

Aicha Female Human Clr13

NAME
Clr13
CLASS
13
TCL
156000
EXPERIENCE
91000
NEXT LEVEL

NPC

PLAYERNAME
Human
RACE
Medium
SIZE
Female
GENDER
0
AGE

None
DEITY
5'11"
HEIGHT
157 lbs
WEIGHT
EYES
HAIR

True Neutral
ALIGNMENT
Normal
VISION
0
POINTS

| ABILITY NAME | ABILITY SCORE | ABILITY MODIFIER | TEMP SCORE | TEMP MODIFIER |
|----------------------------|---------------|------------------|------------|---------------|
| STR Strength | 13 | +1 | 13 | +1 |
| DEX Dexterity | 18 | +4 | 18 | +4 |
| CON Constitution | 14 | +2 | 14 | +2 |
| INT Intelligence | 13 | +1 | 13 | +1 |
| WIS Wisdom | 20 | +5 | 20 | +5 |
| CHA Charisma | 17 | +3 | 17 | +3 |

| | | | | | |
|-------------------------------|-------|-------------------|--------------|---------------|------|
| HP hit points | 82 | WOUNDS/CURRENT HP | | | |
| AC armor class | 14 | 10 | 14 | 10 | 0 |
| | | TOTAL | FLAT | TOUCH | BASE |
| INITIATIVE modifier | +4 | +4 | +0 | | |
| | | TOTAL | DEX MODIFIER | MISC MODIFIER | |
| BASE ATTACK bonus | +9/+4 | | | | |

| | | | | | |
|----------------|--------------|----------------------|---------------|---------------------|---------------|
| SUBDUAL DAMAGE | | DAMAGE REDUCTION | | SPEED | |
| | | | | Walk 30' | |
| ARMOR BONUS | SHIELD BONUS | STAT MODIFIER | SIZE MODIFIER | NATURAL ARMOR | MISC MODIFIER |
| 0 | 0 | 4 | 0 | 0 | 0 |
| MISS CHANCE | | ARCANE SPELL FAILURE | | ARMOR CHECK PENALTY | |
| | | 0 | | 0 | |
| | | | | SPELL RESISTANCE | |
| | | | | 0 | |

| SAVING THROWS | TOTAL | BASE SAVE | ABILITY MODIFIER | MAGIC MODIFIER | MISC MODIFIER | TEMP MODIFIER | conditional modifiers |
|------------------------------------|-------|-----------|------------------|----------------|---------------|---------------|-----------------------|
| FORTITUDE (constitution) | +10 | +8 | +2 | +0 | +0 | | |
| REFLEX (dexterity) | +10 | +4 | +4 | +0 | +2 | | |
| WILLPOWER (wisdom) | +13 | +8 | +5 | +0 | +0 | | |

| | TOTAL | BASE ATTACK BONUS | STAT MODIFIER | SIZE MODIFIER | MISC MODIFIER | TEMP MODIFIER |
|--------------------------------|--------|-------------------|---------------|---------------|---------------|---------------|
| MELEE attack bonus | +10/+5 | +9/+4 | +1 | +0 | +0 | |
| RANGED attack bonus | +13/+8 | +9/+4 | +4 | +0 | +0 | |
| GRAPPLE attack bonus | +10/+5 | +9/+4 | +1 | +0 | +0 | |

| UNARMED | TOTAL ATTACK BONUS | DAMAGE | CRITICAL |
|---------|--------------------|--------|----------|
| | +10/+5 | 1d3+1 | 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 | 50.0 | Medium | 100.0 | Heavy | 150.0 |
| Lift over head | 150.0 | Lift off ground | 300.0 | Push / Drag | 750.0 |

| FEATS | |
|--------------------|----------|
| Alertness | See Text |
| Combat Casting | See Text |
| Combat Reflexes | See Text |
| Empower Spell | See Text |
| Leadership | See Text |
| Lightning Reflexes | See Text |

| DOMAINS | |
|----------|--|
| Trickery | Bluff, Disguise and Hide are class skills. |
| Fire | Turn or destroy water creatures as a good cleric turns undead. Rebuke, command, or bolster fire creatures as an evil cleric rebukes undead. Use these abilities 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 | RANKS | MISC MODIFIER |
| Concentration | CON | 16 | = 2 | + 14.0 | |
| Craft (Pottery) | INT | 12 | = 1 | + 11.0 | |
| Craft (Woodworking) | INT | 13 | = 1 | + 12.0 | |
| Heal | WIS | 20 | = 5 | + 15.0 | |
| Knowledge (Religion) | INT | 13 | = 1 | + 12.0 | |

MAX RANKS 16/8

✓ : can be used untrained. X : exclusive skills

| TURN/REBUKE UNDEAD | | | |
|----------------------|------------------------------------|---|--------|
| TURNING CHECK RESULT | UNDEAD AFFECTED (MAXIMUM HIT DICE) | Turn level | 13 |
| Up to 0 | 9 | Turn damage | 2d6+16 |
| 1 - 3 | 10 | Turns/day | 6 |
| 4 - 6 | 11 | □□□□□□ | |
| 7 - 9 | 12 | NOTE: You destroy undead if you have twice as many turning levels as they have Hit Dice | |
| 10 - 12 | 13 | | |
| 13 - 15 | 14 | | |
| 16 - 18 | 15 | | |
| 19 - 21 | 16 | | |
| 22 + | 17 | | |

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|----------------------|------------------------------------|---|--------|
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| Up to 0 | 9 | Turn damage | 2d6+16 |
| 1 - 3 | 10 | Turns/day | 6 |
| 4 - 6 | 11 | □□□□□□ | |
| 7 - 9 | 12 | NOTE: You destroy undead if you have twice as many turning levels as they have Hit Dice | |
| 10 - 12 | 13 | | |
| 13 - 15 | 14 | | |
| 16 - 18 | 15 | | |
| 19 - 21 | 16 | | |
| 22 + | 17 | | |

| SPECIAL ABILITIES | |
|--|--|
| +4 to Concentration to use spell or spelllike ability | |
| Spontaneous casting | |
| Turn Undead 6/day (turn level 13) (turn damage 2d6+16) | |

| 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 | |
|---------------|--|
| Auran, Common | |

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 | 7+1 | 6+1 | 5+1 | 5+1 | 4+1 | 2+1 | 1+1 | 0 | 0 |

LEVEL 0

| Name | DC | Saving Throw | Time | Duration | Range | Comp. | Spell Resistance | School |
|--|----|---------------------------------|-------------------|-----------------|-----------------|------------|--------------------------|--------------------------------|
| □□□□ Create Water <i>Effect:</i> Creates 26 gallons of pure water. <i>Target:</i> Up to 26 gallons of water | 15 | 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. <i>Target:</i> Creature touched | 15 | 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. <i>Target:</i> Cone-shaped emanation | 15 | None | 1 standard action | Instantaneous | 60 ft. | V, S | No | Divination |
| □□□□ Detect Poison <i>Effect:</i> Detects poison in one creature or small object. <i>Target:</i> One creature, one object, or a 5-ft. cube | 15 | 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. <i>Target:</i> Creature touched | 15 | Will negates (harmless) | 1 standard action | Instantaneous | Touch | V, S | Yes | Divination |
| □□□□ Inflict Minor Wounds <i>Effect:</i> Touch attack, 1 point of damage. <i>Target:</i> Creature touched | 15 | Will negates | 1 standard action | Instantaneous | Touch | V, S | Yes | Necromancy |
| □□□□ Light <i>Effect:</i> Object shines like a torch. <i>Target:</i> Object touched | 15 | None | 1 standard action | 130 minutes [D] | Touch | V, M/DF | No | Evocation [Light] |
| □□□□ Mending <i>Effect:</i> Makes minor repairs on an object. <i>Target:</i> One object of up to 1 lb. | 15 | Will negates (harmless, object) | 1 standard action | Instantaneous | 10 ft. | V, S | Yes (harmless, object) | Transmutation |
| □□□□ Purify Food and Drink <i>Effect:</i> Purifies 13 cu. ft. of food or water. <i>Target:</i> 13 cu. ft. of contaminated food and water | 15 | Will negates (object) | 1 standard action | Instantaneous | 10 ft. | V, S | Yes (object) | Transmutation |
| □□□□ Read Magic <i>Effect:</i> Read scrolls and spellbooks. <i>Target:</i> You | 15 | None | 1 standard action | 130 minutes | Personal | V, S, F | No | Divination |
| □□□□ Resistance <i>Effect:</i> Subject gains +1 on saving throws. <i>Target:</i> Creature touched | 15 | Will negates (harmless) | 1 standard action | 13 minute | Touch | V, S, M/DF | Yes (harmless) | Abjuration |
| □□□□ Virtue <i>Effect:</i> Subject gains 1 temporary hp. <i>Target:</i> Creature touched | 15 | Fortitude negates (harmless) | 1 standard action | 13 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. <i>Target:</i> All enemies within 50 ft. | 16 | Will negates | 1 standard action | 13 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. <i>Target:</i> The caster and all allies within a 50-ft. burst, centered on the caster | 16 | None | 1 standard action | 13 minutes | 50 ft. | V, S, DF | Yes (harmless) | Enchantment (Compulsion) [Mind-Affecting] |
| □□□□ Bless Water <i>Effect:</i> Makes holy water. <i>Target:</i> Flask of water touched | 16 | Will negates (object) | 1 minute | Instantaneous | Touch | V, S, M | Yes (object) | Transmutation [Good] |
| □□□□ **Burning Hands <i>Effect:</i> 5d4 fire damage <i>Target:</i> Cone-shaped burst | 16 | Reflex half | 1 standard action | Instantaneous | 15 ft. | V, S | Yes | Evocation [Fire] |
| □□□□ Cause Fear <i>Effect:</i> One creature of 5 HD or less flees for 1d4 rounds. <i>Target:</i> One living creature with 5 or fewer HD | 16 | 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. <i>Target:</i> One living creature | 16 | Will negates | 1 standard action | 13 round | Close (55 Feet) | V | Yes | Enchantment (Compulsion) [Language-Dependent, Mind-Affecting] |
| □□□□ Comprehend Languages <i>Effect:</i> You understand all spoken and written languages. <i>Target:</i> You | 16 | None | 1 standard action | 130 minutes | Personal | V, S, M/DF | No | Divination |
| □□□□ Cure Light Wounds <i>Effect:</i> Cures 1d8+5 damage <i>Target:</i> Creature touched | 16 | 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. <i>Target:</i> Flask of water touched | 16 | 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. <i>Target:</i> Cone-shaped emanation | 16 | None | 1 standard action | 130 minutes | 30 ft. | V, S | No | Necromancy [Evil] |
| □□□□ Detect Chaos <i>Effect:</i> Reveals creatures, spells, or objects of selected alignment. <i>Target:</i> Cone-shaped emanation | 16 | 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. <i>Target:</i> Cone-shaped emanation | 16 | 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. <i>Target:</i> Cone-shaped emanation | 16 | 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. <i>Target:</i> Cone-shaped emanation | 16 | 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. <i>Target:</i> Cone-shaped emanation | 16 | None | 1 standard action | Concentration, up to 13 minutes [D] | 60 ft. | V, S, M/DF | No | Divination |
| □□□□ **Disguise Self <i>Effect:</i> Changes your appearance. <i>Target:</i> You | 16 | None | 1 standard action | 130 minutes [D] | Personal | V, S | No | Illusion (Glamer) |
| □□□□ Divine Favor <i>Effect:</i> You gain +4 on attack and damage rolls. <i>Target:</i> You | 16 | 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. <i>Target:</i> One living creature | 16 | Will negates | 1 standard action | 13 minutes | Medium (230 Feet) | V, S, DF | Yes | Necromancy [Fear, Mind-Affecting] |
| □□□□ Endure Elements <i>Effect:</i> Exist comfortably in hot or cold environments. <i>Target:</i> Creature touched | 16 | 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. <i>Target:</i> You | 16 | None | 1 standard action | 13 minutes [D] | Personal | V, S | No | Abjuration |
| □□□□ Hide from Undead <i>Effect:</i> Undead can't perceive 13 subjects. <i>Target:</i> 13 touched creatures | 16 | Will negates (harmless); see text | 1 standard action | 130 minutes [D] | Touch | V, S, DF | Yes | Abjuration |
| □□□□ Inflict Light Wounds <i>Effect:</i> Touch deals 1d8+5 damage <i>Target:</i> Creature touched | 16 | 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. <i>Target:</i> Up to three pebbles touched | 16 | 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. <i>Target:</i> Weapon touched | 16 | Will negates (harmless, object) | 1 standard action | 13 minutes | Touch | V, S, DF | Yes (harmless, object) | Transmutation |

* =Domain/Specialty Spell

Cleric Spells

| | | | | | | | | | |
|-------|--|----|-------------------------|-------------------|-----------------------|-----------------|------------|----------------|-------------------------|
| □□□□□ | Obscuring Mist | 16 | None | 1 standard action | 13 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 | 16 | Will negates (harmless) | 1 standard action | 13 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 | 16 | Will negates (harmless) | 1 standard action | 13 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 | 16 | Will negates (harmless) | 1 standard action | 13 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 | 16 | Will negates (harmless) | 1 standard action | 13 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 | 16 | Will negates (harmless) | 1 standard action | 130 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 | 16 | Will negates | 1 standard action | 13 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 | 16 | Will negates (harmless) | 1 standard action | 13 minutes | Touch | V, S, M | Yes (harmless) | Abjuration |
| | <i>Effect:</i> Aura grants +4 deflection bonus. | | | | | | | | |
| | <i>Target:</i> Creature touched | | | | | | | | |
| □□□□□ | Summon Monster I | 16 | None | 1 round | 13 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 | 17 | None | 1 standard action | 13 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 | 17 | Will negates (harmless, object) | 1 standard action | 13 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 | 17 | 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 | 17 | Will negates (harmless) | 1 standard action | 13 minutes | Touch | V, S, DF | Yes | Transmutation |
| | <i>Effect:</i> Subject gains +4 to Con for 13 minutes. | | | | | | | | |
| | <i>Target:</i> Creature touched | | | | | | | | |
| □□□□□ | Bull's Strength | 17 | Will negates (harmless) | 1 standard action | 13 minutes | Touch | V, S, M/DF | Yes (harmless) | Transmutation |
| | <i>Effect:</i> Subject gains +4 to Str for 13 minutes. | | | | | | | | |
| | <i>Target:</i> Creature touched | | | | | | | | |
| □□□□□ | Calm Emotions | 17 | Will negates | 1 standard action | 13 minutes | Medium (230 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 | 17 | None | 1 standard action | 26 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 | 17 | 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 | 17 | None | 1 standard action | 130 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 | 17 | 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 | 17 | Fortitude negates (harmless) | 1 standard action | 13 hours | Touch | V, S, DF | Yes (harmless) | Conjuration (Healing) |
| | <i>Effect:</i> Stops poison from harming subject for 13 hours. | | | | | | | | |
| | <i>Target:</i> Creature touched | | | | | | | | |
| □□□□□ | Desecrate | 17 | None | 1 standard action | 26 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 | 17 | Will negates (harmless) | 1 standard action | 13 minutes | Touch | V, S, M/DF | Yes | Transmutation |
| | <i>Effect:</i> Subject gains +4 to Cha for 13 minutes. | | | | | | | | |
| | <i>Target:</i> Creature touched | | | | | | | | |
| □□□□□ | Enthral | 17 | Will negates; see text | 1 round | 13 hour or less | Medium (230 Feet) | V, S | Yes | Enchantment (Charm) |
| | <i>Effect:</i> Captivates all within 230 ft. | | | | | | | | |
| | <i>Target:</i> Any number of creatures | | | | | | | | |
| □□□□□ | Find Traps | 17 | None | 1 standard action | 13 minutes | Personal | V, S | No | Divination |
| | <i>Effect:</i> Notice traps as a rogue does. | | | | | | | | |
| | <i>Target:</i> You | | | | | | | | |
| □□□□□ | Gentle Repose | 17 | Will negates (object) | 1 standard action | 13 days | Touch | V, S, M/DF | Yes (object) | Necromancy |
| | <i>Effect:</i> Preserves one corpse. | | | | | | | | |
| | <i>Target:</i> Corpse touched | | | | | | | | |
| □□□□□ | Hold Person | 17 | Will negates; see text | 1 standard action | 13 rounds [D]; see text | Medium (230 Feet) | V, S, F/DF | Yes | Enchantment (Compulsion) [Mind-Affecting] |
| | <i>Effect:</i> Paralyzes one humanoid for 13 rounds. | | | | | | | | |
| | <i>Target:</i> One humanoid creature | | | | | | | | |
| □□□□□ | Inflict Moderate Wounds | 17 | Will half | 1 standard action | Instantaneous | Touch | V, S | Yes | Necromancy |
| | <i>Effect:</i> Touch attack, 2d8+10 damage | | | | | | | | |
| | <i>Target:</i> Creature touched | | | | | | | | |
| □□□□□ | **Invisibility | 17 | Will negates (harmless) or Will negates (harmless, object) | 1 standard action | 13 minutes [D] | Personal or touch | V, S, M/DF | Yes (harmless) or Yes (harmless, object) | Illusion (Glamer) |
| | <i>Effect:</i> Subject is invisible for 13 minutes or until it attacks. | | | | | | | | |
| | <i>Target:</i> You or a creature or object weighing no more than 1300 lbs | | | | | | | | |
| □□□□□ | Make Whole | 17 | 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 130 cu. ft | | | | | | | | |
| □□□□□ | Owl's Wisdom | 17 | Will negates (harmless) | 1 standard action | 13 minutes | Touch | V, S, M/DF | Yes | Transmutation |
| | <i>Effect:</i> Subject gains +4 to Wis for 13 minutes. | | | | | | | | |
| | <i>Target:</i> Creature touched | | | | | | | | |
| □□□□□ | **Produce Flame | 17 | None | 1 standard action | 13 minutes [D] | 0 ft. | V, S | Yes | Evocation [Fire] |
| | <i>Effect:</i> 1d6+13 damage, touch or thrown. | | | | | | | | |
| | <i>Target:</i> Flame in your palm | | | | | | | | |
| □□□□□ | Remove Paralysis | 17 | 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 | 17 | Fortitude negates (harmless) | 1 standard action | 130 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 | 17 | 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 | 17 | 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 | 17 | Will negates (harmless) | 1 standard action | 13 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 | 17 | Will negates; see text or none (object) | 1 standard action | 13 minutes [D] | Long (920 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 | 17 | 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 | 17 | None | 1 standard action | 13 rounds [D] | Medium (230 Feet) | V, S, DF | Yes | Evocation [Force] |
| | <i>Effect:</i> Magical weapon attacks on its own. | | | | | | | | |
| | <i>Target:</i> Magic weapon of force | | | | | | | | |
| □□□□□ | Status | 17 | Will negates (harmless) | 1 standard action | 13 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 | 17 | None | 1 round | 13 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 | 17 | 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 | 17 | Will negates | 1 standard action | 13 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 | 18 | 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 | 18 | 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 | 18 | Fortitude negates | 1 standard action | Permanent [D] | Medium (230 Feet) | V | Yes | Necromancy |
| | <i>Effect:</i> Makes subject blinded or deafened. | | | | <i>Target:</i> One living creature | | | | |
| ☐☐☐☐☐ | Contagion | 18 | 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 | 18 | 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 | 18 | None | 10 minutes | 24 hours; see text | Close (55 Feet) | V, S | No | Conjuration (Creation) |
| | <i>Effect:</i> Feeds 39 humans or 13 horse. | | | | <i>Target:</i> Food and water to sustain 39 humans or 13 horses for 24 hours | | | | |
| ☐☐☐☐☐ | Cure Serious Wounds | 18 | Will half (harmless); see text | 1 standard action | Instantaneous | Touch | V, S | Yes (harmless); see text | Conjuration (Healing) |
| | <i>Effect:</i> Cures 3d8+13 damage | | | | <i>Target:</i> Creature touched | | | | |
| ☐☐☐☐☐ | Daylight | 18 | None | 1 standard action | 130 minutes [D] | Touch | V, S | No | Evocation [Light] |
| | <i>Effect:</i> 60-ft. radius of bright light. | | | | <i>Target:</i> Object touched | | | | |
| ☐☐☐☐☐ | Deeper Darkness | 18 | None | 1 standard action | 13 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 | 18 | None | 1 standard action | Instantaneous | Medium (230 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 | 18 | 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 65 sq. ft | | | | |
| ☐☐☐☐☐ | Helping Hand | 18 | None | 1 standard action | 13 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 | 18 | Will half | 1 standard action | Instantaneous | Touch | V, S | Yes | Necromancy |
| | <i>Effect:</i> Touch attack, 3d8+13 damage | | | | <i>Target:</i> Creature touched | | | | |
| ☐☐☐☐☐ | Invisibility Purge | 18 | None | 1 standard action | 13 minutes [D] | Personal | V, S | No | Evocation |
| | <i>Effect:</i> Dispel invisibility within 65 ft | | | | <i>Target:</i> You | | | | |
| ☐☐☐☐☐ | Locate Object | 18 | None | 1 standard action | 13 minutes | Long (920 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 920 ft. | | | | |
| ☐☐☐☐☐ | Magic Circle against Chaos | 18 | Will negates (harmless) | 1 standard action | 130 minutes | Touch | V, S, M/DF | No; see text | Abjuration [Lawful] |
| | <i>Effect:</i> As protection spells, but 10-ft. radius and 130 minutes. | | | | <i>Target:</i> 10-ft.-radius emanation from touched creature | | | | |
| ☐☐☐☐☐ | Magic Circle against Evil | 18 | Will negates (harmless) | 1 standard action | 130 minutes | Touch | V, S, M/DF | No; see text | Abjuration [Good] |
| | <i>Effect:</i> As protection spells, but 10-ft. radius and 130 minutes. | | | | <i>Target:</i> 10-ft.-radius emanation from touched creature | | | | |
| ☐☐☐☐☐ | Magic Circle against Good | 18 | Will negates (harmless) | 1 standard action | 130 minutes | Touch | V, S, M/DF | No; see text | Abjuration [Evil] |
| | <i>Effect:</i> As protection spells, but 10-ft. radius and 130 minutes. | | | | <i>Target:</i> 10-ft.-radius emanation from touched creature | | | | |
| ☐☐☐☐☐ | Magic Circle against Law | 18 | Will negates (harmless) | 1 standard action | 130 minutes | Touch | V, S, M/DF | No; see text | Abjuration [Chaotic] |
| | <i>Effect:</i> As protection spells, but 10-ft. radius and 130 minutes. | | | | <i>Target:</i> 10-ft.-radius emanation from touched creature | | | | |
| ☐☐☐☐☐ | Magic Vestment | 18 | Will negates (harmless, object) | 1 standard action | 13 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 | 18 | None | 1 standard action | 130 minutes | Personal | V, S, DF | No | Transmutation [Earth] |
| | <i>Effect:</i> You and your gear merge with stone. | | | | <i>Target:</i> You | | | | |
| ☐☐☐☐☐ | **Nondetection | 18 | Will negates (harmless, object) | 1 standard action | 13 hours | Touch | V, S, M | Yes (harmless, object) | Abjuration |
| | <i>Effect:</i> Hides subject from divination, scrying. | | | | <i>Target:</i> Creature or object touched | | | | |
| ☐☐☐☐☐ | Obscure Object | 18 | 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 1300 lbs | | | | |
| ☐☐☐☐☐ | Prayer | 18 | None | 1 standard action | 13 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 | 18 | Fortitude negates (harmless) | 1 standard action | 130 minutes or until discharged | Touch | V, S, DF | Yes (harmless) | Abjuration |
| | <i>Effect:</i> Absorb 156 points of damage from one kind of energy. | | | | <i>Target:</i> Creature touched | | | | |
| ☐☐☐☐☐ | Remove Blindness/Deafness | 18 | 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 | 18 | 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 | 18 | 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 | | | | |
| ☐☐☐☐☐ | **Resist Energy | 18 | Fortitude negates (harmless) | 1 standard action | 130 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 | | | | |
| ☐☐☐☐☐ | Searing Light | 18 | None | 1 standard action | Instantaneous | Medium (230 Feet) | V, S | Yes | Evocation |
| | <i>Effect:</i> Ray deals 1d8/two levels, more against undead. | | | | <i>Target:</i> Ray | | | | |
| ☐☐☐☐☐ | Speak with Dead | 18 | Will negates; see text | 10 minutes | 13 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 | 18 | 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 23 cu. ft. | | | | |
| ☐☐☐☐☐ | Summon Monster III | 18 | None | 1 round | 13 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 | 18 | Will negates (harmless) | 1 standard action | 26 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 | 18 | Will negates (harmless) | 1 standard action | 130 minutes [D] | Touch | V, S, DF | Yes (harmless) | Transmutation [Water] |
| | <i>Effect:</i> Subject treads on water as if solid. | | | | <i>Target:</i> 13 touched creatures | | | | |
| ☐☐☐☐☐ | Wind Wall | 18 | None; see text | 1 standard action | 13 rounds | Medium (230 Feet) | V, S, M/DF | Yes | Evocation [Air] |
| | <i>Effect:</i> Deflects arrows, smaller creatures, and gases. | | | | <i>Target:</i> Wall up to 130 ft. long and 65 ft. high [S] | | | | |

LEVEL 4

| Name | DC | Saving Throw | Time | Duration | Range | Comp. | Spell Resistance | School | |
|-------|--|--------------|----------------|-------------------|---|-------------------|------------------|----------------|--|
| ☐☐☐☐☐ | Air Walk | 19 | None | 1 standard action | 130 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 | | | | |
| ☐☐☐☐☐ | **Confusion | 19 | Will negates | 1 standard action | 13 rounds | Medium (100 Feet) | V, S, M/DF | Yes | Enchantment (Compulsion) [Mind-Affecting] |
| | <i>Effect:</i> Subjects behave oddly for 13 rounds. | | | | <i>Target:</i> All creatures in a 15-ft. radius burst | | | | |
| ☐☐☐☐☐ | Control Water | 19 | None; see text | 1 standard action | 130 minutes [D] | Long (920 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 130 ft by 130 ft by 26 ft [S] | | | | |

* =Domain/Specialty Spell

Cleric Spells

| | | | | | | | | | |
|-------|---|----|---------------------------------|-------------------|---|-------------------|-------------|--------------------------|-------------------------|
| □□□□□ | Cure Critical Wounds | 19 | Will half (harmless); see text | 1 standard action | Instantaneous | Touch | V, S | Yes (harmless); see text | Conjuration (Healing) |
| | <i>Effect:</i> Cures 4d8+13 damage. | | | | <i>Target:</i> Creature touched | | | | |
| □□□□□ | Death Ward | 19 | Will negates (harmless) | 1 standard action | 13 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 | 19 | None | 1 standard action | 13 minutes | Medium (230 Feet) | V, S | Yes (object) | Abjuration |
| | <i>Effect:</i> Bars extradimensional movement. | | | | <i>Target:</i> Ray | | | | |
| □□□□□ | Discern Lies | 19 | Will negates | 1 standard action | Concentration, up to 13 rounds | Close (55 Feet) | V, S, DF | No | Divination |
| | <i>Effect:</i> Reveals deliberate falsehoods. | | | | <i>Target:</i> 13 creatures, no two of which can be more than 30 ft. apart | | | | |
| □□□□□ | Dismissal | 19 | Will negates; see text | 1 standard action | Instantaneous | Close (55 Feet) | V, S, DF | Yes | Abjuration |
| | <i>Effect:</i> Forces a creature to return to native plane. | | | | <i>Target:</i> One extraplanar creature | | | | |
| □□□□□ | Divination | 19 | 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 | 19 | None | 1 standard action | 13 rounds | Personal | V, S, DF | No | Evocation |
| | <i>Effect:</i> You gain attack bonus, +6 to Str, and 13 hps. | | | | <i>Target:</i> You | | | | |
| □□□□□ | Freedom of Movement | 19 | Will negates (harmless) | 1 standard action | 130 minutes | Personal or touch | V, S, M, DF | Yes (harmless) | Abjuration |
| | <i>Effect:</i> Subject moves normally despite impediments. | | | | <i>Target:</i> You or creature touched | | | | |
| □□□□□ | Giant Vermin | 19 | None | 1 standard action | 13 minutes | Close (55 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 | 19 | 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 | 19 | Will half | 1 standard action | Instantaneous | Touch | V, S | Yes | Necromancy |
| | <i>Effect:</i> Touch attack, 4d8+13 damage | | | | <i>Target:</i> Creature touched | | | | |
| □□□□□ | Magic Weapon, Greater | 19 | Will negates (harmless, object) | 1 standard action | 13 hours | Close (55 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 | 19 | Will negates (harmless, object) | 1 standard action | 130 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 13 cu. ft. touched | | | | |
| □□□□□ | Poison | 19 | 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 | 19 | None or Will negates; see text | 1 standard action | 130 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 | 19 | 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 | 19 | None | 10 minutes | 13 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 | 19 | Will negates (harmless) | 1 standard action | 130 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 | 19 | None | 1 round | 13 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 | | | | |
| □□□□□ | Tongues | 19 | Will negates (harmless) | 1 standard action | 130 minutes | Touch | V, M/DF | No | Divination |
| | <i>Effect:</i> Speak any language. | | | | <i>Target:</i> Creature touched | | | | |
| □□□□□ | **Wall of Fire | 19 | None | 1 standard action | Concentration + 13 rounds | Medium (100 Feet) | V, S, M/DF | Yes | Evocation [Fire] |
| | <i>Effect:</i> Deals 2d4 fire damage out 10 ft. and 1d4 out 20 ft. Passing through wall deals 2d6+13 damage | | | | <i>Target:</i> Opaque sheet of flame up to 260 ft. long or a ring of fire with a radius of up to 30 ft; either form 20 ft. high | | | | |

LEVEL 5

| Name | DC | Saving Throw | Time | Duration | Range | Comp. | Spell Resistance | School |
|---|----|---|-------------------|--|--|--------------------|---------------------------------|-----------------------------|
| □□□□□ Atonement | 20 | None | 1 hour | Instantaneous | Touch | V, S, M, F, DF, XP | Yes | Abjuration |
| | | | | | <i>Target:</i> Living creature touched | | | |
| □□□□□ Break Enchantment | 20 | See text | 1 minute | Instantaneous | Close (55 Feet) | V, S | No | Abjuration |
| | | | | | <i>Target:</i> Up to 13 creatures, all within 30 ft. of each other | | | |
| □□□□□ Command, Greater | 20 | Will negates | 1 standard action | 13 rounds | Close (55 Feet) | V | Yes | Enchantment (Compulsion) |
| | | | | | <i>Target:</i> 13 creatures, no two of which can be more than 30 ft. apart | | | |
| □□□□□ Commune | 20 | None | 10 minutes | 13 rounds | Personal | V, S, M, DF, XP | No | Divination |
| | | | | | <i>Target:</i> You | | | |
| □□□□□ Cure Light 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>Target:</i> 13 creatures, no two of which can be more than 30 ft. apart | | | |
| □□□□□ Dispel Chaos | 20 | See text | 1 standard action | 13 rounds or until discharged, whichever comes first | Touch | V, S, DF | See text | Abjuration [Lawful] |
| | | | | | <i>Target:</i> You and a touched evil creature from another plane; or you and an enchantment or evil spell on a touched creature or object | | | |
| □□□□□ Dispel Evil | 20 | See text | 1 standard action | 13 rounds or until discharged, whichever comes first | Touch | V, S, DF | See text | Abjuration [Good] |
| | | | | | <i>Target:</i> You and a touched evil creature from another plane; or you and an enchantment or evil spell on a touched creature or object | | | |
| □□□□□ Dispel Good | 20 | See text | 1 standard action | 13 rounds or until discharged, whichever comes first | Touch | V, S, DF | See text | Abjuration [Evil] |
| | | | | | <i>Target:</i> You and a touched evil creature from another plane; or you and an enchantment or evil spell on a touched creature or object | | | |
| □□□□□ Dispel Law | 20 | See text | 1 standard action | 13 rounds or until discharged, whichever comes first | Touch | V, S, DF | See text | Abjuration [Chaotic] |
| | | | | | <i>Target:</i> You and a touched evil creature from another plane; or you and an enchantment or evil spell on a touched creature or object | | | |
| □□□□□ Disrupting Weapon | 20 | Will negates (harmless, object); see text | 1 standard action | 13 rounds | Touch | V, S | Yes (harmless, object) | Transmutation |
| | | | | | <i>Target:</i> One melee weapon | | | |
| □□□□□ **False Vision | 20 | None | 1 standard action | 13 hours [D] | Touch | V, S, M | No | Illusion (Glamour) |
| | | | | | <i>Target:</i> 40-ft.-radius emanation | | | |
| □□□□□ **Fire Shield | 20 | None | 1 standard action | 13 rounds [D] | Personal | V, S, M/DF | No | Evocation |
| | | | | | <i>Target:</i> You | | | |
| □□□□□ Flame Strike | 20 | Reflex half | 1 standard action | Instantaneous | Medium (230 Feet) | V, S, DF | Yes | Evocation [Fire] |
| | | | | | <i>Target:</i> Cylinder 10 | | | |
| □□□□□ Hallow | 20 | See text | 24 hours | Instantaneous | Touch | V, S, M, DF | See text | Evocation [Good] |
| | | | | | <i>Target:</i> 40-ft. radius emanating from the touched point | | | |
| □□□□□ Inflict Light Wounds, Mass | 20 | Will half | 1 standard action | Instantaneous | Close (55 Feet) | V, S | Yes | Necromancy |
| | | | | | <i>Target:</i> 13 creatures, no two of which can be more than 30 ft. apart | | | |
| □□□□□ Insect Plague | 20 | None | 1 round | 13 minutes | Long (920 Feet) | V, S, DF | No | Conjuration (Summoning) |
| | | | | | <i>Target:</i> 4 swarms of locust, each of which must be adjacent to at least one other swarm | | | |
| □□□□□ Mark of Justice | 20 | None | 10 minutes | Permanent; see text | Touch | V, S, DF | Yes | Necromancy |
| | | | | | <i>Target:</i> Creature touched | | | |
| □□□□□ Plane Shift | 20 | Will negates | 1 standard action | Instantaneous | Touch | V, S, F | Yes | Conjuration (Teleportation) |
| | | | | | <i>Target:</i> Creature touched, or up to eight willing creatures joining hands | | | |
| □□□□□ Raise Dead | 20 | None; see text | 1 minute | Instantaneous | Touch | V, S, M, DF | Yes (harmless) | Conjuration (Healing) |
| | | | | | <i>Target:</i> Dead creature touched | | | |

* =Domain/Specialty Spell

Cleric Spells

| | | | | | | | | | |
|-------|---|----|-------------------------|-------------------|--|-------------------|---------------|----------------|---|
| □□□□□ | Righteous Might | 20 | None | 1 standard action | 13 rounds [D] | Personal | V, S, DF | No | Transmutation |
| | <i>Effect:</i> Your size increases, and you gain combat bonuses. | | | | <i>Target:</i> You | | | | |
| □□□□□ | Scrying | 20 | Will negates | 1 hour | 13 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 | 20 | 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 | 20 | Will negates (harmless) | 1 standard action | 13 minutes | Touch | V, S, DF | Yes (harmless) | Abjuration |
| | <i>Effect:</i> Subject gains SR 12 + level. | | | | <i>Target:</i> Creature touched | | | | |
| □□□□□ | Summon Monster V | 20 | None | 1 round | 13 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 | 20 | 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 | 20 | 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 | 20 | Will negates (harmless) | 1 standard action | 13 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 | 20 | 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 | 20 | See text | 1 standard action | Instantaneous | Medium (230 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 13 5-ft. squares [S] | | | | |

LEVEL 6

| | Name | DC | Saving Throw | Time | Duration | Range | Comp. | Spell Resistance | School |
|-------|--|----|---|-------------------|--|-------------------|--------------|---------------------------------|---|
| □□□□□ | Animate Objects | 21 | None | 1 standard action | 13 rounds | Medium (230 Feet) | V, S | No | Transmutation |
| | <i>Effect:</i> Objects attack your foes. | | | | <i>Target:</i> 13 Small objects; see text | | | | |
| □□□□□ | Antilife Shell | 21 | None | 1 round | 130 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 | 21 | Will negates | 1 standard action | Instantaneous | Close (55 Feet) | V, S, F | Yes | Abjuration |
| | <i>Effect:</i> Banishes 26 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 | 21 | Will negates (harmless) | 1 standard action | 13 minutes | Close (55 Feet) | V, S, DF | Yes | Transmutation |
| | <i>Effect:</i> As bear's endurance, affects 13 subjects. | | | | <i>Target:</i> 13 creatures, no two of which can be more than 30 ft. apart | | | | |
| □□□□□ | Blade Barrier | 21 | Reflex half or Reflex negates; see text | 1 standard action | 13 minutes [D] | Medium (230 Feet) | V, S | Yes | Evocation [Force] |
| | <i>Effect:</i> Wall of blades deals 13d6 damage. | | | | <i>Target:</i> Wall of whirling blades up to 260 ft. long, or a ringed wall of whirling blades with a radius of up to 32 ft; either form 20 ft. high | | | | |
| □□□□□ | Bull's Strength, Mass | 21 | Will negates (harmless) | 1 standard action | 13 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> 13 creatures, no two of which can be more than 30 ft. apart | | | | |
| □□□□□ | Create Undead | 21 | 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 | 21 | 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+13 damage for many creatures. | | | | <i>Target:</i> 13 creatures, no two of which can be more than 30 ft. apart | | | | |
| □□□□□ | Dispel Magic, Greater | 21 | None | 1 standard action | Instantaneous | Medium (230 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 | 21 | Will negates (harmless) | 1 standard action | 13 minutes | Close (55 Feet) | V, S, M/DF | Yes | Transmutation |
| | <i>Effect:</i> As eagle's splendor, affects 13 subjects. | | | | <i>Target:</i> 13 creatures, no two of which can be more than 30 ft. apart | | | | |
| □□□□□ | Find the Path | 21 | None or Will negates (harmless) | 3 rounds | 130 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 | | | | |
| □□□□□ | **Fire Seeds | 21 | None or Reflex half; see text | 1 standard action | 130 minutes or until used | Touch | V, S, M | No | Conjuration (Creation) [Fire] |
| | <i>Effect:</i> Acorns and berries become grenades and bombs. | | | | <i>Target:</i> Up to four touched acorns or up to eight touched holly berries | | | | |
| □□□□□ | Forbiddance | 21 | See text | 6 rounds | Permanent | Medium (230 Feet) | V, S, M, DF | Yes | Abjuration |
| | <i>Effect:</i> Blocks planar travel, damages creatures of different alignment. | | | | <i>Target:</i> 13 60-ft. cubes [S] | | | | |
| □□□□□ | Geas/Quest | 21 | None | 10 minutes | 13 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 | 21 | 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 65 sq. ft | | | | |
| □□□□□ | Harm | 21 | Will half; see text | 1 standard action | Instantaneous | Touch | V, S | Yes | Necromancy |
| | <i>Effect:</i> Deals 130 points damage to target. | | | | <i>Target:</i> Creature touched | | | | |
| □□□□□ | Heal | 21 | Will negates (harmless) | 1 standard action | Instantaneous | Touch | V, S | Yes (harmless) | Conjuration (Healing) |
| | <i>Effect:</i> Cures 130 points of damage, all diseases and mental conditions. | | | | <i>Target:</i> Creature touched | | | | |
| □□□□□ | Heroes' Feast | 21 | None | 10 minutes | 13 hour plus 12 hours; see text | Close (55 Feet) | V, S, DF | No | Conjuration (Creation) [Creation] |
| | <i>Effect:</i> Food for 13 creatures cures and grants combat bonuses. | | | | <i>Target:</i> Feast for 13 creatures | | | | |
| □□□□□ | Inflict Moderate Wounds, Mass | 21 | Will half | 1 standard action | Instantaneous | Close (55 Feet) | V, S | Yes | Necromancy |
| | <i>Effect:</i> Deals 2d8+13 damage to many creatures. | | | | <i>Target:</i> 13 creatures, no two of which can be more than 30 ft. apart | | | | |
| □□□□□ | **Mislead | 21 | None or Will disbelief (if interacted with); see text | 1 standard action | 13 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 | 21 | Will negates (harmless) | 1 standard action | 13 minutes | Close (55 Feet) | V, S, M/DF | Yes | Transmutation |
| | <i>Effect:</i> As owl's wisdom, affects one subject/ level. | | | | <i>Target:</i> 13 creatures, no two of which can be more than 30 ft. apart | | | | |
| □□□□□ | Planar Ally | 21 | 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 | | | | |
| □□□□□ | Summon Monster VI | 21 | None | 1 round | 13 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 | 21 | 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 | 21 | 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 | 21 | Will negates | 1 standard action | Instantaneous | Medium (230 Feet) | V, S, M/DF | Yes | Necromancy [Death] |
| | <i>Effect:</i> Destroys 13d4 HD of undead. | | | | <i>Target:</i> Several undead creatures within a 40-ft.-radius burst | | | | |
| □□□□□ | Wind Walk | 21 | No and Will negates (harmless) | 1 standard action | 13 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 | 21 | 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

Cleric Spells

LEVEL 7

| Name | DC | Saving Throw | Time | Duration | Range | Comp. | Spell Resistance | School |
|---|----|---|----------------------|--|--------------------|-------------|---------------------------------|---|
| □□□□□ Blasphemy | 22 | None or Will negates; see text | 1 standard action | Instantaneous | 30 ft. | V | Yes | Evocation [Evil, Sonic] |
| <i>Effect:</i> Kills, paralyzes, weakens, or dazes nonevil subjects. | | | | <i>Target:</i> Nonevil creatures in a 40-ft.-radius spread centered on you | | | | |
| □□□□□ Control Weather | 22 | None | 10 minutes; see text | 4d12 hours; see text | 2 miles | V, S | No | Transmutation |
| <i>Effect:</i> Changes weather in local area. | | | | <i>Target:</i> 2-mile-radius circle, centered on you; see text | | | | |
| □□□□□ Cure Serious Wounds, Mass | 22 | 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 3d8+13 damage for many creatures. | | | | <i>Target:</i> 13 creatures, no two of which can be more than 30 ft. apart | | | | |
| □□□□□ Destruction | 22 | Fortitude partial | 1 standard action | Instantaneous | Close (55 Feet) | V, S, F | Yes | Necromancy [Death] |
| <i>Effect:</i> Kills subject and destroys remains. | | | | <i>Target:</i> One creature | | | | |
| □□□□□ Dictum | 22 | None or Will negates; see text | 1 standard action | Instantaneous | 40 ft. | V | Yes | Evocation [Lawful, Sonic] |
| <i>Effect:</i> Kills, paralyzes, slows, or deafens nonlawful subjects. | | | | <i>Target:</i> Nonlawful creatures in a 40-ft.-radius spread centered on you | | | | |
| □□□□□ Ethereal Jaunt | 22 | None | 1 standard action | 13 rounds [D] | Personal | V, S | No | Transmutation |
| <i>Effect:</i> You become ethereal for 13 rounds. | | | | <i>Target:</i> You | | | | |
| □□□□□ **Fire Storm | 22 | Reflex half | 1 round | Instantaneous | Medium (100 Feet) | V, S | Yes | Evocation [Fire] |
| <i>Effect:</i> Deals 13d6 fire damage. | | | | <i>Target:</i> 26 10-ft. cubes [S] | | | | |
| □□□□□ Holy Word | 22 | None or Will negates; see text | 1 standard action | Instantaneous | 40 ft. | V | Yes | Evocation [Good, Sonic] |
| <i>Effect:</i> Kills, paralyzes, slows, or deafens nongood subjects. | | | | <i>Target:</i> Nongood creatures in a 40-ft.-radius spread centered on you | | | | |
| □□□□□ Inflict Serious Wounds, Mass | 22 | Will half | 1 standard action | Instantaneous | Close (55 Feet) | V, S | Yes | Necromancy |
| <i>Effect:</i> Deals 3d8+13 damage to many creatures. | | | | <i>Target:</i> 13 creatures, no two of which can be more than 30 ft. apart | | | | |
| □□□□□ Refuge | 22 | None | 1 standard action | Permanent until discharged | Touch | V, S, M | No | Conjuration (Teleportation) |
| <i>Effect:</i> Alters item to transport its possessor to you. | | | | <i>Target:</i> Object touched | | | | |
| □□□□□ Regenerate | 22 | Fortitude negates (harmless) | 3 full rounds | Instantaneous | Touch | V, S, DF | Yes (harmless) | Conjuration (Healing) |
| <i>Effect:</i> Subject's severed limbs grow back, cures 4d8+13 | | | | <i>Target:</i> Living creature touched | | | | |
| □□□□□ Repulsion | 22 | Will negates | 1 standard action | 13 rounds [D] | Up to 10 ft./level | V, S, F/DF | Yes | Abjuration |
| <i>Effect:</i> Creatures can't approach you. | | | | <i>Target:</i> 130 ft. radius emanation centered on you | | | | |
| □□□□□ Restoration, Greater | 22 | Will negates (harmless) | 10 minutes | Instantaneous | Touch | V, S, XP | Yes (harmless) | Conjuration (Healing) |
| <i>Effect:</i> As restoration, plus restores all levels and ability scores. | | | | <i>Target:</i> Creature touched | | | | |
| □□□□□ Resurrection | 22 | None; see text | 10 minutes | Instantaneous | Touch | V, S, M, DF | Yes (harmless) | Conjuration (Healing) |
| <i>Effect:</i> Fully restore dead subject. | | | | <i>Target:</i> Dead creature touched | | | | |
| □□□□□ **Screen | 22 | None or Will disbelief (if interacted with); see text | 10 minutes | 24 hours | Close (25 Feet) | V, S | No | Illusion (Glamer) |
| <i>Effect:</i> Illusion hides area from vision, scrying. | | | | <i>Target:</i> 13 30-ft. cubes [S] | | | | |
| □□□□□ Scrying, Greater | 22 | Will negates | 1 standard action | 13 hours | See text | V, S | Yes | Divination (Scrying) |
| <i>Effect:</i> As scrying, but faster and longer. | | | | <i>Target:</i> Magical sensor | | | | |
| □□□□□ Summon Monster VII | 22 | None | 1 round | 13 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 Stunning | 22 | Will negates | 10 minutes | See text | 0 ft.; see text | V, S, M | Yes | Enchantment (Compulsion) [Mind-Affecting] |
| <i>Effect:</i> Triggered rune stuns nearby creatures. | | | | <i>Target:</i> One symbol | | | | |
| □□□□□ Symbol of Weakness | 22 | Fortitude negates | 10 minutes | See text | 0 ft.; see text | V, S, M | Yes | Necromancy [Death] |
| <i>Effect:</i> Triggered rune weakens nearby creatures. | | | | <i>Target:</i> One symbol | | | | |
| □□□□□ Word of Chaos | 22 | None or Will negates; see text | 1 standard action | Instantaneous | 40 ft. | V | Yes | Evocation [Chaotic, Sonic] |
| <i>Effect:</i> Kills, confuses, stuns, or deafens nonchaotic subjects. | | | | <i>Target:</i> Nonchaotic creatures in a 40-ft.-radius spread centered on you | | | | |

* = Domain/Specialty Spell