

# Aziz Male Human Clr12

NAME  
Clr12  
CLASS  
12  
TCL  
132000  
EXPERIENCE  
78000  
NEXT LEVEL

# NPC

PLAYERNAME  
Human  
RACE  
Medium  
SIZE  
Male  
GENDER  
None  
DEITY  
6'2"  
HEIGHT  
184 lbs  
WEIGHT  
EYES  
HAIR  
Neutral Good  
ALIGNMENT  
Normal  
VISION  
0  
POINTS

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP SCORE	TEMP MODIFIER
<b>STR</b> Strength	19	+4	19	+4
<b>DEX</b> Dexterity	12	+1	12	+1
<b>CON</b> Constitution	12	+1	12	+1
<b>INT</b> Intelligence	12	+1	12	+1
<b>WIS</b> Wisdom	20	+5	20	+5
<b>CHA</b> Charisma	14	+2	14	+2

**HP** hit points: 70

**AC** armor class: 11

**INITIATIVE** modifier: +1

**BASE ATTACK** bonus: +9/+4

WOUNDS/CURRENT HP: \_\_\_\_\_

SUBDUAL DAMAGE: \_\_\_\_\_

DAMAGE REDUCTION: \_\_\_\_\_

SPEED: Walk 30'

SAVING THROWS

	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC MODIFIER	TEMP MODIFIER	conditional modifiers
<b>FORTITUDE</b> (constitution)	+9	+8	+1	+0	+0		
<b>REFLEX</b> (dexterity)	+5	+4	+1	+0	+0		
<b>WILLPOWER</b> (wisdom)	+13	+8	+5	+0	+0		

	TOTAL	BASE ATTACK BONUS	STAT MODIFIER	SIZE MODIFIER	MISC MODIFIER	TEMP MODIFIER
<b>MELEE</b> attack bonus	+13/+8	+9/+4	+4	+0	+0	
<b>RANGED</b> attack bonus	+10/+5	+9/+4	+1	+0	+0	
<b>GRAPPLE</b> 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
	116.0	233.0	350.0
Lift over head	350.0	Lift off ground	700.0
		Push / Drag	1750.0

**FEATS**

Craft Wand	See Text
Endurance	See Text
Extra Turning (1x)	See Text
Heighten Spell	See Text
Leadership	See Text
Spell Focus (Transmutation)	See Text

**DOMAINS**

<b>Magic</b>	Use scrolls, wands, and other devices with spell completion or spell trigger activation as a wizard of one-half your cleric level (at least 1st level). For the purpose of using a scroll or other magic device, if you are also a wizard, actual wizard levels and these effective wizard levels stack.
<b>Air</b>	Turn or destroy earth creatures as a good cleric turns undead. Rebuke, command, or bolster air 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

ARMOR BONUS	SHIELD BONUS	STAT MODIFIER	SIZE MODIFIER	NATURAL ARMOR	MISC MODIFIER	MISS CHANCE	ARCANE SPELL FAILURE	ARMOR CHECK PENALTY	SPELL RESISTANCE
0	0	1	0	0	0		0	+0	0

**SKILLS** MAX RANKS 15/7.5

SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
Craft (Leatherworking)	INT	4	= 1 + 3.0	+	
Craft (Painting)	INT	13	= 1 + 12.0	+	
Craft (Stonemasonry)	INT	8	= 1 + 7.0	+	
Heal	WIS	20	= 5 + 15.0	+	
Knowledge (Arcana)	INT	5	= 1 + 4.0	+	
Knowledge (Nature)	INT	6	= 1 + 5.5	+	
Knowledge (The Planes)	INT	13	= 1 + 12.0	+	

✓ : can be used untrained. X : exclusive skills

**TURN/REBUKE UNDEAD**

TURNING CHECK RESULT	UNDEAD AFFECTED (MAXIMUM HIT DICE)	Turn level
Up to 0	8	12
1 - 3	9	Turn damage 2d6+14
4 - 6	10	Turns/day 13
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
Up to 0	8	12
1 - 3	9	Turn damage 2d6+14
4 - 6	10	Turns/day 13
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**

Spontaneous casting  
Turn Undead 13/day (turn level 12) (turn damage 2d6+14)

**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**

Aquan, Common

# Cleric Spells

LEVEL	0	1	2	3	4	5	6	7	8	9
<b>KNOWN</b>	0	0	0	0	0	0	0	0	0	0
<b>PER DAY</b>	6	7+1	5+1	5+1	4+1	4+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. <i>Target:</i> Up to 24 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	Concentration, up to 12 minutes [D]	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	12 minute or until discharged	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	120 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.	16	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. <i>Target:</i> 12 cu. ft. of contaminated food and water	16	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	120 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	12 minute	Touch	V, S, M/DF	Yes (harmless)	Abjuration
□□□□□ Virtue <i>Effect:</i> Subject gains 1 temporary hp. <i>Target:</i> Creature touched	16	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. <i>Target:</i> All enemies within 50 ft.	16	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. <i>Target:</i> The caster and all allies within a 50-ft. burst, centered on the caster	16	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. <i>Target:</i> Flask of water touched	17	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. <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	12 minutes	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	120 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	120 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 12 minutes [D]	60 ft.	V, S, M/DF	No	Divination
□□□□□ 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	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. <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	12 minutes [D]	Personal	V, S	No	Abjuration
□□□□□ Hide from Undead <i>Effect:</i> Undead can't perceive 12 subjects. <i>Target:</i> 12 touched creatures	16	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 <i>Target:</i> Creature touched	16	Will half	1 standard action	Instantaneous	Touch	V, S	Yes	Necromancy
□□□□□ **Magic Aura <i>Effect:</i> Alters object's magic aura. <i>Target:</i> One touched object weighing up to 60 lbs	16	None; see text	1 standard action	12 days [D]	Touch	V, S, F	No	Illusion (Glamer)
□□□□□ Magic Stone <i>Effect:</i> Three stones gain +1 on attack rolls, deal 1d6+1 damage. <i>Target:</i> Up to three pebbles touched	17	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	17	Will negates (harmless, object)	1 standard action	12 minutes	Touch	V, S, DF	Yes (harmless, object)	Transmutation
□□□□□ *Obscuring Mist <i>Effect:</i> Fog surrounds you. <i>Target:</i> Cloud spreads in 20-ft. radius from you, 20 ft. high	16	None	1 standard action	12 minutes	20 ft.	V, S	No	Conjuration (Creation)

\* =Domain/Specialty Spell

## Cleric Spells

□□□□	<b>Obscuring Mist</b>	16	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								
□□□□	<b>Protection from Chaos</b>	16	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								
□□□□	<b>Protection from Evil</b>	16	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								
□□□□	<b>Protection from Good</b>	16	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								
□□□□	<b>Protection from Law</b>	16	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								
□□□□	<b>Remove Fear</b>	16	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								
□□□□	<b>Sanctuary</b>	16	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								
□□□□	<b>Shield of Faith</b>	16	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								
□□□□	<b>Summon Monster I</b>	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 summoned creature								

## LEVEL 2

	Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□	<b>Aid</b>	17	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								
□□□□	<b>Align Weapon</b>	18	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]								
□□□□	<b>Augury</b>	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								
□□□□	<b>Bear's Endurance</b>	18	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								
□□□□	<b>Bull's Strength</b>	18	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								
□□□□	<b>Calm Emotions</b>	17	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								
□□□□	<b>Consecrate</b>	17	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								
□□□□	<b>Cure Moderate Wounds</b>	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								
□□□□	<b>Darkness</b>	17	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								
□□□□	<b>Death Knell</b>	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								
□□□□	<b>Delay Poison</b>	17	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								
□□□□	<b>Desecrate</b>	17	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								
□□□□	<b>Eagle's Splendor</b>	18	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								
□□□□	<b>Enthral</b>	17	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								
□□□□	<b>Find Traps</b>	17	None	1 standard action	12 minutes	Personal	V, S	No	Divination
	<i>Effect:</i> Notice traps as a rogue does.								
	<i>Target:</i> You								
□□□□	<b>Gentle Repose</b>	17	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								
□□□□	<b>Hold Person</b>	17	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								
□□□□	<b>**Identify</b>	17	None	1 hour	Instantaneous	Touch	V, S, M/DF	No	Divination
	<i>Effect:</i> Determines properties of magic item.								
	<i>Target:</i> One touched object								
□□□□	<b>Inflict Moderate Wounds</b>	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								
□□□□	<b>Make Whole</b>	18	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.								
□□□□	<b>Owl's Wisdom</b>	18	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								
□□□□	<b>Remove Paralysis</b>	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								
□□□□	<b>Resist Energy</b>	17	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								
□□□□	<b>Restoration, Lesser</b>	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								
□□□□	<b>Shatter</b>	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								
□□□□	<b>Shield Other</b>	17	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								
□□□□	<b>Silence</b>	17	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 (Glamour)
	<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								
□□□□	<b>Sound Burst</b>	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								
□□□□	<b>Spiritual Weapon</b>	17	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								
□□□□	<b>Status</b>	17	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								
□□□□	<b>Summon Monster II</b>	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								
□□□□	<b>Undetectable Alignment</b>	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								

\* = Domain/Specialty Spell

# Cleric Spells

□□□□□	<b>**Wind Wall</b>	17	None; see text	1 standard action	12 rounds	Medium (100 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]
□□□□□	<b>Zone of Truth</b>	17	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	
□□□□□	<b>Animate Dead</b>	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
□□□□□	<b>Bestow Curse</b>	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
□□□□□	<b>Blindness/Deafness</b>	18	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
□□□□□	<b>Contagion</b>	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
□□□□□	<b>Continual Flame</b>	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 Magical, heatless flame
□□□□□	<b>Create Food and Water</b>	18	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
□□□□□	<b>Cure Serious Wounds</b>	18	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
□□□□□	<b>Daylight</b>	18	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
□□□□□	<b>Deeper Darkness</b>	18	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
□□□□□	<b>*Dispel Magic</b>	18	None	1 standard action	Instantaneous	Medium (100 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
□□□□□	<b>Dispel Magic</b>	18	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
□□□□□	<b>**Gaseous Form</b>	19	None	1 standard action	24 minutes [D]	Touch	S, M/DF	No	Transmutation
	<i>Effect:</i> Subject becomes insubstantial and can fly slowly.								<i>Target:</i> Willing corporeal creature touched
□□□□□	<b>Glyph of Warding</b>	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 60 sq. ft
□□□□□	<b>Helping Hand</b>	18	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
□□□□□	<b>Inflict Serious Wounds</b>	18	Will half	1 standard action	Instantaneous	Touch	V, S	Yes	Necromancy
	<i>Effect:</i> Touch attack, 3d8+12 damage								<i>Target:</i> Creature touched
□□□□□	<b>Invisibility Purge</b>	18	None	1 standard action	12 minutes [D]	Personal	V, S	No	Evocation
	<i>Effect:</i> Dispels invisibility within 60 ft								<i>Target:</i> You
□□□□□	<b>Locate Object</b>	18	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.
□□□□□	<b>Magic Circle against Chaos</b>	18	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
□□□□□	<b>Magic Circle against Evil</b>	18	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
□□□□□	<b>Magic Circle against Good</b>	18	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
□□□□□	<b>Magic Circle against Law</b>	18	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
□□□□□	<b>Magic Vestment</b>	19	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
□□□□□	<b>Meld into Stone</b>	19	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
□□□□□	<b>Obscure Object</b>	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 1200 lbs
□□□□□	<b>Prayer</b>	18	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
□□□□□	<b>Protection from Energy</b>	18	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
□□□□□	<b>Remove Blindness/Deafness</b>	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
□□□□□	<b>Remove Curse</b>	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
□□□□□	<b>Remove Disease</b>	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
□□□□□	<b>Searing Light</b>	18	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
□□□□□	<b>Speak with Dead</b>	18	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
□□□□□	<b>Stone Shape</b>	19	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.
□□□□□	<b>Summon Monster III</b>	18	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
□□□□□	<b>*Water Breathing</b>	19	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
□□□□□	<b>Water Walk</b>	19	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
□□□□□	<b>Wind Wall</b>	18	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	
□□□□□	<b>*Air Walk</b>	20	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
□□□□□	<b>Air Walk</b>	20	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
□□□□□	<b>Control Water</b>	20	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]
□□□□□	<b>Cure Critical Wounds</b>	19	Will half (harmless); see text	1 standard action	Instantaneous	Touch	V, S	Yes (harmless); see text	Conjuration (Healing)

\* =Domain/Specialty Spell

# Cleric Spells

		text							
Effect: Cures 4d8+12 damage.	19	Will negates (harmless)	1 standard action	Target: Creature touched	12 minutes	Touch	V, S, DF	Yes (harmless)	Necromancy
<b>Death Ward</b>				Target: Living creature touched					
Effect: Grants immunity to death spells and negative energy effects.	19	None	1 standard action	Target: Ray	12 minutes	Medium (220 Feet)	V, S	Yes (object)	Abjuration
<b>Dimensional Anchor</b>				Target: Concentration, up to 12 rounds					
Effect: Bars extradimensional movement.	19	Will negates	1 standard action	Target: 12 creatures, no two of which can be more than 30 ft. apart	Close (55 Feet)	V, S, DF	No		Divination
<b>Discern Lies</b>				Target: One extraplanar creature					
Effect: Reveals deliberate falsehoods.	19	Will negates; see text	1 standard action	Instantaneous	Close (55 Feet)	V, S, DF	Yes		Abjuration
<b>Dismissal</b>				Target: You					
Effect: Forces a creature to return to native plane.	19	None	10 minutes	Instantaneous	Personal	V, S, M	No		Divination
<b>Divination</b>				Target: Creature touched					
Effect: Provides useful advice for specific proposed actions.	19	None	1 standard action	12 rounds	Personal	V, S, DF	No		Evocation
<b>Divine Power</b>				Target: You					
Effect: You gain attack bonus, +6 to Str, and 12 hps.	19	Will negates (harmless)	1 standard action	120 minutes	Personal or touch	V, S, M, DF	Yes (harmless)		Abjuration
<b>Freedom of Movement</b>				Target: You or creature touched					
Effect: Subject moves normally despite impediments.	20	None	1 standard action	12 minutes	Close (55 Feet)	V, S, DF	Yes		Transmutation
<b>Giant Vermin</b>				Target: Up to three vermin, no two of which can be more than 30 ft. apart					
Effect: Turns centipedes, scorpions, or spiders into giant vermin.	19	Will negates (harmless)	10 minutes	Permanent until discharged [D]	Touch	V, S, DF	Yes (harmless)		Evocation
<b>Imbue with Spell Ability</b>				Target: Creature touched; see text					
Effect: Transfer spells to subject.	19	Will negates (harmless)	10 minutes	Permanent until discharged [D]	Touch	V, S, DF	Yes (harmless)		Evocation
<b>Imbue with Spell Ability</b>				Target: Creature touched; see text					
Effect: Transfer spells to subject.	19	Will half	1 standard action	Instantaneous	Touch	V, S	Yes		Necromancy
<b>Inflict Critical Wounds</b>				Target: Creature touched					
Effect: Touch attack, 4d8+12 damage	20	Will negates (harmless, object)	1 standard action	12 hours	Close (55 Feet)	V, S, M/DF	Yes (harmless, object)		Transmutation
<b>Magic Weapon, Greater</b>				Target: One weapon or fifty projectiles [all of which must be in contact with each other at the time of casting]					
Effect: +1/four levels 5.	19	Will negates (harmless, object)	1 standard action	120 minutes	Touch	V, S, M/DF	Yes (harmless, object)		Conjuration (Healing)
<b>Neutralize Poison</b>				Target: Creature or object of up to 12 cu. ft. touched					
Effect: Immunizes subject against poison, detoxifies venom in or on subject.	19	Fortitude negates; see text	1 standard action	Instantaneous; see text	Touch	V, S, DF	Yes		Necromancy
<b>Poison</b>				Target: Living creature touched					
Effect: Touch deals 1d10 Con damage, repeats in 1 minute.	19	None or Will negates; see text	1 standard action	120 minutes [D]	10 ft.	V, S, DF	Yes		Abjuration
<b>Repel Vermin</b>				Target: 10 ft. radius emanation centered on you					
Effect: Insects, spiders, and other vermin stay 10 ft. away.	19	Will negates (harmless)	3 rounds	Instantaneous	Touch	V, S, M	Yes (harmless)		Conjuration (Healing)
<b>Restoration</b>				Target: Creature touched					
Effect: Restores level and ability score drains.	19	None	10 minutes	12 round; see text	See text	V, S, M/DF	No		Evocation
<b>Sending</b>				Target: One creature					
Effect: Delivers short message anywhere, instantly.	19	Will negates (harmless)	1 standard action	120 minutes	Touch	V, S, DF	Yes (harmless)		Abjuration
<b>Spell Immunity</b>				Target: Creature touched					
Effect: Subject is immune to one spell per four levels.	19	None	1 round	12 rounds [D]	Close (55 Feet)	V, S, F/DF	No		Conjuration (Summoning)
<b>Summon Monster IV</b>				Target: One or more summoned creatures, no two of which can be more than 30 ft. apart					
Effect: Calls extraplanar creature to fight for you.	19	Will negates (harmless)	1 standard action	120 minutes	Touch	V, M/DF	No		Divination
<b>Tongues</b>				Target: Creature touched					
Effect: Speak any language.									

## LEVEL 5

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
<b>Atonement</b>	20	None	1 hour	Instantaneous	Touch	V, S, M, F, DF, XP	Yes	Abjuration
Effect: Removes burden of misdeeds from subject.				Target: Living creature touched				
<b>Break Enchantment</b>	20	See text	1 minute	Instantaneous	Close (55 Feet)	V, S	No	Abjuration
Effect: Frees subjects from enchantments, alterations, curses, and petrification.	20	Will negates	1 standard action	12 rounds	Close (55 Feet)	V	Yes	Enchantment (Compulsion)
<b>Command, Greater</b>				Target: 12 creatures, no two of which can be more than 30 ft. apart				
Effect: As command, but affects 12 subjects.	20	None	10 minutes	12 rounds	Personal	V, S, M, DF, XP	No	Divination
<b>Commune</b>				Target: You				
Effect: Deity answers 12 yes-or-no questions.	21	Fortitude negates	1 standard action	120 minutes	40 ft./level	V, S	No	Transmutation [Air]
<b>**Control Winds</b>				Target: 480 ft radius cylinder 40 ft. high				
Effect: Change wind direction and speed.	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)
<b>Cure Light Wounds, Mass</b>				Target: 12 creatures, no two of which can be more than 30 ft. apart				
Effect: Cures 1d8+12 damage for many creatures.	20	See text	1 standard action	12 rounds or until discharged, whichever comes first	Touch	V, S, DF	See text	Abjuration [Lawful]
<b>Dispel Chaos</b>				Target: You and a touched evil creature from another plane; or you and an enchantment or evil spell on a touched creature or object				
Effect: +4 bonus against attacks.	20	See text	1 standard action	12 rounds or until discharged, whichever comes first	Touch	V, S, DF	See text	Abjuration [Good]
<b>Dispel Evil</b>				Target: You and a touched evil creature from another plane; or you and an enchantment or evil spell on a touched creature or object				
Effect: +4 bonus against attacks.	20	See text	1 standard action	12 rounds or until discharged, whichever comes first	Touch	V, S, DF	See text	Abjuration [Evil]
<b>Dispel Good</b>				Target: You and a touched evil creature from another plane; or you and an enchantment or evil spell on a touched creature or object				
Effect: +4 bonus against attacks.	20	See text	1 standard action	12 rounds or until discharged, whichever comes first	Touch	V, S, DF	See text	Abjuration [Chaotic]
<b>Dispel Law</b>				Target: You and a touched evil creature from another plane; or you and an enchantment or evil spell on a touched creature or object				
Effect: +4 bonus against attacks.	21	Will negates (harmless, object); see text	1 standard action	12 rounds	Touch	V, S	Yes (harmless, object)	Transmutation
<b>Disrupting Weapon</b>				Target: One melee weapon				
Effect: Melee weapon destroys undead.	20	Reflex half	1 standard action	Instantaneous	Medium (220 Feet)	V, S, DF	Yes	Evocation [Fire]
<b>Flame Strike</b>				Target: Cylinder 10				
Effect: Smite foes with divine fire for 12d6 damage.	20	See text	24 hours	Instantaneous	Touch	V, S, M, DF	See text	Evocation [Good]
<b>Hallow</b>				Target: 40-ft. radius emanating from the touched point				
Effect: Designates location as holy.	20	Will half	1 standard action	Instantaneous	Close (55 Feet)	V, S	Yes	Necromancy
<b>Inflict Light Wounds, Mass</b>				Target: 12 creatures, no two of which can be more than 30 ft. apart				
Effect: Deals 1d8+12 damage to many creatures.	20	None	1 round	12 minutes	Long (880 Feet)	V, S, DF	No	Conjuration (Summoning)
<b>Insect Plague</b>				Target: 4 swarms of locust, each of which must be adjacent to at least one other swarm				
Effect: Locust swarms attack creatures.	20	None	10 minutes	Permanent; see text	Touch	V, S, DF	Yes	Necromancy
<b>Mark of Justice</b>				Target: Creature touched				
Effect: Designates action that will trigger curse on subject.	20	Will negates	1 standard action	Instantaneous	Touch	V, S, F	Yes	Conjuration (Teleportation)
<b>Plane Shift</b>				Target: Creature touched, or up to eight willing creatures joining hands				
Effect: As many as eight subjects travel to another plane.	20	None; see text	1 minute	Instantaneous	Touch	V, S, M, DF	Yes (harmless)	Conjuration (Healing)
<b>Raise Dead</b>				Target: Dead creature touched				
Effect: Restores life to subject who died as long as 12 days ago.	21	None	1 standard action	12 rounds [D]	Personal	V, S, DF	No	Transmutation
<b>Righteous Might</b>				Target: You				
Effect: Your size increases, and you gain combat bonuses.								

\* =Domain/Specialty Spell

## Cleric Spells

□□□□□	<b>Scrying</b>	20	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			
□□□□□	<b>Slay Living</b>	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			
□□□□□	<b>*Spell Resistance</b>	20	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			
□□□□□	<b>Spell Resistance</b>	20	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			
□□□□□	<b>Summon Monster V</b>	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			
□□□□□	<b>Symbol of Pain</b>	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			
□□□□□	<b>Symbol of Sleep</b>	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			
□□□□□	<b>True Seeing</b>	20	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			
□□□□□	<b>Unhallow</b>	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			
□□□□□	<b>Wall of Stone</b>	20	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]			

## LEVEL 6

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	
□□□□□	<b>Animate Objects</b>	22	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			
□□□□□	<b>Antilife Shell</b>	21	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			
□□□□□	<b>**Antimagic Field</b>	21	None	1 standard action	120 minutes [D]	10 ft.	V, S, M/DF	See text	Abjuration
	<i>Effect:</i> Negates magic within 10 ft.					<i>Target:</i> 10-ft.-radius emanation, centered on you			
□□□□□	<b>Banishment</b>	21	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			
□□□□□	<b>Bear's Endurance, Mass</b>	22	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			
□□□□□	<b>Blade Barrier</b>	21	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			
□□□□□	<b>Bull's Strength, Mass</b>	22	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			
□□□□□	<b>**Chain Lightning</b>	21	Reflex half	1 standard action	Instantaneous	Long (400 Feet)	V, S, F	Yes	Evocation [Electricity]
	<i>Effect:</i> 12d6 damage; 12 secondary bolts each deal half damage.					<i>Target:</i> One primary target, plus 12 secondary targets [each of which must be within 30 ft. of the primary target]			
□□□□□	<b>Create Undead</b>	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			
□□□□□	<b>Cure Moderate Wounds, Mass</b>	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+12 damage for many creatures.					<i>Target:</i> 12 creatures, no two of which can be more than 30 ft. apart			
□□□□□	<b>Dispel Magic, Greater</b>	21	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			
□□□□□	<b>Eagle's Splendor, Mass</b>	22	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			
□□□□□	<b>Find the Path</b>	21	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			
□□□□□	<b>Forbiddance</b>	21	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]			
□□□□□	<b>Geas/Quest</b>	21	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			
□□□□□	<b>Glyph of Warding, Greater</b>	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 60 sq. ft			
□□□□□	<b>Harm</b>	21	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			
□□□□□	<b>Heal</b>	21	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			
□□□□□	<b>Heroes' Feast</b>	21	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			
□□□□□	<b>Inflict Moderate Wounds, Mass</b>	21	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			
□□□□□	<b>Owl's Wisdom, Mass</b>	22	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			
□□□□□	<b>Planar Ally</b>	21	None	10 minutes	Instantaneous	Close (55 Feet)	V, S, DF, No 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			
□□□□□	<b>Summon Monster VI</b>	21	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			
□□□□□	<b>Symbol of Fear</b>	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			
□□□□□	<b>Symbol of Persuasion</b>	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			
□□□□□	<b>Undeath to Death</b>	21	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			
□□□□□	<b>Wind Walk</b>	22	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			
□□□□□	<b>Word of Recall</b>	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