

Sven Male Human Drd9

NAME

Drd9

72000

CLASS

EXPERIENCE

9

45000

TCL

NEXT LEVEL

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

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC MODIFIER	TEMP MODIFIER	conditional modifiers
FORTITUDE (constitution)	+10	= +6	+ +4	+ +0	+ +0	+	
REFLEX (dexterity)	+4	= +3	+ +1	+ +0	+ +0	+	
WILLPOWER (wisdom)	+8	= +6	+ +2	+ +0	+ +0	+	

TOTAL	BASE ATTACK BONUS	STAT MODIFIER	SIZE MODIFIER	MISC MODIFIER	TEMP MODIFIER	
MELEE attack bonus	+7/+2	= +6/+1	+ +1	+ +0	+ +0	+
RANGED attack bonus	+7/+2	= +6/+1	+ +1	+ +0	+ +0	+
GRAPPLE attack bonus	+7/+2	= +6/+1	+ +1	+ +0	+ +0	+

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
	+3/-2	1d3+1	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
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WEIGHT ALLOWANCE					
Light	43.0	Medium	86.0	Heavy	130.0
Lift over head	130.0	Lift off ground	260.0	Push / Drag	650.0

FEATS	
Enlarge Spell	See Text
Eschew Materials	See Text
Greater Spell Penetration	See Text
Skill Focus (Craft (Shipmaking))	See Text
Spell Penetration	See Text

NPC

PLAYERNAME

Human

Medium

6'4"

246 lbs

Normal

VISION

0

POINTS

HP hit points	79	WOUNDS/CURRENT HP		SUBDUAL DAMAGE		DAMAGE REDUCTION		SPEED						
AC armor class	11	: 10	: 11	= 10	+ 0	+ 0	+ 1	+ 0	+ 0	+ 0	Walk 30'			
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	+1	= +1	+ +0
TOTAL		DEX MODIFIER	MISC MODIFIER
BASE ATTACK bonus	+6/+1		

Chaotic Neutral

ALIGNMENT

Normal

VISION

0

POINTS

SKILLS		MAX RANKS		12/6		
SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER	
Craft (Alchemy)	INT	7	= 1	+ 6.0	+	
Craft (Carpentry)	INT	12	= 1	+ 11.0	+	
Craft (Shipmaking)	INT	8	= 1	+ 7.0	+	
Craft (Stonemasonry)	INT	12	= 1	+ 11.0	+	
Craft (Woodworking)	INT	8	= 1	+ 7.0	+	
Decipher Script	INT	3	= 1	+ 2.0	+	
Handle Animal	CHA	13	= 4	+ 9.0	+	
Knowledge (Arcana)	INT	3	= 1	+ 2.5	+	
Knowledge (Dungeoneering)	INT	2	= 1	+ 1.5	+	
✓ Survival	WIS	12	= 2	+ 10.0	+	
				=	+	+
				✓ : can be used untrained. x : exclusive skills		

SPECIAL ABILITIES
Animal Companion (Ex)
Nature Sense (Ex)
Resist Nature's Lure (Ex)
Trackless Step (Ex)
Venom Immunity (Ex)
Wild Empathy (Ex)
Wildshape 7/day
Wildshape Large
Woodland Stride (Ex)














PROFICIENCIES
Club, Dagger, Dart, Halfspear, Longspear, Quarterstaff, Scimitar, Shortsppear, Sickle, Sling

LANGUAGES
Aquan, 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	5	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 18 gallons of pure water.	12	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.	12	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.	12	None	1 standard action	<i>Target:</i> Creature touched Concentration, up to 9 minutes [D]	60 ft.	V, S	No	Divination
 Detect Poison <i>Effect:</i> Detects poison in one creature or small object.	12	None	1 standard action	<i>Target:</i> Cone-shaped emanation Instantaneous	Close (45 Feet)	V, S	No	Divination
 Flare <i>Effect:</i> Dazzles one creature [-1 on attack rolls].	12	Fortitude negates	1 standard action	<i>Target:</i> One creature, one object, or a 5-ft. cube Instantaneous	Close (45 Feet)	V	Yes	Evocation [Light]
 Guidance <i>Effect:</i> +1 on one attack roll, saving throw, or skill check.	12	Will negates (harmless)	1 standard action	<i>Target:</i> Burst of light 9 minute or until discharged	Touch	V, S	Yes	Divination
 Know Direction <i>Effect:</i> You discern north.	12	None	1 standard action	<i>Target:</i> Creature touched Instantaneous	Personal	V, S	No	Divination
 Light <i>Effect:</i> Object shines like a torch.	12	None	1 standard action	<i>Target:</i> You 90 minutes [D]	Touch	V, M/DF	No	Evocation [Light]
 Mending <i>Effect:</i> Makes minor repairs on an object.	12	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 9 cu. ft. of food or water.	12	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.	12	None	1 standard action	<i>Target:</i> 9 cu. ft. of contaminated food and water 90 minutes	Personal	V, S, F	No	Divination
 Resistance <i>Effect:</i> Subject gains +1 on saving throws.	12	Will negates (harmless)	1 standard action	<i>Target:</i> You 9 minute	Touch	V, S, M/DF	Yes (harmless)	Abjuration
 Virtue <i>Effect:</i> Subject gains 1 temporary hp.	12	Fortitude negates (harmless)	1 standard action	<i>Target:</i> Creature touched 9 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.	13	Will negates; see text	1 standard action	9 minutes	Close (45 Feet)	V, S	Yes	Enchantment (Compulsion) [Mind-Affecting]
 Charm Animal <i>Effect:</i> Makes one animal your friend.	13	Will negates	1 standard action	<i>Target:</i> Animals within 30 ft. of each other 9 hours	Close (45 Feet)	V, S	Yes	Enchantment (Charm) [Mind-Affecting]
 Cure Light Wounds <i>Effect:</i> Cures 1d8+5 damage	13	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.	13	None	1 standard action	<i>Target:</i> Creature touched Concentration, up to 10 minutes [D]	Long (760 Feet)	V, S	No	Divination
 Detect Snares and Pits <i>Effect:</i> Reveals natural or primitive traps.	13	None	1 standard action	<i>Target:</i> Cone-shaped emanation Concentration, up to 90 minutes [D]	60 ft.	V, S	No	Divination
 Endure Elements <i>Effect:</i> Exist comfortably in hot or cold environments.	13	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.	13	Reflex partial; see text	1 standard action	<i>Target:</i> Creature touched 9 minutes [D]	Long (760 Feet)	V, S, DF	No	Transmutation
 Faerie Fire <i>Effect:</i> Outlines subjects with light, canceling blur, concealment, and the like.	13	None	1 standard action	<i>Target:</i> Plants in a 40-ft.-radius spread 9 minutes [D]	Long (760 Feet)	V, S, DF	Yes	Evocation [Light]
 Goodberry <i>Effect:</i> 2d4 berries each cure 1 hp [max 8 hp/24 hours].	13	None	1 standard action	<i>Target:</i> Creatures and objects within a 5-ft.-radius burst 9 days	Touch	V, S, DF	Yes	Transmutation
 Hide from Animals <i>Effect:</i> Animals can't perceive 9 subjects.	13	Will negates (harmless)	1 standard action	<i>Target:</i> 2d4 fresh berries touched 90 minutes [D]	Touch	S, DF	Yes	Abjuration
 Jump <i>Effect:</i> Subject gets bonus on Jump checks.	13	Will negates (harmless)	1 standard action	<i>Target:</i> 9 creatures touched 9 minutes [D]	Touch	V, S, M	Yes	Transmutation
 Longstrider <i>Effect:</i> Increases your speed.	13	None	1 standard action	<i>Target:</i> Creature touched 9 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.	13	Will negates (harmless)	1 standard action	<i>Target:</i> You 9 minutes	Touch	V, S, DF	Yes (harmless)	Transmutation
 Magic Stone <i>Effect:</i> Three stones gain +1 on attack rolls, deal 1d6+1 damage.	13	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.	13	None	1 standard action	<i>Target:</i> Up to three pebbles touched 9 minutes	20 ft.	V, S	No	Conjuration (Creation)
 Pass without Trace <i>Effect:</i> 9 subjects leaves no tracks.	13	Will negates (harmless)	1 standard action	<i>Target:</i> Cloud spreads in 20-ft. radius from you, 20 ft. high 9 hours [D]	Touch	V, S, DF	Yes (harmless)	Transmutation
 Produce Flame <i>Effect:</i> 1d6+9 damage, touch or thrown.	13	None	1 standard action	<i>Target:</i> 9 creatures touched 9 minutes [D]	0 ft.	V, S	Yes	Evocation [Fire]
 Shillelagh <i>Effect:</i> Cudgel or quarterstaff becomes +1 weapon [1d10 damage] for 9 minutes.	13	Will negates (object)	1 standard action	<i>Target:</i> Flame in your palm 9 minutes	Touch	V, S, DF	Yes (object)	Transmutation
 Speak with Animals <i>Effect:</i> You can communicate with animals.	13	None	1 standard action	<i>Target:</i> One touched nonmagical oak club or quarterstaff 9 minutes	Personal	V, S	No	Divination
 Summon Nature's Ally I <i>Effect:</i> Calls creature to fight.	13	None	1 round	<i>Target:</i> You 9 rounds [D]	Close (45 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.	14	None; see text	1 standard action	9 days	Close (45 Feet)	V, S, M	Yes	Enchantment (Compulsion) [Mind-Affecting]
 Animal Trance <i>Effect:</i> Fascinates 2d6 HD of animals.	14	Will negates; see text	1 standard action	<i>Target:</i> One Tiny animal Concentration	Close (45 Feet)	V, S	Yes	Enchantment (Compulsion) [Mind-Affecting, Sonic]
 Barkskin <i>Effect:</i> Grants +4 enhancement to natural armor.	14	None	1 standard action	<i>Target:</i> Animals or magical beasts with Intelligence 1 or 2 90 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 9 minutes.	14	Will negates (harmless)	1 standard action	9 minutes	Touch	V, S, DF	Yes	Transmutation
■■■■■	Bull's Strength <i>Effect:</i> Subject gains +4 to Str for 9 minutes.	14	Will negates (harmless)	1 standard action	9 minutes	Touch	V, S, M/DF	Yes (harmless)	Transmutation
■■■■■	Cat's Grace <i>Effect:</i> Subject gains +4 to Dex for 9 minutes.	14	Will negates (harmless)	1 standard action	9 minutes	Touch	V, S, M	Yes	Transmutation
■■■■■	Chill Metal <i>Effect:</i> Cold metal damages those who touch it.	14	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 9 hours.	14	Fortitude negates (harmless)	1 standard action	9 hours	Touch	V, S, DF	Yes (harmless)	Conjuration (Healing)
■■■■■	Fire Trap <i>Effect:</i> Opened object deals 1d4+9 damage.	14	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.	14	None	1 standard action	9 minutes [D]	0 ft.	V, S, DF	Yes	Evocation [Fire]
■■■■■	Flaming Sphere <i>Effect:</i> Creates rolling ball of fire, 2d6 damage, lasts 9 rounds.	14	Reflex negates	1 standard action	9 rounds	Medium (190 Feet)	V, S, M/DF	Yes	Evocation [Fire]
■■■■■	Fog Cloud <i>Effect:</i> Fog obscures vision.	14	None	1 standard action	90 minutes	Medium (190 Feet)	V, S	No	Conjuration (Creation)
■■■■■	Gust of Wind <i>Effect:</i> Blows away or knocks down smaller creatures.	14	Fortitude negates	1 standard action	9 round	60 ft.	V, S	Yes	Evocation [Air]
■■■■■	Heat Metal <i>Effect:</i> Make metal so hot it damages those who touch it.	14	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 9 rounds.	14	Will negates; see text	1 standard action	9 rounds [D]; see text	Medium (190 Feet)	V, S	Yes	Enchantment (Compulsion) [Mind-Affecting]
■■■■■	Owl's Wisdom <i>Effect:</i> Subject gains +4 to Wis for 9 minutes.	14	Will negates (harmless)	1 standard action	9 minutes	Touch	V, S, M/DF	Yes	Transmutation
■■■■■	Reduce Animal <i>Effect:</i> Shrinks one willing animal.	14	None	1 standard action	9 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.	14	Fortitude negates (harmless)	1 standard action	90 minutes	Touch	V, S, DF	Yes (harmless)	Abjuration
■■■■■	Restoration, Lesser <i>Effect:</i> Dispers magical ability penalty or repairs 1d4 ability damage.	14	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.	14	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.	14	Will negates (harmless)	1 standard action	90 minutes	Touch	V, S, M	Yes (harmless)	Transmutation
■■■■■	Summon Nature's Ally II <i>Effect:</i> Calls creature to fight.	14	None	1 round	9 rounds [D]	Close (45 Feet)	V, S, DF	No	Conjuration (Summoning)
■■■■■	Summon Swarm <i>Effect:</i> Summons swarm of bats, rats, or spiders.	14	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 9 hours.	14	None	1 standard action	9 hours [D]	Personal	V, S, DF	No	Transmutation
■■■■■	Warp Wood <i>Effect:</i> Bends wood [shaft, handle, door, plank].	14	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.	14	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	15	Reflex half	1 round	9 minutes	Medium (190 Feet)	V, S	Yes	Evocation [Electricity]
Effect: Calls down lightning bolts (3d6 per bolt) from sky.								
■■■■■ Contagion	15	Fortitude negates	1 standard action	Instantaneous	Touch	V, S	Yes	Necromancy [Evil]
Effect: Infects subject with chosen disease.								
■■■■■ Cure Moderate Wounds	15	Will half (harmless); see text	1 standard action	Instantaneous	Touch	V, S	Yes (harmless); see text	Conjuration (Healing)
Effect: Cures 2d8+9 damage								
■■■■■ Daylight	15	None	1 standard action	90 minutes [D]	Touch	V, S	No	Evocation [Light]
Effect: 60-ft. radius of bright light.								
■■■■■ Diminish Plants	15	None	1 standard action	Instantaneous	See text	V, S, DF	No	Transmutation
Effect: Reduces size or blights growth of normal plants.								
■■■■■ Dominate Animal	15	Will negates	1 round	9 rounds	Close (45 Feet)	V, S	Yes	Enchantment (Compulsion) [Mind-Affecting]
Effect: Subject animal obeys silent mental commands.								
■■■■■ Magic Fang, Greater	15	Will negates (harmless)	1 standard action	9 hours	Close (45 Feet)	V, S, DF	Yes (harmless)	Transmutation
Effect: One natural weapon of subject creature gets +3 on attack and damage rolls.								
■■■■■ Meld into Stone	15	None	1 standard action	90 minutes	Personal	V, S, DF	No	Transmutation [Earth]
Effect: You and your gear merge with stone.								
■■■■■ Neutralize Poison	15	Will negates (harmless, object)	1 standard action	90 minutes	Touch	V, S, M/DF	Yes (harmless, object)	Conjuration (Healing)
Effect: Immunizes subject against poison, detoxifies venom in or on subject.								
■■■■■ Plant Growth	15	None	1 standard action	Instantaneous	See text	V, S, DF	No	Transmutation
Effect: Grows vegetation, improves crops.								
■■■■■ Poison	15	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	15	Fortitude negates (harmless)	1 standard action	90 minutes or until discharged	Touch	V, S, DF	Yes (harmless)	Abjuration
Effect: Absorb 108 points of damage from one kind of energy.								
■■■■■ Quench	15	None or Will negates (object)	1 standard action	Instantaneous	Medium (190 Feet)	V, S, DF	No or Yes (object)	Transmutation
Effect: Extinguishes nonmagical fires or one magic item.								
■■■■■ Remove Disease	15	Fortitude negates (harmless)	1 standard action	Instantaneous	Touch	V, S	Yes (harmless)	Conjuration (Healing)
Effect: Cures all diseases affecting subject.								
■■■■■ Sleet Storm	15	None	1 standard action	9 rounds	Long (760 Feet)	V, S, M/DF	No	Conjuration (Creation) [Cold]
Effect: Hampers vision and movement.								
■■■■■ Snare	15	None	3 rounds	Until triggered or broken	Touch	V, S, DF	No	Transmutation
Effect: Creates a magic booby trap.								
■■■■■ Speak with Plants	15	None	1 standard action	9 minutes	Personal	V, S	No	Divination
Effect: You can talk to normal plants and plant creatures.								
■■■■■ Spike Growth	15	Reflex partial	1 standard action	9 hours [D]	Medium (190 Feet)	V, S, DF	Yes	Transmutation
Effect: Creatures in area take 1d4 damage, may be slowed.								
■■■■■ Stone Shape	15	None	1 standard action	Instantaneous	Touch	V, S, M/DF	No	Transmutation [Earth]
Effect: Sculpts stone into any shape.								
■■■■■ Summon Nature's Ally III	15	None	1 round	9 rounds [D]	Close (45 Feet)	V, S, DF	No	Conjuration (Summoning)
Effect: Calls creature to fight.								

* =Domain/Specialty Spell

Druid Spells

Water Breathing	15	Will negates (harmless)	1 standard action	18 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	15	None; see text	1 standard action	9 rounds	Medium (190 Feet)	V, S, M/DF	Yes	Evocation [Air]
<i>Effect:</i> Deflects arrows, smaller creatures, and gases.				<i>Target:</i> Wall up to 90 ft. long and 45 ft. high [S]				

LEVEL 4

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
Air Walk	16	None	1 standard action	90 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	16	None	1 standard action	90 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	16	Fortitude half; see text	1 standard action	Instantaneous	Touch	V, S, DF	Yes	Necromancy
<i>Effect:</i> Withers one plant or deals 9d6 damage to plant creature.				<i>Target:</i> one plant/plant-creature				
Command Plants	16	Will negates	1 standard action	9 days	Close (45 Feet)	V	Yes	Transmutation
<i>Effect:</i> Sway the actions of one or more plant creatures.				<i>Target:</i> Up to 9 HD of plant creatures, no two of which can be more than 30 ft. apart				
Control Water	16	None; see text	1 standard action	90 minutes [D]	Long (760 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 90 ft by 90 ft by 18 ft [S]				
Cure Serious Wounds	16	Will half (harmless); see text	1 standard action	Instantaneous	Touch	V, S	Yes (harmless); see text	Conjuration (Healing)
<i>Effect:</i> Cures 3d8+9 damage				<i>Target:</i> Creature touched				
Dispel Magic	16	None	1 standard action	Instantaneous	Medium (190 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	16	Reflex half	1 standard action	Instantaneous	Medium (190 Feet)	V, S, DF	Yes	Evocation [Fire]
<i>Effect:</i> Smite foes with divine fire for 9d6 damage.				<i>Target:</i> Cylinder 10				
Freedom of Movement	16	Will negates (harmless)	1 standard action	90 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	16	None	1 standard action	9 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	16	None	1 standard action	9 full round	Long (760 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	16	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	16	None or Will negates; see text	1 standard action	90 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	16	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	16	Will negates	1 hour	9 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	16	Reflex partial	1 standard action	9 hours [D]	Medium (190 Feet)	V, S, DF	Yes	Transmutation [Earth]
<i>Effect:</i> Creatures in area take 1d8 damage, may be slowed.				<i>Target:</i> 9 20-ft. squares				
Summon Nature's Ally IV	16	None	1 round	9 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