

Quarivor Male Half-Elf Drd7

NAME

Drd7

CLASS

42000

EXPERIENCE

7

NEXT LEVEL

28000

TCL

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP SCORE	TEMP MODIFIER
STR Strength	14	+2	14	+2
DEX Dexterity	18	+4	18	+4
CON Constitution	15	+2	15	+2
INT Intelligence	12	+1	12	+1
WIS Wisdom	19	+4	19	+4
CHA Charisma	12	+1	12	+1

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC MODIFIER	TEMP MODIFIER	conditional modifiers
FORTITUDE (constitution)	+7	= +5	+ +2	+ +0	+ +0	+	
REFLEX (dexterity)	+8	= +2	+ +4	+ +0	+ +2	+	
WILLPOWER (wisdom)	+9	= +5	+ +4	+ +0	+ +0	+	

	TOTAL		BASE ATTACK BONUS	STAT MODIFIER	SIZE MODIFIER	MISC MODIFIER	TEMP MODIFIER
MELEE attack bonus	+7	=	+5	+ +2	+ +0	+ +0	+
RANGED attack bonus	+9	=	+5	+ +4	+ +0	+ +0	+
GRAPPLE attack bonus	+7	=	+5	+ +2	+ +0	+ +0	+

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
	+3	1d3+2	20/x2

ARMOR	TYPE	AC	MAXDEX	CHECK	SPELL FAILURE
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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	58.0	Medium	116.0	Heavy	175.0
Lift over head	175.0	Lift off ground	350.0	Push / Drag	875.0

FEATS	
Endurance	See Text
Lightning Reflexes	See Text
Spell Focus (Transmutation)	See Text

NPC

PLAYERNAME

Half-Elf

RACE

Medium

SIZE

5'7"

HEIGHT

160 lbs

WEIGHT

0

AGE

Male

GENDER

HP hit points	47	WOUNDS/CURRENT HP		SUBDUAL DAMAGE		DAMAGE REDUCTION	
AC armor class	14	TOTAL	FLAT	TOUCH	BASE	ARMOR BONUS	SHIELD BONUS

INITIATIVE modifier	+4	=	+4	+ +0
	TOTAL		DEX MODIFIER	MISC MODIFIER
BASE ATTACK bonus	+5			

DEITY

5'7"

HEIGHT

160 lbs

WEIGHT

0

EYES

HAIR

ARMOR BONUS	SHIELD BONUS	STAT MODIFIER	SIZE MODIFIER	NATURAL ARMOR MODIFIER	MISC MODIFIER	MISS CHANCE
0	0	4	0	0	0	

SKILLS		MAX RANKS		10/5	
SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
Craft (Armorsmithing)	INT	6	= 1	+ 5.0	+
Craft (Bowmaking)	INT	2	= 1	+ 1.0	+
Craft (Woodworking)	INT	8	= 1	+ 7.0	+
Knowledge (Nature)	INT	11	= 1	+ 10.0	+
✓ Ride	DEX	12	= 4	+ 8.0	+
✓ Spot	WIS	14	= 4	+ 9.0	+ 1
✓ Swim	STR	12	= 2	+ 10.0	+
_____ = _____ + _____ + _____					
✓ : can be used untrained. X : exclusive skills					

SPECIAL ABILITIES	
+2 racial bonus on saving throws against enchantment spells or effects.	
Animal Companion (Ex)	
Elven Blood	
Immunity to sleep spells and similar magical 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, Longspear, Quarterstaff, Scimitar, Shortsppear, Sickle, Sling	

LANGUAGES	
Common, Druidic, Elven, Undercommon	





















# 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	<i>Target:</i> Cone-shaped emanation 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	<i>Target:</i> One creature, one object, or a 5-ft. cube 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	<i>Target:</i> Burst of light 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	<i>Target:</i> Creature touched Instantaneous	Personal	V, S	No	Divination
 <b>Light</b> <i>Effect:</i> Object shines like a torch.	14	None	1 standard action	<i>Target:</i> You 70 minutes [D]	Touch	V, M/DF	No	Evocation [Light]
 <b>Mending</b> <i>Effect:</i> Makes minor repairs on an object.	15	Will negates (harmless, object)	1 standard action	<i>Target:</i> Object touched 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.	15	Will negates (object)	1 standard action	<i>Target:</i> One object of up to 1 lb. Instantaneous	10 ft.	V, S	Yes (object)	Transmutation
 <b>Read Magic</b> <i>Effect:</i> Read scrolls and spellbooks.	14	None	1 standard action	<i>Target:</i> 7 cu. ft. of contaminated food and water 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	<i>Target:</i> You	Touch	V, S, M/DF	Yes (harmless)	Abjuration
 <b>Virtue</b> <i>Effect:</i> Subject gains 1 temporary hp.	15	Fortitude negates (harmless)	1 standard action	<i>Target:</i> Creature touched 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	<i>Target:</i> Animals within 30 ft. of each other 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	<i>Target:</i> Creature touched 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	<i>Target:</i> Cone-shaped emanation 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	<i>Target:</i> Cone-shaped emanation 24 hours	Touch	V, S	Yes (harmless)	Abjuration
 <b>Entangle</b> <i>Effect:</i> Plants entangle everyone in 40-ft.-radius circle.	16	Reflex partial; see text	1 standard action	<i>Target:</i> Creature touched 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	<i>Target:</i> Plants in a 40-ft.-radius spread 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].	16	None	1 standard action	<i>Target:</i> Creatures and objects within a 5-ft.-radius burst 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	<i>Target:</i> 2d4 fresh berries touched 70 minutes [D]	Touch	S, DF	Yes	Abjuration
 <b>Jump</b> <i>Effect:</i> Subject gets bonus on Jump checks.	16	Will negates (harmless)	1 standard action	<i>Target:</i> 7 creatures touched 7 minutes [D]	Touch	V, S, M	Yes	Transmutation
 <b>Longstrider</b> <i>Effect:</i> Increases your speed.	16	None	1 standard action	<i>Target:</i> Creature touched 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.	16	Will negates (harmless)	1 standard action	<i>Target:</i> You 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.	16	Will negates (harmless, object)	1 standard action	<i>Target:</i> Living creature touched 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	<i>Target:</i> Up to three pebbles touched 7 minutes	20 ft.	V, S	No	Conjuration (Creation)
 <b>Pass without Trace</b> <i>Effect:</i> 7 subjects leaves no tracks.	16	Will negates (harmless)	1 standard action	<i>Target:</i> Cloud spreads in 20-ft. radius from you, 20 ft. high 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	<i>Target:</i> 7 creatures touched 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.	16	Will negates (object)	1 standard action	<i>Target:</i> Flame in your palm 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	<i>Target:</i> One touched nonmagical oak club or quarterstaff 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	<i>Target:</i> You 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	<i>Target:</i> One Tiny animal Concentration	Close (40 Feet)	V, S	Yes	Enchantment (Compulsion) [Mind-Affecting, Sonic]
 <b>Barkskin</b> <i>Effect:</i> Grants +3 enhancement to natural armor.	17	None	1 standard action	<i>Target:</i> Animals or magical beasts with Intelligence 1 or 2 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.	17	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.	17	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.	17	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.	17	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.	17	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.	17	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.	17	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.	17	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.	17	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.	17	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].	17	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.	17	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	7 minutes	Medium (170 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+7 damage								
■■■■■ Daylight	17	None	1 standard action	70 minutes [D]	Touch	V, S	No	Evocation [Light]
Effect: 60-ft. radius of bright light.								
■■■■■ Diminish Plants	18	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	7 rounds	Close (40 Feet)	V, S	Yes	Enchantment (Compulsion) [Mind-Affecting]
Effect: Subject animal obeys silent mental commands.								
■■■■■ Magic Fang, Greater	18	Will negates (harmless)	1 standard action	7 hours	Close (40 Feet)	V, S, DF	Yes (harmless)	Transmutation
Effect: One natural weapon of subject creature gets +2 on attack and damage rolls.								
■■■■■ Meld into Stone	18	None	1 standard action	70 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	70 minutes	Touch	V, S, M/DF	Yes (harmless, object)	Conjuration (Healing)
Effect: Immunizes subject against poison, detoxifies venom in or on subject.								
■■■■■ Plant Growth	18	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	70 minutes or until discharged	Touch	V, S, DF	Yes (harmless)	Abjuration
Effect: Absorb 84 points of damage from one kind of energy.								
■■■■■ Quench	18	None or Will negates (object)	1 standard action	Instantaneous	Medium (170 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	7 rounds	Long (680 Feet)	V, S, M/DF	No	Conjuration (Creation) [Cold]
Effect: Hampers vision and movement.								
■■■■■ Snare	18	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	7 minutes	Personal	V, S	No	Divination
Effect: You can talk to normal plants and plant creatures.								
■■■■■ Spike Growth	18	Reflex partial	1 standard action	7 hours [D]	Medium (170 Feet)	V, S, DF	Yes	Transmutation
Effect: Creatures in area take 1d4 damage, may be slowed.								
■■■■■ Stone Shape	18	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	7 rounds [D]	Close (40 Feet)	V, S, DF	No	Conjuration (Summoning)
Effect: Calls creature to fight.								

\* =Domain/Specialty Spell

## Druid Spells

Water Breathing	18	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	19	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	19	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	19	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	19	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	19	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	19	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	19	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