

**Dured Male Dwarf Clr20**

NAME

**NPC**

PLAYERNAME

None

DEITY

Neutral Good

ALIGNMENT

Clr20 380000  
 CLASS EXPERIENCE  
 20 210000  
 TCL NEXT LEVEL

Dwarf Medium  
 RACE SIZE  
 0 Male  
 AGE GENDER

3'11" 148 lbs  
 HEIGHT WEIGHT  
 ,  
 EYES HAIR

Darkvision (60'),  
 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	17	+3	17	+3
<b>INT</b> Intelligence	12	+1	12	+1
<b>WIS</b> Wisdom	22	+6	22	+6
<b>CHA</b> Charisma	12	+1	12	+1

HP	AC	WOUNDS/CURRENT HP	SUBDUAL DAMAGE	DAMAGE REDUCTION	SPEED
hit points 172	armor class 11				Walk 20'

INITIATIVE	BASE ATTACK
modifier +1 = +1 + +0 TOTAL	bonus +15/+10/+5

SKILLS	MAX RANKS
23/11.5	

SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
Craft (Armorsmithing)	INT	13	= 1	+ 10.0	+ 2
Knowledge (Arcana)	INT	17	= 1	+ 16.0	+
Knowledge (History)	INT	23	= 1	+ 22.0	+
Knowledge (Religion)	INT	22	= 1	+ 21.0	+

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC MODIFIER	TEMP MODIFIER	conditional modifiers
<b>FORTITUDE</b> (constitution)	+15	= +12	+ +3	+ +0	+ +0		
<b>REFLEX</b> (dexterity)	+7	= +6	+ +1	+ +0	+ +0		
<b>WILLPOWER</b> (wisdom)	+18	= +12	+ +6	+ +0	+ +0		

MELEE	RANGED	GRAPPLE
attack bonus TOTAL +19/+14/+9 = +15/+10/+5 + +4 + +0 + +0 +	attack bonus TOTAL +16/+11/+6 = +15/+10/+5 + +1 + +0 + +0 +	attack bonus TOTAL +19/+14/+9 = +15/+10/+5 + +4 + +0 + +0 +

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
	+19/+14/+9	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
Lift over head	116.0	233.0	350.0
Lift off ground	350.0	700.0	1750.0
			Push / Drag

FEATS	
Alertness	See Text
Combat Casting	See Text
Empower Spell	See Text
Extra Turning (1x)	See Text
Maximize Spell	See Text
Still Spell	See Text
Widen Spell	See Text

DOMAINS	
Fire	Turn or destroy water creatures as a good cleric turns undead. Rebuke, command, or bolster fire creatures as an evil cleric rebukes undead. Use these abilities a total number of times per day equal to 3 + your Charisma modifier. This granted power is a supernatural ability.
War	Free Martial Weapon Proficiency with deity's favored weapon (if necessary) and Weapon Focus with the deity's favored weapon.

TURN/REBUKE UNDEAD			
TURNING CHECK RESULT	UNDEAD AFFECTED (MAXIMUM HIT DICE)	Turn level	Turn damage
Up to 0	16	20	2d6+21
1 - 3	17		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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TURNING CHECK RESULT	UNDEAD AFFECTED (MAXIMUM HIT DICE)	Turn level	Turn damage
Up to 0	16	20	2d6+21
1 - 3	17		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

SPECIAL ABILITIES	
+1 racial bonus on attack rolls against orcs and goblinoids	
+2 racial bonus on Appraise and Craft checks that are related to stone or metal.	
+2 racial bonus on saving throws against poison.	
+2 racial bonus on saving throws against spells and spell-like effects.	
+4 Dodge bonus to Armor Class against monsters of the giant type.	
+4 to Concentration to use spll or spelllike ability	
Spontaneous casting	
Stability	
Stonecunning	
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	
Common, Dwarven, Giant	

# 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	7+1	6+1	6+1	6+1	5+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.	16	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.	16	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.	16	None	1 standard action	Instantaneous	60 ft.	V, S	No	Divination
□□□□ Detect Poison <i>Effect:</i> Detects poison in one creature or small object.	16	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.	16	Will negates (harmless)	1 standard action	Instantaneous	Touch	V, S	Yes	Divination
□□□□ Inflict Minor Wounds <i>Effect:</i> Touch attack, 1 point of damage.	16	Will negates	1 standard action	Instantaneous	Touch	V, S	Yes	Necromancy
□□□□ Light <i>Effect:</i> Object shines like a torch.	16	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.	16	None	1 standard action	200 minutes	Personal	V, S, F	No	Divination
□□□□ Resistance <i>Effect:</i> Subject gains +1 on saving throws.	16	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.	17	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.	17	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]
□□□□ **Burning Hands <i>Effect:</i> 5d4 fire damage	17	Reflex half	1 standard action	Instantaneous	15 ft.	V, S	Yes	Evocation [Fire]
□□□□ Cause Fear <i>Effect:</i> One creature of 5 HD or less flees for 1d4 rounds.	17	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.	17	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.	17	None	1 standard action	200 minutes	Personal	V, S, M/DF	No	Divination
□□□□ Cure Light Wounds <i>Effect:</i> Cures 1d8+5 damage	17	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.	17	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.	17	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.	17	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.	17	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.	17	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.	17	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.	17	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.	17	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.	17	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.	17	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.	17	None	1 standard action	20 minutes [D]	Personal	V, S	No	Abjuration
□□□□ Hide from Undead <i>Effect:</i> Undead can't perceive 20 subjects.	17	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	17	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
□□□□ 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

□□□□	<b>Obscuring Mist</b>	17	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								
□□□□	<b>Protection from Chaos</b>	17	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								
□□□□	<b>Protection from Evil</b>	17	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								
□□□□	<b>Protection from Good</b>	17	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								
□□□□	<b>Protection from Law</b>	17	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								
□□□□	<b>Remove Fear</b>	17	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								
□□□□	<b>Sanctuary</b>	17	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								
□□□□	<b>Shield of Faith</b>	17	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								
□□□□	<b>Summon Monster I</b>	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 summoned creature								

## LEVEL 2

	Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□	<b>Aid</b>	18	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								
□□□□	<b>Align Weapon</b>	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]								
□□□□	<b>Augury</b>	18	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	20 minutes	Touch	V, S, DF	Yes	Transmutation
	<i>Effect:</i> Subject gains +4 to Con for 20 minutes.								
	<i>Target:</i> Creature touched								
□□□□	<b>Bull's Strength</b>	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								
□□□□	<b>Calm Emotions</b>	18	Will negates	1 standard action	20 minutes	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								
□□□□	<b>Consecrate</b>	18	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								
□□□□	<b>Cure Moderate 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 2d8+10 damage								
	<i>Target:</i> Creature touched								
□□□□	<b>Darkness</b>	18	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								
□□□□	<b>Death Knell</b>	18	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>	18	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								
□□□□	<b>Desecrate</b>	18	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								
□□□□	<b>Eagle's Splendor</b>	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								
□□□□	<b>Enthral</b>	18	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								
□□□□	<b>Find Traps</b>	18	None	1 standard action	20 minutes	Personal	V, S	No	Divination
	<i>Effect:</i> Notice traps as a rogue does.								
	<i>Target:</i> You								
□□□□	<b>Gentle Repose</b>	18	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								
□□□□	<b>Hold Person</b>	18	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								
□□□□	<b>Inflict Moderate Wounds</b>	18	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 (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								
□□□□	<b>Owl's Wisdom</b>	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								
□□□□	<b>**Produce Flame</b>	18	None	1 standard action	20 minutes [D]	0 ft.	V, S	Yes	Evocation [Fire]
	<i>Effect:</i> 1d6+20 damage, touch or thrown.								
	<i>Target:</i> Flame in your palm								
□□□□	<b>Remove Paralysis</b>	18	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								
□□□□	<b>Resist Energy</b>	18	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								
□□□□	<b>Restoration, Lesser</b>	18	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>	18	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								
□□□□	<b>Shield Other</b>	18	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								
□□□□	<b>Silence</b>	18	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 (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>	18	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								
□□□□	<b>*Spiritual Weapon</b>	18	None	1 standard action	20 rounds [D]	Medium (100 Feet)	V, S, DF	Yes	Evocation [Force]
	<i>Effect:</i> Magical weapon attacks on its own.								
	<i>Target:</i> Magic weapon of force								
□□□□	<b>Spiritual Weapon</b>	18	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								
□□□□	<b>Status</b>	18	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								
□□□□	<b>Summon Monster II</b>	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								

\* = Domain/Specialty Spell

# Cleric Spells

☐☐☐☐☐	<b>Undetectable Alignment</b>	18	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				
☐☐☐☐☐	<b>Zone of Truth</b>	18	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
☐☐☐☐☐ <b>Animate Dead</b>	19	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>	19	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>	19	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				
☐☐☐☐☐ <b>Contagion</b>	19	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>	19	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				
☐☐☐☐☐ <b>Create Food and Water</b>	19	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				
☐☐☐☐☐ <b>Cure Serious Wounds</b>	19	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				
☐☐☐☐☐ <b>Daylight</b>	19	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				
☐☐☐☐☐ <b>Deeper Darkness</b>	19	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				
☐☐☐☐☐ <b>Dispel Magic</b>	19	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				
☐☐☐☐☐ <b>Glyph of Warding</b>	19	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				
☐☐☐☐☐ <b>Helping Hand</b>	19	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				
☐☐☐☐☐ <b>Inflict Serious Wounds</b>	19	Will half	1 standard action	Instantaneous	Touch	V, S	Yes	Necromancy
	<i>Effect:</i> Touch attack, 3d8+15 damage			<i>Target:</i> Creature touched				
☐☐☐☐☐ <b>Invisibility Purge</b>	19	None	1 standard action	20 minutes [D]	Personal	V, S	No	Evocation
	<i>Effect:</i> Dispel invisibility within 100 ft			<i>Target:</i> You				
☐☐☐☐☐ <b>Locate Object</b>	19	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.				
☐☐☐☐☐ <b>Magic Circle against Chaos</b>	19	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				
☐☐☐☐☐ <b>Magic Circle against Evil</b>	19	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				
☐☐☐☐☐ <b>Magic Circle against Good</b>	19	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				
☐☐☐☐☐ <b>Magic Circle against Law</b>	19	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				
☐☐☐☐☐ <b>*Magic Vestment</b>	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				
☐☐☐☐☐ <b>Magic Vestment</b>	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				
☐☐☐☐☐ <b>Meld into Stone</b>	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				
☐☐☐☐☐ <b>Obscure Object</b>	19	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				
☐☐☐☐☐ <b>Prayer</b>	19	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				
☐☐☐☐☐ <b>Protection from Energy</b>	19	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				
☐☐☐☐☐ <b>Remove Blindness/Deafness</b>	19	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>	19	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>	19	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>**Resist Energy</b>	19	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				
☐☐☐☐☐ <b>Searing Light</b>	19	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				
☐☐☐☐☐ <b>Speak with Dead</b>	19	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				
☐☐☐☐☐ <b>Stone Shape</b>	19	None	1 standard action	Instantaneous	Touch	V, S, M/DF	No	Transmutation [Earth]
	<i>Effect:</i> Sculpts stone into any shape.			<i>Target:</i> Stone or stone object touched, up to 30 cu. ft.				
☐☐☐☐☐ <b>Summon Monster III</b>	19	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				
☐☐☐☐☐ <b>Water Breathing</b>	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				
☐☐☐☐☐ <b>Water Walk</b>	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				
☐☐☐☐☐ <b>Wind Wall</b>	19	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
☐☐☐☐☐ <b>Air Walk</b>	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				
☐☐☐☐☐ <b>Control Water</b>	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]				
☐☐☐☐☐ <b>Cure Critical Wounds</b>	20	Will half (harmless); see text	1 standard action	Instantaneous	Touch	V, S	Yes (harmless); see text	Conjuration (Healing)
	<i>Effect:</i> Cures 4d8+20 damage.			<i>Target:</i> Creature touched				

\* = Domain/Specialty Spell

# Cleric Spells

☐☐☐☐☐	<b>Death Ward</b>	20	Will negates (harmless)	1 standard action	20 minutes	Touch	V, S, DF	Yes (harmless)	Necromancy
	<i>Effect:</i> Grants immunity to death spells and negative energy effects.								<i>Target:</i> Living creature touched
☐☐☐☐☐	<b>Dimensional Anchor</b>	20	None	1 standard action	20 minutes	Medium (300 Feet)	V, S	Yes (object)	Abjuration
	<i>Effect:</i> Bars extradimensional movement.								<i>Target:</i> Ray
☐☐☐☐☐	<b>Discern Lies</b>	20	Will negates	1 standard action	Concentration, up to 20 rounds	Close (75 Feet)	V, S, DF	No	Divination
	<i>Effect:</i> Reveals deliberate falsehoods.								<i>Target:</i> 20 creatures, no two of which can be more than 30 ft. apart
☐☐☐☐☐	<b>Dismissal</b>	20	Will negates; see text	1 standard action	Instantaneous	Close (75 Feet)	V, S, DF	Yes	Abjuration
	<i>Effect:</i> Forces a creature to return to native plane.								<i>Target:</i> One extraplanar creature
☐☐☐☐☐	<b>Divination</b>	20	None	10 minutes	Instantaneous	Personal	V, S, M	No	Divination
	<i>Effect:</i> Provides useful advice for specific proposed actions.								<i>Target:</i> You
☐☐☐☐☐	<b>*Divine Power</b>	20	None	1 standard action	20 rounds	Personal	V, S, DF	No	Evocation
	<i>Effect:</i> You gain attack bonus, +6 to Str, and 20 hps.								<i>Target:</i> You
☐☐☐☐☐	<b>Divine Power</b>	20	None	1 standard action	20 rounds	Personal	V, S, DF	No	Evocation
	<i>Effect:</i> You gain attack bonus, +6 to Str, and 20 hps.								<i>Target:</i> You
☐☐☐☐☐	<b>Freedom of Movement</b>	20	Will negates (harmless)	1 standard action	200 minutes	Personal or touch	V, S, M, DF	Yes (harmless)	Abjuration
	<i>Effect:</i> Subject moves normally despite impediments.								<i>Target:</i> You or creature touched
☐☐☐☐☐	<b>Giant Vermin</b>	20	None	1 standard action	20 minutes	Close (75 Feet)	V, S, DF	Yes	Transmutation
	<i>Effect:</i> Turns centipedes, scorpions, or spiders into giant vermin.								<i>Target:</i> Up to three vermin, no two of which can be more than 30 ft. apart
☐☐☐☐☐	<b>Imbue with Spell Ability</b>	20	Will negates (harmless)	10 minutes	Permanent until discharged [D]	Touch	V, S, DF	Yes (harmless)	Evocation
	<i>Effect:</i> Transfer spells to subject.								<i>Target:</i> Creature touched; see text
☐☐☐☐☐	<b>Inflict Critical Wounds</b>	20	Will half	1 standard action	Instantaneous	Touch	V, S	Yes	Necromancy
	<i>Effect:</i> Touch attack, 4d8+20 damage								<i>Target:</i> Creature touched
☐☐☐☐☐	<b>Magic Weapon, Greater</b>	20	Will negates (harmless, object)	1 standard action	20 hours	Close (75 Feet)	V, S, M/DF	Yes (harmless, object)	Transmutation
	<i>Effect:</i> +1/four levels 5.								<i>Target:</i> One weapon or fifty projectiles [all of which must be in contact with each other at the time of casting]
☐☐☐☐☐	<b>Neutralize Poison</b>	20	Will negates (harmless, object)	1 standard action	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.								<i>Target:</i> Creature or object of up to 20 cu. ft. touched
☐☐☐☐☐	<b>Poison</b>	20	Fortitude negates; see text	1 standard action	Instantaneous	Touch	V, S, DF	Yes	Necromancy
	<i>Effect:</i> Touch deals 1d10 Con damage, repeats in 1 minute.								<i>Target:</i> Living creature touched
☐☐☐☐☐	<b>Repel Vermin</b>	20	None or Will negates; see text	1 standard action	200 minutes [D]	10 ft.	V, S, DF	Yes	Abjuration
	<i>Effect:</i> Insects, spiders, and other vermin stay 10 ft. away.								<i>Target:</i> 10 ft. radius emanation centered on you
☐☐☐☐☐	<b>Restoration</b>	20	Will negates (harmless)	3 rounds	Instantaneous	Touch	V, S, M	Yes (harmless)	Conjuration (Healing)
	<i>Effect:</i> Restores level and ability score drains.								<i>Target:</i> Creature touched
☐☐☐☐☐	<b>Sending</b>	20	None	10 minutes	20 round; see text	See text	V, S, M/DF	No	Evocation
	<i>Effect:</i> Delivers short message anywhere, instantly.								<i>Target:</i> One creature
☐☐☐☐☐	<b>Spell Immunity</b>	20	Will negates (harmless)	1 standard action	200 minutes	Touch	V, S, DF	Yes (harmless)	Abjuration
	<i>Effect:</i> Subject is immune to one spell per four levels.								<i>Target:</i> Creature touched
☐☐☐☐☐	<b>Summon Monster IV</b>	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
☐☐☐☐☐	<b>Tongues</b>	20	Will negates (harmless)	1 standard action	200 minutes	Touch	V, M/DF	No	Divination
	<i>Effect:</i> Speak any language.								<i>Target:</i> Creature touched
☐☐☐☐☐	<b>**Wall of Fire</b>	20	None	1 standard action	Concentration + 20 rounds	Medium (100 Feet)	V, S, M/DF	Yes	Evocation [Fire]
	<i>Effect:</i> Deals 2d4 fire damage out 10 ft. and 1d4 out 20 ft. Passing through wall deals 2d6+20 damage								<i>Target:</i> Opaque sheet of flame up to 400 ft. long or a ring of fire with a radius of up to 50 ft; either form 20 ft. high

## LEVEL 5

	Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
☐☐☐☐☐	<b>Atonement</b>	21	None	1 hour	Instantaneous	Touch	V, S, M, F, Yes DF, XP	Yes	Abjuration
	<i>Effect:</i> Removes burden of misdeeds from subject.								<i>Target:</i> Living creature touched
☐☐☐☐☐	<b>Break Enchantment</b>	21	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
☐☐☐☐☐	<b>Command, Greater</b>	21	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
☐☐☐☐☐	<b>Commune</b>	21	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
☐☐☐☐☐	<b>Cure Light Wounds, Mass</b>	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 1d8+20 damage for many creatures.								<i>Target:</i> 20 creatures, no two of which can be more than 30 ft. apart
☐☐☐☐☐	<b>Dispel Chaos</b>	21	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
☐☐☐☐☐	<b>Dispel Evil</b>	21	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
☐☐☐☐☐	<b>Dispel Good</b>	21	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
☐☐☐☐☐	<b>Dispel Law</b>	21	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
☐☐☐☐☐	<b>Disrupting Weapon</b>	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
☐☐☐☐☐	<b>**Fire Shield</b>	21	None	1 standard action	20 rounds [D]	Personal	V, S, M/DF	No	Evocation
	<i>Effect:</i> Creatures attacking you take fire damage; you're protected from heat or cold.								<i>Target:</i> You
☐☐☐☐☐	<b>*Flame Strike</b>	21	Reflex half	1 standard action	Instantaneous	Medium (100 Feet)	V, S, DF	Yes	Evocation [Fire]
	<i>Effect:</i> Smite foes with divine fire for 20d6 damage.								<i>Target:</i> Cylinder 10
☐☐☐☐☐	<b>Flame Strike</b>	21	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
☐☐☐☐☐	<b>Hallow</b>	21	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
☐☐☐☐☐	<b>Inflict Light Wounds, Mass</b>	21	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
☐☐☐☐☐	<b>Insect Plague</b>	21	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
☐☐☐☐☐	<b>Mark of Justice</b>	21	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
☐☐☐☐☐	<b>Plane Shift</b>	21	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
☐☐☐☐☐	<b>Raise Dead</b>	21	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

\* =Domain/Specialty Spell

## Cleric Spells

□□□□□	<b>Righteous Might</b>	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				
□□□□□	<b>Scrying</b>	21	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				
□□□□□	<b>Slay Living</b>	21	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>	21	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				
□□□□□	<b>Summon Monster V</b>	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				
□□□□□	<b>Symbol of Pain</b>	21	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>	21	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>	21	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				
□□□□□	<b>Unhallow</b>	21	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>	21	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]				

## LEVEL 6

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	
□□□□□	<b>Animate Objects</b>	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				
□□□□□	<b>Antilife Shell</b>	22	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				
□□□□□	<b>Banishment</b>	22	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				
□□□□□	<b>Bear's Endurance, Mass</b>	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				
□□□□□	<b>*Blade Barrier</b>	22	Reflex half or Reflex negates; see text	1 standard action	20 minutes [D]	Medium (100 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				
□□□□□	<b>Blade Barrier</b>	22	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				
□□□□□	<b>Bull's Strength, Mass</b>	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				
□□□□□	<b>Create Undead</b>	22	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				
□□□□□	<b>Cure Moderate Wounds, Mass</b>	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)
	<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				
□□□□□	<b>Dispel Magic, Greater</b>	22	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				
□□□□□	<b>Eagle's Splendor, Mass</b>	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				
□□□□□	<b>Find the Path</b>	22	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				
□□□□□	<b>**Fire Seeds</b>	22	None or Reflex half; see text	1 standard action	200 minutes or until used	Touch	V, S, M	No	Conjuration (Creation) [Fire]
	<i>Effect:</i> Acorns and berries become grenades and bombs.				<i>Target:</i> Up to four touched acorns or up to eight touched holy berries				
□□□□□	<b>Forbiddance</b>	22	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]				
□□□□□	<b>Geas/Quest</b>	22	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				
□□□□□	<b>Glyph of Warding, Greater</b>	22	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				
□□□□□	<b>Harm</b>	22	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				
□□□□□	<b>Heal</b>	22	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				
□□□□□	<b>Heroes' Feast</b>	22	None	10 minutes	20 hours 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				
□□□□□	<b>Inflict Moderate Wounds, Mass</b>	22	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				
□□□□□	<b>Owl's Wisdom, Mass</b>	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				
□□□□□	<b>Planar Ally</b>	22	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				
□□□□□	<b>Summon Monster VI</b>	22	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				
□□□□□	<b>Symbol of Fear</b>	22	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>	22	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>	22	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				
□□□□□	<b>Wind Walk</b>	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				
□□□□□	<b>Word of Recall</b>	22	None or Will negates (harmless, object)	1 standard action	Instantaneous	Unlimited	V	No or Yes (harmless, object)	Conjuration (Teleportation)
	<i>Effect:</i> Teleports you back to designated place.				<i>Target:</i> You and touched objects or other willing creatures				

\* =Domain/Specialty Spell

# Cleric Spells

## LEVEL 7

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
Blasphemy	23	None or Will negates; see text	1 standard action	Instantaneous	30 ft.	V	Yes	Evocation [Evil, Sonic]
<i>Effect:</i> Kills, paralyzes, weakens, or dazes nonevil subjects.				<i>Target:</i> Nonevil creatures in a 40-ft.-radius spread centered on you				
Control Weather	23	None	10 minutes; see text	4d12 hours; see text	2 miles	V, S	No	Transmutation
<i>Effect:</i> Changes weather in local area.				<i>Target:</i> 2-mile-radius circle, centered on you; see text				
Cure Serious Wounds, Mass	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)
<i>Effect:</i> Cures 3d8+20 damage for many creatures.				<i>Target:</i> 20 creatures, no two of which can be more than 30 ft. apart				
Destruction	23	Fortitude partial	1 standard action	Instantaneous	Close (75 Feet)	V, S, F	Yes	Necromancy [Death]
<i>Effect:</i> Kills subject and destroys remains.				<i>Target:</i> One creature				
Dictum	23	None or Will negates; see text	1 standard action	Instantaneous	40 ft.	V	Yes	Evocation [Lawful, Sonic]
<i>Effect:</i> Kills, paralyzes, slows, or deafens nonlawful subjects.				<i>Target:</i> Nonlawful creatures in a 40-ft.-radius spread centered on you				
Ethereal Jaunt	23	None	1 standard action	20 rounds [D]	Personal	V, S	No	Transmutation
<i>Effect:</i> You become ethereal for 20 rounds.				<i>Target:</i> You				
**Fire Storm	23	Reflex half	1 round	Instantaneous	Medium (100 Feet)	V, S	Yes	Evocation [Fire]
<i>Effect:</i> Deals 20d6 fire damage.				<i>Target:</i> 40 10-ft. cubes [S]				
Holy Word	23	None or Will negates; see text	1 standard action	Instantaneous	40 ft.	V	Yes	Evocation [Good, Sonic]
<i>Effect:</i> Kills, paralyzes, slows, or deafens nongood subjects.				<i>Target:</i> Nongood creatures in a 40-ft.-radius spread centered on you				
Inflict Serious Wounds, Mass	23	Will half	1 standard action	Instantaneous	Close (75 Feet)	V, S	Yes	Necromancy
<i>Effect:</i> Deals 3d8+20 damage to many creatures.				<i>Target:</i> 20 creatures, no two of which can be more than 30 ft. apart				
**Power Word Blind	23	None	1 standard action	See text	Close (25 Feet)	V	Yes	Enchantment (Compulsion) [Mind-Affecting]
<i>Effect:</i> Blinds creature with 200 hp or less.				<i>Target:</i> One creature with 200 hp or less				
Refuge	23	None	1 standard action	Permanent until discharged	Touch	V, S, M	No	Conjuration (Teleportation)
<i>Effect:</i> Alters item to transport its possessor to you.				<i>Target:</i> Object touched				
Regenerate	23	Fortitude negates (harmless)	3 full rounds	Instantaneous	Touch	V, S, DF	Yes (harmless)	Conjuration (Healing)
<i>Effect:</i> Subject's severed limbs grow back, cures 4d8+20				<i>Target:</i> Living creature touched				
Repulsion	23	Will negates	1 standard action	20 rounds [D]	Up to 10 ft./level	V, S, F/DF	Yes	Abjuration
<i>Effect:</i> Creatures can't approach you.				<i>Target:</i> 200 ft. radius emanation centered on you				
Restoration, Greater	23	Will negates (harmless)	10 minutes	Instantaneous	Touch	V, S, XP	Yes (harmless)	Conjuration (Healing)
<i>Effect:</i> As restoration, plus restores all levels and ability scores.				<i>Target:</i> Creature touched				
Resurrection	23	None; see text	10 minutes	Instantaneous	Touch	V, S, M, DF	Yes (harmless)	Conjuration (Healing)
<i>Effect:</i> Fully restore dead subject.				<i>Target:</i> Dead creature touched				
Scrying, Greater	23	Will negates	1 standard action	20 hours	See text	V, S	Yes	Divination (Scrying)
<i>Effect:</i> As scrying, but faster and longer.				<i>Target:</i> Magical sensor				
Summon Monster VII	23	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 Stunning	23	Will negates	10 minutes	See text	0 ft.; see text	V, S, M	Yes	Enchantment (Compulsion) [Mind-Affecting]
<i>Effect:</i> Triggered rune stuns nearby creatures.				<i>Target:</i> One symbol				
Symbol of Weakness	23	Fortitude negates	10 minutes	See text	0 ft.; see text	V, S, M	Yes	Necromancy [Death]
<i>Effect:</i> Triggered rune weakens nearby creatures.				<i>Target:</i> One symbol				
Word of Chaos	23	None or Will negates; see text	1 standard action	Instantaneous	40 ft.	V	Yes	Evocation [Chaotic, Sonic]
<i>Effect:</i> Kills, confuses, stuns, or deafens nonchaotic subjects.				<i>Target:</i> Nonchaotic creatures in a 40-ft.-radius spread centered on you				

## LEVEL 8

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
Antimagic Field	24	None	1 standard action	200 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				
Cloak of Chaos	24	See text	1 standard action	20 rounds [D]	20 ft.	V, S, F	Yes (harmless)	Abjuration [Chaotic]
<i>Effect:</i> +4 to AC, +4 resistance, and SR 25 against lawful spells.				<i>Target:</i> 20 creatures in a 20-ft.-radius burst centered on you				
Create Greater Undead	24	None	1 hour	Instantaneous	Close (75 Feet)	V, S, M	No	Necromancy [Evil]
<i>Effect:</i> Create shadows, wraiths, spectres, or devourers.				<i>Target:</i> One corpse				
Cure Critical Wounds, Mass	24	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 4d8+20 damage for many creatures.				<i>Target:</i> 20 creatures, no two of which can be more than 30 ft. apart				
Dimensional Lock	24	None	1 standard action	20 days	Medium (300 Feet)	V, S	Yes	Abjuration
<i>Effect:</i> Teleportation and interplanar travel blocked for 20 days.				<i>Target:</i> 20-ft.-radius emanation centered on a point in space				
Discern Location	24	None	10 minutes	Instantaneous	Unlimited	V, S, DF	No	Divination
<i>Effect:</i> Reveals exact location of creature or object.				<i>Target:</i> One creature or object				
Earthquake	24	See text	1 standard action	20 round	Long (1200 Feet)	V, S, DF	No	Evocation [Earth]
<i>Effect:</i> Intense tremor shakes 100 ft radius.				<i>Target:</i> 80-ft.-radius spread [S]				
Fire Storm	24	Reflex half	1 round	Instantaneous	Medium (300 Feet)	V, S	Yes	Evocation [Fire]
<i>Effect:</i> Deals 20d6 fire damage.				<i>Target:</i> 40 10-ft. cubes [S]				
Holy Aura	24	See text	1 standard action	20 rounds [D]	20 ft.	V, S, F	Yes (harmless)	Abjuration [Good]
<i>Effect:</i> +4 to AC, +4 resistance, and SR 25 against evil spells.				<i>Target:</i> 20 creatures in a 20-ft.-radius burst centered on you				
**Incendiary Cloud	24	Reflex half; see text	1 standard action	20 rounds	Medium (100 Feet)	V, S	No	Conjuration (Creation) [Fire]
<i>Effect:</i> Cloud deals 4d6 fire damage/round.				<i>Target:</i> Cloud spreads in 20-ft. radius, 20 ft. high				
Inflict Critical Wounds, Mass	24	Will half	1 standard action	Instantaneous	Close (75 Feet)	V, S	Yes	Necromancy
<i>Effect:</i> Deals 4d8+20 damage to many creatures.				<i>Target:</i> 20 creatures, no two of which can be more than 30 ft. apart				
Planar Ally, Greater	24	None	10 minutes	Instantaneous	Close (75 Feet)	V, S, DF, XP	No	Conjuration (Calling)
<i>Effect:</i> As lesser planar ally, but up to 18 HD.				<i>Target:</i> Up to three called elementals or outsiders, totaling no more than 18 HD, no two of which can be more than 30 ft. apart when they appear.				
Planar Ally (Lesser)	24	None	10 minutes	Instantaneous	Close (75 Feet)	V, S, DF, XP	No	Conjuration (Calling)
<i>Effect:</i> As lesser planar ally, but up to 18 HD.				<i>Target:</i> One called elemental or outsider of 6 HD or less				
**Power Word Stun	24	None	1 standard action	See text	Close (25 Feet)	V	Yes	Enchantment (Compulsion) [Mind-Affecting]
<i>Effect:</i> Stuns creature with 150 hp or less.				<i>Target:</i> One creature with 150 hp or less				
Shield of Law	24	See text	1 standard action	20 rounds [D]	20 ft.	V, S, F	Yes (harmless)	Abjuration [Lawful]
<i>Effect:</i> +4 to AC, +4 resistance, and SR 25 against chaotic spells.				<i>Target:</i> 20 creatures in a 20-ft.-radius burst centered on you				
Spell Immunity, Greater	24	Will negates (harmless)	1 standard action	200 minutes	Touch	V, S, DF	Yes (harmless)	Abjuration
<i>Effect:</i> As spell immunity, but up to 8th-level spells.				<i>Target:</i> Creature touched				
Summon Monster VIII	24	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 Death	24	Fortitude negates	10 minutes	See text	0 ft.; see text	V, S, M	Yes	Necromancy [Death]
<i>Effect:</i> Triggered rune slays nearby creatures.				<i>Target:</i> One symbol				
Symbol of Insanity	24	Will negates	10 minutes	See text	0 ft.; see text	V, S, M	Yes	Enchantment (Compulsion) [Mind-Affecting]
<i>Effect:</i> Triggered rune renders nearby creatures insane.				<i>Target:</i> One symbol				
Unholy Aura	24	See text	1 standard action	20 rounds [D]	20 ft.	V, S, F	Yes (harmless)	Abjuration [Evil]
<i>Effect:</i> +4 to AC, +4 resistance, and SR 25 against good spells.				<i>Target:</i> 20 creatures in a 20-ft.-radius burst centered on you				

\* =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. <i>Target:</i> You plus one additional willing creature touched per two caster levels	25	None	30 minutes	See text	Touch	V, S, M	Yes	Necromancy
□□□□ **Elemental Swarm <i>Effect:</i> Summons multiple elementals.	25	None	10 minutes	200 minutes [D]	Medium (100 Feet)	V, S	No	Conjuration (Summoning)
□□□□ Energy Drain <i>Effect:</i> Subject gains 2d4 negative levels.	25	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.	25	None	1 standard action	Instantaneous or concentration [up to 20 rounds]; see text <i>Target:</i> 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.	25	Will negates (harmless)	1 standard action	Instantaneous	Close (75 Feet)	V, S	Yes (harmless)	Conjuration (Healing)
□□□□ Implosion <i>Effect:</i> Kills one creature/round.	25	Fortitude negates	1 standard action	Concentration [up to 4 rounds]	Close (75 Feet)	V, S	Yes	Evocation
□□□□ Miracle <i>Effect:</i> Requests a deity's intercession.	25	See text	1 standard action	See text	See text	V, S, XP; see text	Yes	Evocation
□□□□ **Power Word Kill <i>Effect:</i> Kills one creature with 100 hp or less.	25	None	1 standard action	Instantaneous	Close (25 Feet)	V	Yes	Enchantment (Compulsion) [Death, Mind-Affecting]
□□□□ Soul Bind <i>Effect:</i> Traps newly dead soul to prevent resurrection.	25	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.	25	See text	1 round	Concentration [maximum 10 rounds] [D] <i>Target:</i> 360-ft.-radius storm cloud	Long (1200 Feet)	V, S	Yes	Conjuration (Summoning)
□□□□ Summon Monster IX <i>Effect:</i> Calls extraplanar creature to fight for you.	25	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.	25	None; see text	10 minutes	Instantaneous	Touch	V, S, M, DF	Yes (harmless)	Conjuration (Healing)

\* =Domain/Speciality Spell