

# Antisial Female Half-Elf Clr17

# NPC

NAME  
Clr17  
CLASS  
272000  
EXPERIENCE  
17  
TCL  
153000  
NEXT LEVEL

PLAYERNAME  
Half-Elf  
RACE  
Medium  
SIZE  
5'6"  
HEIGHT  
145 lbs  
WEIGHT  
None  
DEITY  
Female  
GENDER  
0  
AGE

CHAOTIC GOOD  
ALIGNMENT  
Low-Light, Normal  
VISION  
0  
POINTS

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP SCORE	TEMP MODIFIER
<b>STR</b> Strength	19	+4	19	+4
<b>DEX</b> Dexterity	12	+1	12	+1
<b>CON</b> Constitution	12	+1	12	+1
<b>INT</b> Intelligence	12	+1	12	+1
<b>WIS</b> Wisdom	21	+5	21	+5
<b>CHA</b> Charisma	12	+1	12	+1

**HP** hit points: 104

**AC** armor class: 11

**INITIATIVE** modifier: +1

**BASE ATTACK** bonus: +12/+7/+2

WOUNDS/CURRENT HP		SUBDUAL DAMAGE				DAMAGE REDUCTION				SPEED		
104										Walk 30'		

**SAVING THROWS**

	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC MODIFIER	TEMP MODIFIER	conditional modifiers
<b>FORTITUDE</b> (constitution)	+11	+10	+1	+0	+0		
<b>REFLEX</b> (dexterity)	+6	+5	+1	+0	+0		
<b>WILLPOWER</b> (wisdom)	+15	+10	+5	+0	+0		

	TOTAL	BASE ATTACK BONUS	STAT MODIFIER	SIZE MODIFIER	MISC MODIFIER	TEMP MODIFIER
<b>MELEE</b> attack bonus	+16/+11/+6	+12/+7/+2	+4	+0	+0	
<b>RANGED</b> attack bonus	+13/+8/+3	+12/+7/+2	+1	+0	+0	
<b>GRAPPLE</b> attack bonus	+16/+11/+6	+12/+7/+2	+4	+0	+0	

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
	+16/+11/+6	1d3+4	20/x2

ARMOR	TYPE	AC	MAXDEX	CHECK	SPELL FAILURE

**EQUIPMENT**

ITEM	LOCATION	QTY	WT	COST
Outfit (Explorer's)	Equipped	1	8.0	0.0

TOTAL WEIGHT CARRIED/VALUE: 0.0 lbs 0.0 gp

**WEIGHT ALLOWANCE**

	Light	Medium	Heavy
	116.0	233.0	350.0
Lift over head	350.0	Lift off ground	700.0
		Push / Drag	1750.0

**FEATS**

Extra Turning (1x)	See Text
Leadership	See Text
Negotiator	See Text
Scribe Scroll	See Text
Skill Focus (Craft (Blacksmithing))	See Text
Still Spell	See Text

**DOMAINS**

Trickery	Bluff, Disguise and Hide are class skills.
Chaos	You cast chaos spells at +1 caster level.

**SKILLS**

SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER	MAX RANKS
Craft (Blacksmithing)	INT	10	= 1	+ 9.0	+	20/10
Craft (Weaponsmithing)	INT	11	= 1	+ 10.0	+	
Knowledge (Local)	INT	5	= 1	+ 4.5	+	
Profession (Miner)	WIS	21	= 5	+ 16.0	+	
Spellcraft	INT	23	= 1	+ 19.0	+ 3	

✓ : can be used untrained. X : exclusive skills

**TURN/REBUKE UNDEAD**

TURNING CHECK RESULT	UNDEAD AFFECTED (MAXIMUM HIT DICE)	Turn level	Turn damage	Turns/day
Up to 0	13	17	2d6+18	12
1 - 3	14			
4 - 6	15			
7 - 9	16			
10 - 12	17			
13 - 15	18			
16 - 18	19			
19 - 21	20			
22 +	21			

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	Turns/day
Up to 0	13	17	2d6+18	12
1 - 3	14			
4 - 6	15			
7 - 9	16			
10 - 12	17			
13 - 15	18			
16 - 18	19			
19 - 21	20			
22 +	21			

NOTE: You destroy undead if you have twice as many turning levels as they have Hit Dice

**SPECIAL ABILITIES**

- +2 racial bonus on saving throws against enchantment spells or effects.
- Elven Blood
- Immunity to sleep spells and similar magical effects.
- Spontaneous casting
- Turn Undead 12/day (turn level 17) (turn damage 2d6+18)

**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, Elven, Ignan

# 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	6+1	6+1	6+1	5+1	4+1	3+1	2+1	1+1

## LEVEL 0

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□□ Create Water <i>Effect:</i> Creates 34 gallons of pure water. <i>Target:</i> Up to 34 gallons of water	15	None	1 standard action	Instantaneous	Close (65 Feet)	V, S	No	Conjuration (Creation) [Water]
□□□□□ Cure Minor Wounds <i>Effect:</i> Cures 1 point of damage. <i>Target:</i> Creature touched	15	Will half (harmless); see text	1 standard action	Instantaneous	Touch	V, S	Yes (harmless); see text	Conjuration (Healing)
□□□□□ Detect Magic <i>Effect:</i> Detects spells and magic items within 60 ft. <i>Target:</i> Cone-shaped emanation	15	None	1 standard action	Instantaneous	60 ft.	V, S	No	Divination
□□□□□ Detect Poison <i>Effect:</i> Detects poison in one creature or small object. <i>Target:</i> One creature, one object, or a 5-ft. cube	15	None	1 standard action	Instantaneous	Close (65 Feet)	V, S	No	Divination
□□□□□ Guidance <i>Effect:</i> +1 on one attack roll, saving throw, or skill check. <i>Target:</i> Creature touched	15	Will negates (harmless)	1 standard action	Instantaneous	Touch	V, S	Yes	Divination
□□□□□ Inflict Minor Wounds <i>Effect:</i> Touch attack, 1 point of damage. <i>Target:</i> Creature touched	15	Will negates	1 standard action	Instantaneous	Touch	V, S	Yes	Necromancy
□□□□□ Light <i>Effect:</i> Object shines like a torch. <i>Target:</i> Object touched	15	None	1 standard action	170 minutes [D]	Touch	V, M/DF	No	Evocation [Light]
□□□□□ Mending <i>Effect:</i> Makes minor repairs on an object. <i>Target:</i> One object of up to 1 lb.	15	Will negates (harmless, object)	1 standard action	Instantaneous	10 ft.	V, S	Yes (harmless, object)	Transmutation
□□□□□ Purify Food and Drink <i>Effect:</i> Purifies 17 cu. ft. of food or water. <i>Target:</i> 17 cu. ft. of contaminated food and water	15	Will negates (object)	1 standard action	Instantaneous	10 ft.	V, S	Yes (object)	Transmutation
□□□□□ Read Magic <i>Effect:</i> Read scrolls and spellbooks. <i>Target:</i> You	15	None	1 standard action	170 minutes	Personal	V, S, F	No	Divination
□□□□□ Resistance <i>Effect:</i> Subject gains +1 on saving throws. <i>Target:</i> Creature touched	15	Will negates (harmless)	1 standard action	17 minute	Touch	V, S, M/DF	Yes (harmless)	Abjuration
□□□□□ Virtue <i>Effect:</i> Subject gains 1 temporary hp. <i>Target:</i> Creature touched	15	Fortitude negates (harmless)	1 standard action	17 minutes	Touch	V, S, DF	Yes (harmless)	Transmutation

## LEVEL 1

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□□ Bane <i>Effect:</i> Enemies take -1 on attack rolls and saves against fear. <i>Target:</i> All enemies within 50 ft.	16	Will negates	1 standard action	17 minutes	50 ft.	V, S, DF	Yes	Enchantment (Compulsion) [Fear, Mind-Affecting]
□□□□□ Bless <i>Effect:</i> Allies gain +1 on attack rolls and +1 on saves against fear. <i>Target:</i> The caster and all allies within a 50-ft. burst, centered on the caster	16	None	1 standard action	17 minutes	50 ft.	V, S, DF	Yes (harmless)	Enchantment (Compulsion) [Mind-Affecting]
□□□□□ Bless Water <i>Effect:</i> Makes holy water. <i>Target:</i> Flask of water touched	16	Will negates (object)	1 minute	Instantaneous	Touch	V, S, M	Yes (object)	Transmutation [Good]
□□□□□ Cause Fear <i>Effect:</i> One creature of 5 HD or less flees for 1d4 rounds. <i>Target:</i> One living creature with 5 or fewer HD	16	Will partial	1 standard action	1d4 rounds or 1 round; see text	Close (65 Feet)	V, S	Yes	Necromancy [Fear, Mind-Affecting]
□□□□□ Command <i>Effect:</i> One subject obeys selected command for 1 round. <i>Target:</i> One living creature	16	Will negates	1 standard action	17 round	Close (65 Feet)	V	Yes	Enchantment (Compulsion) [Language-Dependent, Mind-Affecting]
□□□□□ Comprehend Languages <i>Effect:</i> You understand all spoken and written languages. <i>Target:</i> You	16	None	1 standard action	170 minutes	Personal	V, S, M/DF	No	Divination
□□□□□ Cure Light Wounds <i>Effect:</i> Cures 1d8+5 damage <i>Target:</i> Creature touched	16	Will half (harmless); see text	1 standard action	Instantaneous	Touch	V, S	Yes (harmless); see text	Conjuration (Healing)
□□□□□ Curse Water <i>Effect:</i> Makes unholy water. <i>Target:</i> Flask of water touched	16	Will negates (object)	1 minute	Instantaneous	Touch	V, S, M	Yes (object)	Necromancy [Evil]
□□□□□ Deathwatch <i>Effect:</i> Reveals how near death subjects within 30 ft. are. <i>Target:</i> Cone-shaped emanation	16	None	1 standard action	170 minutes	30 ft.	V, S	No	Necromancy [Evil]
□□□□□ Detect Chaos <i>Effect:</i> Reveals creatures, spells, or objects of selected alignment. <i>Target:</i> Cone-shaped emanation	16	None	1 standard action	Concentration, up to 10 minutes [D]	60 ft.	V, S, DF	No	Divination
□□□□□ Detect Evil <i>Effect:</i> Reveals creatures, spells, or objects of selected alignment. <i>Target:</i> Cone-shaped emanation	16	None	1 standard action	Concentration, up to 10 minutes [D]	60 ft.	V, S, DF	No	Divination
□□□□□ Detect Good <i>Effect:</i> Reveals creatures, spells, or objects of selected alignment. <i>Target:</i> Cone-shaped emanation	16	None	1 standard action	Concentration, up to 10 minutes [D]	60 ft.	V, S, DF	No	Divination
□□□□□ Detect Law <i>Effect:</i> Reveals creatures, spells, or objects of selected alignment. <i>Target:</i> Cone-shaped emanation	16	None	1 standard action	Concentration, up to 10 minutes [D]	60 ft.	V, S, DF	No	Divination
□□□□□ Detect Undead <i>Effect:</i> Reveals undead within 60 ft. <i>Target:</i> Cone-shaped emanation	16	None	1 standard action	Concentration, up to 17 minutes [D]	60 ft.	V, S, M/DF	No	Divination
□□□□□ **Disguise Self <i>Effect:</i> Changes your appearance. <i>Target:</i> You	16	None	1 standard action	170 minutes [D]	Personal	V, S	No	Illusion (Glamour)
□□□□□ Divine Favor <i>Effect:</i> You gain +5 on attack and damage rolls. <i>Target:</i> You	16	None	1 standard action	1 minute	Personal	V, S, DF	No	Evocation
□□□□□ Doom <i>Effect:</i> One subject takes -2 on attack rolls, damage rolls, saves, and checks. <i>Target:</i> One living creature	16	Will negates	1 standard action	17 minutes	Medium (270 Feet)	V, S, DF	Yes	Necromancy [Fear, Mind-Affecting]
□□□□□ Endure Elements <i>Effect:</i> Exist comfortably in hot or cold environments. <i>Target:</i> Creature touched	16	Will negates (harmless)	1 standard action	24 hours	Touch	V, S	Yes (harmless)	Abjuration
□□□□□ Entropic Shield <i>Effect:</i> Ranged attacks against you have 20% miss chance. <i>Target:</i> You	16	None	1 standard action	17 minutes [D]	Personal	V, S	No	Abjuration
□□□□□ Hide from Undead <i>Effect:</i> Undead can't perceive 17 subjects. <i>Target:</i> 17 touched creatures	16	Will negates (harmless); see text	1 standard action	170 minutes [D]	Touch	V, S, DF	Yes	Abjuration
□□□□□ Inflict Light Wounds <i>Effect:</i> Touch deals 1d8+5 damage <i>Target:</i> Creature touched	16	Will half	1 standard action	Instantaneous	Touch	V, S	Yes	Necromancy
□□□□□ Magic Stone <i>Effect:</i> Three stones gain +1 on attack rolls, deal 1d6+1 damage. <i>Target:</i> Up to three pebbles touched	16	Will negates (harmless, object)	1 standard action	30 minutes or until discharged	Touch	V, S, DF	Yes (harmless, object)	Transmutation
□□□□□ Magic Weapon <i>Effect:</i> Weapon gains +1 bonus. <i>Target:</i> Weapon touched	16	Will negates (harmless, object)	1 standard action	17 minutes	Touch	V, S, DF	Yes (harmless, object)	Transmutation
□□□□□ Obscuring Mist <i>Effect:</i> Fog surrounds you. <i>Target:</i> Cloud spreads in 20-ft. radius from you, 20 ft. high	16	None	1 standard action	17 minutes	20 ft.	V, S	No	Conjuration (Creation)

\* =Domain/Specialty Spell

## Cleric Spells

Protection from Chaos	16	Will negates (harmless)	1 standard action	17 minutes [D]	Touch	V, S, M/DF No; see text	Abjuration [Lawful]
<i>Effect: +2 to AC and saves, counter mind control, hedge out elementals and outsiders.</i>				<i>Target: Creature touched</i>			
Protection from Evil	16	Will negates (harmless)	1 standard action	17 minutes [D]	Touch	V, S, M/DF No; see text	Abjuration [Good]
<i>Effect: +2 to AC and saves, counter mind control, hedge out elementals and outsiders.</i>				<i>Target: Creature touched</i>			
Protection from Good	16	Will negates (harmless)	1 standard action	17 minutes [D]	Touch	V, S, M/DF No; see text	Abjuration [Evil]
<i>Effect: +2 to AC and saves, counter mind control, hedge out elementals and outsiders.</i>				<i>Target: Creature touched</i>			
*Protection from Law	16	Will negates (harmless)	1 standard action	17 minutes [D]	Touch	V, S, M/DF No; see text	Abjuration [Chaotic]
<i>Effect: +2 to AC and saves, counter mind control, hedge out elementals and outsiders.</i>				<i>Target: Creature touched</i>			
Protection from Law	16	Will negates (harmless)	1 standard action	17 minutes [D]	Touch	V, S, M/DF No; see text	Abjuration [Chaotic]
<i>Effect: +2 to AC and saves, counter mind control, hedge out elementals and outsiders.</i>				<i>Target: Creature touched</i>			
Remove Fear	16	Will negates (harmless)	1 standard action	170 minutes; see text	Close (65 Feet)	V, S Yes (harmless)	Abjuration
<i>Effect: Suppresses fear or gives +4 on saves against fear for 5 subjects</i>				<i>Target: 5 creatures, no two of which can be more than 30 ft. apart</i>			
Sanctuary	16	Will negates	1 standard action	17 rounds	Touch	V, S, DF No	Abjuration
<i>Effect: Opponents can't attack you, and you can't attack.</i>				<i>Target: Creature touched</i>			
Shield of Faith	16	Will negates (harmless)	1 standard action	17 minutes	Touch	V, S, M Yes (harmless)	Abjuration
<i>Effect: Aura grants +4 deflection bonus.</i>				<i>Target: Creature touched</i>			
Summon Monster I	16	None	1 round	17 rounds [D]	Close (65 Feet)	V, S, F/DF No	Conjuration (Summoning)
<i>Effect: Calls extraplanar creature to fight for you.</i>				<i>Target: One summoned creature</i>			

## LEVEL 2

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
Aid	17	None	1 standard action	17 minutes	Touch	V, S, DF	Yes (harmless)	Enchantment (Compulsion) [Mind-Affecting]
<i>Effect: +1 on attack rolls, +1 against fear, 1d8+10 temporary hp.</i>				<i>Target: Living creature touched</i>				
Align Weapon	17	Will negates (harmless, object)	1 standard action	17 minutes	Touch	V, S, DF	Yes (harmless, object)	Transmutation
<i>Effect: Weapon becomes good, evil, lawful, or chaotic.</i>				<i>Target: Weapon touched or fifty projectiles [all of which must be in contact with each other at the time of casting]</i>				
Augury	17	None	1 minute	Instantaneous	Personal	V, S, M, F	No	Divination
<i>Effect: Learns whether an action will be good or bad.</i>				<i>Target: You</i>				
Bear's Endurance	17	Will negates (harmless)	1 standard action	17 minutes	Touch	V, S, DF	Yes	Transmutation
<i>Effect: Subject gains +4 to Con for 17 minutes.</i>				<i>Target: Creature touched</i>				
Bull's Strength	17	Will negates (harmless)	1 standard action	17 minutes	Touch	V, S, M/DF	Yes (harmless)	Transmutation
<i>Effect: Subject gains +4 to Str for 17 minutes.</i>				<i>Target: Creature touched</i>				
Calm Emotions	17	Will negates	1 standard action	17 minutes	Concentration, up to 17 rounds	Medium (270 Feet)	V, S, DF Yes	Enchantment (Compulsion) [Mind-Affecting]
<i>Effect: Calms creatures, negating emotion effects.</i>				<i>Target: Creatures in a 20-ft.-radius spread</i>				
Consecrate	17	None	1 standard action	34 hours	Close (65 Feet)	V, S, M, DF	No	Evocation [Good]
<i>Effect: Fills area with positive energy, making undead weaker.</i>				<i>Target: 20-ft.-radius emanation</i>				
Cure Moderate Wounds	17	Will half (harmless); see text	1 standard action	Instantaneous	Touch	V, S	Yes (harmless); see text	Conjuration (Healing)
<i>Effect: Cures 2d8+10 damage</i>				<i>Target: Creature touched</i>				
Darkness	17	None	1 standard action	170 minutes [D]	Touch	V, M/DF	No	Evocation [Darkness]
<i>Effect: 20-ft. radius of supernatural shadow.</i>				<i>Target: Object touched</i>				
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: Kill dying creature and gain 1d8 temporary hp, +2 to Str, and +1 caster level.</i>				<i>Target: Living creature touched</i>				
Delay Poison	17	Fortitude negates (harmless)	1 standard action	17 hours	Touch	V, S, DF	Yes (harmless)	Conjuration (Healing)
<i>Effect: Stops poison from harming subject for 17 hours.</i>				<i>Target: Creature touched</i>				
Desecrate	17	None	1 standard action	34 hours	Close (65 Feet)	V, S, M, DF	Yes	Evocation [Evil]
<i>Effect: Fills area with negative energy, making undead stronger.</i>				<i>Target: 20-ft.-radius emanation</i>				
Eagle's Splendor	17	Will negates (harmless)	1 standard action	17 minutes	Touch	V, S, M/DF	Yes	Transmutation
<i>Effect: Subject gains +4 to Cha for 17 minutes.</i>				<i>Target: Creature touched</i>				
Enthral	17	Will negates; see text	1 round	17 hour or less	Medium (270 Feet)	V, S	Yes	Enchantment (Charm)
<i>Effect: Captivates all within 270 ft.</i>				<i>Target: Any number of creatures</i>				
Find Traps	17	None	1 standard action	17 minutes	Personal	V, S	No	Divination
<i>Effect: Notice traps as a rogue does.</i>				<i>Target: You</i>				
Gentle Repose	17	Will negates (object)	1 standard action	17 days	Touch	V, S, M/DF	Yes (object)	Necromancy
<i>Effect: Preserves one corpse.</i>				<i>Target: Corpse touched</i>				
Hold Person	17	Will negates; see text	1 standard action	17 rounds [D]; see text	Medium (270 Feet)	V, S, F/DF	Yes	Enchantment (Compulsion) [Mind-Affecting]
<i>Effect: Paralyzes one humanoid for 17 rounds.</i>				<i>Target: One humanoid creature</i>				
Inflict Moderate Wounds	17	Will half	1 standard action	Instantaneous	Touch	V, S	Yes	Necromancy
<i>Effect: Touch attack, 2d8+10 damage</i>				<i>Target: Creature touched</i>				
**Invisibility	17	Will negates (harmless) or Will negates (harmless, object)	1 standard action	17 minutes [D]	Personal or touch	V, S, M/DF	Yes (harmless) or Yes (harmless, object)	Illusion (Glamer)
<i>Effect: Subject is invisible for 17 minutes or until it attacks.</i>				<i>Target: You or a creature or object weighing no more than 1700 lbs</i>				
Make Whole	17	Will negates (harmless, object)	1 standard action	Instantaneous	Close (65 Feet)	V, S	Yes (harmless, object)	Transmutation
<i>Effect: Repairs an object.</i>				<i>Target: One object of up to 170 cu. ft</i>				
Owl's Wisdom	17	Will negates (harmless)	1 standard action	17 minutes	Touch	V, S, M/DF	Yes	Transmutation
<i>Effect: Subject gains +4 to Wis for 17 minutes.</i>				<i>Target: Creature touched</i>				
Remove Paralysis	17	Will negates (harmless)	1 standard action	Instantaneous	Close (65 Feet)	V, S	Yes (harmless)	Conjuration (Healing)
<i>Effect: Frees one or more creatures from paralysis or slow effect.</i>				<i>Target: Up to four creatures, no two of which can be more than 30 ft. apart</i>				
Resist Energy	17	Fortitude negates (harmless)	1 standard action	170 minutes	Touch	V, S, DF	Yes (harmless)	Abjuration
<i>Effect: Ignores first 10 [or more] points of damage/attack from specified energy type.</i>				<i>Target: Creature touched</i>				
Restoration, Lesser	17	Will negates (harmless)	3 rounds	Instantaneous	Touch	V, S	Yes (harmless)	Conjuration (Healing)
<i>Effect: Dispels magical ability penalty or repairs 1d4 ability damage.</i>				<i>Target: Creature touched</i>				
*Shatter	17	Will negates (object); Will negates (object) or Fortitude half; see text	1 standard action	Instantaneous	Close (25 Feet)	V, S, M/DF	Yes (object)	Evocation [Sonic]
<i>Effect: Sonic vibration damages objects or crystalline creatures.</i>				<i>Target: 5-ft.-radius spread; or one solid object or one crystalline creature</i>				
Shatter	17	Will negates (object); Will negates (object) or Fortitude half; see text	1 standard action	Instantaneous	Close (65 Feet)	V, S, M/DF	Yes (object)	Evocation [Sonic]
<i>Effect: Sonic vibration damages objects or crystalline creatures.</i>				<i>Target: 5-ft.-radius spread; or one solid object or one crystalline creature</i>				
Shield Other	17	Will negates (harmless)	1 standard action	17 hours [D]	Close (65 Feet)	V, S, F	Yes (harmless)	Abjuration
<i>Effect: You take half of subject's damage.</i>				<i>Target: One creature</i>				
Silence	17	Will negates; see text or none (object)	1 standard action	17 minutes [D]	Long (1080 Feet)	V, S	Yes; see text or no (object)	Illusion (Glamer)
<i>Effect: Negates sound in 15-ft. radius.</i>				<i>Target: 20 ft. radius emanation centered on a creature, object, or point in space</i>				
Sound Burst	17	Fortitude partial	1 standard action	Instantaneous	Close (65 Feet)	V, S, F/DF	Yes	Evocation [Sonic]
<i>Effect: Deals 1d8 sonic damage to subjects; may stun them.</i>				<i>Target: 10-ft.-radius spread</i>				
Spiritual Weapon	17	None	1 standard action	17 rounds [D]	Medium (270 Feet)	V, S, DF	Yes	Evocation [Force]
<i>Effect: Magical weapon attacks on its own.</i>				<i>Target: Magic weapon of force</i>				
Status	17	Will negates (harmless)	1 standard action	17 hours	Touch	V, S	Yes (harmless)	Divination
<i>Effect: Monitors condition, position of allies.</i>				<i>Target: 5 living creatures touched</i>				

\* =Domain/Specialty Spell

## Cleric Spells

☐☐☐☐☐	<b>Summon Monster II</b>	17	None	1 round	17 rounds [D]	Close (65 Feet)	V, S, F/DF	No	Conjuration (Summoning)
	<i>Effect:</i> Calls extraplanar creature to fight for you.								<i>Target:</i> One or more summoned creatures, no two of which can be more than 30 ft. apart
☐☐☐☐☐	<b>Undetectable Alignment</b>	17	Will negates (object)	1 standard action	24 hours	Close (65 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>	17	Will negates	1 standard action	17 minutes	Close (65 Feet)	V, S, DF	Yes	Enchantment (Compulsion) [Mind-Affecting]
	<i>Effect:</i> Subjects within range cannot lie.								<i>Target:</i> 20-ft.-radius emanation

## LEVEL 3

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	
☐☐☐☐☐	<b>Animate Dead</b>	18	None	1 standard action	Instantaneous	Touch	V, S, M	No	Necromancy [Evil]
	<i>Effect:</i> Creates undead skeletons and zombies.								<i>Target:</i> One or more corpses touched
☐☐☐☐☐	<b>Bestow Curse</b>	18	Will negates	1 standard action	Permanent	Touch	V, S	Yes	Necromancy
	<i>Effect:</i> -6 to an ability score; -4 on attack rolls, saves, and checks; or 50% chance of losing each action.								<i>Target:</i> Creature touched
☐☐☐☐☐	<b>Blindness/Deafness</b>	18	Fortitude negates	1 standard action	Permanent [D]	Medium (270 Feet)	V	Yes	Necromancy
	<i>Effect:</i> Makes subject blinded or deafened.								<i>Target:</i> One living creature
☐☐☐☐☐	<b>Contagion</b>	18	Fortitude negates	1 standard action	Instantaneous	Touch	V, S	Yes	Necromancy [Evil]
	<i>Effect:</i> Infects subject with chosen disease.								<i>Target:</i> Living creature touched
☐☐☐☐☐	<b>Continual Flame</b>	18	None	1 standard action	Permanent	Touch	V, S, M	No	Evocation [Light]
	<i>Effect:</i> Makes a permanent, heatless torch.								<i>Target:</i> Object touched Magical, heatless flame
☐☐☐☐☐	<b>Create Food and Water</b>	18	None	10 minutes	24 hours; see text	Close (65 Feet)	V, S	No	Conjuration (Creation)
	<i>Effect:</i> Feeds 51 humans or 17 horse.								<i>Target:</i> Food and water to sustain 51 humans or 17 horses for 24 hours
☐☐☐☐☐	<b>Cure Serious Wounds</b>	18	Will half (harmless); see text	1 standard action	Instantaneous	Touch	V, S	Yes (harmless); see text	Conjuration (Healing)
	<i>Effect:</i> Cures 3d8+15 damage								<i>Target:</i> Creature touched
☐☐☐☐☐	<b>Daylight</b>	18	None	1 standard action	170 minutes [D]	Touch	V, S	No	Evocation [Light]
	<i>Effect:</i> 60-ft. radius of bright light.								<i>Target:</i> Object touched
☐☐☐☐☐	<b>Deeper Darkness</b>	18	None	1 standard action	17 days [D]	Touch	V, M/DF	No	Evocation [Darkness]
	<i>Effect:</i> Object sheds supernatural shadow in 60-ft. radius.								<i>Target:</i> Object touched
☐☐☐☐☐	<b>Dispel Magic</b>	18	None	1 standard action	Instantaneous	Medium (270 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>	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 85 sq. ft
☐☐☐☐☐	<b>Helping Hand</b>	18	None	1 standard action	17 hours	5 miles	V, S, DF	No	Evocation
	<i>Effect:</i> Ghostly hand leads subject to you.								<i>Target:</i> Ghostly hand
☐☐☐☐☐	<b>Inflict Serious Wounds</b>	18	Will half	1 standard action	Instantaneous	Touch	V, S	Yes	Necromancy
	<i>Effect:</i> Touch attack, 3d8+15 damage								<i>Target:</i> Creature touched
☐☐☐☐☐	<b>Invisibility Purge</b>	18	None	1 standard action	17 minutes [D]	Personal	V, S	No	Evocation
	<i>Effect:</i> Dispels invisibility within 85 ft								<i>Target:</i> You
☐☐☐☐☐	<b>Locate Object</b>	18	None	1 standard action	17 minutes	Long (1080 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 1080 ft.
☐☐☐☐☐	<b>Magic Circle against Chaos</b>	18	Will negates (harmless)	1 standard action	170 minutes	Touch	V, S, M/DF	No; see text	Abjuration [Lawful]
	<i>Effect:</i> As protection spells, but 10-ft. radius and 170 minutes.								<i>Target:</i> 10-ft.-radius emanation from touched creature
☐☐☐☐☐	<b>Magic Circle against Evil</b>	18	Will negates (harmless)	1 standard action	170 minutes	Touch	V, S, M/DF	No; see text	Abjuration [Good]
	<i>Effect:</i> As protection spells, but 10-ft. radius and 170 minutes.								<i>Target:</i> 10-ft.-radius emanation from touched creature
☐☐☐☐☐	<b>Magic Circle against Good</b>	18	Will negates (harmless)	1 standard action	170 minutes	Touch	V, S, M/DF	No; see text	Abjuration [Evil]
	<i>Effect:</i> As protection spells, but 10-ft. radius and 170 minutes.								<i>Target:</i> 10-ft.-radius emanation from touched creature
☐☐☐☐☐	<b>*Magic Circle against Law</b>	18	Will negates (harmless)	1 standard action	170 minutes	Touch	V, S, M/DF	No; see text	Abjuration [Chaotic]
	<i>Effect:</i> As protection spells, but 10-ft. radius and 170 minutes.								<i>Target:</i> 10-ft.-radius emanation from touched creature
☐☐☐☐☐	<b>Magic Circle against Law</b>	18	Will negates (harmless)	1 standard action	170 minutes	Touch	V, S, M/DF	No; see text	Abjuration [Chaotic]
	<i>Effect:</i> As protection spells, but 10-ft. radius and 170 minutes.								<i>Target:</i> 10-ft.-radius emanation from touched creature
☐☐☐☐☐	<b>Magic Vestment</b>	18	Will negates (harmless, object)	1 standard action	17 hours	Touch	V, S, DF	Yes (harmless, object)	Transmutation
	<i>Effect:</i> Armor or shield gains 4 enhancement								<i>Target:</i> Armor or shield touched
☐☐☐☐☐	<b>Meld into Stone</b>	18	None	1 standard action	170 minutes	Personal	V, S, DF	No	Transmutation [Earth]
	<i>Effect:</i> You and your gear merge with stone.								<i>Target:</i> You
☐☐☐☐☐	<b>**Nondetection</b>	18	Will negates (harmless, object)	1 standard action	17 hours	Touch	V, S, M	Yes (harmless, object)	Abjuration
	<i>Effect:</i> Hides subject from divination, scrying.								<i>Target:</i> Creature or object touched
☐☐☐☐☐	<b>Obscure Object</b>	18	Will negates (object)	1 standard action	8 hours [D]	Touch	V, S, M/DF	Yes (object)	Abjuration
	<i>Effect:</i> Masks object against scrying.								<i>Target:</i> One object touched of up to 1700 lbs
☐☐☐☐☐	<b>Prayer</b>	18	None	1 standard action	17 rounds	40 ft.	V, S, DF	Yes	Enchantment (Compulsion) [Mind-Affecting]
	<i>Effect:</i> Allies +1 bonus on most rolls, enemies -1 penalty.								<i>Target:</i> All allies and foes within a 40-ft.-radius burst centered on you
☐☐☐☐☐	<b>Protection from Energy</b>	18	Fortitude negates (harmless)	1 standard action	170 minutes or until discharged	Touch	V, S, DF	Yes (harmless)	Abjuration
	<i>Effect:</i> Absorb 204 points of damage from one kind of energy.								<i>Target:</i> Creature touched
☐☐☐☐☐	<b>Remove Blindness/Deafness</b>	18	Fortitude negates (harmless)	1 standard action	Instantaneous	Touch	V, S	Yes (harmless)	Conjuration (Healing)
	<i>Effect:</i> Cures normal or magical conditions.								<i>Target:</i> Creature touched
☐☐☐☐☐	<b>Remove Curse</b>	18	Will negates (harmless)	1 standard action	Instantaneous	Touch	V, S	Yes (harmless)	Abjuration
	<i>Effect:</i> Frees object or person from curse.								<i>Target:</i> Creature or item touched
☐☐☐☐☐	<b>Remove Disease</b>	18	Fortitude negates (harmless)	1 standard action	Instantaneous	Touch	V, S	Yes (harmless)	Conjuration (Healing)
	<i>Effect:</i> Cures all diseases affecting subject.								<i>Target:</i> Creature touched
☐☐☐☐☐	<b>Searing Light</b>	18	None	1 standard action	Instantaneous	Medium (270 Feet)	V, S	Yes	Evocation
	<i>Effect:</i> Ray deals 1d8/two levels, more against undead.								<i>Target:</i> Ray
☐☐☐☐☐	<b>Speak with Dead</b>	18	Will negates; see text	10 minutes	17 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>	18	None	1 standard action	Instantaneous	Touch	V, S, M/DF	No	Transmutation [Earth]
	<i>Effect:</i> Sculpt stone into any shape.								<i>Target:</i> Stone or stone object touched, up to 27 cu. ft.
☐☐☐☐☐	<b>Summon Monster III</b>	18	None	1 round	17 rounds [D]	Close (65 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>	18	Will negates (harmless)	1 standard action	34 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>	18	Will negates (harmless)	1 standard action	170 minutes [D]	Touch	V, S, DF	Yes (harmless)	Transmutation [Water]
	<i>Effect:</i> Subject treads on water as if solid.								<i>Target:</i> 17 touched creatures
☐☐☐☐☐	<b>Wind Wall</b>	18	None; see text	1 standard action	17 rounds	Medium (270 Feet)	V, S, M/DF	Yes	Evocation [Air]
	<i>Effect:</i> Deflects arrows, smaller creatures, and gases.								<i>Target:</i> Wall up to 170 ft. long and 85 ft. high [S]

## LEVEL 4

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	
☐☐☐☐☐	<b>Air Walk</b>	19	None	1 standard action	170 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>**Chaos Hammer</b>	19	Will partial; see text	1 standard action	Instantaneous [1d6 rounds]; see text	Medium (100 Feet)	V, S	Yes	Evocation [Chaotic]
	<i>Effect:</i> Damages and staggers lawful creatures.								<i>Target:</i> 20-ft.-radius burst

\* = Domain/Specialty Spell

# Cleric Spells

□□□□	<b>**Confusion</b>	19	Will negates	1 standard action	17 rounds	Medium (100 Feet)	V, S, M/DF	Yes	Enchantment (Compulsion) [Mind-Affecting]
	<i>Effect:</i> Subjects behave oddly for 17 rounds.								<i>Target:</i> All creatures in a 15-ft. radius burst
□□□□	<b>Control Water</b>	19	None; see text	1 standard action	170 minutes [D]	Long (1080 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 170 ft by 170 ft by 34 ft [S]
□□□□	<b>Cure Critical Wounds</b>	19	Will half (harmless); see text	1 standard action	Instantaneous	Touch	V, S	Yes (harmless); see text	Conjuration (Healing)
	<i>Effect:</i> Cures 4d8+17 damage.								<i>Target:</i> Creature touched
□□□□	<b>Death Ward</b>	19	Will negates (harmless)	1 standard action	17 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>	19	None	1 standard action	17 minutes	Medium (270 Feet)	V, S	Yes (object)	Abjuration
	<i>Effect:</i> Bars extradimensional movement.								<i>Target:</i> Ray
□□□□	<b>Discern Lies</b>	19	Will negates	1 standard action	Concentration, up to 17 rounds	Close (65 Feet)	V, S, DF	No	Divination
	<i>Effect:</i> Reveals deliberate falsehoods.								<i>Target:</i> 17 creatures, no two of which can be more than 30 ft. apart
□□□□	<b>Dismissal</b>	19	Will negates; see text	1 standard action	Instantaneous	Close (65 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>	19	None	10 minutes	Instantaneous	Personal	V, S, M	No	Divination
	<i>Effect:</i> Provides useful advice for specific proposed actions.								<i>Target:</i> You
□□□□	<b>Divine Power</b>	19	None	1 standard action	17 rounds	Personal	V, S, DF	No	Evocation
	<i>Effect:</i> You gain attack bonus, +6 to Str, and 17 hps.								<i>Target:</i> You
□□□□	<b>Freedom of Movement</b>	19	Will negates (harmless)	1 standard action	170 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>	19	None	1 standard action	17 minutes	Close (65 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>	19	Will negates (harmless)	10 minutes	Permanent until discharged [D]	Touch	V, S, DF	Yes (harmless)	Evocation
	<i>Effect:</i> Transfer spells to subject.								<i>Target:</i> Creature touched; see text
□□□□	<b>Inflict Critical Wounds</b>	19	Will half	1 standard action	Instantaneous	Touch	V, S	Yes	Necromancy
	<i>Effect:</i> Touch attack, 4d8+17 damage								<i>Target:</i> Creature touched
□□□□	<b>Magic Weapon, Greater</b>	19	Will negates (harmless, object)	1 standard action	17 hours	Close (65 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>	19	Will negates (harmless, object)	1 standard action	170 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 17 cu. ft. touched
□□□□	<b>Poison</b>	19	Fortitude negates; see text	1 standard action	Instantaneous; see text	Touch	V, S, DF	Yes	Necromancy
	<i>Effect:</i> Touch deals 1d10 Con damage, repeats in 1 minute.								<i>Target:</i> Living creature touched
□□□□	<b>Repel Vermin</b>	19	None or Will negates; see text	1 standard action	170 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>	19	Will negates (harmless)	3 rounds	Instantaneous	Touch	V, S, M	Yes (harmless)	Conjuration (Healing)
	<i>Effect:</i> Restores level and ability score drains.								<i>Target:</i> Creature touched
□□□□	<b>Sending</b>	19	None	10 minutes	17 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>	19	Will negates (harmless)	1 standard action	170 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>	19	None	1 round	17 rounds [D]	Close (65 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>	19	Will negates (harmless)	1 standard action	170 minutes	Touch	V, M/DF	No	Divination
	<i>Effect:</i> Speak any language.								<i>Target:</i> Creature touched

## LEVEL 5

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	
□□□□	<b>Atonement</b>	20	None	1 hour	Instantaneous	Touch	V, S, M, F, Yes DF, XP	Abjuration	
	<i>Effect:</i> Removes burden of misdeeds from subject.							<i>Target:</i> Living creature touched	
□□□□	<b>Break Enchantment</b>	20	See text	1 minute	Instantaneous	Close (65 Feet)	V, S	No	
	<i>Effect:</i> Frees subjects from enchantments, alterations, curses, and petrification.							Abjuration	
□□□□	<b>Command, Greater</b>	20	Will negates	1 standard action	17 rounds	Close (65 Feet)	V	Yes	Enchantment (Compulsion)
	<i>Effect:</i> As command, but affects 17 subjects.							<i>Target:</i> 17 creatures, no two of which can be more than 30 ft. apart	
□□□□	<b>Commune</b>	20	None	10 minutes	17 rounds	Personal	V, S, M, DF, XP	No	Divination
	<i>Effect:</i> Deity answers 17 yes-or-no questions.							<i>Target:</i> You	
□□□□	<b>Cure Light Wounds, Mass</b>	20	Will half (harmless) or Will half; see text	1 standard action	Instantaneous	Close (65 Feet)	V, S	Yes (harmless) or Yes; see text	Conjuration (Healing)
	<i>Effect:</i> Cures 1d8+17 damage for many creatures.							<i>Target:</i> 17 creatures, no two of which can be more than 30 ft. apart	
□□□□	<b>Dispel Chaos</b>	20	See text	1 standard action	17 rounds or until discharged,	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>	20	See text	1 standard action	17 rounds or until discharged,	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>	20	See text	1 standard action	17 rounds or until discharged,	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>	20	See text	1 standard action	17 rounds or until discharged,	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>Dispel Law</b>	20	See text	1 standard action	17 rounds or until discharged,	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>	20	Will negates (harmless, object); see text	1 standard action	17 rounds	Touch	V, S	Yes (harmless, object)	Transmutation
	<i>Effect:</i> Melee weapon destroys undead.							<i>Target:</i> One melee weapon	
□□□□	<b>**False Vision</b>	20	None	1 standard action	17 hours [D]	Touch	V, S, M	No	Illusion (Glamour)
	<i>Effect:</i> Fools scrying with an illusion.							<i>Target:</i> 40-ft.-radius emanation	
□□□□	<b>Flame Strike</b>	20	Reflex half	1 standard action	Instantaneous	Medium (270 Feet)	V, S, DF	Yes	Evocation [Fire]
	<i>Effect:</i> Smite foes with divine fire for 17d6 damage.							<i>Target:</i> Cylinder 10	
□□□□	<b>Hallow</b>	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	
□□□□	<b>Inflict Light Wounds, Mass</b>	20	Will half	1 standard action	Instantaneous	Close (65 Feet)	V, S	Yes	Necromancy
	<i>Effect:</i> Deals 1d8+17 damage to many creatures.							<i>Target:</i> 17 creatures, no two of which can be more than 30 ft. apart	
□□□□	<b>Insect Plague</b>	20	None	1 round	17 minutes	Long (1080 Feet)	V, S, DF	No	Conjuration (Summoning)
	<i>Effect:</i> Locust swarms attack creatures.							<i>Target:</i> 5 swarms of locust, each of which must be adjacent to at least one other swarm	
□□□□	<b>Mark of Justice</b>	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	

\* =Domain/Specialty Spell

## Cleric Spells

□□□□□	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 17 days ago.								<i>Target:</i> Dead creature touched
□□□□□	Righteous Might	20	None	1 standard action	17 rounds [D]	Personal	V, S, DF	No	Transmutation
	<i>Effect:</i> Your size increases, and you gain combat bonuses.								<i>Target:</i> You
□□□□□	Scrying	20	Will negates	1 hour	17 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	17 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	17 rounds [D]	Close (65 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	17 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 (270 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 17 5-ft. squares [S]

## LEVEL 6

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□□ *Animate Objects	21	None	1 standard action	17 rounds	Medium (100 Feet)	V, S	No	Transmutation
	<i>Effect:</i> Objects attack your foes.							<i>Target:</i> 17 Small objects; see text
□□□□□ Animate Objects	21	None	1 standard action	17 rounds	Medium (270 Feet)	V, S	No	Transmutation
	<i>Effect:</i> Objects attack your foes.							<i>Target:</i> 17 Small objects; see text
□□□□□ Antilife Shell	21	None	1 round	170 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 (65 Feet)	V, S, F	Yes	Abjuration
	<i>Effect:</i> Banishes 34 HD of extraplanar creatures.							<i>Target:</i> One or more extraplanar creatures, no two of which can be more than 30 ft. apart
□□□□□ Bear's Endurance, Mass	21	Will negates (harmless)	1 standard action	17 minutes	Close (65 Feet)	V, S, DF	Yes	Transmutation
	<i>Effect:</i> As bear's endurance, affects 17 subjects.							<i>Target:</i> 17 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	17 minutes [D]	Medium (270 Feet)	V, S	Yes	Evocation [Force]
	<i>Effect:</i> Wall of blades deals 17d6 damage.							<i>Target:</i> Wall of whirling blades up to 340 ft. long, or a ringed wall of whirling blades with a radius of up to 42 ft; either form 20 ft. high
□□□□□ Bull's Strength, Mass	21	Will negates (harmless)	1 standard action	17 minutes	Close (65 Feet)	V, S, M/DF	Yes (harmless)	Transmutation
	<i>Effect:</i> As bull's strength, affects one subject/level.							<i>Target:</i> 17 creatures, no two of which can be more than 30 ft. apart
□□□□□ Create Undead	21	None	1 hour	Instantaneous	Close (65 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 (65 Feet)	V, S	Yes (harmless) or Yes; see text	Conjuration (Healing)
	<i>Effect:</i> Cures 2d8+17 damage for many creatures.							<i>Target:</i> 17 creatures, no two of which can be more than 30 ft. apart
□□□□□ Dispel Magic, Greater	21	None	1 standard action	Instantaneous	Medium (270 Feet)	V, S	No	Abjuration
	<i>Effect:</i> As dispel magic, but +20 on check.							<i>Target:</i> One spellcaster, creature, or object; or 20-ft.-radius burst
□□□□□ Eagle's Splendor, Mass	21	Will negates (harmless)	1 standard action	17 minutes	Close (65 Feet)	V, S, M/DF	Yes	Transmutation
	<i>Effect:</i> As eagle's splendor, affects 17 subjects.							<i>Target:</i> 17 creatures, no two of which can be more than 30 ft. apart
□□□□□ Find the Path	21	None or Will negates (harmless)	3 rounds	170 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 (270 Feet)	V, S, M, DF	Yes	Abjuration
	<i>Effect:</i> Blocks planar travel, damages creatures of different alignment.							<i>Target:</i> 17 60-ft. cubes [S]
□□□□□ Geas/Quest	21	None	10 minutes	17 days or until discharged [D]	Close (65 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 85 sq. ft
□□□□□ Harm	21	Will half; see text	1 standard action	Instantaneous	Touch	V, S	Yes	Necromancy
	<i>Effect:</i> Deals 170 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 170 points of damage, all diseases and mental conditions.							<i>Target:</i> Creature touched
□□□□□ Heroes' Feast	21	None	10 minutes	17 hour plus 12 hours; see text	Close (65 Feet)	V, S, DF	No	Conjuration (Creation) [Creation]
	<i>Effect:</i> Food for 17 creatures cures and grants combat bonuses.							<i>Target:</i> Feast for 17 creatures
□□□□□ Inflict Moderate Wounds, Mass	21	Will half	1 standard action	Instantaneous	Close (65 Feet)	V, S	Yes	Necromancy
	<i>Effect:</i> Deals 2d8+17 damage to many creatures.							<i>Target:</i> 17 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	17 rounds [D] and concentration + 3 rounds; see text	Close (25 Feet)	S	No	Illusion (Figment) [Glamour]
	<i>Effect:</i> Turns you invisible and creates illusory double.							<i>Target:</i> You/one illusory double
□□□□□ Owl's Wisdom, Mass	21	Will negates (harmless)	1 standard action	17 minutes	Close (65 Feet)	V, S, M/DF	Yes	Transmutation
	<i>Effect:</i> As owl's wisdom, affects one subject/level.							<i>Target:</i> 17 creatures, no two of which can be more than 30 ft. apart
□□□□□ Planar Ally	21	None	10 minutes	Instantaneous	Close (65 Feet)	V, S, DF, XP	No	Conjuration (Calling)
	<i>Effect:</i> As lesser planar ally, but up to 12 HD.							<i>Target:</i> 1-2 called elementals or outsiders totaling no more than 12 HD, which cannot be more than 30 ft. apart when they appear
□□□□□ Summon Monster VI	21	None	1 round	17 rounds [D]	Close (65 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 (270 Feet)	V, S, M/DF	Yes	Necromancy [Death]
	<i>Effect:</i> Destroys 17d4 HD of undead.							<i>Target:</i> Several undead creatures within a 40-ft.-radius burst
□□□□□ Wind Walk	21	No and Will negates (harmless)	1 standard action	17 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 5 touched creatures
□□□□□ Word of Recall	21	None or Will negates (harmless, object)	1 standard action	Instantaneous	Unlimited	V	No or Yes (harmless, object)	Conjuration (Teleportation)
	<i>Effect:</i> Teleports you back to designated place.							<i>Target:</i> You and touched objects or other willing creatures

\* = Domain/Specialty Spell

# Cleric Spells

## LEVEL 7

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
Blasphemy	22	None or Will negates; see text	1 standard action	Instantaneous	30 ft.	V	Yes	Evocation [Evil, Sonic]
<i>Effect:</i> Kills, paralyzes, weakens, or dazes nonevil subjects.				<i>Target:</i> Nonevil creatures in a 40-ft.-radius spread centered on you				
Control Weather	22	None	10 minutes; see text	4d12 hours; see text	2 miles	V, S	No	Transmutation
<i>Effect:</i> Changes weather in local area.				<i>Target:</i> 2-mile-radius circle, centered on you; see text				
Cure Serious Wounds, Mass	22	Will half (harmless) or Will half; see text	1 standard action	Instantaneous	Close (65 Feet)	V, S	Yes (harmless) or Yes; see text	Conjuration (Healing)
<i>Effect:</i> Cures 3d8+17 damage for many creatures.				<i>Target:</i> 17 creatures, no two of which can be more than 30 ft. apart				
Destruction	22	Fortitude partial	1 standard action	Instantaneous	Close (65 Feet)	V, S, F	Yes	Necromancy [Death]
<i>Effect:</i> Kills subject and destroys remains.				<i>Target:</i> One creature				
Dictum	22	None or Will negates; see text	1 standard action	Instantaneous	40 ft.	V	Yes	Evocation [Lawful, Sonic]
<i>Effect:</i> Kills, paralyzes, slows, or deafens nonlawful subjects.				<i>Target:</i> Nonlawful creatures in a 40-ft.-radius spread centered on you				
Ethereal Jaunt	22	None	1 standard action	17 rounds [D]	Personal	V, S	No	Transmutation
<i>Effect:</i> You become ethereal for 17 rounds.				<i>Target:</i> You				
Holy Word	22	None or Will negates; see text	1 standard action	Instantaneous	40 ft.	V	Yes	Evocation [Good, Sonic]
<i>Effect:</i> Kills, paralyzes, slows, or deafens nongood subjects.				<i>Target:</i> Nongood creatures in a 40-ft.-radius spread centered on you				
Inflict Serious Wounds, Mass	22	Will half	1 standard action	Instantaneous	Close (65 Feet)	V, S	Yes	Necromancy
<i>Effect:</i> Deals 3d8+17 damage to many creatures.				<i>Target:</i> 17 creatures, no two of which can be more than 30 ft. apart				
Refuge	22	None	1 standard action	Permanent until discharged	Touch	V, S, M	No	Conjuration (Teleportation)
<i>Effect:</i> Alters item to transport its possessor to you.				<i>Target:</i> Object touched				
Regenerate	22	Fortitude negates (harmless)	3 full rounds	Instantaneous	Touch	V, S, DF	Yes (harmless)	Conjuration (Healing)
<i>Effect:</i> Subject's severed limbs grow back, cures 4d8+17				<i>Target:</i> Living creature touched				
Repulsion	22	Will negates	1 standard action	17 rounds [D]	Up to 10 ft./level	V, S, F/DF	Yes	Abjuration
<i>Effect:</i> Creatures can't approach you.				<i>Target:</i> 170 ft. radius emanation centered on you				
Restoration, Greater	22	Will negates (harmless)	10 minutes	Instantaneous	Touch	V, S, XP	Yes (harmless)	Conjuration (Healing)
<i>Effect:</i> As restoration, plus restores all levels and ability scores.				<i>Target:</i> Creature touched				
Resurrection	22	None; see text	10 minutes	Instantaneous	Touch	V, S, M, DF	Yes (harmless)	Conjuration (Healing)
<i>Effect:</i> Fully restore dead subject.				<i>Target:</i> Dead creature touched				
**Screen	22	None or Will disbelief (if interacted with); see text	10 minutes	24 hours	Close (25 Feet)	V, S	No	Illusion (Glamour)
<i>Effect:</i> Illusion hides area from vision, scrying.				<i>Target:</i> 17 30-ft. cubes [S]				
Scrying, Greater	22	Will negates	1 standard action	17 hours	See text	V, S	Yes	Divination (Scrying)
<i>Effect:</i> As scrying, but faster and longer.				<i>Target:</i> Magical sensor				
Summon Monster VII	22	None	1 round	17 rounds [D]	Close (65 Feet)	V, S, F/DF	No	Conjuration (Summoning)
<i>Effect:</i> Calls extraplanar creature to fight for you.				<i>Target:</i> One or more summoned creatures, no two of which can be more than 30 ft. apart				
Symbol of Stunning	22	Will negates	10 minutes	See text	0 ft.; see text	V, S, M	Yes	Enchantment (Compulsion) [Mind-Affecting]
<i>Effect:</i> Triggered rune stuns nearby creatures.				<i>Target:</i> One symbol				
Symbol of Weakness	22	Fortitude negates	10 minutes	See text	0 ft.; see text	V, S, M	Yes	Necromancy [Death]
<i>Effect:</i> Triggered rune weakens nearby creatures.				<i>Target:</i> One symbol				
*Word of Chaos	22	None or Will negates; see text	1 standard action	Instantaneous	40 ft.	V	Yes	Evocation [Chaotic, Sonic]
<i>Effect:</i> Kills, confuses, stuns, or deafens nonchaotic subjects.				<i>Target:</i> Nonchaotic creatures in a 40-ft.-radius spread centered on you				
Word of Chaos	22	None or Will negates; see text	1 standard action	Instantaneous	40 ft.	V	Yes	Evocation [Chaotic, Sonic]
<i>Effect:</i> Kills, confuses, stuns, or deafens nonchaotic subjects.				<i>Target:</i> Nonchaotic creatures in a 40-ft.-radius spread centered on you				

## LEVEL 8

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
Antimagic Field	23	None	1 standard action	170 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	23	See text	1 standard action	17 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> 17 creatures in a 20-ft.-radius burst centered on you				
Cloak of Chaos	23	See text	1 standard action	17 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> 17 creatures in a 20-ft.-radius burst centered on you				
Create Greater Undead	23	None	1 hour	Instantaneous	Close (65 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	23	Will half (harmless) or Will half; see text	1 standard action	Instantaneous	Close (65 Feet)	V, S	Yes (harmless) or Yes; see text	Conjuration (Healing)
<i>Effect:</i> Cures 4d8+17 damage for many creatures.				<i>Target:</i> 17 creatures, no two of which can be more than 30 ft. apart				
Dimensional Lock	23	None	1 standard action	17 days	Medium (270 Feet)	V, S	Yes	Abjuration
<i>Effect:</i> Teleportation and interplanar travel blocked for 17 days.				<i>Target:</i> 20-ft.-radius emanation centered on a point in space				
Discern Location	23	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	23	See text	1 standard action	17 round	Long (1080 Feet)	V, S, DF	No	Evocation [Earth]
<i>Effect:</i> Intense tremor shakes 85 ft. radius.				<i>Target:</i> 80-ft.-radius spread [S]				
Fire Storm	23	Reflex half	1 round	Instantaneous	Medium (270 Feet)	V, S	Yes	Evocation [Fire]
<i>Effect:</i> Deals 17d6 fire damage.				<i>Target:</i> 34 10-ft. cubes [S]				
Holy Aura	23	See text	1 standard action	17 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> 17 creatures in a 20-ft.-radius burst centered on you				
Inflict Critical Wounds, Mass	23	Will half	1 standard action	Instantaneous	Close (65 Feet)	V, S	Yes	Necromancy
<i>Effect:</i> Deals 4d8+17 damage to many creatures.				<i>Target:</i> 17 creatures, no two of which can be more than 30 ft. apart				
Planar Ally, Greater	23	None	10 minutes	Instantaneous	Close (65 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)	23	None	10 minutes	Instantaneous	Close (65 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				
**Polymorph Any Object	23	Fortitude negates (object); see text	1 standard action	See text	Close (25 Feet)	V, S, M/DF	Yes (object)	Transmutation
<i>Effect:</i> Changes any subject into anything else.				<i>Target:</i> One creature, or one nonmagical object of up to 1700 cu. ft				
Shield of Law	23	See text	1 standard action	17 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> 17 creatures in a 20-ft.-radius burst centered on you				
Spell Immunity, Greater	23	Will negates (harmless)	1 standard action	170 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	23	None	1 round	17 rounds [D]	Close (65 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	23	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	23	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	23	See text	1 standard action	17 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> 17 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.	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 (65 Feet)	V, S	Yes	Necromancy
□□□□ Etherealness <i>Effect:</i> Travel to Ethereal Plane with companions.	24	None	1 standard action	17 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 17 rounds]; see text	Medium (270 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 (65 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 (65 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
□□□□ Soul Bind <i>Effect:</i> Traps newly dead soul to prevent resurrection.	24	Will negates	1 standard action	Permanent	Close (65 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 (1080 Feet)	V, S	Yes	Conjuration (Summoning)
□□□□ *Summon Monster IX <i>Effect:</i> Calls extraplanar creature to fight for you.	24	None	1 round	17 rounds [D]	Close (25 Feet)	V, S, F/DF	No	Conjuration (Summoning)
□□□□ Summon Monster IX <i>Effect:</i> Calls extraplanar creature to fight for you.	24	None	1 round	17 rounds [D]	Close (65 Feet)	V, S, F/DF	No	Conjuration (Summoning)
□□□□ **Time Stop <i>Effect:</i> You act freely for 1d4+1 rounds.	24	None	1 standard action	1d4+1 rounds [apparent time]; see text	Personal	V	No	Transmutation
□□□□ 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/Speciality Spell