

Eniavos Male Elf Clr14

NAME

Clr14

CLASS

182000

EXPERIENCE

14

TCL

105000

NEXT LEVEL

NPC

PLAYERNAME

Elf

RACE

Medium

SIZE

5'2"

HEIGHT

94 lbs

WEIGHT

0

EYES

Male

GENDER

None

DEITY

Neutral Evil

ALIGNMENT

Low-Light, Normal

VISION

0

POINTS

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP SCORE	TEMP MODIFIER
STR Strength	18	+4	18	+4
DEX Dexterity	20	+5	20	+5
CON Constitution	13	+1	13	+1
INT Intelligence	12	+1	12	+1
WIS Wisdom	20	+5	20	+5
CHA Charisma	15	+2	15	+2

HP  
hit points

78

WOUNDS/CURRENT HP

AC  
armor class

15

TOTAL

10

FLAT

15

TOUCH

10

BASE

0

ARMOR BONUS

0

SHIELD BONUS

5

STAT MODIFIER

0

SIZE MODIFIER

0

NATURAL ARMOR

0

MISC MODIFIER

0

MISS CHANCE

INITIATIVE  
modifier

+5

TOTAL

+5

DEX MODIFIER

+0

MISC MODIFIER

BASE ATTACK  
bonus

+10/+5

SUBDUAL DAMAGE

DAMAGE REDUCTION

SPEED

Walk 30'

0

+0

0

ARCANE SPELL FAILURE

+0

ARMOR CHECK PENALTY

0

SPELL RESISTANCE

SKILLS

MAX RANKS

17/8.5

SKILL NAME

KEY ABILITY

SKILL MODIFIER

ABILITY MODIFIER

RANKS

MISC MODIFIER

✓ Concentration

CON

18

=

1

+

17.0

+

Craft (Painting)

INT

3

=

1

+

2.0

+

Knowledge (Arcana)

INT

17

=

1

+

16.0

+

Knowledge (The Planes)

INT

17

=

1

+

16.0

+

=

+

+

✓ : can be used untrained. ✕ : exclusive skills

SAVING THROWS

TOTAL

BASE SAVE

ABILITY MODIFIER

MAGIC MODIFIER

MISC MODIFIER

TEMP MODIFIER

conditional modifiers

FORTITUDE  
(constitution)

+10

=

+9

+

+1

+

+0

+

+0

+

REFLEX  
(dexterity)

+9

=

+4

+

+5

+

+0

+

+0

+

WILLPOWER  
(wisdom)

+14

=

+9

+

+5

+

+0

+

+0

+

TOTAL

BASE ATTACK BONUS

STAT MODIFIER

SIZE MODIFIER

MISC MODIFIER

TEMP MODIFIER

MELEE  
attack bonus

+14/+9

=

+10/+5

+

+4

+

+0

+

+0

+

RANGED  
attack bonus

+15/+10

=

+10/+5

+

+5

+

+0

+

+0

+

GRAPPLE  
attack bonus

+14/+9

=

+10/+5

+

+4

+

+0

+

+0

+

UNARMED

TOTAL ATTACK BONUS

DAMAGE

CRITICAL

+14/+9

1d3+4

20/x2

ARMOR

TYPE

AC

MAXDEX

CHECK

SPELL FAILURE

EQUIPMENT

ITEM

LOCATION

QTY

WT

COST

Outfit (Explorer's)

Equipped

1

8.0

0.0

TOTAL WEIGHT CARRIED/VALUE

0.0 lbs

0.0 gp

WEIGHT ALLOWANCE

Light

100.0

Medium

200.0

Heavy

300.0

Lift over head

300.0

Lift off ground

600.0

Push / Drag

1500.0

FEATS

Craft Wand

See Text

Enlarge Spell

See Text

Improved Turning

See Text

Power Attack

See Text

Scribe Scroll

See Text

DOMAINS

Trickery

Bluff, Disguise and Hide are class skills.

Knowledge

All knowledge skills are class skills. You cast divinations at +1 caster level.

TURN/REBUKE UNDEAD

TURNING CHECK RESULT

UNDEAD AFFECTED (MAXIMUM HIT DICE)

Turn level

15

Turn damage

2d6+17

Turns/day

5

Up to 0

11

1 - 3

12

4 - 6

13

7 - 9

14

10 - 12

15

13 - 15

16

16 - 18

17

19 - 21

18

22 +

19

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

15

Turn damage

2d6+16

Turns/day

5

Up to 0

11

1 - 3

12

4 - 6

13

7 - 9

14

10 - 12

15

13 - 15

16

16 - 18

17

19 - 21

18

22 +

19

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

SPECIAL ABILITIES

+2 racial saving throw bonus against enchantment spells or effects.

An elf who merely passes within 5 feet of a secret or concealed door is entitled to a Search check to notice it as if she were actively looking for it.

Immunity to magic sleep effects.

Spontaneous casting

Turn Undead 5/day (turn level 15) (turn damage 2d6+16)

PROFICIENCIES

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













LANGUAGES

Common, Elven, 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	6+1	5+1	5+1	4+1	3+1	2+1	0	0

## LEVEL 0

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
 <b>Create Water</b> <i>Effect:</i> Creates 28 gallons of pure water.	15	None	1 standard action	Instantaneous	Close (60 Feet)	V, S	No	Conjuration (Creation) [Water]
 <b>Cure Minor Wounds</b> <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)
 <b>Detect Magic</b> <i>Effect:</i> Detects spells and magic items within 60 ft.	15	None	1 standard action	<i>Target:</i> Creature touched Concentration, up to 14 minutes [D]	60 ft.	V, S	No	Divination
 <b>Detect Poison</b> <i>Effect:</i> Detects poison in one creature or small object.	15	None	1 standard action	<i>Target:</i> Cone-shaped emanation Instantaneous	Close (60 Feet)	V, S	No	Divination
 <b>Guidance</b> <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 14 minute or until discharged	Touch	V, S	Yes	Divination
 <b>Inflict Minor Wounds</b> <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
 <b>Light</b> <i>Effect:</i> Object shines like a torch.	15	None	1 standard action	<i>Target:</i> Creature touched 140 minutes [D]	Touch	V, M/DF	No	Evocation [Light]
 <b>Mending</b> <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
 <b>Purify Food and Drink</b> <i>Effect:</i> Purifies 14 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
 <b>Read Magic</b> <i>Effect:</i> Read scrolls and spellbooks.	15	None	1 standard action	<i>Target:</i> 14 cu. ft. of contaminated food and water 140 minutes	Personal	V, S, F	No	Divination
 <b>Resistance</b> <i>Effect:</i> Subject gains +1 on saving throws.	15	Will negates (harmless)	1 standard action	<i>Target:</i> You 14 minute	Touch	V, S, M/DF	Yes (harmless)	Abjuration
 <b>Virtue</b> <i>Effect:</i> Subject gains 1 temporary hp.	15	Fortitude negates (harmless)	1 standard action	<i>Target:</i> Creature touched 14 minutes	Touch	V, S, DF	Yes (harmless)	Transmutation

## LEVEL 1

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
 <b>Bane</b> <i>Effect:</i> Enemies take -1 on attack rolls and saves against fear.	16	Will negates	1 standard action	14 minutes	50 ft.	V, S, DF	Yes	Enchantment (Compulsion) [Fear, Mind-Affecting]
 <b>Bless</b> <i>Effect:</i> Allies gain +1 on attack rolls and +1 on saves against fear.	16	None	1 standard action	14 minutes	50 ft.	V, S, DF	Yes (harmless)	Enchantment (Compulsion) [Mind-Affecting]
 <b>Bless Water</b> <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]
 <b>Cause Fear</b> <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 (60 Feet)	V, S	Yes	Necromancy [Fear, Mind-Affecting]
 <b>Command</b> <i>Effect:</i> One subject obeys selected command for 1 round.	16	Will negates	1 standard action	<i>Target:</i> One living creature 14 round	Close (60 Feet)	V	Yes	Enchantment (Compulsion) [Language-Dependent, Mind-Affecting]
 <b>Comprehend Languages</b> <i>Effect:</i> You understand all spoken and written languages.	16	None	1 standard action	<i>Target:</i> One living creature 140 minutes	Personal	V, S, M/DF	No	Divination
 <b>Cure Light Wounds</b> <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)
 <b>Curse Water</b> <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]
 <b>Deathwatch</b> <i>Effect:</i> Reveals how near death subjects within 30 ft. are.	16	None	1 standard action	<i>Target:</i> Flask of water touched 140 minutes	30 ft.	V, S	No	Necromancy [Evil]
 <b>Detect Chaos</b> <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
 <b>Detect Evil</b> <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
 <b>Detect Good</b> <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
 <b>Detect Law</b> <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
 <b>**Detect Secret Doors</b> <i>Effect:</i> Reveals hidden doors within 60 ft.	16	None	1 standard action	<i>Target:</i> Cone-shaped emanation Concentration, up to 14 minutes [D]	60 ft.	V, S	No	Divination
 <b>Detect Undead</b> <i>Effect:</i> Reveals undead within 60 ft.	16	None	1 standard action	<i>Target:</i> Cone-shaped emanation Concentration, up to 14 minutes [D]	60 ft.	V, S, M/DF	No	Divination
 <b>**Disguise Self</b> <i>Effect:</i> Changes your appearance.	16	None	1 standard action	<i>Target:</i> Cone-shaped emanation 140 minutes [D]	Personal	V, S	No	Illusion (Glamour)
 <b>Divine Favor</b> <i>Effect:</i> You gain +4 on attack and damage rolls.	16	None	1 standard action	<i>Target:</i> You 1 minute	Personal	V, S, DF	No	Evocation
 <b>Doom</b> <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 14 minutes	Medium (240 Feet)	V, S, DF	Yes	Necromancy [Fear, Mind-Affecting]
 <b>Endure Elements</b> <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
 <b>Entropic Shield</b> <i>Effect:</i> Ranged attacks against you have 20% miss chance.	16	None	1 standard action	<i>Target:</i> Creature touched 14 minutes [D]	Personal	V, S	No	Abjuration
 <b>Hide from Undead</b> <i>Effect:</i> Undead can't perceive 14 subjects.	16	Will negates (harmless); see text	1 standard action	<i>Target:</i> You 140 minutes [D]	Touch	V, S, DF	Yes	Abjuration
 <b>Inflict Light Wounds</b> <i>Effect:</i> Touch deals 1d8+5 damage	16	Will half	1 standard action	<i>Target:</i> 14 touched creatures Instantaneous	Touch	V, S	Yes	Necromancy
 <b>Magic Stone</b> <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
 <b>Magic Weapon</b> <i>Effect:</i> Weapon gains +1 bonus.	16	Will negates (harmless, object)	1 standard action	<i>Target:</i> Up to three pebbles touched 14 minutes	Touch	V, S, DF	Yes (harmless, object)	Transmutation

\* =Domain/Specialty Spell

## Cleric Spells

Obscuring Mist	16	None	1 standard action	14 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	16	Will negates (harmless)	1 standard action	14 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	14 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	14 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	14 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	140 minutes; see text	Close (60 Feet)	V, S	Yes (harmless)	Abjuration
<i>Effect:</i> Suppresses fear or gives +4 on saves against fear for 4 subjects				<i>Target:</i> 4 creatures, no two of which can be more than 30 ft. apart				
Sanctuary	16	Will negates	1 standard action	14 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	14 minutes	Touch	V, S, M	Yes (harmless)	Abjuration
<i>Effect:</i> Aura grants +4 deflection bonus.				<i>Target:</i> Creature touched				
Summon Monster I	16	None	1 round	14 rounds [D]	Close (60 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	17	None	1 standard action	14 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	17	Will negates (harmless, object)	1 standard action	14 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	17	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	17	Will negates (harmless)	1 standard action	14 minutes	Touch	V, S, DF	Yes	Transmutation
<i>Effect:</i> Subject gains +4 to Con for 14 minutes.				<i>Target:</i> Creature touched				
Bull's Strength	17	Will negates (harmless)	1 standard action	14 minutes	Touch	V, S, M/DF	Yes (harmless)	Transmutation
<i>Effect:</i> Subject gains +4 to Str for 14 minutes.				<i>Target:</i> Creature touched				
Calm Emotions	17	Will negates	1 standard action	Concentration, up to 14 rounds [D]	Medium (240 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	17	None	1 standard action	28 hours	Close (60 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	17	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	17	None	1 standard action	140 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	17	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	17	Fortitude negates (harmless)	1 standard action	14 hours	Touch	V, S, DF	Yes (harmless)	Conjuration (Healing)
<i>Effect:</i> Stops poison from harming subject for 14 hours.				<i>Target:</i> Creature touched				
Desecrate	17	None	1 standard action	28 hours	Close (60 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				
**Detect Thoughts	17	Will negates; see text	1 standard action	Concentration, up to 14 minutes [D]	60 ft.	V, S, F/DF	No	Divination [Mind-Affecting]
<i>Effect:</i> Allows 'listening' to surface thoughts.				<i>Target:</i> Cone-shaped emanation				
Eagle's Splendor	17	Will negates (harmless)	1 standard action	14 minutes	Touch	V, S, M/DF	Yes	Transmutation
<i>Effect:</i> Subject gains +4 to Cha for 14 minutes.				<i>Target:</i> Creature touched				
Enthrall	17	Will negates; see text	1 round	14 hour or less	Medium (240 Feet)	V, S	Yes	Enchantment (Charm)
<i>Effect:</i> Captivates all within 240 ft.				<i>Target:</i> Any number of creatures				
Find Traps	17	None	1 standard action	14 minutes	Personal	V, S	No	Divination
<i>Effect:</i> Notice traps as a rogue does.				<i>Target:</i> You				
Gentle Repose	17	Will negates (object)	1 standard action	14 days	Touch	V, S, M/DF	Yes (object)	Necromancy
<i>Effect:</i> Preserves one corpse.				<i>Target:</i> Corpse touched				
Hold Person	17	Will negates; see text	1 standard action	14 rounds [D]; see text	Medium (240 Feet)	V, S, F/DF	Yes	Enchantment (Compulsion) [Mind-Affecting]
<i>Effect:</i> Paralyzes one humanoid for 14 rounds.				<i>Target:</i> One humanoid creature				
Inflict Moderate Wounds	17	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	17	Will negates (harmless) or Will negates (harmless, object)	1 standard action	14 minutes [D]	Personal or touch	V, S, M/DF	Yes (harmless) or Yes Illusion (Glamer) (harmless, object)	
<i>Effect:</i> Subject is invisible for 14 minutes or until it attacks.				<i>Target:</i> You or a creature or object weighing no more than 1400 lbs				
Make Whole	17	Will negates (harmless, object)	1 standard action	Instantaneous	Close (60 Feet)	V, S	Yes (harmless, object)	Transmutation
<i>Effect:</i> Repairs an object.				<i>Target:</i> One object of up to 140 cu. ft				
Owl's Wisdom	17	Will negates (harmless)	1 standard action	14 minutes	Touch	V, S, M/DF	Yes	Transmutation
<i>Effect:</i> Subject gains +4 to Wis for 14 minutes.				<i>Target:</i> Creature touched				
Remove Paralysis	17	Will negates (harmless)	1 standard action	Instantaneous	Close (60 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	17	Fortitude negates (harmless)	1 standard action	140 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	17	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	17	Will negates (object); Will negates (object) or Fortitude half; see text	1 standard action	Instantaneous	Close (60 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	17	Will negates (harmless)	1 standard action	14 hours [D]	Close (60 Feet)	V, S, F	Yes (harmless)	Abjuration
<i>Effect:</i> You take half of subject's damage.				<i>Target:</i> One creature				
Silence	17	Will negates; see text or none (object)	1 standard action	14 minutes [D]	Long (960 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	17	Fortitude partial	1 standard action	Instantaneous	Close (60 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	17	None	1 standard action	14 rounds [D]	Medium (240 Feet)	V, S, DF	Yes	Evocation [Force]
<i>Effect:</i> Magical weapon attacks on its own.				<i>Target:</i> Magic weapon of force				
Status	17	Will negates (harmless)	1 standard action	14 hours	Touch	V, S	Yes (harmless)	Divination
<i>Effect:</i> Monitors condition, position of allies.				<i>Target:</i> 4 living creatures touched				
Summon Monster II	17	None	1 round	14 rounds [D]	Close (60 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

☐☐☐☐☐	Undetectable Alignment	17	Will negates (object)	1 standard action	24 hours	Close (60 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	14 minutes	Close (60 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 (240 Feet)	V	Yes	Necromancy
	<i>Effect:</i> Makes subject blinded or deafened.				<i>Target:</i> One living creature				
☐☐☐☐☐	**Clairaudience/Clairvoyance	18	None	10 minutes	14 minutes [D]	Long (400 Feet)	V, S, F/DF	No	Divination (Scrying)
	<i>Effect:</i> Hear or see at a distance for 14 minutes.				<i>Target:</i> Magical sensor				
☐☐☐☐☐	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	Magical, heatless flame			
☐☐☐☐☐	Create Food and Water	18	None	10 minutes	24 hours; see text	Close (60 Feet)	V, S	No	Conjuration (Creation)
	<i>Effect:</i> Feeds 42 humans or 14 horse.				<i>Target:</i> Food and water to sustain 42 humans or 14 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+14 damage				<i>Target:</i> Creature touched				
☐☐☐☐☐	Daylight	18	None	1 standard action	140 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	14 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 (240 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 70 sq. ft				
☐☐☐☐☐	Helping Hand	18	None	1 standard action	14 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+14 damage				<i>Target:</i> Creature touched				
☐☐☐☐☐	Invisibility Purge	18	None	1 standard action	14 minutes [D]	Personal	V, S	No	Evocation
	<i>Effect:</i> Dispers invisibility within 70 ft				<i>Target:</i> You				
☐☐☐☐☐	Locate Object	18	None	1 standard action	14 minutes	Long (960 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 960 ft.				
☐☐☐☐☐	Magic Circle against Chaos	18	Will negates (harmless)	1 standard action	140 minutes	Touch	V, S, M/DF	No; see text	Abjuration [Lawful]
	<i>Effect:</i> As protection spells, but 10-ft. radius and 140 minutes.				<i>Target:</i> 10-ft.-radius emanation from touched creature				
☐☐☐☐☐	Magic Circle against Evil	18	Will negates (harmless)	1 standard action	140 minutes	Touch	V, S, M/DF	No; see text	Abjuration [Good]
	<i>Effect:</i> As protection spells, but 10-ft. radius and 140 minutes.				<i>Target:</i> 10-ft.-radius emanation from touched creature				
☐☐☐☐☐	Magic Circle against Good	18	Will negates (harmless)	1 standard action	140 minutes	Touch	V, S, M/DF	No; see text	Abjuration [Evil]
	<i>Effect:</i> As protection spells, but 10-ft. radius and 140 minutes.				<i>Target:</i> 10-ft.-radius emanation from touched creature				
☐☐☐☐☐	Magic Circle against Law	18	Will negates (harmless)	1 standard action	140 minutes	Touch	V, S, M/DF	No; see text	Abjuration [Chaotic]
	<i>Effect:</i> As protection spells, but 10-ft. radius and 140 minutes.				<i>Target:</i> 10-ft.-radius emanation from touched creature				
☐☐☐☐☐	Magic Vestment	18	Will negates (harmless, object)	1 standard action	14 hours	Touch	V, S, DF	Yes (harmless, object)	Transmutation
	<i>Effect:</i> Armor or shield gains 3 enhancement				<i>Target:</i> Armor or shield touched				
☐☐☐☐☐	Meld into Stone	18	None	1 standard action	140 minutes	Personal	V, S, DF	No	Transmutation [Earth]
	<i>Effect:</i> You and your gear merge with stone.				<i>Target:</i> You				
☐☐☐☐☐	**Nondetection	18	Will negates (harmless, object)	1 standard action	14 hours	Touch	V, S, M	Yes (harmless, object)	Abjuration
	<i>Effect:</i> Hides subject from divination, scrying.				<i>Target:</i> Creature or object touched				
☐☐☐☐☐	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 1400 lbs				
☐☐☐☐☐	Prayer	18	None	1 standard action	14 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	140 minutes or until discharged	Touch	V, S, DF	Yes (harmless)	Abjuration
	<i>Effect:</i> Absorb 168 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 (240 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	14 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 24 cu. ft.				
☐☐☐☐☐	Summon Monster III	18	None	1 round	14 rounds [D]	Close (60 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	28 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	140 minutes [D]	Touch	V, S, DF	Yes (harmless)	Transmutation [Water]
	<i>Effect:</i> Subject treads on water as if solid.				<i>Target:</i> 14 touched creatures				
☐☐☐☐☐	Wind Wall	18	None; see text	1 standard action	14 rounds	Medium (240 Feet)	V, S, M/DF	Yes	Evocation [Air]
	<i>Effect:</i> Deflects arrows, smaller creatures, and gases.				<i>Target:</i> Wall up to 140 ft. long and 70 ft. high [S]				

## LEVEL 4

	Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
☐☐☐☐☐	Air Walk	19	None	1 standard action	140 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				
☐☐☐☐☐	**Confusion	19	Will negates	1 standard action	14 rounds	Medium (100 Feet)	V, S, M/DF	Yes	Enchantment (Compulsion) [Mind-Affecting]
	<i>Effect:</i> Subjects behave oddly for 14 rounds.				<i>Target:</i> All creatures in a 15-ft. radius burst				
☐☐☐☐☐	Control Water	19	None; see text	1 standard action	140 minutes [D]	Long (960 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 140 ft by 140 ft by 28 ft [S]				

\* =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+14 damage.				<i>Target:</i> Creature touched				
■■■■■Death Ward	19	Will negates (harmless)	1 standard action	14 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	14 minutes	Medium (240 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 14 rounds	Close (60 Feet)	V, S, DF	No	Divination
<i>Effect:</i> Reveals deliberate falsehoods.				<i>Target:</i> 14 creatures, no two of which can be more than 30 ft. apart				
■■■■■Dismissal	19	Will negates; see text	1 standard action	Instantaneous	Close (60 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				
■■■■■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	14 rounds	Personal	V, S, DF	No	Evocation
<i>Effect:</i> You gain attack bonus, +6 to Str, and 14 hps.				<i>Target:</i> You				
■■■■■Freedom of Movement	19	Will negates (harmless)	1 standard action	140 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	14 minutes	Close (60 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+14 damage				<i>Target:</i> Creature touched				
■■■■■Magic Weapon, Greater	19	Will negates (harmless, object)	1 standard action	14 hours	Close (60 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	140 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 14 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	140 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	14 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	140 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	14 rounds [D]	Close (60 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	140 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, DF, XP	Yes	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 (60 Feet)	V, S	No	Abjuration
<i>Effect:</i> Frees subjects from enchantments, alterations, curses, and petrification.				<i>Target:</i> Up to 14 creatures, all within 30 ft. of each other				
■■■■■Command, Greater	20	Will negates	1 standard action	14 rounds	Close (60 Feet)	V	Yes	Enchantment (Compulsion)
<i>Effect:</i> As command, but affects 14 subjects.				<i>Target:</i> 14 creatures, no two of which can be more than 30 ft. apart				
■■■■■Commune	20	None	10 minutes	14 rounds	Personal	V, S, M, DF, XP	No	Divination
<i>Effect:</i> Deity answers 14 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 (60 Feet)	V, S	Yes (harmless) or Yes; see text	Conjuration (Healing)
<i>Effect:</i> Cures 1d8+14 damage for many creatures.				<i>Target:</i> 14 creatures, no two of which can be more than 30 ft. apart				
■■■■■Dispel Chaos	20	See text	1 standard action	14 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	14 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	14 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	14 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	14 rounds	Touch	V, S	Yes (harmless, object)	Transmutation
<i>Effect:</i> Melee weapon destroys undead.				<i>Target:</i> One melee weapon				
■■■■■**False Vision	20	None	1 standard action	14 hours [D]	Touch	V, S, M	No	Illusion (Glamer)
<i>Effect:</i> Fools scrying with an illusion.				<i>Target:</i> 40-ft.-radius emanation				
■■■■■Flame Strike	20	Reflex half	1 standard action	Instantaneous	Medium (240 Feet)	V, S, DF	Yes	Evocation [Fire]
<i>Effect:</i> Smite foes with divine fire for 14d6 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 (60 Feet)	V, S	Yes	Necromancy
<i>Effect:</i> Deals 1d8+14 damage to many creatures.				<i>Target:</i> 14 creatures, no two of which can be more than 30 ft. apart				
■■■■■Insect Plague	20	None	1 round	14 minutes	Long (960 Feet)	V, S, DF	No	Conjuration (Summoning)
<i>Effect:</i> Locust swarms attack creatures.				<i>Target:</i> 4 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 14 days ago.				<i>Target:</i> Dead creature touched				
■■■■■Righteous Might	20	None	1 standard action	14 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	14 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	14 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	14 rounds [D]	Close (60 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	14 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				
■■■■■ True Seeing	20	Will negates (harmless)	1 standard action	14 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 (240 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 14 5-ft. squares [S]				

## LEVEL 6

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
■■■■■ Animate Objects	21	None	1 standard action	14 rounds	Medium (240 Feet)	V, S	No	Transmutation
<i>Effect:</i> Objects attack your foes.				<i>Target:</i> 14 Small objects; see text				
■■■■■ Antilife Shell	21	None	1 round	140 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 (60 Feet)	V, S, F	Yes	Abjuration
<i>Effect:</i> Banishes 28 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	14 minutes	Close (60 Feet)	V, S, DF	Yes	Transmutation
<i>Effect:</i> As bear's endurance, affects 14 subjects.				<i>Target:</i> 14 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	14 minutes [D]	Medium (240 Feet)	V, S	Yes	Evocation [Force]
<i>Effect:</i> Wall of blades deals 14d6 damage.				<i>Target:</i> Wall of whirling blades up to 280 ft. long, or a ringed wall of whirling blades with a radius of up to 35 ft; either form 20 ft. high				
■■■■■ Bull's Strength, Mass	21	Will negates (harmless)	1 standard action	14 minutes	Close (60 Feet)	V, S, M/DF	Yes (harmless)	Transmutation
<i>Effect:</i> As bull's strength, affects one subject/ level.				<i>Target:</i> 14 creatures, no two of which can be more than 30 ft. apart				
■■■■■ Create Undead	21	None	1 hour	Instantaneous	Close (60 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 (60 Feet)	V, S	Yes (harmless) or Yes; see text	Conjuration (Healing)
<i>Effect:</i> Cures 2d8+14 damage for many creatures.				<i>Target:</i> 14 creatures, no two of which can be more than 30 ft. apart				
■■■■■ Dispel Magic, Greater	21	None	1 standard action	Instantaneous	Medium (240 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	14 minutes	Close (60 Feet)	V, S, M/DF	Yes	Transmutation
<i>Effect:</i> As eagle's splendor, affects 14 subjects.				<i>Target:</i> 14 creatures, no two of which can be more than 30 ft. apart				
■■■■■ *Find the Path	21	None or Will negates (harmless)	3 rounds	140 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				
■■■■■ Find the Path	21	None or Will negates (harmless)	3 rounds	140 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 (240 Feet)	V, S, M, DF	Yes	Abjuration
<i>Effect:</i> Blocks planar travel, damages creatures of different alignment.				<i>Target:</i> 14 60-ft. cubes [S]				
■■■■■ Geas/Quest	21	None	10 minutes	14 days or until discharged [D]	Close (60 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 70 sq. ft				
■■■■■ Harm	21	Will half; see text	1 standard action	Instantaneous	Touch	V, S	Yes	Necromancy
<i>Effect:</i> Deals 140 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 140 points of damage, all diseases and mental conditions.				<i>Target:</i> Creature touched				
■■■■■ Heroes' Feast	21	None	10 minutes	14 hour plus 12 hours; see text	Close (60 Feet)	V, S, DF	No	Conjuration (Creation) [Creation]
<i>Effect:</i> Food for 14 creatures cures and grants combat bonuses.				<i>Target:</i> Feast for 14 creatures				
■■■■■ Inflict Moderate Wounds, Mass	21	Will half	1 standard action	Instantaneous	Close (60 Feet)	V, S	Yes	Necromancy
<i>Effect:</i> Deals 2d8+14 damage to many creatures.				<i>Target:</i> 14 creatures, no two of which can be more than 30 ft. apart				
■■■■■ **Mislead	21	None or Will disbelief (if interacted with); see text	1 standard action	14 rounds [D] and concentration + 3 rounds; see text	Close (25 Feet)	S	No	Illusion (Figment)[Glamer]
<i>Effect:</i> Turns you invisible and creates illusory double.				<i>Target:</i> You/one illusory double				
■■■■■ Owl's Wisdom, Mass	21	Will negates (harmless)	1 standard action	14 minutes	Close (60 Feet)	V, S, M/DF	Yes	Transmutation
<i>Effect:</i> As owl's wisdom, affects one subject/ level.				<i>Target:</i> 14 creatures, no two of which can be more than 30 ft. apart				
■■■■■ Planar Ally	21	None	10 minutes	Instantaneous	Close (60 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	14 rounds [D]	Close (60 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 (240 Feet)	V, S, M/DF	Yes	Necromancy [Death]
<i>Effect:</i> Destroys 14d4 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	14 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 4 touched creatures				
■■■■■ Word of Recall	21	None or Will negates (harmless, object)	1 standard action	Instantaneous	Unlimited	V	No or Yes (harmless, object)	Conjuration (Teleportation)
<i>Effect:</i> Teleports you back to designated place.				<i>Target:</i> You and touched objects or other willing creatures				

\* =Domain/Specialty Spell

# Cleric Spells

## LEVEL 7

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
Blasphemy	22	None or Will negates; see text	1 standard action	Instantaneous	30 ft.	V	Yes	Evocation [Evil, Sonic]
<i>Effect:</i> Kills, paralyzes, weakens, or dazes nonevil subjects.				<i>Target:</i> Nonevil creatures in a 40-ft.-radius spread centered on you				
Control Weather	22	None	10 minutes; see text	4d12 hours; see text	2 miles	V, S	No	Transmutation
<i>Effect:</i> Changes weather in local area.				<i>Target:</i> 2-mile-radius circle, centered on you; see text				
Cure Serious Wounds, Mass	22	Will half (harmless) or Will half; see text	1 standard action	Instantaneous	Close (60 Feet)	V, S	Yes (harmless) or Yes; see text	Conjuration (Healing)
<i>Effect:</i> Cures 3d8+14 damage for many creatures.				<i>Target:</i> 14 creatures, no two of which can be more than 30 ft. apart				
Destruction	22	Fortitude partial	1 standard action	Instantaneous	Close (60 Feet)	V, S, F	Yes	Necromancy [Death]
<i>Effect:</i> Kills subject and destroys remains.				<i>Target:</i> One creature				
Dictum	22	None or Will negates; see text	1 standard action	Instantaneous	40 ft.	V	Yes	Evocation [Lawful, Sonic]
<i>Effect:</i> Kills, paralyzes, slows, or deafens nonlawful subjects.				<i>Target:</i> Nonlawful creatures in a 40-ft.-radius spread centered on you				
Ethereal Jaunt	22	None	1 standard action	14 rounds [D]	Personal	V, S	No	Transmutation
<i>Effect:</i> You become ethereal for 14 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 (60 Feet)	V, S	Yes	Necromancy
<i>Effect:</i> Deals 3d8+14 damage to many creatures.				<i>Target:</i> 14 creatures, no two of which can be more than 30 ft. apart				
**Legend Lore	22	None	See text	See text	Personal	V, S, M, F	No	Divination
<i>Effect:</i> Lets you learn tales about a person, place, or thing.				<i>Target:</i> You				
Refuge	22	None	1 standard action	Permanent until discharged	Touch	V, S, M	No	Conjuration (Teleportation)
<i>Effect:</i> Alters item to transport its possessor to you.				<i>Target:</i> Object touched				
Regenerate	22	Fortitude negates (harmless)	3 full rounds	Instantaneous	Touch	V, S, DF	Yes (harmless)	Conjuration (Healing)
<i>Effect:</i> Subject's severed limbs grow back, cures 4d8+14				<i>Target:</i> Living creature touched				
Repulsion	22	Will negates	1 standard action	14 rounds [D]	Up to 10 ft./level	V, S, F/DF	Yes	Abjuration
<i>Effect:</i> Creatures can't approach you.				<i>Target:</i> 140 ft. radius emanation centered on you				
Restoration, Greater	22	Will negates (harmless)	10 minutes	Instantaneous	Touch	V, S, XP	Yes (harmless)	Conjuration (Healing)
<i>Effect:</i> As restoration, plus restores all levels and ability scores.				<i>Target:</i> Creature touched				
Resurrection	22	None; see text	10 minutes	Instantaneous	Touch	V, S, M, DF	Yes (harmless)	Conjuration (Healing)
<i>Effect:</i> Fully restore dead subject.				<i>Target:</i> Dead creature touched				
**Screen	22	None or Will disbelief (if interacted with); see text	10 minutes	24 hours	Close (25 Feet)	V, S	No	Illusion (Glamour)
<i>Effect:</i> Illusion hides area from vision, scrying.				<i>Target:</i> 14 30-ft. cubes [S]				
Scrying, Greater	22	Will negates	1 standard action	14 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	14 rounds [D]	Close (60 Feet)	V, S, F/DF	No	Conjuration (Summoning)
<i>Effect:</i> Calls extraplanar creature to fight for you.				<i>Target:</i> One or more summoned creatures, no two of which can be more than 30 ft. apart				
Symbol of Stunning	22	Will negates	10 minutes	See text	0 ft.; see text	V, S, M	Yes	Enchantment (Compulsion) [Mind-Affecting]
<i>Effect:</i> Triggered rune stuns nearby creatures.				<i>Target:</i> One symbol				
Symbol of Weakness	22	Fortitude negates	10 minutes	See text	0 ft.; see text	V, S, M	Yes	Necromancy [Death]
<i>Effect:</i> Triggered rune weakens nearby creatures.				<i>Target:</i> One symbol				
Word of Chaos	22	None or Will negates; see text	1 standard action	Instantaneous	40 ft.	V	Yes	Evocation [Chaotic, Sonic]
<i>Effect:</i> Kills, confuses, stuns, or deafens nonchaotic subjects.				<i>Target:</i> Nonchaotic creatures in a 40-ft.-radius spread centered on you				

\* =Domain/Specialty Spell