

Thjodhild Female Human Clr7 NPC

| | | | | | | | | |
|------------|------|------------|-------|--------|--------|---------|-------|--------------|
| NAME | Clr7 | 42000 | Human | Medium | 4'11" | 109 lbs | None | True Neutral |
| CLASS | Clr7 | EXPERIENCE | RACE | SIZE | HEIGHT | WEIGHT | DEITY | ALIGNMENT |
| TCL | 7 | 28000 | 0 | Female | | | | Normal |
| NEXT LEVEL | | | AGE | GENDER | EYES | HAIR | | VISION |
| | | | | | | | | POINTS |

| ABILITY NAME | ABILITY SCORE | ABILITY MODIFIER | TEMP SCORE | TEMP MODIFIER |
|----------------------------|---------------|------------------|------------|---------------|
| STR Strength | 14 | +2 | 14 | +2 |
| DEX Dexterity | 12 | +1 | 12 | +1 |
| CON Constitution | 12 | +1 | 12 | +1 |
| INT Intelligence | 13 | +1 | 13 | +1 |
| WIS Wisdom | 19 | +4 | 19 | +4 |
| CHA Charisma | 18 | +4 | 18 | +4 |

| | | | | | |
|-------------------------------|-------|-------------------|---------------|------|-------------|
| HP hit points | 41 | WOUNDS/CURRENT HP | | | |
| AC armor class | 11 | 10 | 11 | 10 | 0 |
| | TOTAL | FLAT | TOUCH | BASE | ARMOR BONUS |
| INITIATIVE modifier | +1 | +1 | +0 | | |
| | TOTAL | DEX MODIFIER | MISC MODIFIER | | |
| BASE ATTACK bonus | +5 | | | | |

| SUBDUAL DAMAGE | | DAMAGE REDUCTION | | SPEED | | |
|----------------------|---------------------|------------------|----|----------|----|---|
| | | | | Walk 30' | | |
| 0 | +0 | 0 | +0 | 0 | +0 | 0 |
| ARCANE SPELL FAILURE | ARMOR CHECK PENALTY | SPELL RESISTANCE | | | | |

| SAVING THROWS | TOTAL | BASE SAVE | ABILITY MODIFIER | MAGIC MODIFIER | MISC MODIFIER | TEMP MODIFIER | conditional modifiers |
|------------------------------------|-------|-----------|------------------|----------------|---------------|---------------|-----------------------|
| FORTITUDE (constitution) | +6 | +5 | +1 | +0 | +0 | | |
| REFLEX (dexterity) | +3 | +2 | +1 | +0 | +0 | | |
| 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 | +6 | +5 | +1 | +0 | +0 | |
| GRAPPLE attack bonus | +7 | +5 | +2 | +0 | +0 | |

| UNARMED | TOTAL ATTACK BONUS | DAMAGE | CRITICAL |
|---------|--------------------|--------|----------|
| | +7 | 1d3+2 | 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 | 58.0 | Medium | 116.0 |
| Lift over head | 175.0 | Lift off ground | 350.0 |
| | | Heavy | 175.0 |
| | | Push / Drag | 875.0 |

| FEATS | |
|-------------------------|----------|
| Craft Wondrous Item | See Text |
| Improved Turning | See Text |
| Leadership | See Text |
| Skill Focus (Diplomacy) | See Text |

| DOMAINS | |
|-----------|---|
| Knowledge | All knowledge skills are class skills. You cast divinations at +1 caster level. |
| Animal | You can use speak with animals once per day as a spell-like ability. |

| SKILLS | | MAX RANKS | 10/5 |
|------------------------|-------------|----------------|------------------|
| SKILL NAME | KEY ABILITY | SKILL MODIFIER | ABILITY MODIFIER |
| Craft (Bowmaking) | INT | 7 | = 1 + 6.0 + |
| ✓ Diplomacy | CHA | 12 | = 4 + 8.0 + |
| ✓ Gather Information | CHA | 6 | = 4 + 2.0 + |
| ✓ Heal | WIS | 8 | = 4 + 4.0 + |
| Knowledge (History) | INT | 4 | = 1 + 3.0 + |
| Knowledge (The Planes) | INT | 2 | = 1 + 1.0 + |
| Profession (Hunter) | WIS | 14 | = 4 + 10.0 + |
| ✓ Use Rope | DEX | 3 | = 1 + 2.5 + |

✓ : can be used untrained. X : exclusive skills

| TURN/REBUKE UNDEAD | | |
|----------------------|------------------------------------|---|
| TURNING CHECK RESULT | UNDEAD AFFECTED (MAXIMUM HIT DICE) | Turn level |
| Up to 0 | 4 | 8 |
| 1 - 3 | 5 | Turn damage 2d6+12 |
| 4 - 6 | 6 | Turns/day 7 |
| 7 - 9 | 7 | □□□□□□□□ |
| 10 - 12 | 8 | NOTE: You destroy undead if you have twice as many turning levels as they have Hit Dice |
| 13 - 15 | 9 | |
| 16 - 18 | 10 | |
| 19 - 21 | 11 | |
| 22 + | 12 | |

| TURN/REBUKE UNDEAD | | |
|----------------------|------------------------------------|---|
| TURNING CHECK RESULT | UNDEAD AFFECTED (MAXIMUM HIT DICE) | Turn level |
| Up to 0 | 4 | 8 |
| 1 - 3 | 5 | Turn damage 2d6+11 |
| 4 - 6 | 6 | Turns/day 7 |
| 7 - 9 | 7 | □□□□□□□□ |
| 10 - 12 | 8 | NOTE: You destroy undead if you have twice as many turning levels as they have Hit Dice |
| 13 - 15 | 9 | |
| 16 - 18 | 10 | |
| 19 - 21 | 11 | |
| 22 + | 12 | |

| SPECIAL ABILITIES | |
|---------------------|---|
| Spontaneous casting | Turn Undead 7/day (turn level 8) (turn damage 2d6+11) |

| PROFICIENCIES | |
|---|--|
| Club, Crossbow (Heavy), Crossbow (Light), Dagger, Dagger (Punching), Dart, Gauntlet, Gauntlet (Spiked), Javelin, Longspear, Mace (Heavy), Mace (Light), Morningstar, Quarterstaff, Shortspear, Sickle, Sling, Spear, Spells(Energy Missile), Spells(Ray), Spells(Touch), Unarmed Strike | |

| LANGUAGES | |
|---------------|--|
| Common, Elven | |

Cleric 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+1 | 4+1 | 3+1 | 2+1 | 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 | Instantaneous | Concentration, up to 7 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 (40 Feet) | V, S | No | Divination |
| ☐☐☐☐ Guidance <i>Effect:</i> +1 on one attack roll, saving throw, or skill check. | 14 | Will negates (harmless) | 1 standard action | Instantaneous | Touch | V, S | Yes | Divination |
| ☐☐☐☐ Inflict Minor Wounds <i>Effect:</i> Touch attack, 1 point of damage. | 14 | Will negates | 1 standard action | Instantaneous | Touch | V, S | Yes | Necromancy |
| ☐☐☐☐ Light <i>Effect:</i> Object shines like a torch. | 14 | None | 1 standard action | Instantaneous | 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 7 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 | Instantaneous | Personal | V, S, F | No | Divination |
| ☐☐☐☐ Resistance <i>Effect:</i> Subject gains +1 on saving throws. | 14 | Will negates (harmless) | 1 standard action | Instantaneous | Touch | V, S, M/DF | Yes (harmless) | Abjuration |
| ☐☐☐☐ Virtue <i>Effect:</i> Subject gains 1 temporary hp. | 14 | Fortitude negates (harmless) | 1 standard action | Instantaneous | Touch | V, S, DF | Yes (harmless) | Transmutation |

LEVEL 1

| Name | DC | Saving Throw | Time | Duration | Range | Comp. | Spell Resistance | School |
|--|----|-----------------------------------|-------------------|-------------------------------------|-------------------|------------|--------------------------|---|
| ☐☐☐☐ Bane <i>Effect:</i> Enemies take -1 on attack rolls and saves against fear. | 15 | Will negates | 1 standard action | 7 minutes | 50 ft. | V, S, DF | Yes | Enchantment (Compulsion) [Fear, Mind-Affecting] |
| ☐☐☐☐ Bless <i>Effect:</i> Allies gain +1 on attack rolls and +1 on saves against fear. | 15 | None | 1 standard action | 7 minutes | 50 ft. | V, S, DF | Yes (harmless) | Enchantment (Compulsion) [Mind-Affecting] |
| ☐☐☐☐ Bless Water <i>Effect:</i> Makes holy water. | 15 | Will negates (object) | 1 minute | Instantaneous | Touch | V, S, M | Yes (object) | Transmutation [Good] |
| ☐☐☐☐ **Calm Animals <i>Effect:</i> Calms [2d4 + level] HD of animals. | 15 | Will negates; see text | 1 standard action | 7 minutes | Close (25 Feet) | V, S | Yes | Enchantment (Compulsion) [Mind-Affecting] |
| ☐☐☐☐ Cause Fear <i>Effect:</i> One creature of 5 HD or less flees for 1d4 rounds. | 15 | Will partial | 1 standard action | 1d4 rounds or 1 round; see text | Close (40 Feet) | V, S | Yes | Necromancy [Fear, Mind-Affecting] |
| ☐☐☐☐ Command <i>Effect:</i> One subject obeys selected command for 1 round. | 15 | Will negates | 1 standard action | 7 round | Close (40 Feet) | V | Yes | Enchantment (Compulsion) [Language-Dependent, Mind-Affecting] |
| ☐☐☐☐ Comprehend Languages <i>Effect:</i> You understand all spoken and written languages. | 15 | None | 1 standard action | 70 minutes | Personal | V, S, M/DF | No | Divination |
| ☐☐☐☐ 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) |
| ☐☐☐☐ Curse Water <i>Effect:</i> Makes unholy water. | 15 | Will negates (object) | 1 minute | Instantaneous | Touch | V, S, M | Yes (object) | Necromancy [Evil] |
| ☐☐☐☐ Deathwatch <i>Effect:</i> Reveals how near death subjects within 30 ft. are. | 15 | None | 1 standard action | 70 minutes | 30 ft. | V, S | No | Necromancy [Evil] |
| ☐☐☐☐ Detect Chaos <i>Effect:</i> Reveals creatures, spells, or objects of selected alignment. | 15 | None | 1 standard action | Concentration, up to 10 minutes [D] | 60 ft. | V, S, DF | No | Divination |
| ☐☐☐☐ Detect Evil <i>Effect:</i> Reveals creatures, spells, or objects of selected alignment. | 15 | None | 1 standard action | Concentration, up to 10 minutes [D] | 60 ft. | V, S, DF | No | Divination |
| ☐☐☐☐ Detect Good <i>Effect:</i> Reveals creatures, spells, or objects of selected alignment. | 15 | None | 1 standard action | Concentration, up to 10 minutes [D] | 60 ft. | V, S, DF | No | Divination |
| ☐☐☐☐ Detect Law <i>Effect:</i> Reveals creatures, spells, or objects of selected alignment. | 15 | None | 1 standard action | Concentration, up to 10 minutes [D] | 60 ft. | V, S, DF | No | Divination |
| ☐☐☐☐ **Detect Secret Doors <i>Effect:</i> Reveals hidden doors within 60 ft. | 15 | None | 1 standard action | Concentration, up to 7 minutes [D] | 60 ft. | V, S | No | Divination |
| ☐☐☐☐ Detect Undead <i>Effect:</i> Reveals undead within 60 ft. | 15 | None | 1 standard action | Concentration, up to 7 minutes [D] | 60 ft. | V, S, M/DF | No | Divination |
| ☐☐☐☐ Divine Favor <i>Effect:</i> You gain +2 on attack and damage rolls. | 15 | None | 1 standard action | 1 minute | Personal | V, S, DF | No | Evocation |
| ☐☐☐☐ Doom <i>Effect:</i> One subject takes -2 on attack rolls, damage rolls, saves, and checks. | 15 | Will negates | 1 standard action | 7 minutes | Medium (170 Feet) | V, S, DF | Yes | Necromancy [Fear, Mind-Affecting] |
| ☐☐☐☐ 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 |
| ☐☐☐☐ Entropic Shield <i>Effect:</i> Ranged attacks against you have 20% miss chance. | 15 | None | 1 standard action | 7 minutes [D] | Personal | V, S | No | Abjuration |
| ☐☐☐☐ Hide from Undead <i>Effect:</i> Undead can't perceive 7 subjects. | 15 | Will negates (harmless); see text | 1 standard action | 70 minutes [D] | Touch | V, S, DF | Yes | Abjuration |
| ☐☐☐☐ Inflict Light Wounds <i>Effect:</i> Touch deals 1d6+5 damage | 15 | Will half | 1 standard action | Instantaneous | Touch | V, S | Yes | Necromancy |
| ☐☐☐☐ 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 |
| ☐☐☐☐ Magic Weapon <i>Effect:</i> Weapon gains +1 bonus. | 15 | Will negates (harmless, object) | 1 standard action | 7 minutes | Touch | V, S, DF | Yes (harmless, object) | Transmutation |

* =Domain/Specialty Spell

Cleric Spells

| | | | | | | | | | |
|-------|--|----|-------------------------|-------------------|---|-----------------|------------|----------------|-------------------------|
| □□□□□ | Obscuring Mist | 15 | None | 1 standard action | 7 minutes | 20 ft. | V, S | No | Conjuration (Creation) |
| | <i>Effect:</i> Fog surrounds you. | | | | <i>Target:</i> Cloud spreads in 20-ft. radius from you, 20 ft. high | | | | |
| □□□□□ | Protection from Chaos | 15 | Will negates (harmless) | 1 standard action | 7 minutes [D] | Touch | V, S, M/DF | No; see text | Abjuration [Lawful] |
| | <i>Effect:</i> +2 to AC and saves, counter mind control, hedge out elementals and outsiders. | | | | <i>Target:</i> Creature touched | | | | |
| □□□□□ | Protection from Evil | 15 | Will negates (harmless) | 1 standard action | 7 minutes [D] | Touch | V, S, M/DF | No; see text | Abjuration [Good] |
| | <i>Effect:</i> +2 to AC and saves, counter mind control, hedge out elementals and outsiders. | | | | <i>Target:</i> Creature touched | | | | |
| □□□□□ | Protection from Good | 15 | Will negates (harmless) | 1 standard action | 7 minutes [D] | Touch | V, S, M/DF | No; see text | Abjuration [Evil] |
| | <i>Effect:</i> +2 to AC and saves, counter mind control, hedge out elementals and outsiders. | | | | <i>Target:</i> Creature touched | | | | |
| □□□□□ | Protection from Law | 15 | Will negates (harmless) | 1 standard action | 7 minutes [D] | Touch | V, S, M/DF | No; see text | Abjuration [Chaotic] |
| | <i>Effect:</i> +2 to AC and saves, counter mind control, hedge out elementals and outsiders. | | | | <i>Target:</i> Creature touched | | | | |
| □□□□□ | Remove Fear | 15 | Will negates (harmless) | 1 standard action | 70 minutes; see text | Close (40 Feet) | V, S | Yes (harmless) | Abjuration |
| | <i>Effect:</i> Suppresses fear or gives +4 on saves against fear for 2 subjects | | | | <i>Target:</i> 2 creatures, no two of which can be more than 30 ft. apart | | | | |
| □□□□□ | Sanctuary | 15 | Will negates | 1 standard action | 7 rounds | Touch | V, S, DF | No | Abjuration |
| | <i>Effect:</i> Opponents can't attack you, and you can't attack. | | | | <i>Target:</i> Creature touched | | | | |
| □□□□□ | Shield of Faith | 15 | Will negates (harmless) | 1 standard action | 7 minutes | Touch | V, S, M | Yes (harmless) | Abjuration |
| | <i>Effect:</i> Aura grants +3 deflection bonus. | | | | <i>Target:</i> Creature touched | | | | |
| □□□□□ | Summon Monster I | 15 | None | 1 round | 7 rounds [D] | Close (40 Feet) | V, S, F/DF | No | Conjuration (Summoning) |
| | <i>Effect:</i> Calls extraplanar creature to fight for you. | | | | <i>Target:</i> One summoned creature | | | | |

LEVEL 2

| Name | DC | Saving Throw | Time | Duration | Range | Comp. | Spell Resistance | School | |
|-------|---|--------------|--|-------------------|---|-------------------|------------------|------------------------------|---|
| □□□□□ | Aid | 16 | None | 1 standard action | 7 minutes | Touch | V, S, DF | Yes (harmless) | Enchantment (Compulsion) [Mind-Affecting] |
| | <i>Effect:</i> +1 on attack rolls, +1 against fear, 1d8+7 temporary hp. | | | | <i>Target:</i> Living creature touched | | | | |
| □□□□□ | Align Weapon | 16 | Will negates (harmless, object) | 1 standard action | 7 minutes | Touch | V, S, DF | Yes (harmless, object) | Transmutation |
| | <i>Effect:</i> Weapon becomes good, evil, lawful, or chaotic. | | | | <i>Target:</i> Weapon touched or fifty projectiles [all of which must be in contact with each other at the time of casting] | | | | |
| □□□□□ | Augury | 16 | None | 1 minute | Instantaneous | Personal | V, S, M, F | No | Divination |
| | <i>Effect:</i> Learns whether an action will be good or bad. | | | | <i>Target:</i> You | | | | |
| □□□□□ | Bear's Endurance | 16 | Will negates (harmless) | 1 standard action | 7 minutes | Touch | V, S, DF | Yes | Transmutation |
| | <i>Effect:</i> Subject gains +4 to Con for 7 minutes. | | | | <i>Target:</i> Creature touched | | | | |
| □□□□□ | Bull's Strength | 16 | Will negates (harmless) | 1 standard action | 7 minutes | Touch | V, S, M/DF | Yes (harmless) | Transmutation |
| | <i>Effect:</i> Subject gains +4 to Str for 7 minutes. | | | | <i>Target:</i> Creature touched | | | | |
| □□□□□ | Calm Emotions | 16 | Will negates | 1 standard action | Concentration, up to 7 rounds [D] | Medium (170 Feet) | V, S, DF | Yes | Enchantment (Compulsion) [Mind-Affecting] |
| | <i>Effect:</i> Calms creatures, negating emotion effects. | | | | <i>Target:</i> Creatures in a 20-ft.-radius spread | | | | |
| □□□□□ | Consecrate | 16 | None | 1 standard action | 14 hours | Close (40 Feet) | V, S, M, DF | No | Evocation [Good] |
| | <i>Effect:</i> Fills area with positive energy, making undead weaker. | | | | <i>Target:</i> 20-ft.-radius emanation | | | | |
| □□□□□ | Cure Moderate Wounds | 16 | Will half (harmless); see text | 1 standard action | Instantaneous | Touch | V, S | Yes (harmless); see text | Conjuration (Healing) |
| | <i>Effect:</i> Cures 2d8+7 damage | | | | <i>Target:</i> Creature touched | | | | |
| □□□□□ | Darkness | 16 | None | 1 standard action | 70 minutes [D] | Touch | V, M/DF | No | Evocation [Darkness] |
| | <i>Effect:</i> 20-ft. radius of supernatural shadow. | | | | <i>Target:</i> Object touched | | | | |
| □□□□□ | Death Knell | 16 | Will negates | 1 standard action | Instantaneous/10 minutes per HD of subject; see text | Touch | V, S | Yes | Necromancy [Death, Evil] |
| | <i>Effect:</i> Kill dying creature and gain 1d8 temporary hp, +2 to Str, and +1 caster level. | | | | <i>Target:</i> Living creature touched | | | | |
| □□□□□ | Delay Poison | 16 | Fortitude negates (harmless) | 1 standard action | 7 hours | Touch | V, S, DF | Yes (harmless) | Conjuration (Healing) |
| | <i>Effect:</i> Stops poison from harming subject for 7 hours. | | | | <i>Target:</i> Creature touched | | | | |
| □□□□□ | Desecrate | 16 | None | 1 standard action | 14 hours | Close (40 Feet) | V, S, M, DF | Yes | Evocation [Evil] |
| | <i>Effect:</i> Fills area with negative energy, making undead stronger. | | | | <i>Target:</i> 20-ft.-radius emanation | | | | |
| □□□□□ | **Detect Thoughts | 16 | Will negates; see text | 1 standard action | Concentration, up to 7 minutes [D] | 60 ft. | V, S, F/DF | No | Divination [Mind-Affecting] |
| | <i>Effect:</i> Allows 'listening' to surface thoughts. | | | | <i>Target:</i> Cone-shaped emanation | | | | |
| □□□□□ | Eagle's Splendor | 16 | Will negates (harmless) | 1 standard action | 7 minutes | Touch | V, S, M/DF | Yes | Transmutation |
| | <i>Effect:</i> Subject gains +4 to Cha for 7 minutes. | | | | <i>Target:</i> Creature touched | | | | |
| □□□□□ | Enthral | 16 | Will negates; see text | 1 round | 7 hour or less | Medium (170 Feet) | V, S | Yes | Enchantment (Charm) |
| | <i>Effect:</i> Captivates all within 170 ft. | | | | <i>Target:</i> Any number of creatures | | | | |
| □□□□□ | Find Traps | 16 | None | 1 standard action | 7 minutes | Personal | V, S | No | Divination |
| | <i>Effect:</i> Notice traps as a rogue does. | | | | <i>Target:</i> You | | | | |
| □□□□□ | Gentle Repose | 16 | Will negates (object) | 1 standard action | 7 days | Touch | V, S, M/DF | Yes (object) | Necromancy |
| | <i>Effect:</i> Preserves one corpse. | | | | <i>Target:</i> Corpse touched | | | | |
| □□□□□ | **Hold Animal | 16 | Will negates; see text | 1 standard action | 7 rounds [D]; see text | Medium (100 Feet) | V, S | Yes | Enchantment (Compulsion) [Mind-Affecting] |
| | <i>Effect:</i> Paralyzes one animal for 7 rounds. | | | | <i>Target:</i> One animal | | | | |
| □□□□□ | Hold Person | 16 | Will negates; see text | 1 standard action | 7 rounds [D]; see text | Medium (170 Feet) | V, S, F/DF | Yes | Enchantment (Compulsion) [Mind-Affecting] |
| | <i>Effect:</i> Paralyzes one humanoid for 7 rounds. | | | | <i>Target:</i> One humanoid creature | | | | |
| □□□□□ | Inflict Moderate Wounds | 16 | Will half | 1 standard action | Instantaneous | Touch | V, S | Yes | Necromancy |
| | <i>Effect:</i> Touch attack, 2d8+7 damage | | | | <i>Target:</i> Creature touched | | | | |
| □□□□□ | Make Whole | 16 | Will negates (harmless, object) | 1 standard action | Instantaneous | Close (40 Feet) | V, S | Yes (harmless, object) | Transmutation |
| | <i>Effect:</i> Repairs an object. | | | | <i>Target:</i> One object of up to 70 cu. ft. | | | | |
| □□□□□ | Owl's Wisdom | 16 | Will negates (harmless) | 1 standard action | 7 minutes | Touch | V, S, M/DF | Yes | Transmutation |
| | <i>Effect:</i> Subject gains +4 to Wis for 7 minutes. | | | | <i>Target:</i> Creature touched | | | | |
| □□□□□ | Remove Paralysis | 16 | Will negates (harmless) | 1 standard action | Instantaneous | Close (40 Feet) | V, S | Yes (harmless) | Conjuration (Healing) |
| | <i>Effect:</i> Frees one or more creatures from paralysis or slow effect. | | | | <i>Target:</i> Up to four creatures, no two of which can be more than 30 ft. apart | | | | |
| □□□□□ | Resist Energy | 16 | Fortitude negates (harmless) | 1 standard action | 70 minutes | Touch | V, S, DF | Yes (harmless) | Abjuration |
| | <i>Effect:</i> Ignores first 10 [or more] points of damage/attack from specified energy type. | | | | <i>Target:</i> Creature touched | | | | |
| □□□□□ | Restoration, Lesser | 16 | Will negates (harmless) | 3 rounds | Instantaneous | Touch | V, S | Yes (harmless) | Conjuration (Healing) |
| | <i>Effect:</i> Dispels magical ability penalty or repairs 1d4 ability damage. | | | | <i>Target:</i> Creature touched | | | | |
| □□□□□ | Shatter | 16 | Will negates (object); Will negates (object) or Fortitude half; see text | 1 standard action | Instantaneous | Close (40 Feet) | V, S, M/DF | Yes (object) | Evocation [Sonic] |
| | <i>Effect:</i> Sonic vibration damages objects or crystalline creatures. | | | | <i>Target:</i> 5-ft.-radius spread; or one solid object or one crystalline creature | | | | |
| □□□□□ | Shield Other | 16 | Will negates (harmless) | 1 standard action | 7 hours [D] | Close (40 Feet) | V, S, F | Yes (harmless) | Abjuration |
| | <i>Effect:</i> You take half of subject's damage. | | | | <i>Target:</i> One creature | | | | |
| □□□□□ | Silence | 16 | Will negates; see text or none (object) | 1 standard action | 7 minutes [D] | Long (680 Feet) | V, S | Yes; see text or no (object) | Illusion (Glamer) |
| | <i>Effect:</i> Negates sound in 15-ft. radius. | | | | <i>Target:</i> 20 ft. radius emanation centered on a creature, object, or point in space | | | | |
| □□□□□ | Sound Burst | 16 | Fortitude partial | 1 standard action | Instantaneous | Close (40 Feet) | V, S, F/DF | Yes | Evocation [Sonic] |
| | <i>Effect:</i> Deals 1d8 sonic damage to subjects; may stun them. | | | | <i>Target:</i> 10-ft.-radius spread | | | | |
| □□□□□ | Spiritual Weapon | 16 | None | 1 standard action | 7 rounds [D] | Medium (170 Feet) | V, S, DF | Yes | Evocation [Force] |
| | <i>Effect:</i> Magical weapon attacks on its own. | | | | <i>Target:</i> Magic weapon of force | | | | |
| □□□□□ | Status | 16 | Will negates (harmless) | 1 standard action | 7 hours | Touch | V, S | Yes (harmless) | Divination |
| | <i>Effect:</i> Monitors condition, position of allies. | | | | <i>Target:</i> 2 living creatures touched | | | | |
| □□□□□ | Summon Monster II | 16 | None | 1 round | 7 rounds [D] | Close (40 Feet) | V, S, F/DF | No | Conjuration (Summoning) |
| | <i>Effect:</i> Calls extraplanar creature to fight for you. | | | | <i>Target:</i> One or more summoned creatures, no two of which can be more than 30 ft. apart | | | | |

* = Domain/Specialty Spell

Cleric Spells

| ☐☐☐☐☐ | Undetectable Alignment | 16 | Will negates (object) | 1 standard action | 24 hours | Close (40 Feet) | V, S | Yes (object) | Abjuration |
|---------|--|--------------|---------------------------------|-------------------|--|-------------------|------------------|-------------------------------|--|
| | <i>Effect:</i> Conceals alignment for 24 hours. | | | | <i>Target:</i> One creature or object | | | | |
| ☐☐☐☐☐ | Zone of Truth | 16 | Will negates | 1 standard action | 7 minutes | Close (40 Feet) | V, S, DF | Yes | Enchantment (Compulsion) [Mind-Affecting] |
| | <i>Effect:</i> Subjects within range cannot lie. | | | | <i>Target:</i> 20-ft.-radius emanation | | | | |
| LEVEL 3 | | | | | | | | | |
| Name | DC | Saving Throw | Time | Duration | Range | Comp. | Spell Resistance | School | |
| ☐☐☐☐☐ | Animate Dead | 17 | None | 1 standard action | Instantaneous | Touch | V, S, M | No | Necromancy [Evil] |
| | <i>Effect:</i> Creates undead skeletons and zombies. | | | | <i>Target:</i> One or more corpses touched | | | | |
| ☐☐☐☐☐ | Bestow Curse | 17 | Will negates | 1 standard action | Permanent | Touch | V, S | Yes | Necromancy |
| | <i>Effect:</i> -6 to an ability score; -4 on attack rolls, saves, and checks; or 50% chance of losing each action. | | | | <i>Target:</i> Creature touched | | | | |
| ☐☐☐☐☐ | Blindness/Deafness | 17 | Fortitude negates | 1 standard action | Permanent [D] | Medium (170 Feet) | V | Yes | Necromancy |
| | <i>Effect:</i> Makes subject blinded or deafened. | | | | <i>Target:</i> One living creature | | | | |
| ☐☐☐☐☐ | **Clairaudience/Clairvoyance | 17 | None | 10 minutes | 7 minutes [D] | Long (400 Feet) | V, S, F/DF | No | Divination (Scrying) |
| | <i>Effect:</i> Hear or see at a distance for 7 minutes. | | | | <i>Target:</i> Magical sensor | | | | |
| ☐☐☐☐☐ | Contagion | 17 | Fortitude negates | 1 standard action | Instantaneous | Touch | V, S | Yes | Necromancy [Evil] |
| | <i>Effect:</i> Infects subject with chosen disease. | | | | <i>Target:</i> Living creature touched | | | | |
| ☐☐☐☐☐ | Continual Flame | 17 | None | 1 standard action | Permanent | Touch | V, S, M | No | Evocation [Light] |
| | <i>Effect:</i> Makes a permanent, heatless torch. | | | | <i>Target:</i> Object touched | | | | |
| ☐☐☐☐☐ | Create Food and Water | 17 | None | 10 minutes | 24 hours; see text | Close (40 Feet) | V, S | No | Conjuration (Creation) |
| | <i>Effect:</i> Feeds 21 humans or 7 horse. | | | | <i>Target:</i> Food and water to sustain 21 humans or 7 horses for 24 hours | | | | |
| ☐☐☐☐☐ | Cure Serious Wounds | 17 | 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 | | | | |
| ☐☐☐☐☐ | Daylight | 17 | None | 1 standard action | 70 minutes [D] | Touch | V, S | No | Evocation [Light] |
| | <i>Effect:</i> 60-ft. radius of bright light. | | | | <i>Target:</i> Object touched | | | | |
| ☐☐☐☐☐ | Deeper Darkness | 17 | None | 1 standard action | 7 days [D] | Touch | V, M/DF | No | Evocation [Darkness] |
| | <i>Effect:</i> Object sheds supernatural shadow in 60-ft. radius. | | | | <i>Target:</i> Object touched | | | | |
| ☐☐☐☐☐ | Dispel Magic | 17 | 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 | | | | |
| ☐☐☐☐☐ | **Dominate Animal | 17 | Will negates | 1 round | 7 rounds | Close (25 Feet) | V, S | Yes | Enchantment (Compulsion) [Mind-Affecting] |
| | <i>Effect:</i> Subject animal obeys silent mental commands. | | | | <i>Target:</i> One animal | | | | |
| ☐☐☐☐☐ | Glyph of Warding | 17 | See text | 10 minutes | Permanent until discharged [D] | Touch | V, S, M | No (object) and Yes; see text | Abjuration |
| | <i>Effect:</i> Inscription harms those who pass it. | | | | <i>Target:</i> Object touched or up to 35 sq. ft | | | | |
| ☐☐☐☐☐ | Helping Hand | 17 | None | 1 standard action | 7 hours | 5 miles | V, S, DF | No | Evocation |
| | <i>Effect:</i> Ghostly hand leads subject to you. | | | | <i>Target:</i> Ghostly hand | | | | |
| ☐☐☐☐☐ | Inflict Serious Wounds | 17 | Will half | 1 standard action | Instantaneous | Touch | V, S | Yes | Necromancy |
| | <i>Effect:</i> Touch attack, 3d8+7 damage | | | | <i>Target:</i> Creature touched | | | | |
| ☐☐☐☐☐ | Invisibility Purge | 17 | None | 1 standard action | 7 minutes [D] | Personal | V, S | No | Evocation |
| | <i>Effect:</i> Dispel invisibility within 35 ft | | | | <i>Target:</i> You | | | | |
| ☐☐☐☐☐ | Locate Object | 17 | None | 1 standard action | 7 minutes | Long (680 Feet) | V, S, F/DF | No | Divination |
| | <i>Effect:</i> Senses direction toward object (specific or type). | | | | <i>Target:</i> Circle, centered on you, with a radius of 680 ft. | | | | |
| ☐☐☐☐☐ | Magic Circle against Chaos | 17 | Will negates (harmless) | 1 standard action | 70 minutes | Touch | V, S, M/DF | No; see text | Abjuration [Lawful] |
| | <i>Effect:</i> As protection spells, but 10-ft. radius and 70 minutes. | | | | <i>Target:</i> 10-ft.-radius emanation from touched creature | | | | |
| ☐☐☐☐☐ | Magic Circle against Evil | 17 | Will negates (harmless) | 1 standard action | 70 minutes | Touch | V, S, M/DF | No; see text | Abjuration [Good] |
| | <i>Effect:</i> As protection spells, but 10-ft. radius and 70 minutes. | | | | <i>Target:</i> 10-ft.-radius emanation from touched creature | | | | |
| ☐☐☐☐☐ | Magic Circle against Good | 17 | Will negates (harmless) | 1 standard action | 70 minutes | Touch | V, S, M/DF | No; see text | Abjuration [Evil] |
| | <i>Effect:</i> As protection spells, but 10-ft. radius and 70 minutes. | | | | <i>Target:</i> 10-ft.-radius emanation from touched creature | | | | |
| ☐☐☐☐☐ | Magic Circle against Law | 17 | Will negates (harmless) | 1 standard action | 70 minutes | Touch | V, S, M/DF | No; see text | Abjuration [Chaotic] |
| | <i>Effect:</i> As protection spells, but 10-ft. radius and 70 minutes. | | | | <i>Target:</i> 10-ft.-radius emanation from touched creature | | | | |
| ☐☐☐☐☐ | Magic Vestment | 17 | Will negates (harmless, object) | 1 standard action | 7 hours | Touch | V, S, DF | Yes (harmless, object) | Transmutation |
| | <i>Effect:</i> Armor or shield gains 1 enhancement | | | | <i>Target:</i> Armor or shield touched | | | | |
| ☐☐☐☐☐ | Meld into Stone | 17 | None | 1 standard action | 70 minutes | Personal | V, S, DF | No | Transmutation [Earth] |
| | <i>Effect:</i> You and your gear merge with stone. | | | | <i>Target:</i> You | | | | |
| ☐☐☐☐☐ | Obscure Object | 17 | Will negates (object) | 1 standard action | 8 hours [D] | Touch | V, S, M/DF | Yes (object) | Abjuration |
| | <i>Effect:</i> Masks object against scrying. | | | | <i>Target:</i> One object touched of up to 700 lbs | | | | |
| ☐☐☐☐☐ | Prayer | 17 | None | 1 standard action | 7 rounds | 40 ft. | V, S, DF | Yes | Enchantment (Compulsion) [Mind-Affecting] |
| | <i>Effect:</i> Allies +1 bonus on most rolls, enemies -1 penalty. | | | | <i>Target:</i> All allies and foes within a 40-ft.-radius burst centered on you | | | | |
| ☐☐☐☐☐ | Protection from Energy | 17 | Fortitude negates (harmless) | 1 standard action | 70 minutes or until discharged | Touch | V, S, DF | Yes (harmless) | Abjuration |
| | <i>Effect:</i> Absorb 84 points of damage from one kind of energy. | | | | <i>Target:</i> Creature touched | | | | |
| ☐☐☐☐☐ | Remove Blindness/Deafness | 17 | Fortitude negates (harmless) | 1 standard action | Instantaneous | Touch | V, S | Yes (harmless) | Conjuration (Healing) |
| | <i>Effect:</i> Cures normal or magical conditions. | | | | <i>Target:</i> Creature touched | | | | |
| ☐☐☐☐☐ | Remove Curse | 17 | Will negates (harmless) | 1 standard action | Instantaneous | Touch | V, S | Yes (harmless) | Abjuration |
| | <i>Effect:</i> Frees object or person from curse. | | | | <i>Target:</i> Creature or item touched | | | | |
| ☐☐☐☐☐ | Remove Disease | 17 | Fortitude negates (harmless) | 1 standard action | Instantaneous | Touch | V, S | Yes (harmless) | Conjuration (Healing) |
| | <i>Effect:</i> Cures all diseases affecting subject. | | | | <i>Target:</i> Creature touched | | | | |
| ☐☐☐☐☐ | Searing Light | 17 | None | 1 standard action | Instantaneous | Medium (170 Feet) | V, S | Yes | Evocation |
| | <i>Effect:</i> Ray deals 1d8/two levels, more against undead. | | | | <i>Target:</i> Ray | | | | |
| ☐☐☐☐☐ | Speak with Dead | 17 | Will negates; see text | 10 minutes | 7 minutes | 10 ft. | V, S, DF | No | Necromancy [Language-Dependent] |
| | <i>Effect:</i> Corpse answers one question/two levels. | | | | <i>Target:</i> One dead creature | | | | |
| ☐☐☐☐☐ | Stone Shape | 17 | None | 1 standard action | Instantaneous | Touch | V, S, M/DF | No | Transmutation [Earth] |
| | <i>Effect:</i> Sculpt stone into any shape. | | | | <i>Target:</i> Stone or stone object touched, up to 17 cu. ft. | | | | |
| ☐☐☐☐☐ | Summon Monster III | 17 | None | 1 round | 7 rounds [D] | Close (40 Feet) | V, S, F/DF | No | Conjuration (Summoning) |
| | <i>Effect:</i> Calls extraplanar creature to fight for you. | | | | <i>Target:</i> One or more summoned creatures, no two of which can be more than 30 ft. apart | | | | |
| ☐☐☐☐☐ | 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 | | | | |
| ☐☐☐☐☐ | Water Walk | 17 | Will negates (harmless) | 1 standard action | 70 minutes [D] | Touch | V, S, DF | Yes (harmless) | Transmutation [Water] |
| | <i>Effect:</i> Subject treads on water as if solid. | | | | <i>Target:</i> 7 touched creatures | | | | |
| ☐☐☐☐☐ | 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 | | | | |
| ☐☐☐☐☐ | 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 Critical Wounds | 18 | Will half (harmless); see text | 1 standard action | Instantaneous | Touch | V, S | Yes (harmless); see text | Conjuration (Healing) |
| | <i>Effect:</i> Cures 4d8+7 damage. | | | | <i>Target:</i> Creature touched | | | | |

* =Domain/Specialty Spell

Cleric Spells

| | | | | | | | | | |
|-------|---|----|---------------------------------|-------------------|--------------------------------|-------------------|-------------|------------------------|---|
| ☐☐☐☐☐ | Death Ward | 18 | Will negates (harmless) | 1 standard action | 7 minutes | Touch | V, S, DF | Yes (harmless) | Necromancy |
| | <i>Effect:</i> Grants immunity to death spells and negative energy effects. | | | | | | | | <i>Target:</i> Living creature touched |
| ☐☐☐☐☐ | Dimensional Anchor | 18 | None | 1 standard action | 7 minutes | Medium (170 Feet) | V, S | Yes (object) | Abjuration |
| | <i>Effect:</i> Bars extradimensional movement. | | | | | | | | <i>Target:</i> Ray |
| ☐☐☐☐☐ | Discern Lies | 18 | Will negates | 1 standard action | Concentration, up to 7 rounds | Close (40 Feet) | V, S, DF | No | Divination |
| | <i>Effect:</i> Reveals deliberate falsehoods. | | | | | | | | <i>Target:</i> 7 creatures, no two of which can be more than 30 ft. apart |
| ☐☐☐☐☐ | Dismissal | 18 | Will negates; see text | 1 standard action | Instantaneous | Close (40 Feet) | V, S, DF | Yes | Abjuration |
| | <i>Effect:</i> Forces a creature to return to native plane. | | | | | | | | <i>Target:</i> One extraplanar creature |
| ☐☐☐☐☐ | *Divination | 18 | None | 10 minutes | Instantaneous | Personal | V, S, M | No | Divination |
| | <i>Effect:</i> Provides useful advice for specific proposed actions. | | | | | | | | <i>Target:</i> You |
| ☐☐☐☐☐ | Divination | 18 | None | 10 minutes | Instantaneous | Personal | V, S, M | No | Divination |
| | <i>Effect:</i> Provides useful advice for specific proposed actions. | | | | | | | | <i>Target:</i> You |
| ☐☐☐☐☐ | Divine Power | 18 | None | 1 standard action | 7 rounds | Personal | V, S, DF | No | Evocation |
| | <i>Effect:</i> You gain attack bonus, +6 to Str, and 7 hps. | | | | | | | | <i>Target:</i> You |
| ☐☐☐☐☐ | 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 |
| ☐☐☐☐☐ | Imbue with Spell Ability | 18 | Will negates (harmless) | 10 minutes | Permanent until discharged [D] | Touch | V, S, DF | Yes (harmless) | Evocation |
| | <i>Effect:</i> Transfer spells to subject. | | | | | | | | <i>Target:</i> Creature touched; see text |
| ☐☐☐☐☐ | Inflict Critical Wounds | 18 | Will half | 1 standard action | Instantaneous | Touch | V, S | Yes | Necromancy |
| | <i>Effect:</i> Touch attack, 4d8+7 damage | | | | | | | | <i>Target:</i> Creature touched |
| ☐☐☐☐☐ | Magic Weapon, Greater | 18 | Will negates (harmless, object) | 1 standard action | 7 hours | Close (40 Feet) | V, S, M/DF | Yes (harmless, object) | Transmutation |
| | <i>Effect:</i> +1/four levels 5. | | | | | | | | <i>Target:</i> One weapon or fifty projectiles [all of which must be in contact with each other at the time of casting] |
| ☐☐☐☐☐ | Neutralize Poison | 18 | Will negates (harmless, object) | 1 standard action | 70 minutes | Touch | V, S, M/DF | Yes (harmless, object) | Conjuration (Healing) |
| | <i>Effect:</i> Immunizes subject against poison, detoxifies venom in or on subject. | | | | | | | | <i>Target:</i> Creature or object of up to 7 cu. ft. touched |
| ☐☐☐☐☐ | Poison | 18 | Fortitude negates; see text | 1 standard action | Instantaneous; see text | Touch | V, S, DF | Yes | Necromancy |
| | <i>Effect:</i> Touch deals 1d10 Con damage, repeats in 1 minute. | | | | | | | | <i>Target:</i> Living 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 |
| ☐☐☐☐☐ | Restoration | 18 | Will negates (harmless) | 3 rounds | Instantaneous | Touch | V, S, M | Yes (harmless) | Conjuration (Healing) |
| | <i>Effect:</i> Restores level and ability score drains. | | | | | | | | <i>Target:</i> Creature touched |
| ☐☐☐☐☐ | Sending | 18 | None | 10 minutes | 7 round; see text | See text | V, S, M/DF | No | Evocation |
| | <i>Effect:</i> Delivers short message anywhere, instantly. | | | | | | | | <i>Target:</i> One creature |
| ☐☐☐☐☐ | Spell Immunity | 18 | Will negates (harmless) | 1 standard action | 70 minutes | Touch | V, S, DF | Yes (harmless) | Abjuration |
| | <i>Effect:</i> Subject is immune to one spell per four levels. | | | | | | | | <i>Target:</i> Creature touched |
| ☐☐☐☐☐ | Summon Monster IV | 18 | None | 1 round | 7 rounds [D] | Close (40 Feet) | V, S, F/DF | No | Conjuration (Summoning) |
| | <i>Effect:</i> Calls extraplanar creature to fight for you. | | | | | | | | <i>Target:</i> One or more summoned creatures, no two of which can be more than 30 ft. apart |
| ☐☐☐☐☐ | **Summon Nature's Ally IV | 18 | None | 1 round | 7 rounds [D] | Close (25 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 |
| ☐☐☐☐☐ | Tongues | 18 | Will negates (harmless) | 1 standard action | 70 minutes | Touch | V, M/DF | No | Divination |
| | <i>Effect:</i> Speak any language. | | | | | | | | <i>Target:</i> Creature touched |

* =Domain/Speciality Spell