

Gunnbjorn Male Human Clr17

NPC

NAME	Clr17	272000	Human	Medium	5'8"	190 lbs	Lawful Good
CLASS	EXPERIENCE	RACE	SIZE	HEIGHT	WEIGHT	VISION	ALIGNMENT
17	153000	0	Male			0	
TCL	NEXT LEVEL	AGE	GENDER	EYES	HAIR	POINTS	

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP SCORE	TEMP MODIFIER
STR Strength	13	+1	13	+1
DEX Dexterity	12	+1	12	+1
CON Constitution	12	+1	12	+1
INT Intelligence	18	+4	18	+4
WIS Wisdom	21	+5	21	+5
CHA Charisma	14	+2	14	+2

HP hit points	98	WOUNDS/CURRENT HP			
AC armor class	11	10	11	10	0
	TOTAL	FLAT	TOUCH	BASE	ARMOR BONUS
INITIATIVE modifier	+1	+1	+0		
	TOTAL	DEX MODIFIER	MISC MODIFIER		
BASE ATTACK bonus	+12/+7/+2				

SUBDUAL DAMAGE		DAMAGE REDUCTION		SPEED		
				Walk 30'		
0	+0	0	+0	0	+0	0
ARCANE SPELL FAILURE	ARMOR CHECK PENALTY	SPELL RESISTANCE				

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

	TOTAL	BASE ATTACK BONUS	STAT MODIFIER	SIZE MODIFIER	MISC MODIFIER	TEMP MODIFIER
MELEE attack bonus	+13/+8/+3	+12/+7/+2	+1	+0	+0	
RANGED attack bonus	+13/+8/+3	+12/+7/+2	+1	+0	+0	
GRAPPLE attack bonus	+13/+8/+3	+12/+7/+2	+1	+0	+0	

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
	+13/+8/+3	1d3+1	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
	50.0	100.0	150.0
	Lift over head	Lift off ground	Push / Drag
	150.0	300.0	750.0

FEATS	
Combat Expertise	See Text
Combat Reflexes	See Text
Craft Staff	See Text
Craft Wondrous Item	See Text
Forge Ring	See Text
Maximize Spell	See Text
Still Spell	See Text

DOMAINS	
Healing	You cast healing spells at +1 caster level.
Law	You cast law spells at +1 caster level.

SKILLS		MAX RANKS
SKILL NAME	KEY ABILITY	20/10
Craft (Blacksmithing)	INT	24 = 4 + 20.0 +
Craft (Bowmaking)	INT	22 = 4 + 18.0 +
Craft (Leatherworking)	INT	23 = 4 + 19.0 +
Craft (Pottery)	INT	18 = 4 + 14.0 +
✓ Heal	WIS	23 = 5 + 18.0 +
Knowledge (Arcana)	INT	23 = 4 + 19.0 +
Knowledge (Nature)	INT	11 = 4 + 7.5 +
Knowledge (The Planes)	INT	23 = 4 + 19.0 +
✓ Swim	STR	2 = 1 + 1.5 +

✓ : can be used untrained. X : exclusive skills

TURN/REBUKE UNDEAD		
TURNING CHECK RESULT	UNDEAD AFFECTED (MAXIMUM HIT DICE)	Turn level
Up to 0	13	17
1 - 3	14	Turn damage
4 - 6	15	2d6+19
7 - 9	16	Turns/day
10 - 12	17	5
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
Up to 0	13	17
1 - 3	14	Turn damage
4 - 6	15	2d6+19
7 - 9	16	Turns/day
10 - 12	17	5
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	
Spontaneous casting	
Turn Undead 5/day (turn level 17) (turn damage 2d6+19)	

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, Draconic, Dwarven, Gnome, Undercommon	

Cleric Spells

LEVEL	0	1	2	3	4	5	6	7	8	9
KNOWN	0	0	0	0	0	0	0	0	0	0
PER DAY	6	7+1	6+1	6+1	6+1	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.	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.	15	Will half (harmless); see text	1 standard action	Instantaneous	Touch	V, S	Yes (harmless); see text	Conjuration (Healing)
□□□□□ Detect Magic <i>Effect:</i> Detects spells and magic items within 60 ft.	15	None	1 standard action	Instantaneous	60 ft.	V, S	No	Divination
□□□□□ Detect Poison <i>Effect:</i> Detects poison in one creature or small object.	15	None	1 standard action	Instantaneous	Close (65 Feet)	V, S	No	Divination
□□□□□ Guidance <i>Effect:</i> +1 on one attack roll, saving throw, or skill check.	15	Will negates (harmless)	1 standard action	Instantaneous	Touch	V, S	Yes	Divination
□□□□□ Inflict Minor Wounds <i>Effect:</i> Touch attack, 1 point of damage.	15	Will negates	1 standard action	Instantaneous	Touch	V, S	Yes	Necromancy
□□□□□ Light <i>Effect:</i> Object shines like a torch.	15	None	1 standard action	Instantaneous	Touch	V, M/DF	No	Evocation [Light]
□□□□□ Mending <i>Effect:</i> Makes minor repairs on an object.	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.	15	Will negates (object)	1 standard action	Instantaneous	10 ft.	V, S	Yes (object)	Transmutation
□□□□□ Read Magic <i>Effect:</i> Read scrolls and spellbooks.	15	None	1 standard action	Instantaneous	Personal	V, S, F	No	Divination
□□□□□ Resistance <i>Effect:</i> Subject gains +1 on saving throws.	15	Will negates (harmless)	1 standard action	Instantaneous	Touch	V, S, M/DF	Yes (harmless)	Abjuration
□□□□□ Virtue <i>Effect:</i> Subject gains 1 temporary hp.	15	Fortitude negates (harmless)	1 standard action	Instantaneous	Touch	V, S, DF	Yes (harmless)	Transmutation

LEVEL 1

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□□ Bane <i>Effect:</i> Enemies take -1 on attack rolls and saves against fear.	16	Will negates	1 standard action	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.	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.	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.	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.	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.	16	None	1 standard action	170 minutes	Personal	V, S, M/DF	No	Divination
□□□□□ *Cure Light Wounds <i>Effect:</i> Cures 1d8+5 damage	16	Will half (harmless); see text	1 standard action	Instantaneous	Touch	V, S	Yes (harmless); see text	Conjuration (Healing)
□□□□□ Cure Light Wounds <i>Effect:</i> Cures 1d8+5 damage	16	Will half (harmless); see text	1 standard action	Instantaneous	Touch	V, S	Yes (harmless); see text	Conjuration (Healing)
□□□□□ Curse Water <i>Effect:</i> Makes unholy water.	16	Will negates (object)	1 minute	Instantaneous	Touch	V, S, M	Yes (object)	Necromancy [Evil]
□□□□□ Deathwatch <i>Effect:</i> Reveals how near death subjects within 30 ft. are.	16	None	1 standard action	170 minutes	30 ft.	V, S	No	Necromancy [Evil]
□□□□□ Detect Chaos <i>Effect:</i> Reveals creatures, spells, or objects of selected alignment.	16	None	1 standard action	Instantaneous	60 ft.	V, S, DF	No	Divination
□□□□□ Detect Evil <i>Effect:</i> Reveals creatures, spells, or objects of selected alignment.	16	None	1 standard action	Instantaneous	60 ft.	V, S, DF	No	Divination
□□□□□ Detect Good <i>Effect:</i> Reveals creatures, spells, or objects of selected alignment.	16	None	1 standard action	Instantaneous	60 ft.	V, S, DF	No	Divination
□□□□□ Detect Law <i>Effect:</i> Reveals creatures, spells, or objects of selected alignment.	16	None	1 standard action	Instantaneous	60 ft.	V, S, DF	No	Divination
□□□□□ Detect Undead <i>Effect:</i> Reveals undead within 60 ft.	16	None	1 standard action	Instantaneous	60 ft.	V, S, M/DF	No	Divination
□□□□□ Divine Favor <i>Effect:</i> You gain +5 on attack and damage rolls.	16	None	1 standard action	1 minute	Personal	V, S, DF	No	Evocation
□□□□□ Doom <i>Effect:</i> One subject takes -2 on attack rolls, damage rolls, saves, and checks.	16	Will negates	1 standard action	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.	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.	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.	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	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.	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.	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.	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 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>
□□□□□	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	Concentration, up to 17 rounds	Medium (100 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>
□□□□□	Calm Emotions	17	Will negates	1 standard action	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>
□□□□□	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>
□□□□□	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 (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>
□□□□□	Summon Monster II	17	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 or more summoned creatures, no two of which can be more than 30 ft. apart</i>

* = Domain/Specialty Spell

Cleric Spells

□□□□	Undetectable Alignment	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				
□□□□	Zone of Truth	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
□□□□	Animate Dead	18	None	1 standard action	Instantaneous	Touch	V, S, M	No	Necromancy [Evil]
	<i>Effect:</i> Creates undead skeletons and zombies.				<i>Target:</i> One or more corpses touched				
□□□□	Bestow Curse	18	Will negates	1 standard action	Permanent	Touch	V, S	Yes	Necromancy
	<i>Effect:</i> -6 to an ability score; -4 on attack rolls, saves, and checks; or 50% chance of losing each action.				<i>Target:</i> Creature touched				
□□□□	Blindness/Deafness	18	Fortitude negates	1 standard action	Permanent [D]	Medium (270 Feet)	V	Yes	Necromancy
	<i>Effect:</i> Makes subject blinded or deafened.				<i>Target:</i> One living creature				
□□□□	Contagion	18	Fortitude negates	1 standard action	Instantaneous	Touch	V, S	Yes	Necromancy [Evil]
	<i>Effect:</i> Infects subject with chosen disease.				<i>Target:</i> Living creature touched				
□□□□	Continual Flame	18	None	1 standard action	Permanent	Touch	V, S, M	No	Evocation [Light]
	<i>Effect:</i> Makes a permanent, heatless torch.				<i>Target:</i> Object touched				
□□□□	Create Food and Water	18	None	10 minutes	24 hours; see text	Close (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				
□□□□	*Cure Serious Wounds	18	Will half (harmless); see text	1 standard action	Instantaneous	Touch	V, S	Yes (harmless); see text	Conjuration (Healing)
	<i>Effect:</i> Cures 3d8+15 damage				<i>Target:</i> Creature touched				
□□□□	Cure Serious Wounds	18	Will half (harmless); see text	1 standard action	Instantaneous	Touch	V, S	Yes (harmless); see text	Conjuration (Healing)
	<i>Effect:</i> Cures 3d8+15 damage				<i>Target:</i> Creature touched				
□□□□	Daylight	18	None	1 standard action	170 minutes [D]	Touch	V, S	No	Evocation [Light]
	<i>Effect:</i> 60-ft. radius of bright light.				<i>Target:</i> Object touched				
□□□□	Deeper Darkness	18	None	1 standard action	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				
□□□□	Dispel Magic	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				
□□□□	Glyph of Warding	18	See text	10 minutes	Permanent until discharged [D]	Touch	V, S, M	No (object) and Yes; see text	Abjuration
	<i>Effect:</i> Inscription harms those who pass it.				<i>Target:</i> Object touched or up to 85 sq. ft				
□□□□	Helping Hand	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				
□□□□	Inflict Serious Wounds	18	Will half	1 standard action	Instantaneous	Touch	V, S	Yes	Necromancy
	<i>Effect:</i> Touch attack, 3d8+15 damage				<i>Target:</i> Creature touched				
□□□□	Invisibility Purge	18	None	1 standard action	17 minutes [D]	Personal	V, S	No	Evocation
	<i>Effect:</i> Dispels invisibility within 85 ft				<i>Target:</i> You				
□□□□	Locate Object	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.				
□□□□	*Magic Circle against Chaos	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				
□□□□	Magic Circle against Chaos	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				
□□□□	Magic Circle against Evil	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				
□□□□	Magic Circle against Good	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				
□□□□	Magic Circle against Law	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				
□□□□	Magic Vestment	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				
□□□□	Meld into Stone	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				
□□□□	Obscure Object	18	Will negates (object)	1 standard action	8 hours [D]	Touch	V, S, M/DF	Yes (object)	Abjuration
	<i>Effect:</i> Masks object against scrying.				<i>Target:</i> One object touched of up to 1700 lbs				
□□□□	Prayer	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				
□□□□	Protection from Energy	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				
□□□□	Remove Blindness/Deafness	18	Fortitude negates (harmless)	1 standard action	Instantaneous	Touch	V, S	Yes (harmless)	Conjuration (Healing)
	<i>Effect:</i> Cures normal or magical conditions.				<i>Target:</i> Creature touched				
□□□□	Remove Curse	18	Will negates (harmless)	1 standard action	Instantaneous	Touch	V, S	Yes (harmless)	Abjuration
	<i>Effect:</i> Frees object or person from curse.				<i>Target:</i> Creature or item touched				
□□□□	Remove Disease	18	Fortitude negates (harmless)	1 standard action	Instantaneous	Touch	V, S	Yes (harmless)	Conjuration (Healing)
	<i>Effect:</i> Cures all diseases affecting subject.				<i>Target:</i> Creature touched				
□□□□	Searing Light	18	None	1 standard action	Instantaneous	Medium (270 Feet)	V, S	Yes	Evocation
	<i>Effect:</i> Ray deals 1d8/two levels, more against undead.				<i>Target:</i> Ray				
□□□□	Speak with Dead	18	Will negates; see text	10 minutes	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				
□□□□	Stone Shape	18	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 27 cu. ft.				
□□□□	Summon Monster III	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				
□□□□	Water Breathing	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				
□□□□	Water Walk	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				
□□□□	Wind Wall	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
□□□□	Air Walk	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				
□□□□	Control Water	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]				
□□□□	*Cure Critical Wounds	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				

* = Domain/Specialty Spell

Cleric Spells

☐☐☐☐	Cure Critical Wounds	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				
☐☐☐☐	Death Ward	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				
☐☐☐☐	Dimensional Anchor	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				
☐☐☐☐	Discern Lies	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				
☐☐☐☐	Dismissal	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				
☐☐☐☐	Divination	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				
☐☐☐☐	Divine Power	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				
☐☐☐☐	Freedom of Movement	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				
☐☐☐☐	Giant Vermin	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				
☐☐☐☐	Imbue with Spell Ability	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				
☐☐☐☐	Inflict Critical Wounds	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				
☐☐☐☐	Magic Weapon, Greater	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]				
☐☐☐☐	Neutralize Poison	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				
☐☐☐☐	**Order's Wrath	19	Will partial; see text	1 standard action	Instantaneous [1 round]; see text	Medium (100 Feet)	V, S	Yes	Evocation [Lawful]
	<i>Effect:</i> Damages and dazes chaotic creatures.				<i>Target:</i> Nonlawful creatures within a burst that fills a 30-ft. cube				
☐☐☐☐	Poison	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				
☐☐☐☐	Repel Vermin	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				
☐☐☐☐	Restoration	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				
☐☐☐☐	Sending	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				
☐☐☐☐	Spell Immunity	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				
☐☐☐☐	Summon Monster IV	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				
☐☐☐☐	Tongues	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
☐☐☐☐	Atonement	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			
☐☐☐☐	Break Enchantment	20	See text	1 minute	Instantaneous	Close (65 Feet)	V, S	No
	<i>Effect:</i> Frees subjects from enchantments, alterations, curses, and petrification.				<i>Target:</i> Up to 17 creatures, all within 30 ft. of each other			
☐☐☐☐	Command, Greater	20	Will negates	1 standard action	17 rounds	Close (65 Feet)	V	Yes
	<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			
☐☐☐☐	Commune	20	None	10 minutes	17 rounds	Personal	V, S, M, DF, XP	Divination
	<i>Effect:</i> Deity answers 17 yes-or-no questions.				<i>Target:</i> You			
☐☐☐☐	*Cure Light Wounds, Mass	20	Will half (harmless) or Will half; see text	1 standard action	Instantaneous	Close (25 Feet)	V, S	Yes (harmless) or Yes; see text
	<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			
☐☐☐☐	Cure Light Wounds, Mass	20	Will half (harmless) or Will half; see text	1 standard action	Instantaneous	Close (65 Feet)	V, S	Yes (harmless) or Yes; see text
	<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			
☐☐☐☐	*Dispel Chaos	20	See text	1 standard action	17 rounds or until discharged, whichever comes first	Touch	V, S, DF	See text
	<i>Effect:</i> +4 bonus against attacks.				<i>Target:</i> You and a touched evil creature from another plane; or you and an enchantment or evil spell on a touched creature or object			
☐☐☐☐	Dispel Chaos	20	See text	1 standard action	17 rounds or until discharged, whichever comes first	Touch	V, S, DF	See text
	<i>Effect:</i> +4 bonus against attacks.				<i>Target:</i> You and a touched evil creature from another plane; or you and an enchantment or evil spell on a touched creature or object			
☐☐☐☐	Dispel Evil	20	See text	1 standard action	17 rounds or until discharged, whichever comes first	Touch	V, S, DF	See text
	<i>Effect:</i> +4 bonus against attacks.				<i>Target:</i> You and a touched evil creature from another plane; or you and an enchantment or evil spell on a touched creature or object			
☐☐☐☐	Dispel Good	20	See text	1 standard action	17 rounds or until discharged, whichever comes first	Touch	V, S, DF	See text
	<i>Effect:</i> +4 bonus against attacks.				<i>Target:</i> You and a touched evil creature from another plane; or you and an enchantment or evil spell on a touched creature or object			
☐☐☐☐	Dispel Law	20	See text	1 standard action	17 rounds or until discharged, whichever comes first	Touch	V, S, DF	See text
	<i>Effect:</i> +4 bonus against attacks.				<i>Target:</i> You and a touched evil creature from another plane; or you and an enchantment or evil spell on a touched creature or object			
☐☐☐☐	Disrupting Weapon	20	Will negates (harmless, object); see text	1 standard action	17 rounds	Touch	V, S	Yes (harmless, object)
	<i>Effect:</i> Melee weapon destroys undead.				<i>Target:</i> One melee weapon			
☐☐☐☐	Flame Strike	20	Reflex half	1 standard action	Instantaneous	Medium (270 Feet)	V, S, DF	Yes
	<i>Effect:</i> Smite foes with divine fire for 17d6 damage.				<i>Target:</i> Cylinder 10			
☐☐☐☐	Hallow	20	See text	24 hours	Instantaneous	Touch	V, S, M, DF	See text
	<i>Effect:</i> Designates location as holy.				<i>Target:</i> 40-ft. radius emanating from the touched point			
☐☐☐☐	Inflict Light Wounds, Mass	20	Will half	1 standard action	Instantaneous	Close (65 Feet)	V, S	Yes
	<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			
☐☐☐☐	Insect Plague	20	None	1 round	17 minutes	Long (1080 Feet)	V, S, DF	No
	<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			
☐☐☐☐	Mark of Justice	20	None	10 minutes	Permanent; see text	Touch	V, S, DF	Yes
	<i>Effect:</i> Designates action that will trigger curse on subject.				<i>Target:</i> Creature touched			
☐☐☐☐	Plane Shift	20	Will negates	1 standard action	Instantaneous	Touch	V, S, F	Yes
	<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			

* =Domain/Specialty Spell

Cleric Spells

☐☐☐☐	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 (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								
☐☐☐☐	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								
☐☐☐☐	**Hold Monster	21	Will negates; see text	1 standard action	17 rounds [D]; see text	Medium (100 Feet)	V, S, M/DF	Yes	Enchantment (Compulsion) [Mind-Affecting]
	<i>Effect:</i> As hold person, but any creature.								
	<i>Target:</i> One living creature								
☐☐☐☐	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								
☐☐☐☐	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.								
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								
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	Instantaneous	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								
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								
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	Instantaneous	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	Instantaneous	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								

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.								
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.								
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 (25 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								
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								
*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								
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	Instantaneous	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	Instantaneous	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 (25 Feet)	V, S	Yes (harmless)	Conjuration (Healing)
☐☐☐☐ 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	Concentration [up to 4 rounds]	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)
☐☐☐☐ True Resurrection <i>Effect:</i> As resurrection, plus remains aren't needed.	24	None; see text	10 minutes	Instantaneous	Touch	V, S, M, DF	Yes (harmless)	Conjuration (Healing)

* = Domain/Specialty Spell