

Eyjolf Male Human Clr20

NPC

NAME Clr20	380000	Human	Medium	None	148 lbs	Lawful Neutral
CLASS 20	210000	RACE	SIZE	DEITY	WEIGHT	ALIGNMENT
TCL	NEXT LEVEL	AGE	GENDER	EYES	HAIR	VISION

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP SCORE	TEMP MODIFIER
STR Strength	17	+3	17	+3
DEX Dexterity	18	+4	18	+4
CON Constitution	12	+1	12	+1
INT Intelligence	12	+1	12	+1
WIS Wisdom	21	+5	21	+5
CHA Charisma	13	+1	13	+1

HP hit points	123	WOUNDS/CURRENT HP		
AC armor class	14	10	14	10
		TOTAL	FLAT	TOUCH
INITIATIVE modifier	+4	+4	+0	
		TOTAL	DEX MODIFIER	MISC MODIFIER
BASE ATTACK bonus	+15/+10/+5			

SUBDUAL DAMAGE		DAMAGE REDUCTION		SPEED	
Walk 30'					
ARMOR BONUS	SHIELD BONUS	STAT MODIFIER	SIZE MODIFIER	NATURAL ARMOR MODIFIER	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)	+13	+12	+1	+0	+0		
REFLEX (dexterity)	+10	+6	+4	+0	+0		
WILLPOWER (wisdom)	+17	+12	+5	+0	+0		

TOTAL	BASE ATTACK BONUS	STAT MODIFIER	SIZE MODIFIER	MISC MODIFIER	TEMP MODIFIER
MELEE attack bonus	+18/+13/+8	+15/+10/+5	+3	+0	+0
RANGED attack bonus	+19/+14/+9	+15/+10/+5	+4	+0	+0
GRAPPLE attack bonus	+18/+13/+8	+15/+10/+5	+3	+0	+0

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
	+18/+13/+8	1d3+3	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	86.0	Medium	173.0	Heavy	260.0
Lift over head	260.0	Lift off ground	520.0	Push / Drag	1300.0

FEATS	
Blind-Fight	See Text
Craft Staff	See Text
Eschew Materials	See Text
Extra Turning (1x)	See Text
Leadership	See Text
Skill Focus (Knowledge (History), Heal)	See Text
Spell Focus (Transmutation)	See Text

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

SKILLS						MAX RANKS	23/11.5
SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER		
✓ Concentration	CON	24	= 1	+ 23.0	+		
Craft (Blacksmithing)	INT	13	= 1	+ 12.0	+		
Craft (Trapmaking)	INT	13	= 1	+ 12.0	+		
✓ Heal	WIS	27	= 5	+ 22.0	+		
Knowledge (History)	INT	24	= 1	+ 23.0	+		

TURN/REBUKE UNDEAD			
TURNING CHECK RESULT	UNDEAD AFFECTED (MAXIMUM HIT DICE)	Turn level	20
Up to 0	16	Turn damage	2d6+21
1 - 3	17	Turns/day	12
4 - 6	18	□□□□ □□□□	
7 - 9	19	□□	
10 - 12	20		
13 - 15	21		
16 - 18	22		
19 - 21	23		
22 +	24		
NOTE: You destroy undead if you have twice as many turning levels as they have Hit Dice			

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7 - 9	19	□□	
10 - 12	20		
13 - 15	21		
16 - 18	22		
19 - 21	23		
22 +	24		
NOTE: You destroy undead if you have twice as many turning levels as they have Hit Dice			

SPECIAL ABILITIES	
Spontaneous casting	
Turn Undead 12/day (turn level 20) (turn damage 2d6+21)	

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	
Celestial, 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	6+1	6+1	6+1	4+1	4+1	4+1	4+1

LEVEL 0

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
☐☐☐☐ Create Water <i>Effect:</i> Creates 40 gallons of pure water. <i>Target:</i> Up to 40 gallons of water	15	None	1 standard action	Instantaneous	Close (75 Feet)	V, S	No	Conjuration (Creation) [Water]
☐☐☐☐ Cure Minor Wounds <i>Effect:</i> Cures 1 point of damage.	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.	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.	15	None	1 standard action	Instantaneous	Close (75 Feet)	V, S	No	Divination
☐☐☐☐ Guidance <i>Effect:</i> +1 on one attack roll, saving throw, or skill check.	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.	15	Will negates	1 standard action	Instantaneous	Touch	V, S	Yes	Necromancy
☐☐☐☐ Light <i>Effect:</i> Object shines like a torch.	15	None	1 standard action	200 minutes [D]	Touch	V, M/DF	No	Evocation [Light]
☐☐☐☐ Mending <i>Effect:</i> Makes minor repairs on an object.	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 20 cu. ft. of food or 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.	15	None	1 standard action	200 minutes	Personal	V, S, F	No	Divination
☐☐☐☐ Resistance <i>Effect:</i> Subject gains +1 on saving throws.	15	Will negates (harmless)	1 standard action	20 minute	Touch	V, S, M/DF	Yes (harmless)	Abjuration
☐☐☐☐ Virtue <i>Effect:</i> Subject gains 1 temporary hp.	16	Fortitude negates (harmless)	1 standard action	20 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.	16	Will negates	1 standard action	20 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.	16	None	1 standard action	20 minutes	50 ft.	V, S, DF	Yes (harmless)	Enchantment (Compulsion) [Mind-Affecting]
☐☐☐☐ Bless Water <i>Effect:</i> Makes holy water.	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.	16	Will partial	1 standard action	1d4 rounds or 1 round; see text	Close (75 Feet)	V, S	Yes	Necromancy [Fear, Mind-Affecting]
☐☐☐☐ Command <i>Effect:</i> One subject obeys selected command for 1 round.	16	Will negates	1 standard action	20 round	Close (75 Feet)	V	Yes	Enchantment (Compulsion) [Language-Dependent, Mind-Affecting]
☐☐☐☐ Comprehend Languages <i>Effect:</i> You understand all spoken and written languages.	16	None	1 standard action	200 minutes	Personal	V, S, M/DF	No	Divination
☐☐☐☐ Cure Light Wounds <i>Effect:</i> Cures 1d8+5 damage	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.	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.	16	None	1 standard action	200 minutes	30 ft.	V, S	No	Necromancy [Evil]
☐☐☐☐ Detect Chaos <i>Effect:</i> Reveals creatures, spells, or objects of selected alignment.	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.	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.	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.	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.	16	None	1 standard action	Concentration, up to 20 minutes [D]	60 ft.	V, S, M/DF	No	Divination
☐☐☐☐ Divine Favor <i>Effect:</i> You gain +6 on attack and damage rolls.	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.	16	Will negates	1 standard action	20 minutes	Medium (300 Feet)	V, S, DF	Yes	Necromancy [Fear, Mind-Affecting]
☐☐☐☐ Endure Elements <i>Effect:</i> Exist comfortably in hot or cold environments.	16	Will negates (harmless)	1 standard action	24 hours	Touch	V, S	Yes (harmless)	Abjuration
☐☐☐☐ **Entangle <i>Effect:</i> Plants entangle everyone in 40-ft.-radius circle.	17	Reflex partial; see text	1 standard action	20 minutes [D]	Long (400 Feet)	V, S, DF	No	Transmutation
☐☐☐☐ *Entropic Shield <i>Effect:</i> Ranged attacks against you have 20% miss chance.	16	None	1 standard action	20 minutes [D]	Personal	V, S	No	Abjuration
☐☐☐☐ Entropic Shield <i>Effect:</i> Ranged attacks against you have 20% miss chance.	16	None	1 standard action	20 minutes [D]	Personal	V, S	No	Abjuration
☐☐☐☐ Hide from Undead <i>Effect:</i> Undead can't perceive 20 subjects.	16	Will negates (harmless); see text	1 standard action	200 minutes [D]	Touch	V, S, DF	Yes	Abjuration
☐☐☐☐ Inflict Light Wounds <i>Effect:</i> Touch deals 1d8+5 damage	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.	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.	17	Will negates (harmless, object)	1 standard action	20 minutes	Touch	V, S, DF	Yes (harmless, object)	Transmutation

* =Domain/Specialty Spell

Cleric Spells

□□□□	Obscuring Mist	16	None	1 standard action	20 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	20 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	20 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	20 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	20 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	200 minutes; see text	Close (75 Feet)	V, S	Yes (harmless)	Abjuration
	<i>Effect:</i> Suppresses fear or gives +4 on saves against fear for 6 subjects								
	<i>Target:</i> 6 creatures, no two of which can be more than 30 ft. apart								
□□□□	Sanctuary	16	Will negates	1 standard action	20 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	20 minutes	Touch	V, S, M	Yes (harmless)	Abjuration
	<i>Effect:</i> Aura grants +5 deflection bonus.								
	<i>Target:</i> Creature touched								
□□□□	Summon Monster I	16	None	1 round	20 rounds [D]	Close (75 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	20 minutes	Touch	V, S, DF	Yes (harmless)	Enchantment (Compulsion) [Mind-Affecting]
	<i>Effect:</i> +1 on attack rolls, +1 against fear, 1d8+10 temporary hp.								
	<i>Target:</i> Living creature touched								
□□□□	Aid	17	None	1 standard action	20 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	18	Will negates (harmless, object)	1 standard action	20 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								
□□□□	**Barkskin	18	None	1 standard action	200 minutes	Touch	V, S, DF	Yes (harmless)	Transmutation
	<i>Effect:</i> Grants +5 enhancement to natural armor.								
	<i>Target:</i> Living creature touched								
□□□□	Bear's Endurance	18	Will negates (harmless)	1 standard action	20 minutes	Touch	V, S, DF	Yes	Transmutation
	<i>Effect:</i> Subject gains +4 to Con for 20 minutes.								
	<i>Target:</i> Creature touched								
□□□□	Bull's Strength	18	Will negates (harmless)	1 standard action	20 minutes	Touch	V, S, M/DF	Yes (harmless)	Transmutation
	<i>Effect:</i> Subject gains +4 to Str for 20 minutes.								
	<i>Target:</i> Creature touched								
□□□□	Calm Emotions	17	Will negates	1 standard action	Concentration, up to 20 rounds [D]	Medium (300 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	40 hours	Close (75 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	200 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	20 hours	Touch	V, S, DF	Yes (harmless)	Conjuration (Healing)
	<i>Effect:</i> Stops poison from harming subject for 20 hours.								
	<i>Target:</i> Creature touched								
□□□□	Desecrate	17	None	1 standard action	40 hours	Close (75 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	18	Will negates (harmless)	1 standard action	20 minutes	Touch	V, S, M/DF	Yes	Transmutation
	<i>Effect:</i> Subject gains +4 to Cha for 20 minutes.								
	<i>Target:</i> Creature touched								
□□□□	Enthral	17	Will negates; see text	1 round	20 hour or less	Medium (300 Feet)	V, S	Yes	Enchantment (Charm)
	<i>Effect:</i> Captivates all within 300 ft.								
	<i>Target:</i> Any number of creatures								
□□□□	Find Traps	17	None	1 standard action	20 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	20 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	20 rounds [D]; see text	Medium (300 Feet)	V, S, F/DF	Yes	Enchantment (Compulsion) [Mind-Affecting]
	<i>Effect:</i> Paralyzes one humanoid for 20 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								
□□□□	Make Whole	18	Will negates (harmless, object)	1 standard action	Instantaneous	Close (75 Feet)	V, S	Yes (harmless, object)	Transmutation
	<i>Effect:</i> Repairs an object.								
	<i>Target:</i> One object of up to 200 cu. ft								
□□□□	Owl's Wisdom	18	Will negates (harmless)	1 standard action	20 minutes	Touch	V, S, M/DF	Yes	Transmutation
	<i>Effect:</i> Subject gains +4 to Wis for 20 minutes.								
	<i>Target:</i> Creature touched								
□□□□	Remove Paralysis	17	Will negates (harmless)	1 standard action	Instantaneous	Close (75 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	200 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 (75 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	20 hours [D]	Close (75 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	20 minutes [D]	Long (1200 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 (75 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	20 rounds [D]	Medium (300 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	20 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	17	None	1 round	20 rounds [D]	Close (75 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 (75 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	20 minutes	Close (75 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 (300 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 (75 Feet)	V, S	No	Conjuration (Creation)
	<i>Effect:</i> Feeds 60 humans or 20 horse.				<i>Target:</i> Food and water to sustain 60 humans or 20 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+15 damage				<i>Target:</i> Creature touched				
☐☐☐☐☐	Daylight	18	None	1 standard action	200 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	20 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 (300 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 100 sq. ft				
☐☐☐☐☐	Helping Hand	18	None	1 standard action	20 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+15 damage				<i>Target:</i> Creature touched				
☐☐☐☐☐	Invisibility Purge	18	None	1 standard action	20 minutes [D]	Personal	V, S	No	Evocation
	<i>Effect:</i> Dispel invisibility within 100 ft				<i>Target:</i> You				
☐☐☐☐☐	Locate Object	18	None	1 standard action	20 minutes	Long (1200 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 1200 ft.				
☐☐☐☐☐	Magic Circle against Chaos	18	Will negates (harmless)	1 standard action	200 minutes	Touch	V, S, M/DF	No; see text	Abjuration [Lawful]
	<i>Effect:</i> As protection spells, but 10-ft. radius and 200 minutes.				<i>Target:</i> 10-ft.-radius emanation from touched creature				
☐☐☐☐☐	Magic Circle against Evil	18	Will negates (harmless)	1 standard action	200 minutes	Touch	V, S, M/DF	No; see text	Abjuration [Good]
	<i>Effect:</i> As protection spells, but 10-ft. radius and 200 minutes.				<i>Target:</i> 10-ft.-radius emanation from touched creature				
☐☐☐☐☐	Magic Circle against Good	18	Will negates (harmless)	1 standard action	200 minutes	Touch	V, S, M/DF	No; see text	Abjuration [Evil]
	<i>Effect:</i> As protection spells, but 10-ft. radius and 200 minutes.				<i>Target:</i> 10-ft.-radius emanation from touched creature				
☐☐☐☐☐	Magic Circle against Law	18	Will negates (harmless)	1 standard action	200 minutes	Touch	V, S, M/DF	No; see text	Abjuration [Chaotic]
	<i>Effect:</i> As protection spells, but 10-ft. radius and 200 minutes.				<i>Target:</i> 10-ft.-radius emanation from touched creature				
☐☐☐☐☐	Magic Vestment	19	Will negates (harmless, object)	1 standard action	20 hours	Touch	V, S, DF	Yes (harmless, object)	Transmutation
	<i>Effect:</i> Armor or shield gains 5 enhancement				<i>Target:</i> Armor or shield touched				
☐☐☐☐☐	Meld into Stone	19	None	1 standard action	200 minutes	Personal	V, S, DF	No	Transmutation [Earth]
	<i>Effect:</i> You and your gear merge with stone.				<i>Target:</i> You				
☐☐☐☐☐	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 2000 lbs				
☐☐☐☐☐	**Plant Growth	19	None	1 standard action	Instantaneous	See text	V, S, DF	No	Transmutation
	<i>Effect:</i> Grows vegetation, improves crops.				<i>Target:</i> See text				
☐☐☐☐☐	Prayer	18	None	1 standard action	20 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	200 minutes or until discharged	Touch	V, S, DF	Yes (harmless)	Abjuration
	<i>Effect:</i> Absorb 240 points of damage from one kind of energy.				<i>Target:</i> Creature touched				
☐☐☐☐☐	Protection from Energy	18	Fortitude negates (harmless)	1 standard action	200 minutes or until discharged	Touch	V, S, DF	Yes (harmless)	Abjuration
	<i>Effect:</i> Absorb 240 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				
☐☐☐☐☐	Searing Light	18	None	1 standard action	Instantaneous	Medium (300 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	20 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	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 30 cu. ft.				
☐☐☐☐☐	Summon Monster III	18	None	1 round	20 rounds [D]	Close (75 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	19	Will negates (harmless)	1 standard action	40 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	19	Will negates (harmless)	1 standard action	200 minutes [D]	Touch	V, S, DF	Yes (harmless)	Transmutation [Water]
	<i>Effect:</i> Subject treads on water as if solid.				<i>Target:</i> 20 touched creatures				
☐☐☐☐☐	Wind Wall	18	None; see text	1 standard action	20 rounds	Medium (300 Feet)	V, S, M/DF	Yes	Evocation [Air]
	<i>Effect:</i> Deflects arrows, smaller creatures, and gases.				<i>Target:</i> Wall up to 200 ft. long and 100 ft. high [S]				

LEVEL 4

	Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
☐☐☐☐☐	Air Walk	20	None	1 standard action	200 minutes	Touch	V, S, DF	Yes (harmless)	Transmutation [Air]
	<i>Effect:</i> Subject treads on air as if solid [climb at 45-degree angle].				<i>Target:</i> Creature [Gargantuan or smaller] touched				
☐☐☐☐☐	**Command Plants	20	Will negates	1 standard action	20 days	Close (25 Feet)	V	Yes	Transmutation
	<i>Effect:</i> Sway the actions of one or more plant creatures.				<i>Target:</i> Up to 20 HD of plant creatures, no two of which can be more than 30 ft. apart				
☐☐☐☐☐	Control Water	20	None; see text	1 standard action	200 minutes [D]	Long (1200 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 200 ft by 200 ft by 40 ft [S]				
☐☐☐☐☐	Cure Critical Wounds	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										
□□□□□	<i>Effect:</i> Cures 4d8+20 damage.	19	Will negates (harmless)	1 standard action	<i>Target:</i> Creature touched	20 minutes	Touch	V, S, DF	Yes (harmless)	Necromancy
□□□□□	<i>Effect:</i> Grants immunity to death spells and negative energy effects.	19	None	1 standard action	<i>Target:</i> Living creature touched	20 minutes	Medium (300 Feet)	V, S	Yes (object)	Abjuration
□□□□□	<i>Effect:</i> Bars extradimensional movement.	19	Will negates	1 standard action	<i>Target:</i> Ray	Concentration, up to 20 rounds	Close (75 Feet)	V, S, DF	No	Divination
□□□□□	<i>Effect:</i> Reveals deliberate falsehoods.	19	Will negates; see text	1 standard action	<i>Target:</i> 20 creatures, no two of which can be more than 30 ft. apart	Instantaneous	Close (75 Feet)	V, S, DF	Yes	Abjuration
□□□□□	<i>Effect:</i> Forces a creature to return to native plane.	19	None	10 minutes	<i>Target:</i> One extraplanar creature	Instantaneous	Personal	V, S, M	No	Divination
□□□□□	<i>Effect:</i> Provides useful advice for specific proposed actions.	19	None	1 standard action	<i>Target:</i> You	20 rounds	Personal	V, S, DF	No	Evocation
□□□□□	<i>Effect:</i> You gain attack bonus, +6 to Str, and 20 hps.	19	Will negates (harmless)	1 standard action	<i>Target:</i> You	200 minutes	Personal or touch	V, S, M, DF	Yes (harmless)	Abjuration
□□□□□	<i>Effect:</i> Subject moves normally despite impediments.	19	Will negates (harmless)	1 standard action	<i>Target:</i> You or creature touched	200 minutes	Personal or touch	V, S, M, DF	Yes (harmless)	Abjuration
□□□□□	<i>Effect:</i> Subject moves normally despite impediments.	20	None	1 standard action	<i>Target:</i> You or creature touched	20 minutes	Close (75 Feet)	V, S, DF	Yes	Transmutation
□□□□□	<i>Effect:</i> Turns centipedes, scorpions, or spiders into giant vermin.	19	Will negates (harmless)	10 minutes	<i>Target:</i> Up to three vermin, no two of which can be more than 30 ft. apart	Permanent until discharged [D]	Touch	V, S, DF	Yes (harmless)	Evocation
□□□□□	<i>Effect:</i> Transfer spells to subject.	19	Will half	1 standard action	<i>Target:</i> Creature touched; see text	Instantaneous	Touch	V, S	Yes	Necromancy
□□□□□	<i>Effect:</i> Touch attack, 4d8+20 damage	20	Will negates (harmless, object)	1 standard action	<i>Target:</i> Creature touched	20 hours	Close (75 Feet)	V, S, M/DF	Yes (harmless, object)	Transmutation
□□□□□	<i>Effect:</i> +1/four levels 5.	19	Will negates (harmless, object)	1 standard action	<i>Target:</i> One weapon or fifty projectiles [all of which must be in contact with each other at the time of casting]	200 minutes	Touch	V, S, M/DF	Yes (harmless, object)	Conjuration (Healing)
□□□□□	<i>Effect:</i> Immunizes subject against poison, detoxifies venom in or on subject.	19	Fortitude negates; see text	1 standard action	<i>Target:</i> Creature or object of up to 20 cu. ft. touched	Instantaneous; see text	Touch	V, S, DF	Yes	Necromancy
□□□□□	<i>Effect:</i> Touch deals 1d10 Con damage, repeats in 1 minute.	19	None or Will negates; see text	1 standard action	<i>Target:</i> Living creature touched	200 minutes [D]	10 ft.	V, S, DF	Yes	Abjuration
□□□□□	<i>Effect:</i> Insects, spiders, and other vermin stay 10 ft. away.	19	Will negates (harmless)	3 rounds	<i>Target:</i> 10 ft. radius emanation centered on you	Instantaneous	Touch	V, S, M	Yes (harmless)	Conjuration (Healing)
□□□□□	<i>Effect:</i> Restores level and ability score drains.	19	Will negates (harmless)	10 minutes	<i>Target:</i> Creature touched	20 round; see text	See text	V, S, M/DF	No	Evocation
□□□□□	<i>Effect:</i> Delivers short message anywhere, instantly.	19	Will negates (harmless)	1 standard action	<i>Target:</i> One creature	200 minutes	Touch	V, S, DF	Yes (harmless)	Abjuration
□□□□□	<i>Effect:</i> Subject is immune to one spell per four levels.	19	None	1 round	<i>Target:</i> Creature touched	20 rounds [D]	Close (75 Feet)	V, S, F/DF	No	Conjuration (Summoning)
□□□□□	<i>Effect:</i> Calls extraplanar creature to fight for you.	19	Will negates (harmless)	1 standard action	<i>Target:</i> One or more summoned creatures, no two of which can be more than 30 ft. apart	200 minutes	Touch	V, M/DF	No	Divination
□□□□□	<i>Effect:</i> Speak any language.	19	Will negates (harmless)	1 standard action	<i>Target:</i> Creature touched	200 minutes	Touch	V, M/DF	No	Divination

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>Effect:</i> Removes burden of misdeeds from subject.				<i>Target:</i> Living creature touched				
□□□□□ *Break Enchantment	20	See text	1 minute	Instantaneous	Close (25 Feet)	V, S	No	Abjuration
<i>Effect:</i> Frees subjects from enchantments, alterations, curses, and petrification.				<i>Target:</i> Up to 20 creatures, all within 30 ft. of each other				
□□□□□ Break Enchantment	20	See text	1 minute	Instantaneous	Close (75 Feet)	V, S	No	Abjuration
<i>Effect:</i> Frees subjects from enchantments, alterations, curses, and petrification.				<i>Target:</i> Up to 20 creatures, all within 30 ft. of each other				
□□□□□ Command, Greater	20	Will negates	1 standard action	20 rounds	Close (75 Feet)	V	Yes	Enchantment (Compulsion)
<i>Effect:</i> As command, but affects 20 subjects.				<i>Target:</i> 20 creatures, no two of which can be more than 30 ft. apart				
□□□□□ Commune	20	None	10 minutes	20 rounds	Personal	V, S, M, DF, XP	No	Divination
<i>Effect:</i> Deity answers 20 yes-or-no questions.				<i>Target:</i> You				
□□□□□ Cure Light Wounds, Mass	20	Will half (harmless) or Will half; see text	1 standard action	Instantaneous	Close (75 Feet)	V, S	Yes (harmless) or Yes; see text	Conjuration (Healing)
<i>Effect:</i> Cures 1d8+20 damage for many creatures.				<i>Target:</i> 20 creatures, no two of which can be more than 30 ft. apart				
□□□□□ Dispel Chaos	20	See text	1 standard action	20 rounds or until discharged, whichever comes first	Touch	V, S, DF	See text	Abjuration [Lawful]
<i>Effect:</i> +4 bonus against attacks.				<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	20 rounds or until discharged, whichever comes first	Touch	V, S, DF	See text	Abjuration [Good]
<i>Effect:</i> +4 bonus against attacks.				<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	20 rounds or until discharged, whichever comes first	Touch	V, S, DF	See text	Abjuration [Evil]
<i>Effect:</i> +4 bonus against attacks.				<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	20 rounds or until discharged, whichever comes first	Touch	V, S, DF	See text	Abjuration [Chaotic]
<i>Effect:</i> +4 bonus against attacks.				<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	21	Will negates (harmless, object); see text	1 standard action	20 rounds	Touch	V, S	Yes (harmless, object)	Transmutation
<i>Effect:</i> Melee weapon destroys undead.				<i>Target:</i> One melee weapon				
□□□□□ Flame Strike	20	Reflex half	1 standard action	Instantaneous	Medium (300 Feet)	V, S, DF	Yes	Evocation [Fire]
<i>Effect:</i> Smite foes with divine fire for 20d6 damage.				<i>Target:</i> Cylinder 10				
□□□□□ Hallow	20	See text	24 hours	Instantaneous	Touch	V, S, M, DF	See text	Evocation [Good]
<i>Effect:</i> Designates location as holy.				<i>Target:</i> 40-ft. radius emanating from the touched point				
□□□□□ Inflict Light Wounds, Mass	20	Will half	1 standard action	Instantaneous	Close (75 Feet)	V, S	Yes	Necromancy
<i>Effect:</i> Deals 1d8+20 damage to many creatures.				<i>Target:</i> 20 creatures, no two of which can be more than 30 ft. apart				
□□□□□ Insect Plague	20	None	1 round	20 minutes	Long (1200 Feet)	V, S, DF	No	Conjuration (Summoning)
<i>Effect:</i> Locust swarms attack creatures.				<i>Target:</i> 6 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>Effect:</i> Designates action that will trigger curse on subject.				<i>Target:</i> Creature touched				
□□□□□ Plane Shift	20	Will negates	1 standard action	Instantaneous	Touch	V, S, F	Yes	Conjuration (Teleportation)
<i>Effect:</i> As many as eight subjects travel to another plane.				<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>Effect:</i> Restores life to subject who died as long as 20 days ago.				<i>Target:</i> Dead creature touched				
□□□□□ Righteous Might	21	None	1 standard action	20 rounds [D]	Personal	V, S, DF	No	Transmutation
<i>Effect:</i> Your size increases, and you gain combat bonuses.				<i>Target:</i> You				

* =Domain/Specialty Spell

Cleric Spells

□□□□□	Scrying	20	Will negates	1 hour	20 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	20 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	20 rounds [D]	Close (75 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	20 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 (300 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 20 5-ft. squares [S]				
□□□□□	**Wall of Thorns	20	None	1 standard action	200 minutes [D]	Medium (100 Feet)	V, S	No	Conjuration (Creation)
	<i>Effect:</i> Thorns damage anyone who tries to pass.				<i>Target:</i> Wall of thorny brush, up to 20 10-ft. cubes [S]				

LEVEL 6

	Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□□	Animate Objects	22	None	1 standard action	20 rounds	Medium (300 Feet)	V, S	No	Transmutation
	<i>Effect:</i> Objects attack your foes.				<i>Target:</i> 20 Small objects; see text				
□□□□□	Antilife Shell	21	None	1 round	200 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 (75 Feet)	V, S, F	Yes	Abjuration
	<i>Effect:</i> Banishes 40 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	22	Will negates (harmless)	1 standard action	20 minutes	Close (75 Feet)	V, S, DF	Yes	Transmutation
	<i>Effect:</i> As bear's endurance, affects 20 subjects.				<i>Target:</i> 20 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	20 minutes [D]	Medium (300 Feet)	V, S	Yes	Evocation [Force]
	<i>Effect:</i> Wall of blades deals 20d6 damage.				<i>Target:</i> Wall of whirling blades up to 400 ft. long, or a ringed wall of whirling blades with a radius of up to 50 ft; either form 20 ft. high				
□□□□□	Bull's Strength, Mass	22	Will negates (harmless)	1 standard action	20 minutes	Close (75 Feet)	V, S, M/DF	Yes (harmless)	Transmutation
	<i>Effect:</i> As bull's strength, affects one subject/ level.				<i>Target:</i> 20 creatures, no two of which can be more than 30 ft. apart				
□□□□□	Create Undead	21	None	1 hour	Instantaneous	Close (75 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 (75 Feet)	V, S	Yes (harmless) or Yes; see text	Conjuration (Healing)
	<i>Effect:</i> Cures 2d8+20 damage for many creatures.				<i>Target:</i> 20 creatures, no two of which can be more than 30 ft. apart				
□□□□□	Dispel Magic, Greater	21	None	1 standard action	Instantaneous	Medium (300 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	22	Will negates (harmless)	1 standard action	20 minutes	Close (75 Feet)	V, S, M/DF	Yes	Transmutation
	<i>Effect:</i> As eagle's splendor, affects 20 subjects.				<i>Target:</i> 20 creatures, no two of which can be more than 30 ft. apart				
□□□□□	Find the Path	21	None or Will negates (harmless)	3 rounds	200 minutes	Personal or touch	V, S, F	No or Yes (harmless)	Divination
	<i>Effect:</i> Shows most direct way to a location.				<i>Target:</i> You or creature touched				
□□□□□	Forbiddance	21	See text	6 rounds	Permanent	Medium (300 Feet)	V, S, M, DF	Yes	Abjuration
	<i>Effect:</i> Blocks planar travel, damages creatures of different alignment.				<i>Target:</i> 20 60-ft. cubes [S]				
□□□□□	Geas/Quest	21	None	10 minutes	20 days or until discharged [D]	Close (75 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 100 sq. ft.				
□□□□□	Harm	21	Will half; see text	1 standard action	Instantaneous	Touch	V, S	Yes	Necromancy
	<i>Effect:</i> Deals 200 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 200 points of damage, all diseases and mental conditions.				<i>Target:</i> Creature touched				
□□□□□	Heroes' Feast	21	None	10 minutes	20 hour plus 12 hours; see text	Close (75 Feet)	V, S, DF	No	Conjuration (Creation) [Creation]
	<i>Effect:</i> Food for 20 creatures cures and grants combat bonuses.				<i>Target:</i> Feast for 20 creatures				
□□□□□	Inflict Moderate Wounds, Mass	21	Will half	1 standard action	Instantaneous	Close (75 Feet)	V, S	Yes	Necromancy
	<i>Effect:</i> Deals 2d8+20 damage to many creatures.				<i>Target:</i> 20 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	20 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	22	Will negates (harmless)	1 standard action	20 minutes	Close (75 Feet)	V, S, M/DF	Yes	Transmutation
	<i>Effect:</i> As owl's wisdom, affects one subject/ level.				<i>Target:</i> 20 creatures, no two of which can be more than 30 ft. apart				
□□□□□	Planar Ally	21	None	10 minutes	Instantaneous	Close (75 Feet)	V, S, DF, XP	No	Conjuration (Calling)
	<i>Effect:</i> As lesser planar ally, but up to 12 HD.				<i>Target:</i> 1-2 called elementals or outsiders totaling no more than 12 HD, which cannot be more than 30 ft. apart when they appear				
□□□□□	**Repel Wood	22	None	1 standard action	20 minutes [D]	60 ft.	V, S	No	Transmutation
	<i>Effect:</i> Pushes away wooden objects.				<i>Target:</i> 60 ft. line-shaped emanation from you				
□□□□□	Summon Monster VI	21	None	1 round	20 rounds [D]	Close (75 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 (300 Feet)	V, S, M/DF	Yes	Necromancy [Death]
	<i>Effect:</i> Destroys 20d4 HD of undead.				<i>Target:</i> Several undead creatures within a 40-ft.-radius burst				
□□□□□	Wind Walk	22	No and Will negates (harmless)	1 standard action	20 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 6 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
□□□□□ **Animate Plants <i>Effect:</i> One or more plants animate and fight for you.	23	None	1 standard action	20 rounds or hours; see text	Close (25 Feet)	V	No	Transmutation
□□□□□ Blasphemy <i>Effect:</i> Kills, paralyzes, weakens, or dazes nonevil subjects.	22	None or Will negates; see text	1 standard action	Instantaneous	30 ft.	V	Yes	Evocation [Evil, Sonic]
□□□□□ Control Weather <i>Effect:</i> Changes weather in local area.	23	None	10 minutes; see text	4d12 hours; see text	2 miles	V, S	No	Transmutation
□□□□□ Cure Serious Wounds, Mass <i>Effect:</i> Cures 3d8+20 damage for many creatures.	22	Will half (harmless) or Will half; see text	1 standard action	Instantaneous	Close (75 Feet)	V, S	Yes (harmless) or Yes; see text	Conjuration (Healing)
□□□□□ Destruction <i>Effect:</i> Kills subject and destroys remains.	22	Fortitude partial	1 standard action	Instantaneous	Close (75 Feet)	V, S, F	Yes	Necromancy [Death]
□□□□□ Dictum <i>Effect:</i> Kills, paralyzes, slows, or deafens nonlawful subjects.	22	None or Will negates; see text	1 standard action	Instantaneous	40 ft.	V	Yes	Evocation [Lawful, Sonic]
□□□□□ Ethereal Jaunt <i>Effect:</i> You become ethereal for 20 rounds.	23	None	1 standard action	20 rounds [D]	Personal	V, S	No	Transmutation
□□□□□ Holy Word <i>Effect:</i> Kills, paralyzes, slows, or deafens nongood subjects.	22	None or Will negates; see text	1 standard action	Instantaneous	40 ft.	V	Yes	Evocation [Good, Sonic]
□□□□□ Inflict Serious Wounds, Mass <i>Effect:</i> Deals 3d8+20 damage to many creatures.	22	Will half	1 standard action	Instantaneous	Close (75 Feet)	V, S	Yes	Necromancy
□□□□□ Refuge <i>Effect:</i> Alters item to transport its possessor to you.	22	None	1 standard action	Permanent until discharged	Touch	V, S, M	No	Conjuration (Teleportation)
□□□□□ Regenerate <i>Effect:</i> Subject's severed limbs grow back, cures 4d8+20	22	Fortitude negates (harmless)	3 full rounds	Instantaneous	Touch	V, S, DF	Yes (harmless)	Conjuration (Healing)
□□□□□ Repulsion <i>Effect:</i> Creatures can't approach you.	22	Will negates	1 standard action	20 rounds [D]	Up to 10 ft./level	V, S, F/DF	Yes	Abjuration
□□□□□ Restoration, Greater <i>Effect:</i> As restoration, plus restores all levels and ability scores.	22	Will negates (harmless)	10 minutes	Instantaneous	Touch	V, S, XP	Yes (harmless)	Conjuration (Healing)
□□□□□ Resurrection <i>Effect:</i> Fully restore dead subject.	22	None; see text	10 minutes	Instantaneous	Touch	V, S, M, DF	Yes (harmless)	Conjuration (Healing)
□□□□□ Scrying, Greater <i>Effect:</i> As scrying, but faster and longer.	22	Will negates	1 standard action	20 hours	See text	V, S	Yes	Divination (Scrying)
□□□□□ **Spell Turning <i>Effect:</i> Reflect 1d4+6 spell levels back at caster.	22	None	1 standard action	Until expended or 200 minutes	Personal	V, S, M/DF	No	Abjuration
□□□□□ Summon Monster VII <i>Effect:</i> Calls extraplanar creature to fight for you.	22	None	1 round	20 rounds [D]	Close (75 Feet)	V, S, F/DF	No	Conjuration (Summoning)
□□□□□ Symbol of Stunning <i>Effect:</i> Triggered rune stuns nearby creatures.	22	Will negates	10 minutes	See text	0 ft.; see text	V, S, M	Yes	Enchantment (Compulsion) [Mind-Affecting]
□□□□□ Symbol of Weakness <i>Effect:</i> Triggered rune weakens nearby creatures.	22	Fortitude negates	10 minutes	See text	0 ft.; see text	V, S, M	Yes	Necromancy [Death]
□□□□□ Word of Chaos <i>Effect:</i> Kills, confuses, stuns, or deafens nonchaotic subjects.	22	None or Will negates; see text	1 standard action	Instantaneous	40 ft.	V	Yes	Evocation [Chaotic, Sonic]

LEVEL 8

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□□ Antimagick Field <i>Effect:</i> Negates magic within 10 ft.	23	None	1 standard action	200 minutes [D]	10 ft.	V, S, M/DF	See text	Abjuration
□□□□□ Cloak of Chaos <i>Effect:</i> +4 to AC, +4 resistance, and SR 25 against lawful spells.	23	See text	1 standard action	20 rounds [D]	20 ft.	V, S, F	Yes (harmless)	Abjuration [Chaotic]
□□□□□ **Control Plants <i>Effect:</i> Control actions of one or more plant creatures.	24	Will negates	1 standard action	20 minutes	Close (25 Feet)	V, S, DF	No	Transmutation
□□□□□ Create Greater Undead <i>Effect:</i> Create shadows, wraiths, spectres, or devourers.	23	None	1 hour	Instantaneous	Close (75 Feet)	V, S, M	No	Necromancy [Evil]
□□□□□ Cure Critical Wounds, Mass <i>Effect:</i> Cures 4d8+20 damage for many creatures.	23	Will half (harmless) or Will half; see text	1 standard action	Instantaneous	Close (75 Feet)	V, S	Yes (harmless) or Yes; see text	Conjuration (Healing)
□□□□□ Dimensional Lock <i>Effect:</i> Teleportation and interplanar travel blocked for 20 days.	23	None	1 standard action	20 days	Medium (300 Feet)	V, S	Yes	Abjuration
□□□□□ Discern Location <i>Effect:</i> Reveals exact location of creature or object.	23	None	10 minutes	Instantaneous	Unlimited	V, S, DF	No	Divination
□□□□□ Earthquake <i>Effect:</i> Intense tremor shakes 100 ft radius.	23	See text	1 standard action	20 round	Long (1200 Feet)	V, S, DF	No	Evocation [Earth]
□□□□□ Fire Storm <i>Effect:</i> Deals 20d6 fire damage.	23	Reflex half	1 round	Instantaneous	Medium (300 Feet)	V, S	Yes	Evocation [Fire]
□□□□□ Holy Aura <i>Effect:</i> +4 to AC, +4 resistance, and SR 25 against evil spells.	23	See text	1 standard action	20 rounds [D]	20 ft.	V, S, F	Yes (harmless)	Abjuration [Good]
□□□□□ Inflict Critical Wounds, Mass <i>Effect:</i> Deals 4d8+20 damage to many creatures.	23	Will half	1 standard action	Instantaneous	Close (75 Feet)	V, S	Yes	Necromancy
□□□□□ **Moment of Prescience <i>Effect:</i> You gain insight bonus on single attack roll, check, or save.	23	None	1 standard action	20 hours or until discharged	Personal	V, S	No	Divination
□□□□□ Planar Ally, Greater <i>Effect:</i> As lesser planar ally, but up to 18 HD.	23	None	10 minutes	Instantaneous	Close (75 Feet)	V, S, DF, XP	No	Conjuration (Calling)
□□□□□ Planar Ally (Lesser) <i>Effect:</i> As lesser planar ally, but up to 18 HD.	23	None	10 minutes	Instantaneous	Close (75 Feet)	V, S, DF, XP	No	Conjuration (Calling)
□□□□□ Shield of Law <i>Effect:</i> +4 to AC, +4 resistance, and SR 25 against chaotic spells.	23	See text	1 standard action	20 rounds [D]	20 ft.	V, S, F	Yes (harmless)	Abjuration [Lawful]
□□□□□ Spell Immunity, Greater <i>Effect:</i> As spell immunity, but up to 8th-level spells.	23	Will negates (harmless)	1 standard action	200 minutes	Touch	V, S, DF	Yes (harmless)	Abjuration
□□□□□ Summon Monster VIII <i>Effect:</i> Calls extraplanar creature to fight for you.	23	None	1 round	20 rounds [D]	Close (75 Feet)	V, S, F/DF	No	Conjuration (Summoning)
□□□□□ Symbol of Death <i>Effect:</i> Triggered rune slays nearby creatures.	23	Fortitude negates	10 minutes	See text	0 ft.; see text	V, S, M	Yes	Necromancy [Death]
□□□□□ Symbol of Insanity <i>Effect:</i> Triggered rune renders nearby creatures insane.	23	Will negates	10 minutes	See text	0 ft.; see text	V, S, M	Yes	Enchantment (Compulsion) [Mind-Affecting]
□□□□□ Unholy Aura <i>Effect:</i> +4 to AC, +4 resistance, and SR 25 against good spells.	23	See text	1 standard action	20 rounds [D]	20 ft.	V, S, F	Yes (harmless)	Abjuration [Evil]

* =Domain/Specialty Spell

Cleric Spells LEVEL 9

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
☐☐☐☐ Astral Projection <i>Effect:</i> Projects you and companions onto Astral Plane.	24	None	30 minutes	See text	Touch	V, S, M	Yes	Necromancy
☐☐☐☐ Energy Drain <i>Effect:</i> Subject gains 2d4 negative levels.	24	Fortitude partial; see text for enervation	1 standard action	Instantaneous	Close (75 Feet)	V, S	Yes	Necromancy
☐☐☐☐ Etherealness <i>Effect:</i> Travel to Ethereal Plane with companions.	25	None	1 standard action	20 minutes [D]	Touch; see text	V, S	Yes	Transmutation
☐☐☐☐ Gate <i>Effect:</i> Connects two planes for travel or summoning.	24	None	1 standard action	Instantaneous or concentration [up to 20 rounds]; see text	Medium (300 Feet)	V, S, XP; see text	No	Conjuration (Creation Calling)
☐☐☐☐ Heal, Mass <i>Effect:</i> As heal, but with several subjects.	24	Will negates (harmless)	1 standard action	Instantaneous	Close (75 Feet)	V, S	Yes (harmless)	Conjuration (Healing)
☐☐☐☐ Implosion <i>Effect:</i> Kills one creature/round.	24	Fortitude negates	1 standard action	Instantaneous or concentration [up to 4 rounds]; see text	Close (75 Feet)	V, S	Yes	Evocation
☐☐☐☐ *Miracle <i>Effect:</i> Requests a deity's intercession.	24	See text	1 standard action	See text	See text	V, S, XP; see text	Yes	Evocation
☐☐☐☐ Miracle <i>Effect:</i> Requests a deity's intercession.	24	See text	1 standard action	See text	See text	V, S, XP; see text	Yes	Evocation
☐☐☐☐ **Shambler <i>Effect:</i> Summons 1d4+2 shambling mounds to fight for you.	24	None	1 standard action	Seven days or seven months [D]; see text	Medium (100 Feet)	V, S	No	Conjuration (Creation)
☐☐☐☐ Soul Bind <i>Effect:</i> Traps newly dead soul to prevent resurrection.	24	Will negates	1 standard action	Permanent	Close (75 Feet)	V, S, F	No	Necromancy
☐☐☐☐ Storm of Vengeance <i>Effect:</i> Storm rains acid, lightning, and hail.	24	See text	1 round	Concentration [maximum 10 rounds] [D]	Long (1200 Feet)	V, S	Yes	Conjuration (Summoning)
☐☐☐☐ Summon Monster IX <i>Effect:</i> Calls extraplanar creature to fight for you.	24	None	1 round	20 rounds [D]	Close (75 Feet)	V, S, F/DF	No	Conjuration (Summoning)
☐☐☐☐ True Resurrection <i>Effect:</i> As resurrection, plus remains aren't needed.	24	None; see text	10 minutes	Instantaneous	Touch	V, S, M, DF	Yes (harmless)	Conjuration (Healing)

* =Domain/Specialty Spell