

## NPC

True Neutral
ALIGNMENT
Normal
VISION
0
POINTS

SUBDUAL DAMAGE						DAMAGE REDUCTION		SPEED		
								Walk 30'		
+0	+0	+2	+0	+0	+0		0	+0	0	
ARMOR BONUS	SHIELD BONUS	STAT MODIFIER	SIZE MODIFIER	NATURAL ARMOR	MISC MODIFIER	MISS CHANCE	ARCANE SPELL FAILURE	ARMOR CHECK	SPELL RESISTANCE	

SKILL NAME		SKILLS					MAX RANKS	21/10.5
		KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER		
✓	Climb	STR	10	=	5	+ 5.0	+	
	Craft (Blacksmithing)	INT	11	=	1	+ 10.0	+	
	Craft (Sculpting)	INT	21	=	1	+ 20.0	+	
✓	Disguise	CHA	5	=	4	+ 1.0	+	
✓	Heal	WIS	21	=	1	+ 20.0	+	
✓	Intimidate	CHA	8	=	4	+ 4.0	+	
	Knowledge (Religion)	INT	22	=	1	+ 21.0	+	
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✓ : can be used untrained. X : exclusive skills								

TURN/REBUKE UNDEAD			
TURNING CHECK RESULT	UNDEAD AFFECTED (MAXIMUM HIT DICE)	Turn level	19
Up to 0	15	Turn damage	2d6+23
1 - 3	16	Turns/day	15
4 - 6	17	<div><div><div></div><div></div><div></div><div></div><div></div><div></div></div><div><div></div><div></div><div></div><div></div><div></div><div></div></div></div>	
7 - 9	18		
10 - 12	19		
13 - 15	20		
16 - 18	21		
19 - 21	22		
22 +	23		
		NOTE: You destroy undead if you have twice as many turning levels as they have Hit Dice	

TURN/REBUKE UNDEAD		Turn level	19
TURNING CHECK RESULT	UNDEAD AFFECTED (MAXIMUM HIT DICE)	Turn damage	2d6 +22
Up to 0	15	Turns/day	15
1 - 3	16	<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> </div> <div> <div></div> <div></div> <div></div> <div></div> </div>	
4 - 6	17		
7 - 9	18		
10 - 12	19		
13 - 15	20		
16 - 18	21		
19 - 21	22		
22 +	23		
		NOTE: You destroy undead if you have twice as many turning levels as they have Hit Dice	

SPECIAL ABILITIES	
Spontaneous casting	
Turn Undead 15/day (turn level 19) (turn damage 2d6+22)	

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

LANGUAGES
Common, Dwarven

# Cleric Spells

LEVEL	0	1	2	3	4	5	6	7	8	9
KNOWN	0	0	0	0	0	0	0	0	0	0
PER DAY	6	6+1	5+1	5+1	0	0	0	0	0	0

## LEVEL 0

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
☐☐☐☐ Create Water	11	None	1 standard action	Instantaneous	Close (70 Feet)	V, S	No	Conjuration (Creation) [Water]
<i>Effect:</i> Creates 36 gallons of pure water.				<i>Target:</i> Up to 36 gallons of water				
☐☐☐☐ Cure Minor Wounds	11	Will half (harmless); see text	1 standard action	Instantaneous	Touch	V, S	Yes (harmless); see text	Conjuration (Healing)
<i>Effect:</i> Cures 1 point of damage.				<i>Target:</i> Creature touched				
☐☐☐☐ Detect Magic	11	None	1 standard action	Instantaneous	60 ft.	V, S	No	Divination
<i>Effect:</i> Detects spells and magic items within 60 ft.				<i>Target:</i> Cone-shaped emanation				
☐☐☐☐ Detect Poison	11	None	1 standard action	Instantaneous	Close (70 Feet)	V, S	No	Divination
<i>Effect:</i> Detects poison in one creature or small object.				<i>Target:</i> One creature, one object, or a 5-ft. cube				
☐☐☐☐ Guidance	11	Will negates (harmless)	1 standard action	18 minute or until discharged	Touch	V, S	Yes	Divination
<i>Effect:</i> +1 on one attack roll, saving throw, or skill check.				<i>Target:</i> Creature touched				
☐☐☐☐ Inflict Minor Wounds	11	Will negates	1 standard action	Instantaneous	Touch	V, S	Yes	Necromancy
<i>Effect:</i> Touch attack, 1 point of damage.				<i>Target:</i> Creature touched				
☐☐☐☐ Light	11	None	1 standard action	180 minutes [D]	Touch	V, M/DF	No	Evocation [Light]
<i>Effect:</i> Object shines like a torch.				<i>Target:</i> Object touched				
☐☐☐☐ Mending	11	Will negates (harmless, object)	1 standard action	Instantaneous	10 ft.	V, S	Yes (harmless, object)	Transmutation
<i>Effect:</i> Makes minor repairs on an object.				<i>Target:</i> One object of up to 1 lb.				
☐☐☐☐ Purify Food and Drink	11	Will negates (object)	1 standard action	Instantaneous	10 ft.	V, S	Yes (object)	Transmutation
<i>Effect:</i> Purifies 18 cu. ft. of food or water.				<i>Target:</i> 18 cu. ft. of contaminated food and water				
☐☐☐☐ Read Magic	11	None	1 standard action	180 minutes	Personal	V, S, F	No	Divination
<i>Effect:</i> Read scrolls and spellbooks.				<i>Target:</i> You				
☐☐☐☐ Resistance	11	Will negates (harmless)	1 standard action	18 minute	Touch	V, S, M/DF	Yes (harmless)	Abjuration
<i>Effect:</i> Subject gains +1 on saving throws.				<i>Target:</i> Creature touched				
☐☐☐☐ Virtue	11	Fortitude negates (harmless)	1 standard action	18 minutes	Touch	V, S, DF	Yes (harmless)	Transmutation
<i>Effect:</i> Subject gains 1 temporary hp.				<i>Target:</i> Creature touched				

## LEVEL 1

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
☐☐☐☐ Bane	12	Will negates	1 standard action	18 minutes	50 ft.	V, S, DF	Yes	Enchantment (Compulsion) [Fear, Mind-Affecting]
<i>Effect:</i> Enemies take -1 on attack rolls and saves against fear.				<i>Target:</i> All enemies within 50 ft.				
☐☐☐☐ Bless	12	None	1 standard action	18 minutes	50 ft.	V, S, DF	Yes (harmless)	Enchantment (Compulsion) [Mind-Affecting]
<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				
☐☐☐☐ Bless Water	12	Will negates (object)	1 minute	Instantaneous	Touch	V, S, M	Yes (object)	Transmutation [Good]
<i>Effect:</i> Makes holy water.				<i>Target:</i> Flask of water touched				
☐☐☐☐ Cause Fear	12	Will partial	1 standard action	1d4 rounds or 1 round; see text	Close (70 Feet)	V, S	Yes	Necromancy [Fear, Mind-Affecting]
<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				
☐☐☐☐ Command	12	Will negates	1 standard action	18 round	Close (70 Feet)	V	Yes	Enchantment (Compulsion) [Language-Dependent, Mind-Affecting]
<i>Effect:</i> One subject obeys selected command for 1 round.				<i>Target:</i> One living creature				
☐☐☐☐ Comprehend Languages	12	None	1 standard action	180 minutes	Personal	V, S, M/DF	No	Divination
<i>Effect:</i> You understand all spoken and written languages.				<i>Target:</i> You				
☐☐☐☐ Cure Light Wounds	12	Will half (harmless); see text	1 standard action	Instantaneous	Touch	V, S	Yes (harmless); see text	Conjuration (Healing)
<i>Effect:</i> Cures 1d8+5 damage				<i>Target:</i> Creature touched				
☐☐☐☐ Curse Water	12	Will negates (object)	1 minute	Instantaneous	Touch	V, S, M	Yes (object)	Necromancy [Evil]
<i>Effect:</i> Makes unholy water.				<i>Target:</i> Flask of water touched				
☐☐☐☐ Deathwatch	12	None	1 standard action	180 minutes	30 ft.	V, S	No	Necromancy [Evil]
<i>Effect:</i> Reveals how near death subjects within 30 ft. are.				<i>Target:</i> Cone-shaped emanation				
☐☐☐☐ Detect Chaos	12	None	1 standard action	Concentration, up to 10 minutes [D]	60 ft.	V, S, DF	No	Divination
<i>Effect:</i> Reveals creatures, spells, or objects of selected alignment.				<i>Target:</i> Cone-shaped emanation				
☐☐☐☐ Detect Evil	12	None	1 standard action	Concentration, up to 10 minutes [D]	60 ft.	V, S, DF	No	Divination
<i>Effect:</i> Reveals creatures, spells, or objects of selected alignment.				<i>Target:</i> Cone-shaped emanation				
☐☐☐☐ Detect Good	12	None	1 standard action	Concentration, up to 10 minutes [D]	60 ft.	V, S, DF	No	Divination
<i>Effect:</i> Reveals creatures, spells, or objects of selected alignment.				<i>Target:</i> Cone-shaped emanation				
☐☐☐☐ Detect Law	12	None	1 standard action	Concentration, up to 10 minutes [D]	60 ft.	V, S, DF	No	Divination
<i>Effect:</i> Reveals creatures, spells, or objects of selected alignment.				<i>Target:</i> Cone-shaped emanation				
☐☐☐☐ Detect Undead	12	None	1 standard action	Concentration, up to 18 minutes [D]	60 ft.	V, S, M/DF	No	Divination
<i>Effect:</i> Reveals undead within 60 ft.				<i>Target:</i> Cone-shaped emanation				
☐☐☐☐ **Disguise Self	12	None	1 standard action	180 minutes [D]	Personal	V, S	No	Illusion (Glamour)
<i>Effect:</i> Changes your appearance.				<i>Target:</i> You				
☐☐☐☐ Divine Favor	12	None	1 standard action	1 minute	Personal	V, S, DF	No	Evocation
<i>Effect:</i> You gain +6 on attack and damage rolls.				<i>Target:</i> You				
☐☐☐☐ Doom	12	Will negates	1 standard action	18 minutes	Medium (280 Feet)	V, S, DF	Yes	Necromancy [Fear, Mind-Affecting]
<i>Effect:</i> One subject takes -2 on attack rolls, damage rolls, saves, and checks.				<i>Target:</i> One living creature				
☐☐☐☐ Endure Elements	12	Will negates (harmless)	1 standard action	24 hours	Touch	V, S	Yes (harmless)	Abjuration
<i>Effect:</i> Exist comfortably in hot or cold environments.				<i>Target:</i> Creature touched				
☐☐☐☐ Entropic Shield	12	None	1 standard action	18 minutes [D]	Personal	V, S	No	Abjuration
<i>Effect:</i> Ranged attacks against you have 20% miss chance.				<i>Target:</i> You				
☐☐☐☐ Hide from Undead	12	Will negates (harmless); see text	1 standard action	180 minutes [D]	Touch	V, S, DF	Yes	Abjuration
<i>Effect:</i> Undead can't perceive 18 subjects.				<i>Target:</i> 18 touched creatures				
☐☐☐☐ Inflict Light Wounds	12	Will half	1 standard action	Instantaneous	Touch	V, S	Yes	Necromancy
<i>Effect:</i> Touch deals 1d8+5 damage				<i>Target:</i> Creature touched				
☐☐☐☐ **Longstrider	12	None	1 standard action	18 hours [D]	Personal	V, S, M	No	Transmutation
<i>Effect:</i> Increases your speed.				<i>Target:</i> You				
☐☐☐☐ Magic Stone	12	Will negates (harmless, object)	1 standard action	30 minutes or until discharged	Touch	V, S, DF	Yes (harmless, object)	Transmutation
<i>Effect:</i> Three stones gain +1 on attack rolls, deal 1d6+1 damage.				<i>Target:</i> Up to three pebbles touched				
☐☐☐☐ Magic Weapon	12	Will negates (harmless, object)	1 standard action	18 minutes	Touch	V, S, DF	Yes (harmless, object)	Transmutation
<i>Effect:</i> Weapon gains +1 bonus.				<i>Target:</i> Weapon touched				

\* =Domain/Specialty Spell

## Cleric Spells

Obscuring Mist	12	None	1 standard action	18 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	12	Will negates (harmless)	1 standard action	18 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	12	Will negates (harmless)	1 standard action	18 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	12	Will negates (harmless)	1 standard action	18 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	12	Will negates (harmless)	1 standard action	18 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	12	Will negates (harmless)	1 standard action	180 minutes; see text	Close (70 Feet)	V, S	Yes (harmless)	Abjuration
<i>Effect:</i> Suppresses fear or gives +4 on saves against fear for 5 subjects				<i>Target:</i> 5 creatures, no two of which can be more than 30 ft. apart				
Sanctuary	12	Will negates	1 standard action	18 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	12	Will negates (harmless)	1 standard action	18 minutes	Touch	V, S, M	Yes (harmless)	Abjuration
<i>Effect:</i> Aura grants +5 deflection bonus.				<i>Target:</i> Creature touched				
Summon Monster I	12	None	1 round	18 rounds [D]	Close (70 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	13	None	1 standard action	18 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	13	Will negates (harmless, object)	1 standard action	18 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	13	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	13	Will negates (harmless)	1 standard action	18 minutes	Touch	V, S, DF	Yes	Transmutation
<i>Effect:</i> Subject gains +4 to Con for 18 minutes.				<i>Target:</i> Creature touched				
Bull's Strength	13	Will negates (harmless)	1 standard action	18 minutes	Touch	V, S, M/DF	Yes (harmless)	Transmutation
<i>Effect:</i> Subject gains +4 to Str for 18 minutes.				<i>Target:</i> Creature touched				
Calm Emotions	13	Will negates	1 standard action	Concentration, up to 18 rounds [D]	Medium (280 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	13	None	1 standard action	36 hours	Close (70 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	13	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	13	None	1 standard action	180 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	13	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	13	Fortitude negates (harmless)	1 standard action	18 hours	Touch	V, S, DF	Yes (harmless)	Conjuration (Healing)
<i>Effect:</i> Stops poison from harming subject for 18 hours.				<i>Target:</i> Creature touched				
Desecrate	13	None	1 standard action	36 hours	Close (70 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	13	Will negates (harmless)	1 standard action	18 minutes	Touch	V, S, M/DF	Yes	Transmutation
<i>Effect:</i> Subject gains +4 to Cha for 18 minutes.				<i>Target:</i> Creature touched				
Enthrall	13	Will negates; see text	1 round	18 hour or less	Medium (280 Feet)	V, S	Yes	Enchantment (Charm)
<i>Effect:</i> Captivates all within 280 ft.				<i>Target:</i> Any number of creatures				
Find Traps	13	None	1 standard action	18 minutes	Personal	V, S	No	Divination
<i>Effect:</i> Notice traps as a rogue does.				<i>Target:</i> You				
Gentle Repose	13	Will negates (object)	1 standard action	18 days	Touch	V, S, M/DF	Yes (object)	Necromancy
<i>Effect:</i> Preserves one corpse.				<i>Target:</i> Corpse touched				
Hold Person	13	Will negates; see text	1 standard action	18 rounds [D]; see text	Medium (280 Feet)	V, S, F/DF	Yes	Enchantment (Compulsion) [Mind-Affecting]
<i>Effect:</i> Paralyzes one humanoid for 18 rounds.				<i>Target:</i> One humanoid creature				
Inflict Moderate Wounds	13	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	13	Will negates (harmless) or Will negates (harmless, object)	1 standard action	18 minutes [D]	Personal or touch	V, S, M/DF	Yes (harmless) or Yes (harmless, object)	Illusion (Glamour)
<i>Effect:</i> Subject is invisible for 18 minutes or until it attacks.				<i>Target:</i> You or a creature or object weighing no more than 1800 lbs				
**Locate Object	13	None	1 standard action	18 minutes	Long (400 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 1120 ft.				
Make Whole	13	Will negates (harmless, object)	1 standard action	Instantaneous	Close (70 Feet)	V, S	Yes (harmless, object)	Transmutation
<i>Effect:</i> Repairs an object.				<i>Target:</i> One object of up to 180 cu. ft.				
Owl's Wisdom	13	Will negates (harmless)	1 standard action	18 minutes	Touch	V, S, M/DF	Yes	Transmutation
<i>Effect:</i> Subject gains +4 to Wis for 18 minutes.				<i>Target:</i> Creature touched				
Remove Paralysis	13	Will negates (harmless)	1 standard action	Instantaneous	Close (70 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	13	Fortitude negates (harmless)	1 standard action	180 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	13	Will negates (harmless)	3 rounds	Instantaneous	Touch	V, S	Yes (harmless)	Conjuration (Healing)
<i>Effect:</i> Dispel magical ability penalty or repairs 1d4 ability damage.				<i>Target:</i> Creature touched				
Shatter	13	Will negates (object); Will negates (object) or Fortitude half; see text	1 standard action	Instantaneous	Close (70 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	13	Will negates (harmless)	1 standard action	18 hours [D]	Close (70 Feet)	V, S, F	Yes (harmless)	Abjuration
<i>Effect:</i> You take half of subject's damage.				<i>Target:</i> One creature				
Silence	13	Will negates; see text or none (object)	1 standard action	18 minutes [D]	Long (1120 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				
Sound Burst	13	Fortitude partial	1 standard action	Instantaneous	Close (70 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	13	None	1 standard action	18 rounds [D]	Medium (280 Feet)	V, S, DF	Yes	Evocation [Force]
<i>Effect:</i> Magical weapon attacks on its own.				<i>Target:</i> Magic weapon of force				
Status	13	Will negates (harmless)	1 standard action	18 hours	Touch	V, S	Yes (harmless)	Divination
<i>Effect:</i> Monitors condition, position of allies.				<i>Target:</i> 6 living creatures touched				
Summon Monster II	13	None	1 round	18 rounds [D]	Close (70 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	13	Will negates (object)	1 standard action	24 hours	Close (70 Feet)	V, S	Yes (object)	Abjuration
	Effect: Conceals alignment for 24 hours.				Target: One creature or object				
☐☐☐☐☐	Zone of Truth	13	Will negates	1 standard action	18 minutes	Close (70 Feet)	V, S, DF	Yes	Enchantment (Compulsion) [Mind-Affecting]
	Effect: Subjects within range cannot lie.				Target: 20-ft.-radius emanation				
LEVEL 3									
	Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
☐☐☐☐☐	Animate Dead	14	None	1 standard action	Instantaneous	Touch	V, S, M	No	Necromancy [Evil]
	Effect: Creates undead skeletons and zombies.				Target: One or more corpses touched				
☐☐☐☐☐	Bestow Curse	14	Will negates	1 standard action	Permanent	Touch	V, S	Yes	Necromancy
	Effect: -6 to an ability score; -4 on attack rolls, saves, and checks; or 50% chance of losing each action.				Target: Creature touched				
☐☐☐☐☐	Blindness/Deafness	14	Fortitude negates	1 standard action	Permanent [D]	Medium (280 Feet)	V	Yes	Necromancy
	Effect: Makes subject blinded or deafened.				Target: One living creature				
☐☐☐☐☐	Contagion	14	Fortitude negates	1 standard action	Instantaneous	Touch	V, S	Yes	Necromancy [Evil]
	Effect: Infects subject with chosen disease.				Target: Living creature touched				
☐☐☐☐☐	Continual Flame	14	None	1 standard action	Permanent	Touch	V, S, M	No	Evocation [Light]
	Effect: Makes a permanent, heatless torch.				Target: Object touched				
☐☐☐☐☐☐	Create Food and Water	14	None	10 minutes	24 hours; see text	Close (70 Feet)	V, S	No	Conjuration (Creation)
	Effect: Feeds 54 humans or 18 horse.				Target: Food and water to sustain 54 humans or 18 horses for 24 hours				
☐☐☐☐☐	Cure Serious Wounds	14	Will half (harmless); see text	1 standard action	Instantaneous	Touch	V, S	Yes (harmless); see text	Conjuration (Healing)
	Effect: Cures 3d8+15 damage				Target: Creature touched				
☐☐☐☐☐	Daylight	14	None	1 standard action	180 minutes [D]	Touch	V, S	No	Evocation [Light]
	Effect: 60-ft. radius of bright light.				Target: Object touched				
☐☐☐☐☐	Deeper Darkness	14	None	1 standard action	18 days [D]	Touch	V, M/DF	No	Evocation [Darkness]
	Effect: Object sheds supernatural shadow in 60-ft. radius.				Target: Object touched				
☐☐☐☐☐	Dispel Magic	14	None	1 standard action	Instantaneous	Medium (280 Feet)	V, S	No	Abjuration
	Effect: Cancels magical spells and effects.				Target: One spellcaster, creature, or object; or 20-ft.-radius burst				
☐☐☐☐☐	**Fly	14	Will negates (harmless)	1 standard action	18 minutes	Touch	V, S, F/DF	Yes (harmless)	Transmutation
	Effect: Subject flies at speed of 60 ft.				Target: Creature touched				
☐☐☐☐☐	Glyph of Warding	14	See text	10 minutes	Permanent until discharged [D]	Touch	V, S, M	No (object) and Yes; see text	Abjuration
	Effect: Inscription harms those who pass it.				Target: Object touched or up to 90 sq. ft				
☐☐☐☐☐	Helping Hand	14	None	1 standard action	18 hours	5 miles	V, S, DF	No	Evocation
	Effect: Ghostly hand leads subject to you.				Target: Ghostly hand				
☐☐☐☐☐	Inflict Serious Wounds	14	Will half	1 standard action	Instantaneous	Touch	V, S	Yes	Necromancy
	Effect: Touch attack, 3d8+15 damage				Target: Creature touched				
☐☐☐☐☐	Invisibility Purge	14	None	1 standard action	18 minutes [D]	Personal	V, S	No	Evocation
	Effect: Dispel invisibility within 90 ft				Target: You				
☐☐☐☐☐	Locate Object	14	None	1 standard action	18 minutes	Long (1120 Feet)	V, S, F/DF	No	Divination
	Effect: Senses direction toward object [specific or type].				Target: Circle, centered on you, with a radius of 1120 ft.				
☐☐☐☐☐	Magic Circle against Chaos	14	Will negates (harmless)	1 standard action	180 minutes	Touch	V, S, M/DF	No; see text	Abjuration [Lawful]
	Effect: As protection spells, but 10-ft. radius and 180 minutes.				Target: 10-ft.-radius emanation from touched creature				
☐☐☐☐☐	Magic Circle against Evil	14	Will negates (harmless)	1 standard action	180 minutes	Touch	V, S, M/DF	No; see text	Abjuration [Good]
	Effect: As protection spells, but 10-ft. radius and 180 minutes.				Target: 10-ft.-radius emanation from touched creature				
☐☐☐☐☐	Magic Circle against Good	14	Will negates (harmless)	1 standard action	180 minutes	Touch	V, S, M/DF	No; see text	Abjuration [Evil]
	Effect: As protection spells, but 10-ft. radius and 180 minutes.				Target: 10-ft.-radius emanation from touched creature				
☐☐☐☐☐	Magic Circle against Law	14	Will negates (harmless)	1 standard action	180 minutes	Touch	V, S, M/DF	No; see text	Abjuration [Chaotic]
	Effect: As protection spells, but 10-ft. radius and 180 minutes.				Target: 10-ft.-radius emanation from touched creature				
☐☐☐☐☐	Magic Vestment	14	Will negates (harmless, object)	1 standard action	18 hours	Touch	V, S, DF	Yes (harmless, object)	Transmutation
	Effect: Armor or shield gains 4 enhancement				Target: Armor or shield touched				
☐☐☐☐☐	Meld into Stone	14	None	1 standard action	180 minutes	Personal	V, S, DF	No	Transmutation [Earth]
	Effect: You and your gear merge with stone.				Target: You				
☐☐☐☐☐	**Nondetection	14	Will negates (harmless, object)	1 standard action	18 hours	Touch	V, S, M	Yes (harmless, object)	Abjuration
	Effect: Hides subject from divination, scrying.				Target: Creature or object touched				
☐☐☐☐☐	Obscure Object	14	Will negates (object)	1 standard action	8 hours [D]	Touch	V, S, M/DF	Yes (object)	Abjuration
	Effect: Masks object against scrying.				Target: One object touched of up to 1800 lbs				
☐☐☐☐☐	Prayer	14	None	1 standard action	18 rounds	40 ft.	V, S, DF	Yes	Enchantment (Compulsion) [Mind-Affecting]
	Effect: Allies +1 bonus on most rolls, enemies -1 penalty.				Target: All allies and foes within a 40-ft.-radius burst centered on you				
☐☐☐☐☐	Protection from Energy	14	Fortitude negates (harmless)	1 standard action	180 minutes or until discharged	Touch	V, S, DF	Yes (harmless)	Abjuration
	Effect: Absorb 216 points of damage from one kind of energy.				Target: Creature touched				
☐☐☐☐☐	Remove Blindness/Deafness	14	Fortitude negates (harmless)	1 standard action	Instantaneous	Touch	V, S	Yes (harmless)	Conjuration (Healing)
	Effect: Cures normal or magical conditions.				Target: Creature touched				
☐☐☐☐☐	Remove Curse	14	Will negates (harmless)	1 standard action	Instantaneous	Touch	V, S	Yes (harmless)	Abjuration
	Effect: Frees object or person from curse.				Target: Creature or item touched				
☐☐☐☐☐	Remove Disease	14	Fortitude negates (harmless)	1 standard action	Instantaneous	Touch	V, S	Yes (harmless)	Conjuration (Healing)
	Effect: Cures all diseases affecting subject.				Target: Creature touched				
☐☐☐☐☐	Searing Light	14	None	1 standard action	Instantaneous	Medium (280 Feet)	V, S	Yes	Evocation
	Effect: Ray deals 1d8/two levels, more against undead.				Target: Ray				
☐☐☐☐☐	Speak with Dead	14	Will negates; see text	10 minutes	18 minutes	10 ft.	V, S, DF	No	Necromancy [Language-Dependent]
	Effect: Corpse answers one question/two levels.				Target: One dead creature				
☐☐☐☐☐	Stone Shape	14	None	1 standard action	Instantaneous	Touch	V, S, M/DF	No	Transmutation [Earth]
	Effect: Sculpts stone into any shape.				Target: Stone or stone object touched, up to 28 cu. ft.				
☐☐☐☐☐	Summon Monster III	14	None	1 round	18 rounds [D]	Close (70 Feet)	V, S, F/DF	No	Conjuration (Summoning)
	Effect: Calls extraplanar creature to fight for you.				Target: One or more summoned creatures, no two of which can be more than 30 ft. apart				
☐☐☐☐☐	Water Breathing	14	Will negates (harmless)	1 standard action	36 hours; see text	Touch	V, S, M/DF	Yes (harmless)	Transmutation
	Effect: Subjects can breathe underwater.				Target: Living creatures touched				
☐☐☐☐☐	Water Walk	14	Will negates (harmless)	1 standard action	180 minutes [D]	Touch	V, S, DF	Yes (harmless)	Transmutation [Water]
	Effect: Subject treads on water as if solid.				Target: 18 touched creatures				
☐☐☐☐☐	Wind Wall	14	None; see text	1 standard action	18 rounds	Medium (280 Feet)	V, S, M/DF	Yes	Evocation [Air]
	Effect: Deflects arrows, smaller creatures, and gases.				Target: Wall up to 180 ft. long and 90 ft. high [S]				

\* =Domain/Specialty Spell