

NPC

NAME _____

PLAYERNAME

None

DEITY

Chaotic Neutral

ALIGNMENT

Clr1 1

110000

Half-orc

Medium

5'8"

190 lbs

Darkvision (60'),
Normal

CLASS

EXPERIENCE

RACE

SIZE

HEIGHT

WEIGHT

VISION

11
TCL

66000
NEXT LEVEL

0
AGI

Male
GENDER

EYES

HAIR

0
POINTS

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP SCORE	TEMP MODIFIER
STR Strength	20	+5	20	+5
DEX Dexterity	14	+2	14	+2
CON Constitution	12	+1	12	+1
INT Intelligence	10	+0	10	+0
WIS Wisdom	20	+5	20	+5
CHA Charisma	10	+0	10	+0

HP		WOUNDS/CURRENT HP					SUBDUAL DAMAGE					DAMAGE REDUCTION		SPEED		
hit points		66												Walk 30'		
AC		12	10	12	= 10	+ 0	+ 0	+ 2	+ 0	+ 0	+ 0		0	+0	0	
armor class		TOTAL	FLAT	TOUCH	BASE	ARMOR BONUS	SHIELD BONUS	STAT MODIFIER	SIZE MODIFIER	NATURAL ARMOR	MISC MODIF	MISS CHANCE	ARCANE SPELL	ARMOR CHECK	SPELL RESISTANCE	

INITIATIVE modifier	+2	=	+2	+	+0
	TOTAL		DEX MODIFIER		MISC MODIFIER

BASE ATTACK bonus	+8/+3
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		SKILLS				MAX RANKS		14/7
SKILL NAME		KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER		
	Craft (Leatherworking)	INT	7	= 0	+ 7.0	+		
✓	Diplomacy	CHA	10	= 0	+ 10.0	+		
✓	Heal	WIS	16	= 5	+ 11.0	+		
				=	+	+		

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC MODIFIER	TEMP MODIFIER	conditional modifiers
FORTITUDE (constitution)	+8 =	+7 +	+1 +	+0 +	+0 +		
REFLEX (dexterity)	+5 =	+3 +	+2 +	+0 +	+0 +		
WILLPOWER (wisdom)	+12 =	+7 +	+5 +	+0 +	+0 +		

	TOTAL		BASE ATTACK BONUS	STAT MODIFIER	SIZE MODIFIER	MISC MODIFIER	TEMP. MODIFIER
MELEE attack bonus	+13/+8	=	+8/+3	+5	+0	+0	
RANGED attack bonus	+10/+5	=	+8/+3	+2	+0	+0	
GRAPPLE attack bonus	+13/+8	=	+8/+3	+5	+0	+0	

UNARMED	TOTAL ATTACK BONUS		DAMAGE		CRITICAL
	+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	133.0	Medium	266.0	Heavy	400.0
Lift over head	400.0	Lift off ground	800.0	Push / Drag	2000.0


FEATS	
Blind-Fight	See Text
Diligent	See Text
Eschew Materials	See Text
Scribe Scroll	See Text

DOMAINS

Destruction	You gain the smite power, the supernatural ability to make a single melee attack with a +4 bonus on attack rolls and a bonus on damage rolls equal to your cleric level (if you hit). You must declare the smite before making the attack.
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Protection	You can generate a protective ward as a supernatural ability. Grant someone you touch a resistance bonus equal to your cleric level on his or her next saving throw. Activating this power is a standard action. The protective ward is an abjuration effect with a duration of 1 hour that is usable once per day.
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TURN/REBUKE UNDEAD			
TURNING CHECK RESULT	UNDEAD AFFECTED (MAXIMUM HIT DICE)	Turn level	11
Up to 0	7	Turn damage	2d6+11
1 - 3	8	Turns/day	3
4 - 6	9	 NOTE: You destroy undead if you have twice as many turning levels as they have Hit Dice	
7 - 9	10		
10 - 12	11		
13 - 15	12		
16 - 18	13		
19 - 21	14		
22 +	15		

TURN/REBUKE UNDEAD			
TURNING CHECK RESULT	UNDEAD AFFECTED (MAXIMUM HIT DICE)	Turn level	11
Up to 0	7	Turn damage	2d6 +11
1 - 3	8	Turns/day	3
4 - 6	9	 NOTE: You destroy undead if you have twice as many turning levels as they have Hit Dice	
7 - 9	10		
10 - 12	11		
13 - 15	12		
16 - 18	13		
19 - 21	14		
22 +	15		

SPECIAL ABILITIES	
Orc Blood	
Smite 1/day (Su)	
Spontaneous casting	
Turn Undead 3/day (turn level 11) (turn damage 2d6+11)	

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, Orc

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	5+1	5+1	4+1	3+1	1+1	0	0	0

LEVEL 0

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
Create Water <i>Effect:</i> Creates 22 gallons of pure water.	15	None	1 standard action	Instantaneous	Close (50 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	<i>Target:</i> Creature touched Concentration, up to 11 minutes [D]	60 ft.	V, S	No	Divination
Detect Poison <i>Effect:</i> Detects poison in one creature or small object.	15	None	1 standard action	<i>Target:</i> Cone-shaped emanation Instantaneous	Close (50 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	<i>Target:</i> One creature, one object, or a 5-ft. cube 11 minute or until discharged	Touch	V, S	Yes	Divination
Inflict Minor Wounds <i>Effect:</i> Touch attack, 1 point of damage.	15	Will negates	1 standard action	<i>Target:</i> Creature touched Instantaneous	Touch	V, S	Yes	Necromancy
Light <i>Effect:</i> Object shines like a torch.	15	None	1 standard action	<i>Target:</i> Creature touched 110 minutes [D]	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	<i>Target:</i> Object touched Instantaneous	10 ft.	V, S	Yes (harmless, object)	Transmutation
Purify Food and Drink <i>Effect:</i> Purifies 11 cu. ft. of food or water.	15	Will negates (object)	1 standard action	<i>Target:</i> One object of up to 1 lb. Instantaneous	10 ft.	V, S	Yes (object)	Transmutation
Read Magic <i>Effect:</i> Read scrolls and spellbooks.	15	None	1 standard action	<i>Target:</i> 11 cu. ft. of contaminated food and water 110 minutes	Personal	V, S, F	No	Divination
Resistance <i>Effect:</i> Subject gains +1 on saving throws.	15	Will negates (harmless)	1 standard action	<i>Target:</i> You 11 minute	Touch	V, S, M/DF	Yes (harmless)	Abjuration
Virtue <i>Effect:</i> Subject gains 1 temporary hp.	15	Fortitude negates (harmless)	1 standard action	<i>Target:</i> Creature touched 11 minutes	Touch	V, S, DF	Yes (harmless)	Transmutation

LEVEL 1

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
Bane <i>Effect:</i> Enemies take -1 on attack rolls and saves against fear.	16	Will negates	1 standard action	11 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	11 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	<i>Target:</i> The caster and all allies within a 50-ft. burst, centered on the caster 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	<i>Target:</i> Flask of water touched 1d4 rounds or 1 round; see text	Close (50 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	<i>Target:</i> One living creature 11 round	Close (50 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	<i>Target:</i> One living creature 110 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	<i>Target:</i> You Instantaneous	Touch	V, S	Yes (harmless); see text	Conjuration (Healing)
Curse Water <i>Effect:</i> Makes unholy water.	16	Will negates (object)	1 minute	<i>Target:</i> Creature touched 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	<i>Target:</i> Flask of water touched 110 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	<i>Target:</i> Cone-shaped emanation Concentration, up to 10 minutes [D]	60 ft.	V, S, DF	No	Divination
Detect Evil <i>Effect:</i> Reveals creatures, spells, or objects of selected alignment.	16	None	1 standard action	<i>Target:</i> Cone-shaped emanation Concentration, up to 10 minutes [D]	60 ft.	V, S, DF	No	Divination
Detect Good <i>Effect:</i> Reveals creatures, spells, or objects of selected alignment.	16	None	1 standard action	<i>Target:</i> Cone-shaped emanation Concentration, up to 10 minutes [D]	60 ft.	V, S, DF	No	Divination
Detect Law <i>Effect:</i> Reveals creatures, spells, or objects of selected alignment.	16	None	1 standard action	<i>Target:</i> Cone-shaped emanation Concentration, up to 10 minutes [D]	60 ft.	V, S, DF	No	Divination
Detect Undead <i>Effect:</i> Reveals undead within 60 ft.	16	None	1 standard action	<i>Target:</i> Cone-shaped emanation Concentration, up to 11 minutes [D]	60 ft.	V, S, M/DF	No	Divination
Divine Favor <i>Effect:</i> You gain +3 on attack and damage rolls.	16	None	1 standard action	<i>Target:</i> Cone-shaped emanation 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	<i>Target:</i> You 11 minutes	Medium (210 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	<i>Target:</i> One living creature 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	<i>Target:</i> Creature touched 11 minutes [D]	Personal	V, S	No	Abjuration
Hide from Undead <i>Effect:</i> Undead can't perceive 11 subjects.	16	Will negates (harmless); see text	1 standard action	<i>Target:</i> You 110 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	<i>Target:</i> 11 touched creatures Instantaneous	Touch	V, S	Yes	Necromancy
Inflict Light Wounds <i>Effect:</i> Touch deals 1d8+5 damage	16	Will half	1 standard action	<i>Target:</i> Creature touched 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	<i>Target:</i> Creature touched 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	<i>Target:</i> Up to three pebbles touched 11 minutes	Touch	V, S, DF	Yes (harmless, object)	Transmutation
Obscuring Mist <i>Effect:</i> Fog surrounds you.	16	None	1 standard action	<i>Target:</i> Weapon touched 11 minutes	20 ft.	V, S	No	Conjuration (Creation)

* =Domain/Specialty Spell

Cleric Spells

Protection from Chaos	16	Will negates (harmless)	1 standard action	11 minutes [D]	Touch	V, S, M/DF No; see text	Abjuration [Lawful]
<i>Effect:</i> +2 to AC and saves, counter mind control, hedge out elementals and outsiders.				<i>Target:</i> Creature touched			
Protection from Evil	16	Will negates (harmless)	1 standard action	11 minutes [D]	Touch	V, S, M/DF No; see text	Abjuration [Good]
<i>Effect:</i> +2 to AC and saves, counter mind control, hedge out elementals and outsiders.				<i>Target:</i> Creature touched			
Protection from Good	16	Will negates (harmless)	1 standard action	11 minutes [D]	Touch	V, S, M/DF No; see text	Abjuration [Evil]
<i>Effect:</i> +2 to AC and saves, counter mind control, hedge out elementals and outsiders.				<i>Target:</i> Creature touched			
Protection from Law	16	Will negates (harmless)	1 standard action	11 minutes [D]	Touch	V, S, M/DF No; see text	Abjuration [Chaotic]
<i>Effect:</i> +2 to AC and saves, counter mind control, hedge out elementals and outsiders.				<i>Target:</i> Creature touched			
Remove Fear	16	Will negates (harmless)	1 standard action	110 minutes; see text	Close (50 Feet)	V, S Yes (harmless)	Abjuration
<i>Effect:</i> Suppresses fear or gives +4 on saves against fear for 3 subjects				<i>Target:</i> 3 creatures, no two of which can be more than 30 ft. apart			
*Sanctuary	16	Will negates	1 standard action	11 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			
Sanctuary	16	Will negates	1 standard action	11 rounds	Touch	V, S, DF No	Abjuration
<i>Effect:</i> Opponents can't attack you, and you can't attack.				<i>Target:</i> Creature touched			
Shield of Faith	16	Will negates (harmless)	1 standard action	11 minutes	Touch	V, S, M Yes (harmless)	Abjuration
<i>Effect:</i> Aura grants +3 deflection bonus.				<i>Target:</i> Creature touched			
Summon Monster I	16	None	1 round	11 rounds [D]	Close (50 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
<div><div></div><div></div><div></div><div></div><div></div></div> Aid	17	None	1 standard action	11 minutes	Touch	V, S, DF	Yes (harmless)	Enchantment (Compulsion) [Mind-Affecting]
Effect: +1 on attack rolls, +1 against fear, 1d8+10 temporary hp.				Target: Living creature touched				
<div><div></div><div></div><div></div><div></div><div></div></div> Align Weapon	17	Will negates (harmless, object)	1 standard action	11 minutes	Touch	V, S, DF	Yes (harmless, object)	Transmutation
Effect: Weapon becomes good, evil, lawful, or chaotic.				Target: Weapon touched or fifty projectiles [all of which must be in contact with each other at the time of casting]				
<div><div></div><div></div><div></div><div></div><div></div></div> Augury	17	None	1 minute	Instantaneous	Personal	V, S, M, F	No	Divination
Effect: Learns whether an action will be good or bad.				Target: You				
<div><div></div><div></div><div></div><div></div><div></div><div></div></div> Bear's Endurance	17	Will negates (harmless)	1 standard action	11 minutes	Touch	V, S, DF	Yes	Transmutation
Effect: Subject gains +4 to Con for 11 minutes.				Target: Creature touched				
<div><div></div><div></div><div></div><div></div><div></div><div></div></div> Bull's Strength	17	Will negates (harmless)	1 standard action	11 minutes	Touch	V, S, M/DF	Yes (harmless)	Transmutation
Effect: Subject gains +4 to Str for 11 minutes.				Target: Creature touched				
<div><div></div><div></div><div></div><div></div><div></div><div></div></div> Calm Emotions	17	Will negates	1 standard action	Concentration, up to 11 rounds [D]	Medium (210 Feet)	V, S, DF	Yes	Enchantment (Compulsion) [Mind-Affecting]
Effect: Calms creatures, negating emotion effects.				Target: Creatures in a 20-ft.-radius spread				
<div><div></div><div></div><div></div><div></div><div></div><div></div></div> Consecrate	17	None	1 standard action	22 hours	Close (50 Feet)	V, S, M, DF	No	Evocation [Good]
Effect: Fills area with positive energy, making undead weaker.				Target: 20-ft.-radius emanation				
<div><div></div><div></div><div></div><div></div><div></div><div></div><div></div></div> Cure Moderate Wounds	17	Will half (harmless); see text	1 standard action	Instantaneous	Touch	V, S	Yes (harmless); see text	Conjuration (Healing)
Effect: Cures 2d8+10 damage				Target: Creature touched				
<div><div></div><div></div><div></div><div></div><div></div><div></div></div> Darkness	17	None	1 standard action	110 minutes [D]	Touch	V, M/DF	No	Evocation [Darkness]
Effect: 20-ft. radius of supernatural shadow.				Target: Object touched				
<div><div></div><div></div><div></div><div></div><div></div><div></div></div> Death Knell	17	Will negates	1 standard action	Instantaneous/10 minutes per HD of subject; see text	Touch	V, S	Yes	Necromancy [Death, Evil]
Effect: Kill dying creature and gain 1d8 temporary hp, +2 to Str, and +1 caster level.				Target: Living creature touched				
<div><div></div><div></div><div></div><div></div><div></div><div></div></div> Delay Poison	17	Fortitude negates (harmless)	1 standard action	11 hours	Touch	V, S, DF	Yes (harmless)	Conjuration (Healing)
Effect: Stops poison from harming subject for 11 hours.				Target: Creature touched				
<div><div></div><div></div><div></div><div></div><div></div><div></div></div> Desecrate	17	None	1 standard action	22 hours	Close (50 Feet)	V, S, M, DF	Yes	Evocation [Evil]
Effect: Fills area with negative energy, making undead stronger.				Target: 20-ft.-radius emanation				
<div><div></div><div></div><div></div><div></div><div></div><div></div></div> Eagle's Splendor	17	Will negates (harmless)	1 standard action	11 minutes	Touch	V, S, M/DF	Yes	Transmutation
Effect: Subject gains +4 to Cha for 11 minutes.				Target: Creature touched				
<div><div></div><div></div><div></div><div></div><div></div><div></div></div> Enthrall	17	Will negates; see text	1 round	11 hour or less	Medium (210 Feet)	V, S	Yes	Enchantment (Charm)
Effect: Captivates all within 210 ft.				Target: Any number of creatures				
<div><div></div><div></div><div></div><div></div><div></div><div></div></div> Find Traps	17	None	1 standard action	11 minutes	Personal	V, S	No	Divination
Effect: Notice traps as a rogue does.				Target: You				
<div><div></div><div></div><div></div><div></div><div></div><div></div></div> Gentle Repose	17	Will negates (object)	1 standard action	11 days	Touch	V, S, M/DF	Yes (object)	Necromancy
Effect: Preserves one corpse.				Target: Corpse touched				
<div><div></div><div></div><div></div><div></div><div></div><div></div></div> Hold Person	17	Will negates; see text	1 standard action	11 rounds [D]; see text	Medium (210 Feet)	V, S, F/DF	Yes	Enchantment (Compulsion) [Mind-Affecting]
Effect: Paralyzes one humanoid for 11 rounds.				Target: One humanoid creature				
<div><div></div><div></div><div></div><div></div><div></div><div></div></div> Inflict Moderate Wounds	17	Will half	1 standard action	Instantaneous	Touch	V, S	Yes	Necromancy
Effect: Touch attack, 2d8+10 damage				Target: Creature touched				
<div><div></div><div></div><div></div><div></div><div></div><div></div></div> Make Whole	17	Will negates (harmless, object)	1 standard action	Instantaneous	Close (50 Feet)	V, S	Yes (harmless, object)	Transmutation
Effect: Repairs an object.				Target: One object of up to 110 cu. ft				
<div><div></div><div></div><div></div><div></div><div></div><div></div></div> Owl's Wisdom	17	Will negates (harmless)	1 standard action	11 minutes	Touch	V, S, M/DF	Yes	Transmutation
Effect: Subject gains +4 to Wis for 11 minutes.				Target: Creature touched				
<div><div></div><div></div><div></div><div></div><div></div><div></div></div> Remove Paralysis	17	Will negates (harmless)	1 standard action	Instantaneous	Close (50 Feet)	V, S	Yes (harmless)	Conjuration (Healing)
Effect: Frees one or more creatures from paralysis or slow effect.				Target: Up to four creatures, no two of which can be more than 30 ft. apart				
<div><div></div><div></div><div></div><div></div><div></div><div></div></div> Resist Energy	17	Fortitude negates (harmless)	1 standard action	110 minutes	Touch	V, S, DF	Yes (harmless)	Abjuration
Effect: Ignores first 10 [or more] points of damage/attack from specified energy type.				Target: Creature touched				
<div><div></div><div></div><div></div><div></div><div></div><div></div></div> Restoration, Lesser	17	Will negates (harmless)	3 rounds	Instantaneous	Touch	V, S	Yes (harmless)	Conjuration (Healing)
Effect: Dispels magical ability penalty or repairs 1d4 ability damage.				Target: Creature touched				
<div><div></div><div></div><div></div><div></div><div></div><div></div><div></div></div> *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]
Effect: Sonic vibration damages objects or crystalline creatures.				Target: 5-ft.-radius spread; or one solid object or one crystalline creature				
<div><div></div><div></div><div></div><div></div><div></div><div></div></div> Shatter	17	Will negates (object); Will negates (object) or Fortitude half; see text	1 standard action	Instantaneous	Close (50 Feet)	V, S, M/DF	Yes (object)	Evocation [Sonic]
Effect: Sonic vibration damages objects or crystalline creatures.				Target: 5-ft.-radius spread; or one solid object or one crystalline creature				
<div><div></div><div></div><div></div><div></div><div></div><div></div></div> *Shield Other	17	Will negates (harmless)	1 standard action	11 hours [D]	Close (25 Feet)	V, S, F	Yes (harmless)	Abjuration
Effect: You take half of subject's damage.				Target: One creature				
<div><div></div><div></div><div></div><div></div><div></div><div></div></div> Shield Other	17	Will negates (harmless)	1 standard action	11 hours [D]	Close (50 Feet)	V, S, F	Yes (harmless)	Abjuration
Effect: You take half of subject's damage.				Target: One creature				
<div><div></div><div></div><div></div><div></div><div></div><div></div></div> Silence	17	Will negates; see text or none (object)	1 standard action	11 minutes [D]	Long (840 Feet)	V, S	Yes; see text or no (object)	Illusion (Glamour)
Effect: Negates sound in 15-ft. radius.				Target: 20 ft. radius emanation centered on a creature, object, or point in space				
<div><div></div><div></div><div></div><div></div><div></div><div></div></div> Sound Burst	17	Fortitude partial	1 standard action	Instantaneous	Close (50 Feet)	V, S, F/DF	Yes	Evocation [Sonic]
Effect: Deals 1d8 sonic damage to subjects; may stun them.				Target: 10-ft.-radius spread				
<div><div></div><div></div><div></div><div></div><div></div><div></div></div> Spiritual Weapon	17	None	1 standard action	11 rounds [D]	Medium (210 Feet)	V, S, DF	Yes	Evocation [Force]
Effect: Magical weapon attacks on its own.				Target: Magic weapon of force				
<div><div></div><div></div><div></div><div></div><div></div><div></div></div> Status	17	Will negates (harmless)	1 standard action	11 hours	Touch	V, S	Yes (harmless)	Divination
Effect: Monitors condition, position of allies.				Target: 3 living creatures touched				
<div><div></div><div></div><div></div><div></div><div></div><div></div></div> Summon Monster II	17	None	1 round	11 rounds [D]	Close (50 Feet)	V, S, F/DF	No	Conjuration (Summoning)
Effect: Calls extraplanar creature to fight for you.				Target: One or more summoned creatures, no two of which can be more than 30 ft. apart				
* = Domain/Specialty Spell								

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Cleric Spells

☐☐☐☐☐ Undetectable Alignment	17	Will negates (object)	1 standard action	24 hours	Close (50 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	11 minutes	Close (50 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 (210 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				
☐☐☐☐☐ 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 (50 Feet)	V, S	No	Conjuration (Creation)
<i>Effect:</i> Feeds 33 humans or 11 horse.				<i>Target:</i> Food and water to sustain 33 humans or 11 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+11 damage				<i>Target:</i> Creature touched				
☐☐☐☐☐ Daylight	18	None	1 standard action	110 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	11 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 (210 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 55 sq. ft				
☐☐☐☐☐ Helping Hand	18	None	1 standard action	11 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+11 damage				<i>Target:</i> Creature touched				
☐☐☐☐☐ Invisibility Purge	18	None	1 standard action	11 minutes [D]	Personal	V, S	No	Evocation
<i>Effect:</i> Dispers invisibility within 55 ft				<i>Target:</i> You				
☐☐☐☐☐ Locate Object	18	None	1 standard action	11 minutes	Long (840 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 840 ft.				
☐☐☐☐☐ Magic Circle against Chaos	18	Will negates (harmless)	1 standard action	110 minutes	Touch	V, S, M/DF	No; see text	Abjuration [Lawful]
<i>Effect:</i> As protection spells, but 10-ft. radius and 110 minutes.				<i>Target:</i> 10-ft.-radius emanation from touched creature				
☐☐☐☐☐ Magic Circle against Evil	18	Will negates (harmless)	1 standard action	110 minutes	Touch	V, S, M/DF	No; see text	Abjuration [Good]
<i>Effect:</i> As protection spells, but 10-ft. radius and 110 minutes.				<i>Target:</i> 10-ft.-radius emanation from touched creature				
☐☐☐☐☐ Magic Circle against Good	18	Will negates (harmless)	1 standard action	110 minutes	Touch	V, S, M/DF	No; see text	Abjuration [Evil]
<i>Effect:</i> As protection spells, but 10-ft. radius and 110 minutes.				<i>Target:</i> 10-ft.-radius emanation from touched creature				
☐☐☐☐☐ Magic Circle against Law	18	Will negates (harmless)	1 standard action	110 minutes	Touch	V, S, M/DF	No; see text	Abjuration [Chaotic]
<i>Effect:</i> As protection spells, but 10-ft. radius and 110 minutes.				<i>Target:</i> 10-ft.-radius emanation from touched creature				
☐☐☐☐☐ Magic Vestment	18	Will negates (harmless, object)	1 standard action	11 hours	Touch	V, S, DF	Yes (harmless, object)	Transmutation
<i>Effect:</i> Armor or shield gains 2 enhancement				<i>Target:</i> Armor or shield touched				
☐☐☐☐☐ Meld into Stone	18	None	1 standard action	110 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 1100 lbs				
☐☐☐☐☐ Prayer	18	None	1 standard action	11 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	110 minutes or until discharged	Touch	V, S, DF	Yes (harmless)	Abjuration
<i>Effect:</i> Absorb 132 points of damage from one kind of energy.				<i>Target:</i> Creature touched				
☐☐☐☐☐ Protection from Energy	18	Fortitude negates (harmless)	1 standard action	110 minutes or until discharged	Touch	V, S, DF	Yes (harmless)	Abjuration
<i>Effect:</i> Absorb 132 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 (210 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	11 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> Sculpt stone into any shape.				<i>Target:</i> Stone or stone object touched, up to 21 cu. ft.				
☐☐☐☐☐ Summon Monster III	18	None	1 round	11 rounds [D]	Close (50 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	22 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	110 minutes [D]	Touch	V, S, DF	Yes (harmless)	Transmutation [Water]
<i>Effect:</i> Subject treads on water as if solid.				<i>Target:</i> 11 touched creatures				
☐☐☐☐☐ Wind Wall	18	None; see text	1 standard action	11 rounds	Medium (210 Feet)	V, S, M/DF	Yes	Evocation [Air]
<i>Effect:</i> Deflects arrows, smaller creatures, and gases.				<i>Target:</i> Wall up to 110 ft. long and 55 ft. high [S]				

LEVEL 4

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
☐☐☐☐☐ Air Walk	19	None	1 standard action	110 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	110 minutes [D]	Long (840 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 110 ft by 110 ft by 22 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+11 damage.				<i>Target:</i> Creature touched				

* =Domain/Specialty Spell

Cleric Spells

☐☐☐☐☐	Death Ward	19	Will negates (harmless)	1 standard action	11 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	11 minutes	Medium (210 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 11 rounds	Close (50 Feet)	V, S, DF	No	Divination
	<i>Effect:</i> Reveals deliberate falsehoods.				<i>Target:</i> 11 creatures, no two of which can be more than 30 ft. apart				
☐☐☐☐☐	Dismissal	19	Will negates; see text	1 standard action	Instantaneous	Close (50 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	11 rounds	Personal	V, S, DF	No	Evocation
	<i>Effect:</i> You gain attack bonus, +6 to Str, and 11 hps.				<i>Target:</i> You				
☐☐☐☐☐	Freedom of Movement	19	Will negates (harmless)	1 standard action	110 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	11 minutes	Close (50 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+11 damage				<i>Target:</i> Creature touched				
☐☐☐☐☐	Inflict Critical Wounds	19	Will half	1 standard action	Instantaneous	Touch	V, S	Yes	Necromancy
	<i>Effect:</i> Touch attack, 4d8+11 damage				<i>Target:</i> Creature touched				
☐☐☐☐☐	Magic Weapon, Greater	19	Will negates (harmless, object)	1 standard action	11 hours	Close (50 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	110 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 11 cu. ft. touched				
☐☐☐☐☐	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	110 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	11 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	110 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				
☐☐☐☐☐	Spell Immunity	19	Will negates (harmless)	1 standard action	110 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	11 rounds [D]	Close (50 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	110 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 (50 Feet)	V, S	No	Abjuration
	<i>Effect:</i> Frees subjects from enchantments, alterations, curses, and petrification.				<i>Target:</i> Up to 11 creatures, all within 30 ft. of each other				
☐☐☐☐☐	Command, Greater	20	Will negates	1 standard action	11 rounds	Close (50 Feet)	V	Yes	Enchantment (Compulsion)
	<i>Effect:</i> As command, but affects 11 subjects.				<i>Target:</i> 11 creatures, no two of which can be more than 30 ft. apart				
☐☐☐☐☐	Commune	20	None	10 minutes	11 rounds	Personal	V, S, M, DF, XP	No	Divination
	<i>Effect:</i> Deity answers 11 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 (50 Feet)	V, S	Yes (harmless) or Yes; see text	Conjuration (Healing)
	<i>Effect:</i> Cures 1d8+11 damage for many creatures.				<i>Target:</i> 11 creatures, no two of which can be more than 30 ft. apart				
☐☐☐☐☐	Dispel Chaos	20	See text	1 standard action	11 rounds or until discharged, whichever comes first	Touch	V, S, DF	See text	Abjuration [Lawful]
	<i>Effect:</i> +4 bonus against attacks.				<i>Target:</i> You and a touched evil creature from another plane; or you and an enchantment or evil spell on a touched creature or object				
☐☐☐☐☐	Dispel Evil	20	See text	1 standard action	11 rounds or until discharged, whichever comes first	Touch	V, S, DF	See text	Abjuration [Good]
	<i>Effect:</i> +4 bonus against attacks.				<i>Target:</i> You and a touched evil creature from another plane; or you and an enchantment or evil spell on a touched creature or object				
☐☐☐☐☐	Dispel Good	20	See text	1 standard action	11 rounds or until discharged, whichever comes first	Touch	V, S, DF	See text	Abjuration [Evil]
	<i>Effect:</i> +4 bonus against attacks.				<i>Target:</i> You and a touched evil creature from another plane; or you and an enchantment or evil spell on a touched creature or object				
☐☐☐☐☐	Dispel Law	20	See text	1 standard action	11 rounds or until discharged, whichever comes first	Touch	V, S, DF	See text	Abjuration [Chaotic]
	<i>Effect:</i> +4 bonus against attacks.				<i>Target:</i> You and a touched evil creature from another plane; or you and an enchantment or evil spell on a touched creature or object				
☐☐☐☐☐	Disrupting Weapon	20	Will negates (harmless, object); see text	1 standard action	11 rounds	Touch	V, S	Yes (harmless, object)	Transmutation
	<i>Effect:</i> Melee weapon destroys undead.				<i>Target:</i> One melee weapon				
☐☐☐☐☐	Flame Strike	20	Reflex half	1 standard action	Instantaneous	Medium (210 Feet)	V, S, DF	Yes	Evocation [Fire]
	<i>Effect:</i> Smite foes with divine fire for 11d6 damage.				<i>Target:</i> Cylinder 10				
☐☐☐☐☐	Hallow	20	See text	24 hours	Instantaneous	Touch	V, S, M, DF	See text	Evocation [Good]
	<i>Effect:</i> Designates location as holy.				<i>Target:</i> 40-ft. radius emanating from the touched point				
☐☐☐☐☐	*Inflict Light Wounds, Mass	20	Will half	1 standard action	Instantaneous	Close (25 Feet)	V, S	Yes	Necromancy
	<i>Effect:</i> Deals 1d8+11 damage to many creatures.				<i>Target:</i> 11 creatures, no two of which can be more than 30 ft. apart				
☐☐☐☐☐	Inflict Light Wounds, Mass	20	Will half	1 standard action	Instantaneous	Close (50 Feet)	V, S	Yes	Necromancy
	<i>Effect:</i> Deals 1d8+11 damage to many creatures.				<i>Target:</i> 11 creatures, no two of which can be more than 30 ft. apart				
☐☐☐☐☐	Insect Plague	20	None	1 round	11 minutes	Long (840 Feet)	V, S, DF	No	Conjuration (Summoning)
	<i>Effect:</i> Locust swarms attack creatures.				<i>Target:</i> 3 swarms of locust, each of which must be adjacent to at least one other swarm				
☐☐☐☐☐	Mark of Justice	20	None	10 minutes	Permanent; see text	Touch	V, S, DF	Yes	Necromancy
	<i>Effect:</i> Designates action that will trigger curse on subject.				<i>Target:</i> Creature touched				
☐☐☐☐☐	Plane Shift	20	Will negates	1 standard action	Instantaneous	Touch	V, S, F	Yes	Conjuration (Teleportation)
	<i>Effect:</i> As many as eight subjects travel to another plane.				<i>Target:</i> Creature touched, or up to eight willing creatures joining hands				
☐☐☐☐☐	Raise Dead	20	None; see text	1 minute	Instantaneous	Touch	V, S, M, DF	Yes (harmless)	Conjuration (Healing)
	<i>Effect:</i> Restores life to subject who died as long as 11 days ago.				<i>Target:</i> Dead creature touched				
☐☐☐☐☐	Righteous Might	20	None	1 standard action	11 rounds [D]	Personal	V, S, DF	No	Transmutation
	<i>Effect:</i> Your size increases, and you gain combat bonuses.				<i>Target:</i> You				

* =Domain/Specialty Spell

Cleric Spells

■■■■■ Scrying	20	Will negates	1 hour	11 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	11 minutes	Touch	V, S, DF	Yes (harmless)	Abjuration
<i>Effect:</i> Subject gains SR 12 + level.				<i>Target:</i> Creature touched				
■■■■■ Spell Resistance	20	Will negates (harmless)	1 standard action	11 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	11 rounds [D]	Close (50 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	11 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 (210 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 11 5-ft. squares [S]				

LEVEL 6

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
■■■■■ Animate Objects	21	None	1 standard action	11 rounds	Medium (210 Feet)	V, S	No	Transmutation
<i>Effect:</i> Objects attack your foes.				<i>Target:</i> 11 Small objects; see text				
■■■■■ Antilife Shell	21	None	1 round	110 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				
■■■■■ **Antimagic Field	21	None	1 standard action	110 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				
■■■■■ Banishment	21	Will negates	1 standard action	Instantaneous	Close (50 Feet)	V, S, F	Yes	Abjuration
<i>Effect:</i> Banishes 22 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	11 minutes	Close (50 Feet)	V, S, DF	Yes	Transmutation
<i>Effect:</i> As bear's endurance, affects 11 subjects.				<i>Target:</i> 11 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	11 minutes [D]	Medium (210 Feet)	V, S	Yes	Evocation [Force]
<i>Effect:</i> Wall of blades deals 11d6 damage.				<i>Target:</i> Wall of whirling blades up to 220 ft. long, or a ringed wall of whirling blades with a radius of up to 27 ft; either form 20 ft. high				
■■■■■ Bull's Strength, Mass	21	Will negates (harmless)	1 standard action	11 minutes	Close (50 Feet)	V, S, M/DF	Yes (harmless)	Transmutation
<i>Effect:</i> As bull's strength, affects one subject/ level.				<i>Target:</i> 11 creatures, no two of which can be more than 30 ft. apart				
■■■■■ Create Undead	21	None	1 hour	Instantaneous	Close (50 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 (50 Feet)	V, S	Yes (harmless) or Yes; see text	Conjuration (Healing)
<i>Effect:</i> Cures 2d8+11 damage for many creatures.				<i>Target:</i> 11 creatures, no two of which can be more than 30 ft. apart				
■■■■■ Dispel Magic, Greater	21	None	1 standard action	Instantaneous	Medium (210 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	11 minutes	Close (50 Feet)	V, S, M/DF	Yes	Transmutation
<i>Effect:</i> As eagle's splendor, affects 11 subjects.				<i>Target:</i> 11 creatures, no two of which can be more than 30 ft. apart				
■■■■■ Find the Path	21	None or Will negates (harmless)	3 rounds	110 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 (210 Feet)	V, S, M, DF	Yes	Abjuration
<i>Effect:</i> Blocks planar travel, damages creatures of different alignment.				<i>Target:</i> 11 60-ft. cubes [S]				
■■■■■ Geas/Quest	21	None	10 minutes	11 days or until discharged [D]	Close (50 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 55 sq. ft				
■■■■■ *Harm	21	Will half; see text	1 standard action	Instantaneous	Touch	V, S	Yes	Necromancy
<i>Effect:</i> Deals 110 points damage to target.				<i>Target:</i> Creature touched				
■■■■■ Harm	21	Will half; see text	1 standard action	Instantaneous	Touch	V, S	Yes	Necromancy
<i>Effect:</i> Deals 110 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 110 points of damage, all diseases and mental conditions.				<i>Target:</i> Creature touched				
■■■■■ Heroes' Feast	21	None	10 minutes	11 hour plus 12 hours; see text	Close (50 Feet)	V, S, DF	No	Conjuration (Creation) [Creation]
<i>Effect:</i> Food for 11 creatures cures and grants combat bonuses.				<i>Target:</i> Feast for 11 creatures				
■■■■■ Inflict Moderate Wounds, Mass	21	Will half	1 standard action	Instantaneous	Close (50 Feet)	V, S	Yes	Necromancy
<i>Effect:</i> Deals 2d8+11 damage to many creatures.				<i>Target:</i> 11 creatures, no two of which can be more than 30 ft. apart				
■■■■■ Owl's Wisdom, Mass	21	Will negates (harmless)	1 standard action	11 minutes	Close (50 Feet)	V, S, M/DF	Yes	Transmutation
<i>Effect:</i> As owl's wisdom, affects one subject/ level.				<i>Target:</i> 11 creatures, no two of which can be more than 30 ft. apart				
■■■■■ Planar Ally	21	None	10 minutes	Instantaneous	Close (50 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	11 rounds [D]	Close (50 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 (210 Feet)	V, S, M/DF	Yes	Necromancy [Death]
<i>Effect:</i> Destroys 11d4 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	11 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 3 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