

# Elva Female Human Clr18

# NPC

NAME Clr18	306000	Human	Medium	None	145 lbs	True Neutral
CLASS 18	EXPERIENCE 171000	RACE 0	SIZE Female	DEITY	WEIGHT	ALIGNMENT
TCL	NEXT LEVEL	AGE	GENDER	EYES	HAIR	VISION
						POINTS

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP SCORE	TEMP MODIFIER
<b>STR</b> Strength	20	+5	20	+5
<b>DEX</b> Dexterity	15	+2	15	+2
<b>CON</b> Constitution	12	+1	12	+1
<b>INT</b> Intelligence	12	+1	12	+1
<b>WIS</b> Wisdom	13	+1	13	+1
<b>CHA</b> Charisma	19	+4	19	+4

<b>HP</b> hit points	103	WOUNDS/CURRENT HP	
<b>AC</b> armor class	12	FLAT: 10	TOUCH: 12
<b>INITIATIVE</b> modifier	+2	DEX MODIFIER: +2	MISC MODIFIER: +0
<b>BASE ATTACK</b> bonus	+13/+8/+3		

SUBDUAL DAMAGE		DAMAGE REDUCTION		SPEED	
ARMOR BONUS	SHIELD BONUS	STAT MODIFIER	SIZE MODIFIER	ARCANE SPELL FAILURE	ARMOR CHECK PENALTY
0	0	2	0	0	0
				SPEED Walk 30'	

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC MODIFIER	TEMP MODIFIER	conditional modifiers
<b>FORTITUDE</b> (constitution)	+12	+11	+1	+0	+0		
<b>REFLEX</b> (dexterity)	+8	+6	+2	+0	+0		
<b>WILLPOWER</b> (wisdom)	+12	+11	+1	+0	+0		

	TOTAL	BASE ATTACK BONUS	STAT MODIFIER	SIZE MODIFIER	MISC MODIFIER	TEMP MODIFIER
<b>MELEE</b> attack bonus	+18/+13/+8	+13/+8/+3	+5	+0	+0	
<b>RANGED</b> attack bonus	+15/+10/+5	+13/+8/+3	+2	+0	+0	
<b>GRAPPLE</b> attack bonus	+18/+13/+8	+13/+8/+3	+5	+0	+0	

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
	+18/+13/+8	1d3+5	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	
	133.0	266.0	400.0	
Lift over head	400.0	Lift off ground	800.0	Push / Drag
				2000.0

FEATS	
Craft Staff	See Text
Extra Turning (2x)	See Text
Improved Turning	See Text
Quick Draw	See Text
Quicken Spell	See Text
Skill Focus (Craft (Blacksmithing))	See Text
Still Spell	See Text

DOMAINS	
Travel	For a total time per day of 1 round per cleric level you possess, you can act normally regardless of magical effects that impede movement as if you were affected by the spell freedom of movement. This effect occurs automatically as soon as it applies, lasts until it runs out or is no longer needed, and can operate multiple times per day (up to the total daily limit of rounds). This granted power is a supernatural ability.
Trickery	Bluff, Disguise and Hide are class skills.

SKILLS		MAX RANKS
SKILL NAME	KEY ABILITY	SKILL MODIFIER
✓ Climb	STR	10 = 5 + 5.0 +
Craft (Blacksmithing)	INT	11 = 1 + 10.0 +
Craft (Sculpting)	INT	21 = 1 + 20.0 +
✓ Disguise	CHA	5 = 4 + 1.0 +
✓ Heal	WIS	21 = 1 + 20.0 +
✓ Intimidate	CHA	8 = 4 + 4.0 +
Knowledge (Religion)	INT	22 = 1 + 21.0 +

✓ : can be used untrained. X : exclusive skills

TURN/REBUKE UNDEAD		
TURNING CHECK RESULT	UNDEAD AFFECTED (MAXIMUM HIT DICE)	Turn level
Up to 0	15	19
1 - 3	16	Turn damage 2d6+23
4 - 6	17	Turns/day 15
7 - 9	18	□□□□□ □□□□□
10 - 12	19	□□□□□
13 - 15	20	
16 - 18	21	
19 - 21	22	
22 +	23	

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

TURN/REBUKE UNDEAD		
TURNING CHECK RESULT	UNDEAD AFFECTED (MAXIMUM HIT DICE)	Turn level
Up to 0	15	19
1 - 3	16	Turn damage 2d6+22
4 - 6	17	Turns/day 15
7 - 9	18	□□□□□ □□□□□
10 - 12	19	□□□□□
13 - 15	20	
16 - 18	21	
19 - 21	22	
22 +	23	

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

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

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

LANGUAGES	
Common, Dwarven	

# Cleric Spells

LEVEL	0	1	2	3	4	5	6	7	8	9
<b>KNOWN</b>	0	0	0	0	0	0	0	0	0	0
<b>PER DAY</b>	6	6+1	5+1	5+1	0	0	0	0	0	0

## LEVEL 0

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□ Create Water <i>Effect:</i> Creates 36 gallons of pure water. <i>Target:</i> Up to 36 gallons of water	11	None	1 standard action	Instantaneous	Close (70 Feet)	V, S	No	Conjuration (Creation) [Water]
□□□□ Cure Minor Wounds <i>Effect:</i> Cures 1 point of damage.	11	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.	11	None	1 standard action	Instantaneous	60 ft.	V, S	No	Divination
□□□□ Detect Poison <i>Effect:</i> Detects poison in one creature or small object.	11	None	1 standard action	Instantaneous	Close (70 Feet)	V, S	No	Divination
□□□□ Guidance <i>Effect:</i> +1 on one attack roll, saving throw, or skill check.	11	Will negates (harmless)	1 standard action	Instantaneous	Touch	V, S	Yes	Divination
□□□□ Inflict Minor Wounds <i>Effect:</i> Touch attack, 1 point of damage.	11	Will negates	1 standard action	Instantaneous	Touch	V, S	Yes	Necromancy
□□□□ Light <i>Effect:</i> Object shines like a torch.	11	None	1 standard action	180 minutes [D]	Touch	V, M/DF	No	Evocation [Light]
□□□□ Mending <i>Effect:</i> Makes minor repairs on an object.	11	Will negates (harmless, object)	1 standard action	Instantaneous	10 ft.	V, S	Yes (harmless, object)	Transmutation
□□□□ Purify Food and Drink <i>Effect:</i> Purifies 18 cu. ft. of food or water.	11	Will negates (object)	1 standard action	Instantaneous	10 ft.	V, S	Yes (object)	Transmutation
□□□□ Read Magic <i>Effect:</i> Read scrolls and spellbooks.	11	None	1 standard action	180 minutes	Personal	V, S, F	No	Divination
□□□□ Resistance <i>Effect:</i> Subject gains +1 on saving throws.	11	Will negates (harmless)	1 standard action	18 minute	Touch	V, S, M/DF	Yes (harmless)	Abjuration
□□□□ Virtue <i>Effect:</i> Subject gains 1 temporary hp.	11	Fortitude negates (harmless)	1 standard action	18 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.	12	Will negates	1 standard action	18 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.	12	None	1 standard action	18 minutes	50 ft.	V, S, DF	Yes (harmless)	Enchantment (Compulsion) [Mind-Affecting]
□□□□ Bless Water <i>Effect:</i> Makes holy water.	12	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.	12	Will partial	1 standard action	1d4 rounds or 1 round; see text	Close (70 Feet)	V, S	Yes	Necromancy [Fear, Mind-Affecting]
□□□□ Command <i>Effect:</i> One subject obeys selected command for 1 round.	12	Will negates	1 standard action	18 round	Close (70 Feet)	V	Yes	Enchantment (Compulsion) [Language-Dependent, Mind-Affecting]
□□□□ Comprehend Languages <i>Effect:</i> You understand all spoken and written languages.	12	None	1 standard action	180 minutes	Personal	V, S, M/DF	No	Divination
□□□□ Cure Light Wounds <i>Effect:</i> Cures 1d8+5 damage	12	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.	12	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.	12	None	1 standard action	180 minutes	30 ft.	V, S	No	Necromancy [Evil]
□□□□ Detect Chaos <i>Effect:</i> Reveals creatures, spells, or objects of selected alignment.	12	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.	12	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.	12	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.	12	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.	12	None	1 standard action	Concentration, up to 18 minutes [D]	60 ft.	V, S, M/DF	No	Divination
□□□□ **Disguise Self <i>Effect:</i> Changes your appearance.	12	None	1 standard action	180 minutes [D]	Personal	V, S	No	Illusion (Glamour)
□□□□ Divine Favor <i>Effect:</i> You gain +6 on attack and damage rolls.	12	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.	12	Will negates	1 standard action	18 minutes	Medium (280 Feet)	V, S, DF	Yes	Necromancy [Fear, Mind-Affecting]
□□□□ Endure Elements <i>Effect:</i> Exist comfortably in hot or cold environments.	12	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.	12	None	1 standard action	18 minutes [D]	Personal	V, S	No	Abjuration
□□□□ Hide from Undead <i>Effect:</i> Undead can't perceive 18 subjects.	12	Will negates (harmless); see text	1 standard action	180 minutes [D]	Touch	V, S, DF	Yes	Abjuration
□□□□ Inflict Light Wounds <i>Effect:</i> Touch deals 1d8+5 damage	12	Will half	1 standard action	Instantaneous	Touch	V, S	Yes	Necromancy
□□□□ **Longstrider <i>Effect:</i> Increases your speed.	12	None	1 standard action	18 hours [D]	Personal	V, S, M	No	Transmutation
□□□□ Magic Stone <i>Effect:</i> Three stones gain +1 on attack rolls, deal 1d6+1 damage.	12	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.	12	Will negates (harmless, object)	1 standard action	18 minutes	Touch	V, S, DF	Yes (harmless, object)	Transmutation

\* =Domain/Specialty Spell

## Cleric Spells

Obscuring Mist	12	None	1 standard action	18 minutes	20 ft.	V, S	No	Conjuration (Creation)
<i>Effect:</i> Fog surrounds you.				<i>Target:</i> Cloud spreads in 20-ft. radius from you, 20 ft. high				
Protection from Chaos	12	Will negates (harmless)	1 standard action	18 minutes [D]	Touch	V, S, M/DF	No; see text	Abjuration [Lawful]
<i>Effect:</i> +2 to AC and saves, counter mind control, hedge out elementals and outsiders.				<i>Target:</i> Creature touched				
Protection from Evil	12	Will negates (harmless)	1 standard action	18 minutes [D]	Touch	V, S, M/DF	No; see text	Abjuration [Good]
<i>Effect:</i> +2 to AC and saves, counter mind control, hedge out elementals and outsiders.				<i>Target:</i> Creature touched				
Protection from Good	12	Will negates (harmless)	1 standard action	18 minutes [D]	Touch	V, S, M/DF	No; see text	Abjuration [Evil]
<i>Effect:</i> +2 to AC and saves, counter mind control, hedge out elementals and outsiders.				<i>Target:</i> Creature touched				
Protection from Law	12	Will negates (harmless)	1 standard action	18 minutes [D]	Touch	V, S, M/DF	No; see text	Abjuration [Chaotic]
<i>Effect:</i> +2 to AC and saves, counter mind control, hedge out elementals and outsiders.				<i>Target:</i> Creature touched				
Remove Fear	12	Will negates (harmless)	1 standard action	180 minutes; see text	Close (70 Feet)	V, S	Yes (harmless)	Abjuration
<i>Effect:</i> Suppresses fear or gives +4 on saves against fear for 5 subjects				<i>Target:</i> 5 creatures, no two of which can be more than 30 ft. apart				
Sanctuary	12	Will negates	1 standard action	18 rounds	Touch	V, S, DF	No	Abjuration
<i>Effect:</i> Opponents can't attack you, and you can't attack.				<i>Target:</i> Creature touched				
Shield of Faith	12	Will negates (harmless)	1 standard action	18 minutes	Touch	V, S, M	Yes (harmless)	Abjuration
<i>Effect:</i> Aura grants +5 deflection bonus.				<i>Target:</i> Creature touched				
Summon Monster I	12	None	1 round	18 rounds [D]	Close (70 Feet)	V, S, F/DF	No	Conjuration (Summoning)
<i>Effect:</i> Calls extraplanar creature to fight for you.				<i>Target:</i> One summoned creature				

## LEVEL 2

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
Aid	13	None	1 standard action	18 minutes	Touch	V, S, DF	Yes (harmless)	Enchantment (Compulsion) [Mind-Affecting]
<i>Effect:</i> +1 on attack rolls, +1 against fear, 1d8+10 temporary hp.				<i>Target:</i> Living creature touched				
Align Weapon	13	Will negates (harmless, object)	1 standard action	18 minutes	Touch	V, S, DF	Yes (harmless, object)	Transmutation
<i>Effect:</i> Weapon becomes good, evil, lawful, or chaotic.				<i>Target:</i> Weapon touched or fifty projectiles [all of which must be in contact with each other at the time of casting]				
Augury	13	None	1 minute	Instantaneous	Personal	V, S, M, F	No	Divination
<i>Effect:</i> Learns whether an action will be good or bad.				<i>Target:</i> You				
Bear's Endurance	13	Will negates (harmless)	1 standard action	18 minutes	Touch	V, S, DF	Yes	Transmutation
<i>Effect:</i> Subject gains +4 to Con for 18 minutes.				<i>Target:</i> Creature touched				
Bull's Strength	13	Will negates (harmless)	1 standard action	18 minutes	Touch	V, S, M/DF	Yes (harmless)	Transmutation
<i>Effect:</i> Subject gains +4 to Str for 18 minutes.				<i>Target:</i> Creature touched				
Calm Emotions	13	Will negates	1 standard action	18 minutes	Concentration, up to 18 rounds Medium (280 Feet)	V, S, DF	Yes	Enchantment (Compulsion) [Mind-Affecting]
<i>Effect:</i> Calms creatures, negating emotion effects.				<i>Target:</i> Creatures in a 20-ft.-radius spread				
Consecrate	13	None	1 standard action	36 hours	Close (70 Feet)	V, S, M, DF	No	Evocation [Good]
<i>Effect:</i> Fills area with positive energy, making undead weaker.				<i>Target:</i> 20-ft.-radius emanation				
Cure Moderate Wounds	13	Will half (harmless); see text	1 standard action	Instantaneous	Touch	V, S	Yes (harmless); see text	Conjuration (Healing)
<i>Effect:</i> Cures 2d8+10 damage				<i>Target:</i> Creature touched				
Darkness	13	None	1 standard action	180 minutes [D]	Touch	V, M/DF	No	Evocation [Darkness]
<i>Effect:</i> 20-ft. radius of supernatural shadow.				<i>Target:</i> Object touched				
Death Knell	13	Will negates	1 standard action	Instantaneous/10 minutes per HD of subject; see text	Touch	V, S	Yes	Necromancy [Death, Evil]
<i>Effect:</i> Kill dying creature and gain 1d8 temporary hp, +2 to Str, and +1 caster level.				<i>Target:</i> Living creature touched				
Delay Poison	13	Fortitude negates (harmless)	1 standard action	18 hours	Touch	V, S, DF	Yes (harmless)	Conjuration (Healing)
<i>Effect:</i> Stops poison from harming subject for 18 hours.				<i>Target:</i> Creature touched				
Desecrate	13	None	1 standard action	36 hours	Close (70 Feet)	V, S, M, DF	Yes	Evocation [Evil]
<i>Effect:</i> Fills area with negative energy, making undead stronger.				<i>Target:</i> 20-ft.-radius emanation				
Eagle's Splendor	13	Will negates (harmless)	1 standard action	18 minutes	Touch	V, S, M/DF	Yes	Transmutation
<i>Effect:</i> Subject gains +4 to Cha for 18 minutes.				<i>Target:</i> Creature touched				
Enthral	13	Will negates; see text	1 round	18 hour or less	Medium (280 Feet)	V, S	Yes	Enchantment (Charm)
<i>Effect:</i> Captivates all within 280 ft.				<i>Target:</i> Any number of creatures				
Find Traps	13	None	1 standard action	18 minutes	Personal	V, S	No	Divination
<i>Effect:</i> Notice traps as a rogue does.				<i>Target:</i> You				
Gentle Repose	13	Will negates (object)	1 standard action	18 days	Touch	V, S, M/DF	Yes (object)	Necromancy
<i>Effect:</i> Preserves one corpse.				<i>Target:</i> Corpse touched				
Hold Person	13	Will negates; see text	1 standard action	18 rounds [D]; see text	Medium (280 Feet)	V, S, F/DF	Yes	Enchantment (Compulsion) [Mind-Affecting]
<i>Effect:</i> Paralyzes one humanoid for 18 rounds.				<i>Target:</i> One humanoid creature				
Inflict Moderate Wounds	13	Will half	1 standard action	Instantaneous	Touch	V, S	Yes	Necromancy
<i>Effect:</i> Touch attack, 2d8+10 damage				<i>Target:</i> Creature touched				
**Invisibility	13	Will negates (harmless) or Will negates (harmless, object)	1 standard action	18 minutes [D]	Personal or touch	V, S, M/DF	Yes (harmless) or Yes (harmless, object)	Illusion (Glamer)
<i>Effect:</i> Subject is invisible for 18 minutes or until it attacks.				<i>Target:</i> You or a creature or object weighing no more than 1800 lbs				
**Locate Object	13	None	1 standard action	18 minutes	Long (400 Feet)	V, S, F/DF	No	Divination
<i>Effect:</i> Senses direction toward object [specific or type].				<i>Target:</i> Circle, centered on you, with a radius of 1120 ft.				
Make Whole	13	Will negates (harmless, object)	1 standard action	Instantaneous	Close (70 Feet)	V, S	Yes (harmless, object)	Transmutation
<i>Effect:</i> Repairs an object.				<i>Target:</i> One object of up to 180 cu. ft.				
Owl's Wisdom	13	Will negates (harmless)	1 standard action	18 minutes	Touch	V, S, M/DF	Yes	Transmutation
<i>Effect:</i> Subject gains +4 to Wis for 18 minutes.				<i>Target:</i> Creature touched				
Remove Paralysis	13	Will negates (harmless)	1 standard action	Instantaneous	Close (70 Feet)	V, S	Yes (harmless)	Conjuration (Healing)
<i>Effect:</i> Frees one or more creatures from paralysis or slow effect.				<i>Target:</i> Up to four creatures, no two of which can be more than 30 ft. apart				
Resist Energy	13	Fortitude negates (harmless)	1 standard action	180 minutes	Touch	V, S, DF	Yes (harmless)	Abjuration
<i>Effect:</i> Ignores first 10 [or more] points of damage/attack from specified energy type.				<i>Target:</i> Creature touched				
Restoration, Lesser	13	Will negates (harmless)	3 rounds	Instantaneous	Touch	V, S	Yes (harmless)	Conjuration (Healing)
<i>Effect:</i> Dispels magical ability penalty or repairs 1d4 ability damage.				<i>Target:</i> Creature touched				
Shatter	13	Will negates (object); Will negates (object) or Fortitude half; see text	1 standard action	Instantaneous	Close (70 Feet)	V, S, M/DF	Yes (object)	Evocation [Sonic]
<i>Effect:</i> Sonic vibration damages objects or crystalline creatures.				<i>Target:</i> 5-ft.-radius spread; or one solid object or one crystalline creature				
Shield Other	13	Will negates (harmless)	1 standard action	18 hours [D]	Close (70 Feet)	V, S, F	Yes (harmless)	Abjuration
<i>Effect:</i> You take half of subject's damage.				<i>Target:</i> One creature				
Silence	13	Will negates; see text or none (object)	1 standard action	18 minutes [D]	Long (1120 Feet)	V, S	Yes; see text or no (object)	Illusion (Glamer)
<i>Effect:</i> Negates sound in 15-ft. radius.				<i>Target:</i> 20 ft. radius emanation centered on a creature, object, or point in space				
Sound Burst	13	Fortitude partial	1 standard action	Instantaneous	Close (70 Feet)	V, S, F/DF	Yes	Evocation [Sonic]
<i>Effect:</i> Deals 1d8 sonic damage to subjects; may stun them.				<i>Target:</i> 10-ft.-radius spread				
Spiritual Weapon	13	None	1 standard action	18 rounds [D]	Medium (280 Feet)	V, S, DF	Yes	Evocation [Force]
<i>Effect:</i> Magical weapon attacks on its own.				<i>Target:</i> Magic weapon of force				
Status	13	Will negates (harmless)	1 standard action	18 hours	Touch	V, S	Yes (harmless)	Divination
<i>Effect:</i> Monitors condition, position of allies.				<i>Target:</i> 6 living creatures touched				
Summon Monster II	13	None	1 round	18 rounds [D]	Close (70 Feet)	V, S, F/DF	No	Conjuration (Summoning)
<i>Effect:</i> Calls extraplanar creature to fight for you.				<i>Target:</i> One or more summoned creatures, no two of which can be more than 30 ft. apart				

\* =Domain/Specialty Spell

# Cleric Spells

□□□□	<b>Undetectable Alignment</b>	13	Will negates (object)	1 standard action	24 hours	Close (70 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>	13	Will negates	1 standard action	18 minutes	Close (70 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>	14	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>	14	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>	14	Fortitude negates	1 standard action	Permanent [D]	Medium (280 Feet)	V	Yes	Necromancy
	<i>Effect:</i> Makes subject blinded or deafened.				<i>Target:</i> One living creature				
□□□□	<b>Contagion</b>	14	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>	14	None	1 standard action	Permanent	Touch	V, S, M	No	Evocation [Light]
	<i>Effect:</i> Makes a permanent, heatless torch.				<i>Target:</i> Object touched				
□□□□	<b>Create Food and Water</b>	14	None	10 minutes	24 hours; see text	Close (70 Feet)	V, S	No	Conjuration (Creation)
	<i>Effect:</i> Feeds 54 humans or 18 horse.				<i>Target:</i> Food and water to sustain 54 humans or 18 horses for 24 hours				
□□□□	<b>Cure Serious Wounds</b>	14	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>	14	None	1 standard action	180 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>	14	None	1 standard action	18 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>	14	None	1 standard action	Instantaneous	Medium (280 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>**Fly</b>	14	Will negates (harmless)	1 standard action	18 minutes	Touch	V, S, F/DF	Yes (harmless)	Transmutation
	<i>Effect:</i> Subject flies at speed of 60 ft.				<i>Target:</i> Creature touched				
□□□□	<b>Glyph of Warding</b>	14	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 90 sq. ft				
□□□□	<b>Helping Hand</b>	14	None	1 standard action	18 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>	14	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>	14	None	1 standard action	18 minutes [D]	Personal	V, S	No	Evocation
	<i>Effect:</i> Dispel invisibility within 90 ft				<i>Target:</i> You				
□□□□	<b>Locate Object</b>	14	None	1 standard action	18 minutes	Long (1120 Feet)	V, S, F/DF	No	Divination
	<i>Effect:</i> Senses direction toward object [specific or type].				<i>Target:</i> Circle, centered on you, with a radius of 1120 ft.				
□□□□	<b>Magic Circle against Chaos</b>	14	Will negates (harmless)	1 standard action	180 minutes	Touch	V, S, M/DF	No; see text	Abjuration [Lawful]
	<i>Effect:</i> As protection spells, but 10-ft. radius and 180 minutes.				<i>Target:</i> 10-ft.-radius emanation from touched creature				
□□□□	<b>Magic Circle against Evil</b>	14	Will negates (harmless)	1 standard action	180 minutes	Touch	V, S, M/DF	No; see text	Abjuration [Good]
	<i>Effect:</i> As protection spells, but 10-ft. radius and 180 minutes.				<i>Target:</i> 10-ft.-radius emanation from touched creature				
□□□□	<b>Magic Circle against Good</b>	14	Will negates (harmless)	1 standard action	180 minutes	Touch	V, S, M/DF	No; see text	Abjuration [Evil]
	<i>Effect:</i> As protection spells, but 10-ft. radius and 180 minutes.				<i>Target:</i> 10-ft.-radius emanation from touched creature				
□□□□	<b>Magic Circle against Law</b>	14	Will negates (harmless)	1 standard action	180 minutes	Touch	V, S, M/DF	No; see text	Abjuration [Chaotic]
	<i>Effect:</i> As protection spells, but 10-ft. radius and 180 minutes.				<i>Target:</i> 10-ft.-radius emanation from touched creature				
□□□□	<b>Magic Vestment</b>	14	Will negates (harmless, object)	1 standard action	18 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>	14	None	1 standard action	180 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>	14	Will negates (harmless, object)	1 standard action	18 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>	14	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 1800 lbs				
□□□□	<b>Prayer</b>	14	None	1 standard action	18 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>	14	Fortitude negates (harmless)	1 standard action	180 minutes or until discharged	Touch	V, S, DF	Yes (harmless)	Abjuration
	<i>Effect:</i> Absorb 216 points of damage from one kind of energy.				<i>Target:</i> Creature touched				
□□□□	<b>Remove Blindness/Deafness</b>	14	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>	14	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>	14	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>	14	None	1 standard action	Instantaneous	Medium (280 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>	14	Will negates; see text	10 minutes	18 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>	14	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 28 cu. ft.				
□□□□	<b>Summon Monster III</b>	14	None	1 round	18 rounds [D]	Close (70 Feet)	V, S, F/DF	No	Conjuration (Summoning)
	<i>Effect:</i> Calls extraplanar creature to fight for you.				<i>Target:</i> One or more summoned creatures, no two of which can be more than 30 ft. apart				
□□□□	<b>Water Breathing</b>	14	Will negates (harmless)	1 standard action	36 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>	14	Will negates (harmless)	1 standard action	180 minutes [D]	Touch	V, S, DF	Yes (harmless)	Transmutation [Water]
	<i>Effect:</i> Subject treads on water as if solid.				<i>Target:</i> 18 touched creatures				
□□□□	<b>Wind Wall</b>	14	None; see text	1 standard action	18 rounds	Medium (280 Feet)	V, S, M/DF	Yes	Evocation [Air]
	<i>Effect:</i> Deflects arrows, smaller creatures, and gases.				<i>Target:</i> Wall up to 180 ft. long and 90 ft. high [S]				

\* =Domain/Specialty Spell