuration (Healing)
Effect: Cures all diseases affecting subject.								
■■■■■ Sleet Storm	17	None	1 standard action	8 rounds	Long (720 Feet)	V, S, M/DF	No	Conjuration (Creation) [Cold]
Effect: Hampers vision and movement.								
■■■■■ Snare	17	None	3 rounds	Until triggered or broken	Touch	V, S, DF	No	Transmutation
Effect: Creates a magic booby trap.								
■■■■■ Speak with Plants	17	None	1 standard action	8 minutes	Personal	V, S	No	Divination
Effect: You can talk to normal plants and plant creatures.								
■■■■■ Spike Growth	17	Reflex partial	1 standard action	8 hours [D]	Medium (180 Feet)	V, S, DF	Yes	Transmutation
Effect: Creatures in area take 1d4 damage, may be slowed.								
■■■■■ Stone Shape	17	None	1 standard action	Instantaneous	Touch	V, S, M/DF	No	Transmutation [Earth]
Effect: Sculpts stone into any shape.								
■■■■■ Summon Nature's Ally III	17	None	1 round	8 rounds [D]	Close (45 Feet)	V, S, DF	No	Conjuration (Summoning)
Effect: Calls creature to fight.								

* =Domain/Specialty Spell

Druid Spells

Water Breathing	17	Will negates (harmless)	1 standard action	16 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	8 rounds	Medium (180 Feet)	V, S, M/DF	Yes	Evocation [Air]
<i>Effect:</i> Deflects arrows, smaller creatures, and gases.				<i>Target:</i> Wall up to 80 ft. long and 40 ft. high [S]				

LEVEL 4								
Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
Air Walk	18	None	1 standard action	80 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	80 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 8d6 damage to plant creature.				<i>Target:</i> one plant/plant-creature				
Command Plants	18	Will negates	1 standard action	8 days	Close (45 Feet)	V	Yes	Transmutation
<i>Effect:</i> Sway the actions of one or more plant creatures.				<i>Target:</i> Up to 8 HD of plant creatures, no two of which can be more than 30 ft. apart				
Control Water	18	None; see text	1 standard action	80 minutes [D]	Long (720 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 80 ft by 80 ft by 16 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+8 damage				<i>Target:</i> Creature touched				
Dispel Magic	18	None	1 standard action	Instantaneous	Medium (180 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 (180 Feet)	V, S, DF	Yes	Evocation [Fire]
<i>Effect:</i> Smite foes with divine fire for 8d6 damage.				<i>Target:</i> Cylinder 10				
Freedom of Movement	18	Will negates (harmless)	1 standard action	80 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	8 minutes	Close (45 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	8 full round	Long (720 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	80 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	8 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	8 hours [D]	Medium (180 Feet)	V, S, DF	Yes	Transmutation [Earth]
<i>Effect:</i> Creatures in area take 1d8 damage, may be slowed.				<i>Target:</i> 8 20-ft. squares				
Summon Nature's Ally IV	18	None	1 round	8 rounds [D]	Close (45 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