

Larisa Female Human Drd7

NAME

Drd7

CLASS

42000

EXPERIENCE

7

28000

NEXT LEVEL

TCL

NPC

PLAYERNAME

Human

RACE

Medium

SIZE

5'5"

HEIGHT

133 lbs

WEIGHT

0

Female

GENDER

AGE

EYES

HAIR

POINTS

Neutral Good

ALIGNMENT

Normal

VISION

0

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP SCORE	TEMP MODIFIER
STR Strength	18	+4	18	+4
DEX Dexterity	15	+2	15	+2
CON Constitution	13	+1	13	+1
INT Intelligence	13	+1	13	+1
WIS Wisdom	19	+4	19	+4
CHA Charisma	12	+1	12	+1

HP hit points	36	WOUNDS/CURRENT HP				SUBDUAL DAMAGE				DAMAGE REDUCTION				SPEED		
AC armor class	12	TOTAL	FLAT	TOUCH	=	BASE	ARMOR BONUS	SHIELD BONUS	STAT MODIFIER	SIZE MODIFIER	NATURAL ARMOR MODIFIER	MISC MODIFIER	MISS CHANCE	ARCANE SPELL FAILURE	ARMOR CHECK PENALTY	SPELL RESISTANCE

INITIATIVE modifier	+6	=	+2	+	+4	TOTAL	DEX MODIFIER	MISC MODIFIER
BASE ATTACK bonus	+5							

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC MODIFIER	TEMP MODIFIER	conditional modifiers				
FORTITUDE (constitution)	+6	=	+5	+	+1	+	+0	+	+0	+	
REFLEX (dexterity)	+4	=	+2	+	+2	+	+0	+	+0	+	
WILLPOWER (wisdom)	+9	=	+5	+	+4	+	+0	+	+0	+	

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

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
	+5	1d3+4	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	100.0	Medium	200.0	Heavy	300.0
Lift over head	300.0	Lift off ground	600.0	Push / Drag	1500.0

FEATS	
Craft Magic Arms and Armor	See Text
Improved Initiative	See Text
Point Blank Shot	See Text
Weapon Focus (Quarterstaff)	See Text

SKILLS		MAX RANKS		10/5
SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS
✓ Concentration	CON	10	= 1	+ 9.0 +
Craft (Alchemy)	INT	9	= 1	+ 8.0 +
Craft (Armorsmithing)	INT	10	= 1	+ 9.0 +
Craft (Leatherworking)	INT	10	= 1	+ 9.0 +
Craft (Trapmaking)	INT	7	= 1	+ 6.0 +
✓ Diplomacy	CHA	11	= 1	+ 10.0 +
Knowledge (History)	INT	6	= 1	+ 5.0 +
_____ = _____ + _____ + _____				
✓ : can be used untrained. X : exclusive skills				

SPECIAL ABILITIES	
Animal Companion (Ex)	
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	
Celestial, Common, Druidic	





















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
 Create Water <i>Effect:</i> Creates 14 gallons of pure water.	14	None	1 standard action	Instantaneous	Close (40 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	<i>Target:</i> Creature touched Concentration, up to 7 minutes [D]	60 ft.	V, S	No	Divination
 Detect Poison <i>Effect:</i> Detects poison in one creature or small object.	14	None	1 standard action	<i>Target:</i> Cone-shaped emanation Instantaneous	Close (40 Feet)	V, S	No	Divination
 Flare <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]
 Guidance <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
 Know Direction <i>Effect:</i> You discern north.	14	None	1 standard action	<i>Target:</i> Creature touched Instantaneous	Personal	V, S	No	Divination
 Light <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]
 Mending <i>Effect:</i> Makes minor repairs on an object.	14	Will negates (harmless, object)	1 standard action	<i>Target:</i> Object touched Instantaneous	10 ft.	V, S	Yes (harmless, object)	Transmutation
 Purify Food and Drink <i>Effect:</i> Purifies 7 cu. ft. of food or water.	14	Will negates (object)	1 standard action	<i>Target:</i> One object of up to 1 lb. Instantaneous	10 ft.	V, S	Yes (object)	Transmutation
 Read Magic <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
 Resistance <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
 Virtue <i>Effect:</i> Subject gains 1 temporary hp.	14	Fortitude negates (harmless)	1 standard action	<i>Target:</i> Creature touched 7 minutes	Touch	V, S, DF	Yes (harmless)	Transmutation
				<i>Target:</i> Creature touched				

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	7 minutes	Close (40 Feet)	V, S	Yes	Enchantment (Compulsion) [Mind-Affecting]
 Charm Animal <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]
 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	<i>Target:</i> Creature touched Concentration, up to 10 minutes [D]	Long (680 Feet)	V, S	No	Divination
 Detect Snares and Pits <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
 Endure Elements <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
 Entangle <i>Effect:</i> Plants entangle everyone in 40-ft.-radius circle.	15	Reflex partial; see text	1 standard action	<i>Target:</i> Creature touched 7 minutes [D]	Long (680 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	<i>Target:</i> Plants in a 40-ft.-radius spread 7 minutes [D]	Long (680 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	<i>Target:</i> Creatures and objects within a 5-ft.-radius burst 7 days	Touch	V, S, DF	Yes	Transmutation
 Hide from Animals <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
 Jump <i>Effect:</i> Subject gets bonus on Jump checks.	15	Will negates (harmless)	1 standard action	<i>Target:</i> 7 creatures touched 7 minutes [D]	Touch	V, S, M	Yes	Transmutation
 Longstrider <i>Effect:</i> Increases your speed.	15	None	1 standard action	<i>Target:</i> Creature touched 7 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	<i>Target:</i> You 7 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	<i>Target:</i> Living creature touched 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	<i>Target:</i> Up to three pebbles touched 7 minutes	20 ft.	V, S	No	Conjuration (Creation)
 Pass without Trace <i>Effect:</i> 7 subjects leaves no tracks.	15	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
 Produce Flame <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]
 Shillelagh <i>Effect:</i> Cudgel or quarterstaff becomes +1 weapon [1d10 damage] for 7 minutes.	15	Will negates (object)	1 standard action	<i>Target:</i> Flame in your palm 7 minutes	Touch	V, S, DF	Yes (object)	Transmutation
 Speak with Animals <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
 Summon Nature's Ally I <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)
				<i>Target:</i> One summoned creature				

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	7 days	Close (40 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	<i>Target:</i> One Tiny animal Concentration	Close (40 Feet)	V, S	Yes	Enchantment (Compulsion) [Mind-Affecting, Sonic]
 Barkskin <i>Effect:</i> Grants +3 enhancement to natural armor.	16	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
				<i>Target:</i> Living creature touched				

* =Domain/Specialty Spell

Druid Spells

■■■■■	Bear's Endurance <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
■■■■■	Bull's Strength <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
■■■■■	Cat's Grace <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
■■■■■	Chill Metal <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]
■■■■■	Delay Poison <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)
■■■■■	Fire Trap <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]
■■■■■	Flame Blade <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]
■■■■■	Flaming Sphere <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]
■■■■■	Fog Cloud <i>Effect:</i> Fog obscures vision.	16	None	1 standard action	70 minutes	Medium (170 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	7 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 (40 Feet)	V, S, DF	Yes (object)	Transmutation [Fire]
■■■■■	Hold Animal <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]
■■■■■	Owl's Wisdom <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
■■■■■	Reduce Animal <i>Effect:</i> Shrinks one willing animal.	16	None	1 standard action	7 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	70 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 (40 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	70 minutes	Touch	V, S, M	Yes (harmless)	Transmutation
■■■■■	Summon Nature's Ally II <i>Effect:</i> Calls creature to fight.	16	None	1 round	7 rounds [D]	Close (40 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 (40 Feet)	V, S, M/DF	No	Conjuration (Summoning)
■■■■■	Tree Shape <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
■■■■■	Warp Wood <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
■■■■■	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	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	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	7 rounds	Close (40 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	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	17	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	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	70 minutes or until discharged	Touch	V, S, DF	Yes (harmless)	Abjuration
Effect: Absorb 84 points of damage from one kind of energy.								
■■■■■ Quench	17	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	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	7 minutes	Personal	V, S	No	Divination
Effect: You can talk to normal plants and plant creatures.								
■■■■■ Spike Growth	17	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	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	7 rounds [D]	Close (40 Feet)	V, S, DF	No	Conjuration (Summoning)
Effect: Calls creature to fight.								

* =Domain/Specialty Spell

Druid Spells

<div><div></div><div></div><div></div><div></div><div></div></div> Water Breathing	17	Will negates (harmless)	1 standard action	14 hours; see text	Touch	V, S, M/DF Yes (harmless)	Transmutation	
Effect: Subjects can breathe underwater.				Target: Living creatures touched				
<div><div></div><div></div><div></div><div></div><div></div></div> Wind Wall	17	None; see text	1 standard action	7 rounds	Medium (170 Feet)	V, S, M/DF Yes	Evocation [Air]	
Effect: Deflects arrows, smaller creatures, and gases.				Target: Wall up to 70 ft. long and 35 ft. high [S]				
LEVEL 4								
Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
<div><div></div><div></div><div></div><div></div><div></div></div> Air Walk	18	None	1 standard action	70 minutes	Touch	V, S, DF	Yes (harmless)	Transmutation [Air]
Effect: Subject treads on air as if solid [climb at 45-degree angle].				Target: Creature [Gargantuan or smaller] touched				
<div><div></div><div></div><div></div><div></div><div></div></div> Antiplant Shell	18	None	1 standard action	70 minutes [D]	10 ft.	V, S, DF	Yes	Abjuration
Effect: Keeps animated plants at bay.				Target: 10-ft.-radius emanation, centered on you				
<div><div></div><div></div><div></div><div></div><div></div></div> Blight	18	Fortitude half; see text	1 standard action	Instantaneous	Touch	V, S, DF	Yes	Necromancy
Effect: Withers one plant or deals 7d6 damage to plant creature.				Target: one plant/plant-creature				
<div><div></div><div></div><div></div><div></div><div></div></div> Command Plants	18	Will negates	1 standard action	7 days	Close (40 Feet)	V	Yes	Transmutation
Effect: Sway the actions of one or more plant creatures.				Target: Up to 7 HD of plant creatures, no two of which can be more than 30 ft. apart				
<div><div></div><div></div><div></div><div></div><div></div></div> Control Water	18	None; see text	1 standard action	70 minutes [D]	Long (680 Feet)	V, S, M/DF No		Transmutation [Water]
Effect: Raises or lowers bodies of water.				Target: Water in a volume of 70 ft by 70 ft by 14 ft [S]				
<div><div></div><div></div><div></div><div></div><div></div></div> Cure Serious Wounds	18	Will half (harmless); see text	1 standard action	Instantaneous	Touch	V, S	Yes (harmless); see text	Conjuration (Healing)
Effect: Cures 3d8+7 damage				Target: Creature touched				
<div><div></div><div></div><div></div><div></div><div></div></div> Dispel Magic	18	None	1 standard action	Instantaneous	Medium (170 Feet)	V, S	No	Abjuration
Effect: Cancels magical spells and effects.				Target: One spellcaster, creature, or object; or 20-ft.-radius burst				
<div><div></div><div></div><div></div><div></div><div></div></div> Flame Strike	18	Reflex half	1 standard action	Instantaneous	Medium (170 Feet)	V, S, DF	Yes	Evocation [Fire]
Effect: Smite foes with divine fire for 7d6 damage.				Target: Cylinder 10				
<div><div></div><div></div><div></div><div></div><div></div></div> Freedom of Movement	18	Will negates (harmless)	1 standard action	70 minutes	Personal or touch	V, S, M, DF	Yes (harmless)	Abjuration
Effect: Subject moves normally despite impediments.				Target: You or creature touched				
<div><div></div><div></div><div></div><div></div><div></div></div> Giant Vermin	18	None	1 standard action	7 minutes	Close (40 Feet)	V, S, DF	Yes	Transmutation
Effect: Turns centipedes, scorpions, or spiders into giant vermin.				Target: Up to three vermin, no two of which can be more than 30 ft. apart				
<div><div></div><div></div><div></div><div></div><div></div></div> Ice Storm	18	None	1 standard action	7 full round	Long (680 Feet)	V, S, M/DF Yes		Evocation [Cold]
Effect: Hail deals 5d6 damage in cylinder 40 ft. across.				Target: Cylinder 20				
<div><div></div><div></div><div></div><div></div><div></div></div> Reincarnate	18	None; see text	10 minutes	Instantaneous	Touch	V, S, M, DF	Yes (harmless)	Transmutation
Effect: Brings dead subject back in a random body.				Target: Dead creature touched				
<div><div></div><div></div><div></div><div></div><div></div></div> Repel Vermin	18	None or Will negates; see text	1 standard action	70 minutes [D]	10 ft.	V, S, DF	Yes	Abjuration
Effect: Insects, spiders, and other vermin stay 10 ft. away.				Target: 10 ft. radius emanation centered on you				
<div><div></div><div></div><div></div><div></div><div></div></div> Rusting Grasp	18	None	1 standard action	See text	Touch	V, S, DF	No	Transmutation
Effect: Your touch corrodes iron and alloys.				Target: One nonmagical ferrous object [or the volume of the object within 3 ft. of the touched point] or one ferrous creature				
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Effect: Spies on subject from a distance.				Target: Magical sensor				
<div><div></div><div></div><div></div><div></div><div></div></div> Spike Stones	18	Reflex partial	1 standard action	7 hours [D]	Medium (170 Feet)	V, S, DF	Yes	Transmutation [Earth]
Effect: Creatures in area take 1d8 damage, may be slowed.				Target: 7 20-ft. squares				
<div><div></div><div></div><div></div><div></div><div></div></div> Summon Nature's Ally IV	18	None	1 round	7 rounds [D]	Close (40 Feet)	V, S, DF	No	Conjuration (Summoning)
Effect: Calls creature to fight.				Target: One or more creatures, no two of which can be more than 30 ft. apart				

* =Domain/Speciality Spell