

Quarist Male Elf Clr12

NAME
Clr12
CLASS
12
TCL

132000
EXPERIENCE
78000
NEXT LEVEL

NPC

PLAYERNAME
Elf
RACE
0
AGE

Medium
SIZE
Male
GENDER

None
DEITY

5'4"
HEIGHT

140 lbs
WEIGHT

Neutral Evil
ALIGNMENT

Low-Light, Normal
VISION

0
POINTS

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP SCORE	TEMP MODIFIER
STR Strength	18	+4	18	+4
DEX Dexterity	14	+2	14	+2
CON Constitution	10	+0	10	+0
INT Intelligence	18	+4	18	+4
WIS Wisdom	18	+4	18	+4
CHA Charisma	17	+3	17	+3

HP	AC	INITIATIVE	BASE ATTACK
76	12	+2	+9/+4

SUBDUAL DAMAGE		DAMAGE REDUCTION		SPEED	
0	0	0	0	Walk 30'	

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC MODIFIER	TEMP MODIFIER	conditional modifiers
FORTITUDE (constitution)	+8	+8	+0	+0	+0		
REFLEX (dexterity)	+6	+4	+2	+0	+0		
WILLPOWER (wisdom)	+12	+8	+4	+0	+0		

	TOTAL	BASE ATTACK BONUS	STAT MODIFIER	SIZE MODIFIER	MISC MODIFIER	TEMP MODIFIER
MELEE attack bonus	+13/+8	+9/+4	+4	+0	+0	
RANGED attack bonus	+11/+6	+9/+4	+2	+0	+0	
GRAPPLE attack bonus	+13/+8	+9/+4	+4	+0	+0	

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
	+13/+8	1d3+4	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	Medium	Heavy		
100.0	200.0	300.0		
Lift over head	Lift off ground	Push / Drag	1500.0	

FEATS	
Combat Casting	See Text
Craft Rod	See Text
Craft Staff	See Text
Extend Spell	See Text
Negotiator	See Text

DOMAINS	
Luck	You gain the power of good fortune, which is usable once per day. This extraordinary ability allows you to reroll one roll that you have just made before the DM declares whether the roll results in success or failure. You must take the result of the reroll, even if it's worse than the original roll.
Plant	Rebuke or command plant creatures as an evil cleric rebukes or commands undead. Use this ability a total number of times per day equal to 3 + your Charisma modifier. This granted power is a supernatural ability.

SKILLS				
SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	MISC MODIFIER
Craft (Armorsmithing)	INT	13	= 4	+ 9.0 +
Craft (Sculpting)	INT	14	= 4	+ 10.0 +
Craft (Stonemasonry)	INT	14	= 4	+ 10.0 +
Heal	WIS	12	= 4	+ 8.0 +
Knowledge (Arcana)	INT	19	= 4	+ 15.0 +
Knowledge (Religion)	INT	14	= 4	+ 10.0 +
Profession (Miner)	WIS	19	= 4	+ 15.0 +
Spellcraft	INT	19	= 4	+ 13.0 + 2

✓ : can be used untrained. X : exclusive skills

TURN/REBUKE UNDEAD			
TURNING CHECK RESULT	UNDEAD AFFECTED (MAXIMUM HIT DICE)	Turn level	Turn damage
Up to 0	8	12	2d6+15
1 - 3	9		6
4 - 6	10		
7 - 9	11		
10 - 12	12		
13 - 15	13		
16 - 18	14		
19 - 21	15		
22 +	16		

NOTE: You destroy undead if you have twice as many turning levels as they have Hit Dice

TURN/REBUKE UNDEAD			
TURNING CHECK RESULT	UNDEAD AFFECTED (MAXIMUM HIT DICE)	Turn level	Turn damage
Up to 0	8	12	2d6+15
1 - 3	9		6
4 - 6	10		
7 - 9	11		
10 - 12	12		
13 - 15	13		
16 - 18	14		
19 - 21	15		
22 +	16		

NOTE: You destroy undead if you have twice as many turning levels as they have Hit Dice

SPECIAL ABILITIES	
+2 racial saving throw bonus against enchantment spells or effects.	
+4 to Concentration to use spell or spelllike ability	
An elf who merely passes within 5 feet of a secret or concealed door is entitled to a Search check to notice it as if she were actively looking for it.	
Immunity to magic sleep effects.	
Spontaneous casting	
Turn Undead 6/day (turn level 12) (turn damage 2d6+15)	

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

LANGUAGES	
Common, Draconic, Elven, Gnome, Orc	

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	6+1	5+1	5+1	4+1	3+1	2+1	0	0	0

LEVEL 0

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
☐☐☐☐ Create Water <i>Effect:</i> Creates 24 gallons of pure water.	14	None	1 standard action	Instantaneous	Close (55 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	60 ft.	V, S	No	Divination
☐☐☐☐ Detect Poison <i>Effect:</i> Detects poison in one creature or small object.	14	None	1 standard action	Instantaneous	Close (55 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	120 minutes [D]	Touch	V, M/DF	No	Evocation [Light]
☐☐☐☐ Mending <i>Effect:</i> Makes minor repairs on an object.	14	Will negates (harmless, object)	1 standard action	Instantaneous	10 ft.	V, S	Yes (harmless, object)	Transmutation
☐☐☐☐ Purify Food and Drink <i>Effect:</i> Purifies 12 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	120 minutes	Personal	V, S, F	No	Divination
☐☐☐☐ Resistance <i>Effect:</i> Subject gains +1 on saving throws.	14	Will negates (harmless)	1 standard action	12 minute	Touch	V, S, M/DF	Yes (harmless)	Abjuration
☐☐☐☐ Virtue <i>Effect:</i> Subject gains 1 temporary hp.	14	Fortitude negates (harmless)	1 standard action	12 minutes	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	12 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	12 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]
☐☐☐☐ 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 (55 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	12 round	Close (55 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	120 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	120 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 Undead <i>Effect:</i> Reveals undead within 60 ft.	15	None	1 standard action	Concentration, up to 12 minutes [D]	60 ft.	V, S, M/DF	No	Divination
☐☐☐☐ Divine Favor <i>Effect:</i> You gain +4 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	12 minutes	Medium (220 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
☐☐☐☐ **Entangle <i>Effect:</i> Plants entangle everyone in 40-ft.-radius circle.	15	Reflex partial; see text	1 standard action	12 minutes [D]	Long (400 Feet)	V, S, DF	No	Transmutation
☐☐☐☐ *Entropic Shield <i>Effect:</i> Ranged attacks against you have 20% miss chance.	15	None	1 standard action	12 minutes [D]	Personal	V, S	No	Abjuration
☐☐☐☐ Entropic Shield <i>Effect:</i> Ranged attacks against you have 20% miss chance.	15	None	1 standard action	12 minutes [D]	Personal	V, S	No	Abjuration
☐☐☐☐ Hide from Undead <i>Effect:</i> Undead can't perceive 12 subjects.	15	Will negates (harmless); see text	1 standard action	120 minutes [D]	Touch	V, S, DF	Yes	Abjuration
☐☐☐☐ Inflict Light Wounds <i>Effect:</i> Touch deals 1d8+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	12 minutes	Touch	V, S, DF	Yes (harmless, object)	Transmutation

* =Domain/Specialty Spell

Cleric Spells

□□□□	Obscuring Mist	15	None	1 standard action	12 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	12 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	12 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	12 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	12 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	120 minutes; see text	Close (55 Feet)	V, S	Yes (harmless)	Abjuration
	<i>Effect:</i> Suppresses fear or gives +4 on saves against fear for 4 subjects								<i>Target:</i> 4 creatures, no two of which can be more than 30 ft. apart
□□□□	Sanctuary	15	Will negates	1 standard action	12 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	12 minutes	Touch	V, S, M	Yes (harmless)	Abjuration
	<i>Effect:</i> Aura grants +4 deflection bonus.								<i>Target:</i> Creature touched
□□□□	Summon Monster I	15	None	1 round	12 rounds [D]	Close (55 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	12 minutes	Touch	V, S, DF	Yes (harmless)	Enchantment (Compulsion) [Mind-Affecting]
	<i>Effect:</i> +1 on attack rolls, +1 against fear, 1d8+10 temporary hp.								<i>Target:</i> Living creature touched
□□□□	Aid	16	None	1 standard action	12 minutes	Touch	V, S, DF	Yes (harmless)	Enchantment (Compulsion) [Mind-Affecting]
	<i>Effect:</i> +1 on attack rolls, +1 against fear, 1d8+10 temporary hp.								<i>Target:</i> Living creature touched
□□□□	Align Weapon	16	Will negates (harmless, object)	1 standard action	12 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
□□□□	**Barkskin	16	None	1 standard action	120 minutes	Touch	V, S, DF	Yes (harmless)	Transmutation
	<i>Effect:</i> Grants +5 enhancement to natural armor.								<i>Target:</i> Living creature touched
□□□□	Bear's Endurance	16	Will negates (harmless)	1 standard action	12 minutes	Touch	V, S, DF	Yes	Transmutation
	<i>Effect:</i> Subject gains +4 to Con for 12 minutes.								<i>Target:</i> Creature touched
□□□□	Bull's Strength	16	Will negates (harmless)	1 standard action	12 minutes	Touch	V, S, M/DF	Yes (harmless)	Transmutation
	<i>Effect:</i> Subject gains +4 to Str for 12 minutes.								<i>Target:</i> Creature touched
□□□□	Calm Emotions	16	Will negates	1 standard action	12 minutes	Medium (220 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	24 hours	Close (55 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+10 damage								<i>Target:</i> Creature touched
□□□□	Darkness	16	None	1 standard action	120 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	12 hours	Touch	V, S, DF	Yes (harmless)	Conjuration (Healing)
	<i>Effect:</i> Stops poison from harming subject for 12 hours.								<i>Target:</i> Creature touched
□□□□	Desecrate	16	None	1 standard action	24 hours	Close (55 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
□□□□	Eagle's Splendor	16	Will negates (harmless)	1 standard action	12 minutes	Touch	V, S, M/DF	Yes	Transmutation
	<i>Effect:</i> Subject gains +4 to Cha for 12 minutes.								<i>Target:</i> Creature touched
□□□□	Enthral	16	Will negates; see text	1 round	12 hour or less	Medium (220 Feet)	V, S	Yes	Enchantment (Charm)
	<i>Effect:</i> Captivates all within 220 ft.								<i>Target:</i> Any number of creatures
□□□□	Find Traps	16	None	1 standard action	12 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	12 days	Touch	V, S, M/DF	Yes (object)	Necromancy
	<i>Effect:</i> Preserves one corpse.								<i>Target:</i> Corpse touched
□□□□	Hold Person	16	Will negates; see text	1 standard action	12 rounds [D]; see text	Medium (220 Feet)	V, S, F/DF	Yes	Enchantment (Compulsion) [Mind-Affecting]
	<i>Effect:</i> Paralyzes one humanoid for 12 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+10 damage								<i>Target:</i> Creature touched
□□□□	Make Whole	16	Will negates (harmless, object)	1 standard action	Instantaneous	Close (55 Feet)	V, S	Yes (harmless, object)	Transmutation
	<i>Effect:</i> Repairs an object.								<i>Target:</i> One object of up to 120 cu. ft
□□□□	Owl's Wisdom	16	Will negates (harmless)	1 standard action	12 minutes	Touch	V, S, M/DF	Yes	Transmutation
	<i>Effect:</i> Subject gains +4 to Wis for 12 minutes.								<i>Target:</i> Creature touched
□□□□	Remove Paralysis	16	Will negates (harmless)	1 standard action	Instantaneous	Close (55 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	120 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 (55 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	12 hours [D]	Close (55 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	12 minutes [D]	Long (880 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 (55 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	12 rounds [D]	Medium (220 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	12 hours	Touch	V, S	Yes (harmless)	Divination
	<i>Effect:</i> Monitors condition, position of allies.								<i>Target:</i> 4 living creatures touched
□□□□	Summon Monster II	16	None	1 round	12 rounds [D]	Close (55 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 (55 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	12 minutes	Close (55 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 (220 Feet)	V	Yes	Necromancy
	<i>Effect:</i> Makes subject blinded or deafened.				<i>Target:</i> One living creature				
☐☐☐☐	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 (55 Feet)	V, S	No	Conjuration (Creation)
	<i>Effect:</i> Feeds 36 humans or 12 horse.				<i>Target:</i> Food and water to sustain 36 humans or 12 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+12 damage				<i>Target:</i> Creature touched				
☐☐☐☐	Daylight	17	None	1 standard action	120 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	12 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 (220 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				
☐☐☐☐	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 60 sq. ft				
☐☐☐☐	Helping Hand	17	None	1 standard action	12 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+12 damage				<i>Target:</i> Creature touched				
☐☐☐☐	Invisibility Purge	17	None	1 standard action	12 minutes [D]	Personal	V, S	No	Evocation
	<i>Effect:</i> Dispel invisibility within 60 ft				<i>Target:</i> You				
☐☐☐☐	Locate Object	17	None	1 standard action	12 minutes	Long (880 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 880 ft.				
☐☐☐☐	Magic Circle against Chaos	17	Will negates (harmless)	1 standard action	120 minutes	Touch	V, S, M/DF	No; see text	Abjuration [Lawful]
	<i>Effect:</i> As protection spells, but 10-ft. radius and 120 minutes.				<i>Target:</i> 10-ft.-radius emanation from touched creature				
☐☐☐☐	Magic Circle against Evil	17	Will negates (harmless)	1 standard action	120 minutes	Touch	V, S, M/DF	No; see text	Abjuration [Good]
	<i>Effect:</i> As protection spells, but 10-ft. radius and 120 minutes.				<i>Target:</i> 10-ft.-radius emanation from touched creature				
☐☐☐☐	Magic Circle against Good	17	Will negates (harmless)	1 standard action	120 minutes	Touch	V, S, M/DF	No; see text	Abjuration [Evil]
	<i>Effect:</i> As protection spells, but 10-ft. radius and 120 minutes.				<i>Target:</i> 10-ft.-radius emanation from touched creature				
☐☐☐☐	Magic Circle against Law	17	Will negates (harmless)	1 standard action	120 minutes	Touch	V, S, M/DF	No; see text	Abjuration [Chaotic]
	<i>Effect:</i> As protection spells, but 10-ft. radius and 120 minutes.				<i>Target:</i> 10-ft.-radius emanation from touched creature				
☐☐☐☐	Magic Vestment	17	Will negates (harmless, object)	1 standard action	12 hours	Touch	V, S, DF	Yes (harmless, object)	Transmutation
	<i>Effect:</i> Armor or shield gains 3 enhancement				<i>Target:</i> Armor or shield touched				
☐☐☐☐	Meld into Stone	17	None	1 standard action	120 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 1200 lbs				
☐☐☐☐	**Plant Growth	17	None	1 standard action	Instantaneous	See text	V, S, DF	No	Transmutation
	<i>Effect:</i> Grows vegetation, improves crops.				<i>Target:</i> See text				
☐☐☐☐	Prayer	17	None	1 standard action	12 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	120 minutes or until discharged	Touch	V, S, DF	Yes (harmless)	Abjuration
	<i>Effect:</i> Absorb 144 points of damage from one kind of energy.				<i>Target:</i> Creature touched				
☐☐☐☐	Protection from Energy	17	Fortitude negates (harmless)	1 standard action	120 minutes or until discharged	Touch	V, S, DF	Yes (harmless)	Abjuration
	<i>Effect:</i> Absorb 144 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 (220 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	12 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 22 cu. ft.				
☐☐☐☐	Summon Monster III	17	None	1 round	12 rounds [D]	Close (55 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	24 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	120 minutes [D]	Touch	V, S, DF	Yes (harmless)	Transmutation [Water]
	<i>Effect:</i> Subject treads on water as if solid.				<i>Target:</i> 12 touched creatures				
☐☐☐☐	Wind Wall	17	None; see text	1 standard action	12 rounds	Medium (220 Feet)	V, S, M/DF	Yes	Evocation [Air]
	<i>Effect:</i> Deflects arrows, smaller creatures, and gases.				<i>Target:</i> Wall up to 120 ft. long and 60 ft. high [S]				

LEVEL 4

	Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
☐☐☐☐	Air Walk	18	None	1 standard action	120 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				
☐☐☐☐	**Command Plants	18	Will negates	1 standard action	12 days	Close (25 Feet)	V	Yes	Transmutation
	<i>Effect:</i> Sway the actions of one or more plant creatures.				<i>Target:</i> Up to 12 HD of plant creatures, no two of which can be more than 30 ft. apart				
☐☐☐☐	Control Water	18	None; see text	1 standard action	120 minutes [D]	Long (880 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 120 ft by 120 ft by 24 ft [S]				
☐☐☐☐	Cure Critical Wounds	18	Will half (harmless); see text	1 standard action	Instantaneous	Touch	V, S	Yes (harmless); see text	Conjuration (Healing)

* =Domain/Specialty Spell

Cleric Spells

		text							
□□□□□	Death Ward Effect: Cures 4d8+12 damage. Effect: Grants immunity to death spells and negative energy effects.	18	Will negates (harmless)	1 standard action	12 minutes	Touch	V, S, DF	Yes (harmless)	Necromancy
□□□□□	Dimensional Anchor Effect: Bars extradimensional movement.	18	None	1 standard action	12 minutes	Medium (220 Feet)	V, S	Yes (object)	Abjuration
□□□□□	Discern Lies Effect: Reveals deliberate falsehoods.	18	Will negates	1 standard action	12 minutes	Close (55 Feet)	V, S, DF	No	Divination
□□□□□	Dismissal Effect: Forces a creature to return to native plane.	18	Will negates; see text	1 standard action	Instantaneous	Close (55 Feet)	V, S, DF	Yes	Abjuration
□□□□□	Divination Effect: Provides useful advice for specific proposed actions.	18	None	10 minutes	Instantaneous	Personal	V, S, M	No	Divination
□□□□□	Divine Power Effect: You gain attack bonus, +6 to Str, and 12 hps.	18	None	1 standard action	12 rounds	Personal	V, S, DF	No	Evocation
□□□□□	*Freedom of Movement Effect: Subject moves normally despite impediments.	18	Will negates (harmless)	1 standard action	120 minutes	Personal or touch	V, S, M, DF	Yes (harmless)	Abjuration
□□□□□	Freedom of Movement Effect: Subject moves normally despite impediments.	18	Will negates (harmless)	1 standard action	120 minutes	Personal or touch	V, S, M, DF	Yes (harmless)	Abjuration
□□□□□	Giant Vermin Effect: Turns centipedes, scorpions, or spiders into giant vermin.	18	None	1 standard action	12 minutes	Close (55 Feet)	V, S, DF	Yes	Transmutation
□□□□□	Imbue with Spell Ability Effect: Transfer spells to subject.	18	Will negates (harmless)	10 minutes	Permanent until discharged [D]	Touch	V, S, DF	Yes (harmless)	Evocation
□□□□□	Inflict Critical Wounds Effect: Touch attack, 4d8+12 damage	18	Will half	1 standard action	Instantaneous	Touch	V, S	Yes	Necromancy
□□□□□	Magic Weapon, Greater Effect: +1/four levels 5.	18	Will negates (harmless, object)	1 standard action	12 hours	Close (55 Feet)	V, S, M/DF	Yes (harmless, object)	Transmutation
□□□□□	Neutralize Poison Effect: Immunizes subject against poison, detoxifies venom in or on subject.	18	Will negates (harmless, object)	1 standard action	120 minutes	Touch	V, S, M/DF	Yes (harmless, object)	Conjuration (Healing)
□□□□□	Poison Effect: Touch deals 1d10 Con damage, repeats in 1 minute.	18	Fortitude negates; see text	1 standard action	Instantaneous; see text	Touch	V, S, DF	Yes	Necromancy
□□□□□	Repel Vermin Effect: Insects, spiders, and other vermin stay 10 ft. away.	18	None or Will negates; see text	1 standard action	120 minutes [D]	10 ft.	V, S, DF	Yes	Abjuration
□□□□□	Restoration Effect: Restores level and ability score drains.	18	Will negates (harmless)	3 rounds	Instantaneous	Touch	V, S, M	Yes (harmless)	Conjuration (Healing)
□□□□□	Sending Effect: Delivers short message anywhere, instantly.	18	None	10 minutes	12 round; see text	See text	V, S, M/DF	No	Evocation
□□□□□	*Spell Immunity Effect: Subject is immune to one spell per four levels.	18	Will negates (harmless)	1 standard action	120 minutes	Touch	V, S, DF	Yes (harmless)	Abjuration
□□□□□	Summon Monster IV Effect: Calls extraplanar creature to fight for you.	18	None	1 round	12 rounds [D]	Close (55 Feet)	V, S, F/DF	No	Conjuration (Summoning)
□□□□□	Tongues Effect: Speak any language.	18	Will negates (harmless)	1 standard action	120 minutes	Touch	V, M/DF	No	Divination

LEVEL 5

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□□ Atonement Effect: Removes burden of misdeeds from subject.	19	None	1 hour	Instantaneous	Touch	V, S, M, F, DF, XP	Yes	Abjuration
□□□□□ *Break Enchantment Effect: Frees subjects from enchantments, alterations, curses, and petrification.	19	See text	1 minute	Instantaneous	Close (25 Feet)	V, S	No	Abjuration
□□□□□ Break Enchantment Effect: Frees subjects from enchantments, alterations, curses, and petrification.	19	See text	1 minute	Instantaneous	Close (55 Feet)	V, S	No	Abjuration
□□□□□ Command, Greater Effect: As command, but affects 12 subjects.	19	Will negates	1 standard action	12 rounds	Close (55 Feet)	V	Yes	Enchantment (Compulsion)
□□□□□ Commune Effect: Deity answers 12 yes-or-no questions.	19	None	10 minutes	12 rounds	Personal	V, S, M, DF, XP	No	Divination
□□□□□ Cure Light Wounds, Mass Effect: Cures 1d8+12 damage for many creatures.	19	Will half (harmless) or Will half; see text	1 standard action	Instantaneous	Close (55 Feet)	V, S	Yes (harmless) or Yes; see text	Conjuration (Healing)
□□□□□ Dispel Chaos Effect: +4 bonus against attacks.	19	See text	1 standard action	12 rounds or until discharged, whichever comes first	Touch	V, S, DF	See text	Abjuration [Lawful]
□□□□□ Dispel Evil Effect: +4 bonus against attacks.	19	See text	1 standard action	12 rounds or until discharged, whichever comes first	Touch	V, S, DF	See text	Abjuration [Good]
□□□□□ Dispel Good Effect: +4 bonus against attacks.	19	See text	1 standard action	12 rounds or until discharged, whichever comes first	Touch	V, S, DF	See text	Abjuration [Evil]
□□□□□ Dispel Law Effect: +4 bonus against attacks.	19	See text	1 standard action	12 rounds or until discharged, whichever comes first	Touch	V, S, DF	See text	Abjuration [Chaotic]
□□□□□ Disrupting Weapon Effect: Melee weapon destroys undead.	19	Will negates (harmless, object); see text	1 standard action	12 rounds	Touch	V, S	Yes (harmless, object)	Transmutation
□□□□□ Flame Strike Effect: Smite foes with divine fire for 12d6 damage.	19	Reflex half	1 standard action	Instantaneous	Medium (220 Feet)	V, S, DF	Yes	Evocation [Fire]
□□□□□ Hallow Effect: Designates location as holy.	19	See text	24 hours	Instantaneous	Touch	V, S, M, DF	See text	Evocation [Good]
□□□□□ Inflict Light Wounds, Mass Effect: Deals 1d8+12 damage to many creatures.	19	Will half	1 standard action	Instantaneous	Close (55 Feet)	V, S	Yes	Necromancy
□□□□□ Insect Plague Effect: Locust swarms attack creatures.	19	None	1 round	12 minutes	Long (880 Feet)	V, S, DF	No	Conjuration (Summoning)
□□□□□ Mark of Justice Effect: Designates action that will trigger curse on subject.	19	None	10 minutes	Permanent; see text	Touch	V, S, DF	Yes	Necromancy
□□□□□ Plane Shift Effect: As many as eight subjects travel to another plane.	19	Will negates	1 standard action	Instantaneous	Touch	V, S, F	Yes	Conjuration (Teleportation)
□□□□□ Raise Dead Effect: Restores life to subject who died as long as 12 days ago.	19	None; see text	1 minute	Instantaneous	Touch	V, S, M, DF	Yes (harmless)	Conjuration (Healing)
□□□□□ Righteous Might Effect: Your size increases, and you gain combat bonuses.	19	None	1 standard action	12 rounds [D]	Personal	V, S, DF	No	Transmutation

* =Domain/Specialty Spell

Cleric Spells

□□□□□	Scrying	19	Will negates	1 hour	12 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			
□□□□□	Slay Living	19	Fortitude partial	1 standard action	Instantaneous	Touch	V, S	Yes	Necromancy [Death]
	<i>Effect:</i> Touch attack kills subject.					<i>Target:</i> Living creature touched			
□□□□□	Spell Resistance	19	Will negates (harmless)	1 standard action	12 minutes	Touch	V, S, DF	Yes (harmless)	Abjuration
	<i>Effect:</i> Subject gains SR 12 + level.					<i>Target:</i> Creature touched			
□□□□□	Summon Monster V	19	None	1 round	12 rounds [D]	Close (55 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			
□□□□□	Symbol of Pain	19	Fortitude negates	10 minutes	See text	0 ft.; see text	V, S, M	Yes	Necromancy [Evil]
	<i>Effect:</i> Triggered rune wracks nearby creatures with pain.					<i>Target:</i> One symbol			
□□□□□	Symbol of Sleep	19	Will negates	10 minutes	See text	0 ft.; see text	V, S, M	Yes	Enchantment (Compulsion) [Mind-Affecting]
	<i>Effect:</i> Triggered rune puts nearby creatures into catatonic slumber.					<i>Target:</i> One symbol			
□□□□□	True Seeing	19	Will negates (harmless)	1 standard action	12 minutes	Touch	V, S, M	Yes (harmless)	Divination
	<i>Effect:</i> Lets you see all things as they really are.					<i>Target:</i> Creature touched			
□□□□□	Unhallow	19	See text	24 hours	Instantaneous	Touch	V, S, M	See text	Evocation [Evil]
	<i>Effect:</i> Designates location as unholy.					<i>Target:</i> 40-ft. radius emanating from the touched point			
□□□□□	Wall of Stone	19	See text	1 standard action	Instantaneous	Medium (220 Feet)	V, S, M/DF	No	Conjuration (Creation) [Earth]
	<i>Effect:</i> Creates a stone wall that can be shaped.					<i>Target:</i> Stone wall whose area is up to 12 5-ft. squares [S]			
□□□□□	**Wall of Thorns	19	None	1 standard action	120 minutes [D]	Medium (100 Feet)	V, S	No	Conjuration (Creation)
	<i>Effect:</i> Thorns damage anyone who tries to pass.					<i>Target:</i> Wall of thorny brush, up to 12 10-ft. cubes [S]			

LEVEL 6

	Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□□	Animate Objects	20	None	1 standard action	12 rounds	Medium (220 Feet)	V, S	No	Transmutation
	<i>Effect:</i> Objects attack your foes.					<i>Target:</i> 12 Small objects; see text			
□□□□□	Antilife Shell	20	None	1 round	120 minutes [D]	10 ft.	V, S, DF	Yes	Abjuration
	<i>Effect:</i> 10-ft. field hedges out living creatures.					<i>Target:</i> 10-ft.-radius emanation, centered on you			
□□□□□	Banishment	20	Will negates	1 standard action	Instantaneous	Close (55 Feet)	V, S, F	Yes	Abjuration
	<i>Effect:</i> Banishes 24 HD of extraplanar creatures.					<i>Target:</i> One or more extraplanar creatures, no two of which can be more than 30 ft. apart			
□□□□□	Bear's Endurance, Mass	20	Will negates (harmless)	1 standard action	12 minutes	Close (55 Feet)	V, S, DF	Yes	Transmutation
	<i>Effect:</i> As bear's endurance, affects 12 subjects.					<i>Target:</i> 12 creatures, no two of which can be more than 30 ft. apart			
□□□□□	Blade Barrier	20	Reflex half or Reflex negates; see text	1 standard action	12 minutes [D]	Medium (220 Feet)	V, S	Yes	Evocation [Force]
	<i>Effect:</i> Wall of blades deals 12d6 damage.					<i>Target:</i> Wall of whirling blades up to 240 ft. long, or a ringed wall of whirling blades with a radius of up to 30 ft; either form 20 ft. high			
□□□□□	Bull's Strength, Mass	20	Will negates (harmless)	1 standard action	12 minutes	Close (55 Feet)	V, S, M/DF	Yes (harmless)	Transmutation
	<i>Effect:</i> As bull's strength, affects one subject/ level.					<i>Target:</i> 12 creatures, no two of which can be more than 30 ft. apart			
□□□□□	Create Undead	20	None	1 hour	Instantaneous	Close (55 Feet)	V, S, M	No	Necromancy [Evil]
	<i>Effect:</i> Creates ghouls, ghosts, mummies, or mohrgs.					<i>Target:</i> One corpse			
□□□□□	Cure Moderate Wounds, Mass	20	Will half (harmless) or Will half; see text	1 standard action	Instantaneous	Close (55 Feet)	V, S	Yes (harmless) or Yes; see text	Conjuration (Healing)
	<i>Effect:</i> Cures 2d8+12 damage for many creatures.					<i>Target:</i> 12 creatures, no two of which can be more than 30 ft. apart			
□□□□□	Dispel Magic, Greater	20	None	1 standard action	Instantaneous	Medium (220 Feet)	V, S	No	Abjuration
	<i>Effect:</i> As dispel magic, but +20 on check.					<i>Target:</i> One spellcaster, creature, or object; or 20-ft.-radius burst			
□□□□□	Eagle's Splendor, Mass	20	Will negates (harmless)	1 standard action	12 minutes	Close (55 Feet)	V, S, M/DF	Yes	Transmutation
	<i>Effect:</i> As eagle's splendor, affects 12 subjects.					<i>Target:</i> 12 creatures, no two of which can be more than 30 ft. apart			
□□□□□	Find the Path	20	None or Will negates (harmless)	3 rounds	120 minutes	Personal or touch	V, S, F	No or Yes (harmless)	Divination
	<i>Effect:</i> Shows most direct way to a location.					<i>Target:</i> You or creature touched			
□□□□□	Forbiddance	20	See text	6 rounds	Permanent	Medium (220 Feet)	V, S, M, DF	Yes	Abjuration
	<i>Effect:</i> Blocks planar travel, damages creatures of different alignment.					<i>Target:</i> 12 60-ft. cubes [S]			
□□□□□	Geas/Quest	20	None	10 minutes	12 days or until discharged [D]	Close (55 Feet)	V	Yes	Enchantment (Compulsion) [Language-Dependent, Mind-Affecting]
	<i>Effect:</i> As lesser geas, plus it affects any creature.					<i>Target:</i> One living creature			
□□□□□	Glyph of Warding, Greater	20	See text	10 minutes	Permanent until discharged [D]	Touch	V, S, M	No (object) and Yes; see text	Abjuration
	<i>Effect:</i> As glyph of warding, but up to 10d8 damage or 6th-level spell.					<i>Target:</i> Object touched or up to 60 sq. ft			
□□□□□	Harm	20	Will half; see text	1 standard action	Instantaneous	Touch	V, S	Yes	Necromancy
	<i>Effect:</i> Deals 120 points damage to target.					<i>Target:</i> Creature touched			
□□□□□	Heal	20	Will negates (harmless)	1 standard action	Instantaneous	Touch	V, S	Yes (harmless)	Conjuration (Healing)
	<i>Effect:</i> Cures 120 points of damage, all diseases and mental conditions.					<i>Target:</i> Creature touched			
□□□□□	Heroes' Feast	20	None	10 minutes	12 hour plus 12 hours; see text	Close (55 Feet)	V, S, DF	No	Conjuration (Creation) [Creation]
	<i>Effect:</i> Food for 12 creatures cures and grants combat bonuses.					<i>Target:</i> Feast for 12 creatures			
□□□□□	Inflict Moderate Wounds, Mass	20	Will half	1 standard action	Instantaneous	Close (55 Feet)	V, S	Yes	Necromancy
	<i>Effect:</i> Deals 2d8+12 damage to many creatures.					<i>Target:</i> 12 creatures, no two of which can be more than 30 ft. apart			
□□□□□	**Mislead	20	None or Will disbelief (if interacted with); see text	1 standard action	12 rounds [D] and concentration + 3 rounds; see text	Close (25 Feet)	S	No	Illusion (Figment)[Glamer]
	<i>Effect:</i> Turns you invisible and creates illusory double.					<i>Target:</i> You/one illusory double			
□□□□□	Owl's Wisdom, Mass	20	Will negates (harmless)	1 standard action	12 minutes	Close (55 Feet)	V, S, M/DF	Yes	Transmutation
	<i>Effect:</i> As owl's wisdom, affects one subject/ level.					<i>Target:</i> 12 creatures, no two of which can be more than 30 ft. apart			
□□□□□	Planar Ally	20	None	10 minutes	Instantaneous	Close (55 Feet)	V, S, DF, XP	No	Conjuration (Calling)
	<i>Effect:</i> As lesser planar ally, but up to 12 HD.					<i>Target:</i> 1-2 called elementals or outsiders totaling no more than 12 HD, which cannot be more than 30 ft. apart when they appear			
□□□□□	**Repel Wood	20	None	1 standard action	12 minutes [D]	60 ft.	V, S	No	Transmutation
	<i>Effect:</i> Pushes away wooden objects.					<i>Target:</i> 60 ft. line-shaped emanation from you			
□□□□□	Summon Monster VI	20	None	1 round	12 rounds [D]	Close (55 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			
□□□□□	Symbol of Fear	20	Will negates	10 minutes	See text	0 ft.; see text	V, S, M	Yes	Necromancy [Fear, Mind-Affecting]
	<i>Effect:</i> Triggered rune panics nearby creatures.					<i>Target:</i> One symbol			
□□□□□	Symbol of Persuasion	20	Will negates	10 minutes	See text	0 ft.; see text	V, S, M	Yes	Enchantment (Charm) [Mind-Affecting]
	<i>Effect:</i> Triggered rune charms nearby creatures.					<i>Target:</i> One symbol			
□□□□□	Undeath to Death	20	Will negates	1 standard action	Instantaneous	Medium (220 Feet)	V, S, M/DF	Yes	Necromancy [Death]
	<i>Effect:</i> Destroys 12d4 HD of undead.					<i>Target:</i> Several undead creatures within a 40-ft.-radius burst			
□□□□□	Wind Walk	20	No and Will negates (harmless)	1 standard action	12 hours [D]; see text	Touch	V, S, DF	No and Yes (harmless)	Transmutation [Air]
	<i>Effect:</i> You and your allies turn vaporous and travel fast.					<i>Target:</i> You and 4 touched creatures			
□□□□□	Word of Recall	20	None or Will negates (harmless, object)	1 standard action	Instantaneous	Unlimited	V	No or Yes (harmless, object)	Conjuration (Teleportation)
	<i>Effect:</i> Teleports you back to designated place.					<i>Target:</i> You and touched objects or other willing creatures			

* =Domain/Specialty Spell