

Elsa Female Half-Elf Clr12

NAME

Clr12

CLASS

132000

EXPERIENCE

12

78000

NEXT LEVEL

TCL

NPC

PLAYERNAME

Half-Elf

RACE

Medium

SIZE

5'2"

HEIGHT

125 lbs

WEIGHT

0

Female

GENDER

None

DEITY

EYES

HAIR

POINTS

Chaotic 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	12	+1	12	+1
CON Constitution	18	+4	18	+4
INT Intelligence	12	+1	12	+1
WIS Wisdom	18	+4	18	+4
CHA Charisma	12	+1	12	+1

HP

hit points

107

AC

armor class

11

WOUNDS/CURRENT HP

SUBDUAL DAMAGE

DAMAGE REDUCTION

SPEED

Walk 30'

TOTAL

FLAT

TOUCH

BASE

ARMOR BONUS

SHIELD BONUS

STAT MODIFIER

SIZE MODIFIER

NATURAL ARMOR MODIFIER

MISC MODIFIER

MISS CHANCE

ARCANE SPELL FAILURE

ARMOR CHECK PENALTY

SPELL RESISTANCE

INITIATIVE

modifier

+1

TOTAL

DEX MODIFIER

MISC MODIFIER

BASE ATTACK

bonus

+9/+4

SAVING THROWS

FORTITUDE

(constitution)

REFLEX

(dexterity)

WILLPOWER

(wisdom)

TOTAL

BASE SAVE

ABILITY MODIFIER

MAGIC MODIFIER

MISC MODIFIER

TEMP MODIFIER

conditional modifiers

MELEE

attack bonus

RANGED

attack bonus

GRAPPLE

attack bonus

TOTAL

BASE ATTACK BONUS

STAT MODIFIER

SIZE MODIFIER

MISC MODIFIER

TEMP MODIFIER

UNARMED

TOTAL ATTACK BONUS

DAMAGE

CRITICAL

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	
Combat Reflexes	See Text
Extend Spell	See Text
Leadership	See Text
Power Attack	See Text
Self Sufficient	See Text

DOMAINS	
Travel	For a total time per day of 1 round per cleric level you possess, you can act normally regardless of magical effects that impede movement as if you were affected by the spell freedom of movement. This effect occurs automatically as soon as it applies, lasts until it runs out or is no longer needed, and can operate multiple times per day (up to the total daily limit of rounds).This granted power is a supernatural ability.
Sun	Once per day, you can perform a greater turning against undead in place of a regular turning. The greater turning is like a normal turning except that the undead creatures that would be turned are destroyed instead.

SKILLS

MAX RANKS

15/7.5

SKILL NAME

KEY ABILITY

SKILL MODIFIER

ABILITY MODIFIER

RANKS

MISC MODIFIER

Craft (Pottery)	INT	10	=	1	+	9.0	+
Craft (Stonemasonry)	INT	10	=	1	+	9.0	+
Knowledge (History)	INT	13	=	1	+	12.0	+
Profession (Miner)	WIS	19	=	4	+	15.0	+
= + +							
✓ : can be used untrained. ✗ : exclusive skills							

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

TURN/REBUKE UNDEAD		
TURNING CHECK RESULT	UNDEAD AFFECTED (MAXIMUM HIT DICE)	Turn level
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1 - 3	9	Turn damage
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13 - 15	13	□□□□
16 - 18	14	NOTE: You destroy undead if you have twice as many turning levels as they have Hit Dice
19 - 21	15	
22 +	16	

SPECIAL ABILITIES	
+2 racial bonus on saving throws against enchantment spells or effects.	
Elven Blood	
Immunity to sleep spells and similar magical effects.	
Spontaneous casting	
Turn Undead 4/day (turn level 12) (turn damage 2d6+13)	













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

LANGUAGES	
Common, Draconic, Elven	

























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	6+1	5+1	5+1	4+1	3+1	2+1	0	0	0

LEVEL 0

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
 Create Water <i>Effect:</i> Creates 24 gallons of pure water.	14	None	1 standard action	Instantaneous	Close (55 Feet)	V, S	No	Conjuration (Creation) [Water]
 Cure Minor Wounds <i>Effect:</i> Cures 1 point of damage.	14	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.	14	None	1 standard action	<i>Target:</i> Creature touched Instantaneous	60 ft.	V, S	No	Divination
 Detect Poison <i>Effect:</i> Detects poison in one creature or small object.	14	None	1 standard action	<i>Target:</i> Cone-shaped emanation Instantaneous	Close (55 Feet)	V, S	No	Divination
 Guidance <i>Effect:</i> +1 on one attack roll, saving throw, or skill check.	14	Will negates (harmless)	1 standard action	<i>Target:</i> One creature, one object, or a 5-ft. cube 12 minute or until discharged	Touch	V, S	Yes	Divination
 Inflict Minor Wounds <i>Effect:</i> Touch attack, 1 point of damage.	14	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.	14	None	1 standard action	<i>Target:</i> Creature touched 120 minutes [D]	Touch	V, M/DF	No	Evocation [Light]
 Mending <i>Effect:</i> Makes minor repairs on an object.	14	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 12 cu. ft. of food or water.	14	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.	14	None	1 standard action	<i>Target:</i> 12 cu. ft. of contaminated food and water 120 minutes	Personal	V, S, F	No	Divination
 Resistance <i>Effect:</i> Subject gains +1 on saving throws.	14	Will negates (harmless)	1 standard action	<i>Target:</i> You 12 minute	Touch	V, S, M/DF	Yes (harmless)	Abjuration
 Virtue <i>Effect:</i> Subject gains 1 temporary hp.	14	Fortitude negates (harmless)	1 standard action	<i>Target:</i> Creature touched 12 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.	15	Will negates	1 standard action	<i>Target:</i> All enemies within 50 ft. 12 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.	15	None	1 standard action	<i>Target:</i> The caster and all allies within a 50-ft. burst, centered on the caster 12 minutes	50 ft.	V, S, DF	Yes (harmless)	Enchantment (Compulsion) [Mind-Affecting]
 Bless Water <i>Effect:</i> Makes holy water.	15	Will negates (object)	1 minute	<i>Target:</i> Instantaneous Touch	Touch	V, S, M	Yes (object)	Transmutation [Good]
 Cause Fear <i>Effect:</i> One creature of 5 HD or less flees for 1d4 rounds.	15	Will partial	1 standard action	<i>Target:</i> 1d4 rounds or 1 round; see text Close (55 Feet)	Close (55 Feet)	V, S	Yes	Necromancy [Fear, Mind-Affecting]
 Command <i>Effect:</i> One subject obeys selected command for 1 round.	15	Will negates	1 standard action	<i>Target:</i> One living creature 12 round	Close (55 Feet)	V	Yes	Enchantment (Compulsion) [Language-Dependent, Mind-Affecting]
 Comprehend Languages <i>Effect:</i> You understand all spoken and written languages.	15	None	1 standard action	<i>Target:</i> One living creature 120 minutes	Personal	V, S, M/DF	No	Divination
 Cure Light Wounds <i>Effect:</i> Cures 1d8+5 damage	15	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.	15	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.	15	None	1 standard action	<i>Target:</i> Flask of water touched 120 minutes	30 ft.	V, S	No	Necromancy [Evil]
 Detect Chaos <i>Effect:</i> Reveals creatures, spells, or objects of selected alignment.	15	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.	15	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.	15	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.	15	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.	15	None	1 standard action	<i>Target:</i> Cone-shaped emanation Concentration, up to 12 minutes [D]	60 ft.	V, S, M/DF	No	Divination
 Divine Favor <i>Effect:</i> You gain +4 on attack and damage rolls.	15	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.	15	Will negates	1 standard action	<i>Target:</i> You 12 minutes	Medium (220 Feet)	V, S, DF	Yes	Necromancy [Fear, Mind-Affecting]
 *Endure Elements <i>Effect:</i> Exist comfortably in hot or cold environments.	15	Will negates (harmless)	1 standard action	<i>Target:</i> One living creature 24 hours	Touch	V, S	Yes (harmless)	Abjuration
 Endure Elements <i>Effect:</i> Exist comfortably in hot or cold environments.	15	Will negates (harmless)	1 standard action	<i>Target:</i> Creature touched 24 hours	Touch	V, S	Yes (harmless)	Abjuration
 Entropic Shield <i>Effect:</i> Ranged attacks against you have 20% miss chance.	15	None	1 standard action	<i>Target:</i> Creature touched 12 minutes [D]	Personal	V, S	No	Abjuration
 Hide from Undead <i>Effect:</i> Undead can't perceive 12 subjects.	15	Will negates (harmless); see text	1 standard action	<i>Target:</i> You 120 minutes [D]	Touch	V, S, DF	Yes	Abjuration
 Inflict Light Wounds <i>Effect:</i> Touch deals 1d8+5 damage	15	Will half	1 standard action	<i>Target:</i> 12 touched creatures Instantaneous	Touch	V, S	Yes	Necromancy
 **Longstrider <i>Effect:</i> Increases your speed.	15	None	1 standard action	<i>Target:</i> Creature touched 12 hours [D]	Personal	V, S, M	No	Transmutation
 Magic Stone <i>Effect:</i> Three stones gain +1 on attack rolls, deal 1d6+1 damage.	15	Will negates (harmless, object)	1 standard action	<i>Target:</i> You 30 minutes or until discharged	Touch	V, S, DF	Yes (harmless, object)	Transmutation
 Magic Weapon <i>Effect:</i> Weapon gains +1 bonus.	15	Will negates (harmless, object)	1 standard action	<i>Target:</i> Up to three pebbles touched 12 minutes	Touch	V, S, DF	Yes (harmless, object)	Transmutation

* =Domain/Specialty Spell

Cleric Spells

Obscuring Mist	15	None	1 standard action	12 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	15	Will negates (harmless)	1 standard action	12 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	15	Will negates (harmless)	1 standard action	12 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	15	Will negates (harmless)	1 standard action	12 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	15	Will negates (harmless)	1 standard action	12 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	15	Will negates (harmless)	1 standard action	120 minutes; see text	Close (55 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	15	Will negates	1 standard action	12 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	15	Will negates (harmless)	1 standard action	12 minutes	Touch	V, S, M	Yes (harmless)	Abjuration
<i>Effect:</i> Aura grants +4 deflection bonus.				<i>Target:</i> Creature touched				
Summon Monster I	15	None	1 round	12 rounds [D]	Close (55 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	16	None	1 standard action	12 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	16	Will negates (harmless, object)	1 standard action	12 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	16	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	16	Will negates (harmless)	1 standard action	12 minutes	Touch	V, S, DF	Yes	Transmutation
<i>Effect:</i> Subject gains +4 to Con for 12 minutes.				<i>Target:</i> Creature touched				
Bull's Strength	16	Will negates (harmless)	1 standard action	12 minutes	Touch	V, S, M/DF	Yes (harmless)	Transmutation
<i>Effect:</i> Subject gains +4 to Str for 12 minutes.				<i>Target:</i> Creature touched				
Calm Emotions	16	Will negates	1 standard action	Concentration, up to 12 rounds [D]	Medium (220 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	16	None	1 standard action	24 hours	Close (55 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	16	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	16	None	1 standard action	120 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	16	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	16	Fortitude negates (harmless)	1 standard action	12 hours	Touch	V, S, DF	Yes (harmless)	Conjuration (Healing)
<i>Effect:</i> Stops poison from harming subject for 12 hours.				<i>Target:</i> Creature touched				
Desecrate	16	None	1 standard action	24 hours	Close (55 Feet)	V, S, M, DF	Yes	Evocation [Evil]
<i>Effect:</i> Fills area with negative energy, making undead stronger.				<i>Target:</i> 20-ft.-radius emanation				
Eagle's Splendor	16	Will negates (harmless)	1 standard action	12 minutes	Touch	V, S, M/DF	Yes	Transmutation
<i>Effect:</i> Subject gains +4 to Cha for 12 minutes.				<i>Target:</i> Creature touched				
Enthrall	16	Will negates; see text	1 round	12 hour or less	Medium (220 Feet)	V, S	Yes	Enchantment (Charm)
<i>Effect:</i> Captivates all within 220 ft.				<i>Target:</i> Any number of creatures				
Find Traps	16	None	1 standard action	12 minutes	Personal	V, S	No	Divination
<i>Effect:</i> Notice traps as a rogue does.				<i>Target:</i> You				
Gentle Repose	16	Will negates (object)	1 standard action	12 days	Touch	V, S, M/DF	Yes (object)	Necromancy
<i>Effect:</i> Preserves one corpse.				<i>Target:</i> Corpse touched				
**Heat Metal	16	Will negates (object)	1 standard action	7 rounds	Close (25 Feet)	V, S, DF	Yes (object)	Transmutation [Fire]
<i>Effect:</i> Make metal so hot it damages those who touch it.				<i>Target:</i> Metal equipment of 6 creatures, no two of which can be more than 30 ft. apart; or 300 lb. of metal, all of which must be within a 30-ft. circle				
Hold Person	16	Will negates; see text	1 standard action	12 rounds [D]; see text	Medium (220 Feet)	V, S, F/DF	Yes	Enchantment (Compulsion) [Mind-Affecting]
<i>Effect:</i> Paralyzes one humanoid for 12 rounds.				<i>Target:</i> One humanoid creature				
Inflict Moderate Wounds	16	Will half	1 standard action	Instantaneous	Touch	V, S	Yes	Necromancy
<i>Effect:</i> Touch attack, 2d8+10 damage				<i>Target:</i> Creature touched				
**Locate Object	16	None	1 standard action	12 minutes	Long (400 Feet)	V, S, F/DF	No	Divination
<i>Effect:</i> Senses direction toward object [specific or type].				<i>Target:</i> Circle, centered on you, with a radius of 880 ft.				
Make Whole	16	Will negates (harmless, object)	1 standard action	Instantaneous	Close (55 Feet)	V, S	Yes (harmless, object)	Transmutation
<i>Effect:</i> Repairs an object.				<i>Target:</i> One object of up to 120 cu. ft				
Owl's Wisdom	16	Will negates (harmless)	1 standard action	12 minutes	Touch	V, S, M/DF	Yes	Transmutation
<i>Effect:</i> Subject gains +4 to Wis for 12 minutes.				<i>Target:</i> Creature touched				
Remove Paralysis	16	Will negates (harmless)	1 standard action	Instantaneous	Close (55 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	16	Fortitude negates (harmless)	1 standard action	120 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	16	Will negates (harmless)	3 rounds	Instantaneous	Touch	V, S	Yes (harmless)	Conjuration (Healing)
<i>Effect:</i> Dispel magical ability penalty or repairs 1d4 ability damage.				<i>Target:</i> Creature touched				
Shatter	16	Will negates (object); Will negates (object) or Fortitude half; see text	1 standard action	Instantaneous	Close (55 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	16	Will negates (harmless)	1 standard action	12 hours [D]	Close (55 Feet)	V, S, F	Yes (harmless)	Abjuration
<i>Effect:</i> You take half of subject's damage.				<i>Target:</i> One creature				
Silence	16	Will negates; see text or none (object)	1 standard action	12 minutes [D]	Long (880 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	16	Fortitude partial	1 standard action	Instantaneous	Close (55 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	16	None	1 standard action	12 rounds [D]	Medium (220 Feet)	V, S, DF	Yes	Evocation [Force]
<i>Effect:</i> Magical weapon attacks on its own.				<i>Target:</i> Magic weapon of force				
Status	16	Will negates (harmless)	1 standard action	12 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	16	None	1 round	12 rounds [D]	Close (55 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	16	Will negates (object)	1 standard action	24 hours	Close (55 Feet)	V, S	Yes (object)	Abjuration
	Effect: Conceals alignment for 24 hours.				Target: One creature or object				
☐☐☐☐☐	Zone of Truth	16	Will negates	1 standard action	12 minutes	Close (55 Feet)	V, S, DF	Yes	Enchantment (Compulsion) [Mind-Affecting]
	Effect: Subjects within range cannot lie.				Target: 20-ft.-radius emanation				

LEVEL 3

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
☐☐☐☐☐ Animate Dead	17	None	1 standard action	Instantaneous	Touch	V, S, M	No	Necromancy [Evil]
Effect: Creates undead skeletons and zombies.				Target: One or more corpses touched				
☐☐☐☐☐ Bestow Curse	17	Will negates	1 standard action	Permanent	Touch	V, S	Yes	Necromancy
Effect: -6 to an ability score; -4 on attack rolls, saves, and checks; or 50% chance of losing each action.				Target: Creature touched				
☐☐☐☐☐ Blindness/Deafness	17	Fortitude negates	1 standard action	Permanent [D]	Medium (220 Feet)	V	Yes	Necromancy
Effect: Makes subject blinded or deafened.				Target: One living creature				
☐☐☐☐☐ Contagion	17	Fortitude negates	1 standard action	Instantaneous	Touch	V, S	Yes	Necromancy [Evil]
Effect: Infects subject with chosen disease.				Target: Living creature touched				
☐☐☐☐☐ Continual Flame	17	None	1 standard action	Permanent	Touch	V, S, M	No	Evocation [Light]
Effect: Makes a permanent, heatless torch.				Target: Object touched		Magical, heatless flame		
☐☐☐☐☐ Create Food and Water	17	None	10 minutes	24 hours; see text	Close (55 Feet)	V, S	No	Conjuration (Creation)
Effect: Feeds 36 humans or 12 horse.				Target: Food and water to sustain 36 humans or 12 horses for 24 hours				
☐☐☐☐☐ Cure Serious Wounds	17	Will half (harmless); see text	1 standard action	Instantaneous	Touch	V, S	Yes (harmless); see text	Conjuration (Healing)
Effect: Cures 3d8+12 damage				Target: Creature touched				
☐☐☐☐☐ Daylight	17	None	1 standard action	120 minutes [D]	Touch	V, S	No	Evocation [Light]
Effect: 60-ft. radius of bright light.				Target: Object touched				
☐☐☐☐☐ Deeper Darkness	17	None	1 standard action	12 days [D]	Touch	V, M/DF	No	Evocation [Darkness]
Effect: Object sheds supernatural shadow in 60-ft. radius.				Target: Object touched				
☐☐☐☐☐ Dispel Magic	17	None	1 standard action	Instantaneous	Medium (220 Feet)	V, S	No	Abjuration
Effect: Cancels magical spells and effects.				Target: One spellcaster, creature, or object; or 20-ft.-radius burst				
☐☐☐☐☐ **Fly	17	Will negates (harmless)	1 standard action	12 minutes	Touch	V, S, F/DF	Yes (harmless)	Transmutation
Effect: Subject flies at speed of 60 ft.				Target: Creature touched				
☐☐☐☐☐ Glyph of Warding	17	See text	10 minutes	Permanent until discharged [D]	Touch	V, S, M	No (object) and Yes; see text	Abjuration
Effect: Inscription harms those who pass it.				Target: Object touched or up to 60 sq. ft				
☐☐☐☐☐ Helping Hand	17	None	1 standard action	12 hours	5 miles	V, S, DF	No	Evocation
Effect: Ghostly hand leads subject to you.				Target: Ghostly hand				
☐☐☐☐☐ Inflict Serious Wounds	17	Will half	1 standard action	Instantaneous	Touch	V, S	Yes	Necromancy
Effect: Touch attack, 3d8+12 damage				Target: Creature touched				
☐☐☐☐☐ Invisibility Purge	17	None	1 standard action	12 minutes [D]	Personal	V, S	No	Evocation
Effect: Dispers invisibility within 60 ft				Target: You				
☐☐☐☐☐ Locate Object	17	None	1 standard action	12 minutes	Long (880 Feet)	V, S, F/DF	No	Divination
Effect: Senses direction toward object [specific or type].				Target: Circle, centered on you, with a radius of 880 ft.				
☐☐☐☐☐ Magic Circle against Chaos	17	Will negates (harmless)	1 standard action	120 minutes	Touch	V, S, M/DF	No; see text	Abjuration [Lawful]
Effect: As protection spells, but 10-ft. radius and 120 minutes.				Target: 10-ft.-radius emanation from touched creature				
☐☐☐☐☐ Magic Circle against Evil	17	Will negates (harmless)	1 standard action	120 minutes	Touch	V, S, M/DF	No; see text	Abjuration [Good]
Effect: As protection spells, but 10-ft. radius and 120 minutes.				Target: 10-ft.-radius emanation from touched creature				
☐☐☐☐☐ Magic Circle against Good	17	Will negates (harmless)	1 standard action	120 minutes	Touch	V, S, M/DF	No; see text	Abjuration [Evil]
Effect: As protection spells, but 10-ft. radius and 120 minutes.				Target: 10-ft.-radius emanation from touched creature				
☐☐☐☐☐ Magic Circle against Law	17	Will negates (harmless)	1 standard action	120 minutes	Touch	V, S, M/DF	No; see text	Abjuration [Chaotic]
Effect: As protection spells, but 10-ft. radius and 120 minutes.				Target: 10-ft.-radius emanation from touched creature				
☐☐☐☐☐ Magic Vestment	17	Will negates (harmless, object)	1 standard action	12 hours	Touch	V, S, DF	Yes (harmless, object)	Transmutation
Effect: Armor or shield gains 3 enhancement				Target: Armor or shield touched				
☐☐☐☐☐ Meld into Stone	17	None	1 standard action	120 minutes	Personal	V, S, DF	No	Transmutation [Earth]
Effect: You and your gear merge with stone.				Target: You				
☐☐☐☐☐ Obscure Object	17	Will negates (object)	1 standard action	8 hours [D]	Touch	V, S, M/DF	Yes (object)	Abjuration
Effect: Masks object against scrying.				Target: One object touched of up to 1200 lbs				
☐☐☐☐☐ Prayer	17	None	1 standard action	12 rounds	40 ft.	V, S, DF	Yes	Enchantment (Compulsion) [Mind-Affecting]
Effect: Allies +1 bonus on most rolls, enemies -1 penalty.				Target: All allies and foes within a 40-ft.-radius burst centered on you				
☐☐☐☐☐ Protection from Energy	17	Fortitude negates (harmless)	1 standard action	120 minutes or until discharged	Touch	V, S, DF	Yes (harmless)	Abjuration
Effect: Absorb 144 points of damage from one kind of energy.				Target: Creature touched				
☐☐☐☐☐ Remove Blindness/Deafness	17	Fortitude negates (harmless)	1 standard action	Instantaneous	Touch	V, S	Yes (harmless)	Conjuration (Healing)
Effect: Cures normal or magical conditions.				Target: Creature touched				
☐☐☐☐☐ Remove Curse	17	Will negates (harmless)	1 standard action	Instantaneous	Touch	V, S	Yes (harmless)	Abjuration
Effect: Frees object or person from curse.				Target: Creature or item touched				
☐☐☐☐☐ Remove Disease	17	Fortitude negates (harmless)	1 standard action	Instantaneous	Touch	V, S	Yes (harmless)	Conjuration (Healing)
Effect: Cures all diseases affecting subject.				Target: Creature touched				
☐☐☐☐☐ *Searing Light	17	None	1 standard action	Instantaneous	Medium (100 Feet)	V, S	Yes	Evocation
Effect: Ray deals 1d8/two levels, more against undead.				Target: Ray				
☐☐☐☐☐ Searing Light	17	None	1 standard action	Instantaneous	Medium (220 Feet)	V, S	Yes	Evocation
Effect: Ray deals 1d8/two levels, more against undead.				Target: Ray				
☐☐☐☐☐ Speak with Dead	17	Will negates; see text	10 minutes	12 minutes	10 ft.	V, S, DF	No	Necromancy [Language-Dependent]
Effect: Corpse answers one question/two levels.				Target: One dead creature				
☐☐☐☐☐ Stone Shape	17	None	1 standard action	Instantaneous	Touch	V, S, M/DF	No	Transmutation [Earth]
Effect: Sculpts stone into any shape.				Target: Stone or stone object touched, up to 22 cu. ft.				
☐☐☐☐☐ Summon Monster III	17	None	1 round	12 rounds [D]	Close (55 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				
☐☐☐☐☐ Water Breathing	17	Will negates (harmless)	1 standard action	24 hours; see text	Touch	V, S, M/DF	Yes (harmless)	Transmutation
Effect: Subjects can breathe underwater.				Target: Living creatures touched				
☐☐☐☐☐ Water Walk	17	Will negates (harmless)	1 standard action	120 minutes [D]	Touch	V, S, DF	Yes (harmless)	Transmutation [Water]
Effect: Subject treads on water as if solid.				Target: 12 touched creatures				
☐☐☐☐☐ Wind Wall	17	None; see text	1 standard action	12 rounds	Medium (220 Feet)	V, S, M/DF	Yes	Evocation [Air]
Effect: Deflects arrows, smaller creatures, and gases.				Target: Wall up to 120 ft. long and 60 ft. high [S]				

LEVEL 4

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
☐☐☐☐☐ Air Walk	18	None	1 standard action	120 minutes	Touch	V, S, DF	Yes (harmless)	Transmutation [Air]
Effect: Subject treads on air as if solid (climb at 45-degree angle).								
☐☐☐☐☐ Control Water	18	None; see text	1 standard action	120 minutes [D]	Long (880 Feet)	V, S, M/DF	No	Transmutation [Water]
Effect: Raises or lowers bodies of water.				Target: Water in a volume of 120 ft by 120 ft by 24 ft [S]				
☐☐☐☐☐ Cure Critical Wounds	18	Will half (harmless); see text	1 standard action	Instantaneous	Touch	V, S	Yes (harmless); see text	Conjuration (Healing)
Effect: Cures 4d8+12 damage.				Target: Creature touched				

* =Domain/Specialty Spell

Cleric Spells

☐☐☐☐☐	Death Ward	18	Will negates (harmless)	1 standard action	12 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				
☐☐☐☐☐	**Dimension Door	18	None and Will negates (object)	1 standard action	Instantaneous	Long (400 Feet)	V	No and Yes (object)	Conjuration (Teleportation)
	<i>Effect:</i> Teleports you short distance.				<i>Target:</i> You and touched objects or other touched willing creatures				
☐☐☐☐☐	Dimensional Anchor	18	None	1 standard action	12 minutes	Medium (220 Feet)	V, S	Yes (object)	Abjuration
	<i>Effect:</i> Bars extradimensional movement.				<i>Target:</i> Ray				
☐☐☐☐☐	Discern Lies	18	Will negates	1 standard action	Concentration, up to 12 rounds	Close (55 Feet)	V, S, DF	No	Divination
	<i>Effect:</i> Reveals deliberate falsehoods.				<i>Target:</i> 12 creatures, no two of which can be more than 30 ft. apart				
☐☐☐☐☐	Dismissal	18	Will negates; see text	1 standard action	Instantaneous	Close (55 Feet)	V, S, DF	Yes	Abjuration
	<i>Effect:</i> Forces a creature to return to native plane.				<i>Target:</i> One extraplanar creature				
☐☐☐☐☐	Divination	18	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	18	None	1 standard action	12 rounds	Personal	V, S, DF	No	Evocation
	<i>Effect:</i> You gain attack bonus, +6 to Str, and 12 hps.				<i>Target:</i> You				
☐☐☐☐☐	**Fire Shield	18	None	1 standard action	12 rounds [D]	Personal	V, S, M/DF	No	Evocation
	<i>Effect:</i> Creatures attacking you take fire damage; you're protected from heat or cold.				<i>Target:</i> You				
☐☐☐☐☐	Freedom of Movement	18	Will negates (harmless)	1 standard action	120 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	18	None	1 standard action	12 minutes	Close (55 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	18	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	18	Will half	1 standard action	Instantaneous	Touch	V, S	Yes	Necromancy
	<i>Effect:</i> Touch attack, 4d8+12 damage				<i>Target:</i> Creature touched				
☐☐☐☐☐	Magic Weapon, Greater	18	Will negates (harmless, object)	1 standard action	12 hours	Close (55 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	18	Will negates (harmless, object)	1 standard action	120 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 12 cu. ft. touched				
☐☐☐☐☐	Poison	18	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	18	None or Will negates; see text	1 standard action	120 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	18	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	18	None	10 minutes	12 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	18	Will negates (harmless)	1 standard action	120 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	18	None	1 round	12 rounds [D]	Close (55 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	18	Will negates (harmless)	1 standard action	120 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	19	None	1 hour	Instantaneous	Touch	V, S, M, F, DF, XP	Yes	Abjuration
Effect: Removes burden of misdeeds from subject.				Target: Living creature touched				
☐☐☐☐☐ Break Enchantment	19	See text	1 minute	Instantaneous	Close (55 Feet)	V, S	No	Abjuration
Effect: Frees subjects from enchantments, alterations, curses, and petrification.				Target: Up to 12 creatures, all within 30 ft. of each other				
☐☐☐☐☐ Command, Greater	19	Will negates	1 standard action	12 rounds	Close (55 Feet)	V	Yes	Enchantment (Compulsion)
Effect: As command, but affects 12 subjects.				Target: 12 creatures, no two of which can be more than 30 ft. apart				
☐☐☐☐☐ Commune	19	None	10 minutes	12 rounds	Personal	V, S, M, DF, XP	No	Divination
Effect: Deity answers 12 yes-or-no questions.				Target: You				
☐☐☐☐☐ Cure Light Wounds, Mass	19	Will half (harmless) or Will half; see text	1 standard action	Instantaneous	Close (55 Feet)	V, S	Yes (harmless) or Yes; see text	Conjuration (Healing)
Effect: Cures 1d8+12 damage for many creatures.				Target: 12 creatures, no two of which can be more than 30 ft. apart				
☐☐☐☐☐ Dispel Chaos	19	See text	1 standard action	12 rounds or until discharged, whichever comes first	Touch	V, S, DF	See text	Abjuration [Lawful]
Effect: +4 bonus against attacks.				Target: 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	19	See text	1 standard action	12 rounds or until discharged, whichever comes first	Touch	V, S, DF	See text	Abjuration [Good]
Effect: +4 bonus against attacks.				Target: 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	19	See text	1 standard action	12 rounds or until discharged, whichever comes first	Touch	V, S, DF	See text	Abjuration [Evil]
Effect: +4 bonus against attacks.				Target: 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	19	See text	1 standard action	12 rounds or until discharged, whichever comes first	Touch	V, S, DF	See text	Abjuration [Chaotic]
Effect: +4 bonus against attacks.				Target: 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	19	Will negates (harmless, object); see text	1 standard action	12 rounds	Touch	V, S	Yes (harmless, object)	Transmutation
Effect: Melee weapon destroys undead.				Target: One melee weapon				
☐☐☐☐☐ *Flame Strike	19	Reflex half	1 standard action	Instantaneous	Medium (100 Feet)	V, S, DF	Yes	Evocation [Fire]
Effect: Smite foes with divine fire for 12d6 damage.				Target: Cylinder 10				
☐☐☐☐☐ Flame Strike	19	Reflex half	1 standard action	Instantaneous	Medium (220 Feet)	V, S, DF	Yes	Evocation [Fire]
Effect: Smite foes with divine fire for 12d6 damage.				Target: Cylinder 10				
☐☐☐☐☐ Hallow	19	See text	24 hours	Instantaneous	Touch	V, S, M, DF	See text	Evocation [Good]
Effect: Designates location as holy.				Target: 40-ft. radius emanating from the touched point				
☐☐☐☐☐ Inflict Light Wounds, Mass	19	Will half	1 standard action	Instantaneous	Close (55 Feet)	V, S	Yes	Necromancy
Effect: Deals 1d8+12 damage to many creatures.				Target: 12 creatures, no two of which can be more than 30 ft. apart				
☐☐☐☐☐ Insect Plague	19	None	1 round	12 minutes	Long (880 Feet)	V, S, DF	No	Conjuration (Summoning)
Effect: Locust swarms attack creatures.				Target: 4 swarms of locust, each of which must be adjacent to at least one other swarm				
☐☐☐☐☐ Mark of Justice	19	None	10 minutes	Permanent; see text	Touch	V, S, DF	Yes	Necromancy
Effect: Designates action that will trigger curse on subject.				Target: Creature touched				
☐☐☐☐☐ Plane Shift	19	Will negates	1 standard action	Instantaneous	Touch	V, S, F	Yes	Conjuration (Teleportation)
Effect: As many as eight subjects travel to another plane.				Target: Creature touched, or up to eight willing creatures joining hands				
☐☐☐☐☐ Raise Dead	19	None; see text	1 minute	Instantaneous	Touch	V, S, M, DF	Yes (harmless)	Conjuration (Healing)
Effect: Restores life to subject who died as long as 12 days ago.				Target: Dead creature touched				
☐☐☐☐☐ Righteous Might	19	None	1 standard action	12 rounds [D]	Personal	V, S, DF	No	Transmutation
Effect: Your size increases, and you gain combat bonuses.				Target: You				

* =Domain/Specialty Spell

Cleric Spells

■■■■■ Scrying	19	Will negates	1 hour	12 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	19	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	19	Will negates (harmless)	1 standard action	12 minutes	Touch	V, S, DF	Yes (harmless)	Abjuration
<i>Effect:</i> Subject gains SR 12 + level.				<i>Target:</i> Creature touched				
■■■■■ Summon Monster V	19	None	1 round	12 rounds [D]	Close (55 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	19	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	19	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				
■■■■■ **Teleport	19	None and Will negates (object)	1 standard action	Instantaneous	Personal and touch	V	No and Yes (object)	Conjuration (Teleportation)
<i>Effect:</i> Instantly transports you as far as 1200 miles.				<i>Target:</i> You and touched objects or other touched willing creatures				
■■■■■ True Seeing	19	Will negates (harmless)	1 standard action	12 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	19	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	19	See text	1 standard action	Instantaneous	Medium (220 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 12 5-ft. squares [S]				

LEVEL 6

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
■■■■■ Animate Objects	20	None	1 standard action	12 rounds	Medium (220 Feet)	V, S	No	Transmutation
<i>Effect:</i> Objects attack your foes.				<i>Target:</i> 12 Small objects; see text				
■■■■■ Antilife Shell	20	None	1 round	120 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	20	Will negates	1 standard action	Instantaneous	Close (55 Feet)	V, S, F	Yes	Abjuration
<i>Effect:</i> Banishes 24 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	20	Will negates (harmless)	1 standard action	12 minutes	Close (55 Feet)	V, S, DF	Yes	Transmutation
<i>Effect:</i> As bear's endurance, affects 12 subjects.				<i>Target:</i> 12 creatures, no two of which can be more than 30 ft. apart				
■■■■■ Blade Barrier	20	Reflex half or Reflex negates; see text	1 standard action	12 minutes [D]	Medium (220 Feet)	V, S	Yes	Evocation [Force]
<i>Effect:</i> Wall of blades deals 12d6 damage.				<i>Target:</i> Wall of whirling blades up to 240 ft. long, or a ringed wall of whirling blades with a radius of up to 30 ft; either form 20 ft. high				
■■■■■ Bull's Strength, Mass	20	Will negates (harmless)	1 standard action	12 minutes	Close (55 Feet)	V, S, M/DF	Yes (harmless)	Transmutation
<i>Effect:</i> As bull's strength, affects one subject/ level.				<i>Target:</i> 12 creatures, no two of which can be more than 30 ft. apart				
■■■■■ Create Undead	20	None	1 hour	Instantaneous	Close (55 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	20	Will half (harmless) or Will half; see text	1 standard action	Instantaneous	Close (55 Feet)	V, S	Yes (harmless) or Yes; see text	Conjuration (Healing)
<i>Effect:</i> Cures 2d8+12 damage for many creatures.				<i>Target:</i> 12 creatures, no two of which can be more than 30 ft. apart				
■■■■■ Dispel Magic, Greater	20	None	1 standard action	Instantaneous	Medium (220 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	20	Will negates (harmless)	1 standard action	12 minutes	Close (55 Feet)	V, S, M/DF	Yes	Transmutation
<i>Effect:</i> As eagle's splendor, affects 12 subjects.				<i>Target:</i> 12 creatures, no two of which can be more than 30 ft. apart				
■■■■■ *Find the Path	20	None or Will negates (harmless)	3 rounds	120 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	20	None or Will negates (harmless)	3 rounds	120 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				
■■■■■ **Fire Seeds	20	None or Reflex half; see text	1 standard action	120 minutes or until used	Touch	V, S, M	No	Conjuration (Creation) [Fire]
<i>Effect:</i> Acorns and berries become grenades and bombs.				<i>Target:</i> Up to four touched acorns or up to eight touched holly berries				
■■■■■ Forbiddance	20	See text	6 rounds	Permanent	Medium (220 Feet)	V, S, M, DF	Yes	Abjuration
<i>Effect:</i> Blocks planar travel, damages creatures of different alignment.				<i>Target:</i> 12 60-ft. cubes [S]				
■■■■■ Geas/Quest	20	None	10 minutes	12 days or until discharged [D]	Close (55 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	20	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 60 sq. ft				
■■■■■ Harm	20	Will half; see text	1 standard action	Instantaneous	Touch	V, S	Yes	Necromancy
<i>Effect:</i> Deals 120 points damage to target.				<i>Target:</i> Creature touched				
■■■■■ Heal	20	Will negates (harmless)	1 standard action	Instantaneous	Touch	V, S	Yes (harmless)	Conjuration (Healing)
<i>Effect:</i> Cures 120 points of damage, all diseases and mental conditions.				<i>Target:</i> Creature touched				
■■■■■ Heroes' Feast	20	None	10 minutes	12 hour plus 12 hours; see text	Close (55 Feet)	V, S, DF	No	Conjuration (Creation) [Creation]
<i>Effect:</i> Food for 12 creatures cures and grants combat bonuses.				<i>Target:</i> Feast for 12 creatures				
■■■■■ Inflict Moderate Wounds, Mass	20	Will half	1 standard action	Instantaneous	Close (55 Feet)	V, S	Yes	Necromancy
<i>Effect:</i> Deals 2d8+12 damage to many creatures.				<i>Target:</i> 12 creatures, no two of which can be more than 30 ft. apart				
■■■■■ Owl's Wisdom, Mass	20	Will negates (harmless)	1 standard action	12 minutes	Close (55 Feet)	V, S, M/DF	Yes	Transmutation
<i>Effect:</i> As owl's wisdom, affects one subject/ level.				<i>Target:</i> 12 creatures, no two of which can be more than 30 ft. apart				
■■■■■ Planar Ally	20	None	10 minutes	Instantaneous	Close (55 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	20	None	1 round	12 rounds [D]	Close (55 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	20	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	20	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	20	Will negates	1 standard action	Instantaneous	Medium (220 Feet)	V, S, M/DF	Yes	Necromancy [Death]
<i>Effect:</i> Destroys 12d4 HD of undead.				<i>Target:</i> Several undead creatures within a 40-ft.-radius burst				
■■■■■ Wind Walk	20	No and Will negates (harmless)	1 standard action	12 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	20	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