

Antisial Female Half-Elf Clr17

NAME	
Clr17	272000
CLASS	EXPERIENCE
17	153000
TCL	NEXT LEVEL

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP SCORE	TEMP MODIFIER
<b>STR</b> Strength	19	+4	19	+4
<b>DEX</b> Dexterity	12	+1	12	+1
<b>CON</b> Constitution	12	+1	12	+1
<b>INT</b> Intelligence	12	+1	12	+1
<b>WIS</b> Wisdom	21	+5	21	+5
<b>CHA</b> Charisma	12	+1	12	+1

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

	TOTAL		BASE ATTACK BONUS		STAT MODIFIER		SIZE MODIFIER		MISC MODIFIER		TEMP MODIFIER
<b>MELEE</b> attack bonus	+16/+11/+6	=	+12/+7/+2	+	+4	+	+0	+	+0	+	
<b>RANGED</b> attack bonus	+13/+8/+3	=	+12/+7/+2	+	+1	+	+0	+	+0	+	
<b>GRAPPLE</b> attack bonus	+16/+11/+6	=	+12/+7/+2	+	+4	+	+0	+	+0	+	

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
	+16/+11/+6	1d3+4	20/x2

ARMOR	TYPE	AC	MAXDEX	CHECK	SPELL FAILURE
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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	116.0	Medium	233.0	Heavy	350.0
Lift over head	350.0	Lift off ground	700.0	Push / Drag	1750.0

FEATS	
Extra Turning (1x)	See Text
Leadership	See Text
Negotiator	See Text
Scribe Scroll	See Text
Skill Focus (Craft (Blacksmithing))	See Text
Still Spell	See Text

DOMAINS	
Trickery	Bluff, Disguise and Hide are class skills.
Chaos	You cast chaos spells at +1 caster level.

NPC

PLAYERNAME	
Half-Elf	Medium
RACE	SIZE
0	Female
AGE	GENDER

HP	hit points	WOUNDS/CURRENT HP			
104					
AC	armor class	TOTAL	FLAT	TOUCH	BASE
11		10	11	10	

INITIATIVE	modifier	TOTAL	DEX MODIFIER	MISC MODIFIER
+1		+1	+0	
BASE ATTACK	bonus	+12/+7/+2		

None	
DEITY	
5'6"	145 lbs
HEIGHT	WEIGHT
EYES	HAIR

SUBDUAL DAMAGE				DAMAGE REDUCTION			
ARMOR BONUS	SHIELD BONUS	STAT MODIFIER	SIZE MODIFIER	NATURAL ARMOR MODIFIER	MISC MODIFIER	MISS CHANCE	
0	0	1	0	0	0		

SKILLS		MAX RANKS		20/10
SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS
Craft (Blacksmithing)	INT	10	= 1	+ 9.0
Craft (Weaponsmithing)	INT	11	= 1	+ 10.0
Knowledge (Local)	INT	5	= 1	+ 4.5
Profession (Miner)	WIS	21	= 5	+ 16.0
Spellcraft	INT	23	= 1	+ 19.0
= + +				
✓ : can be used untrained. X : exclusive skills				

TURN/REBUKE UNDEAD		Turn level	17
TURNING CHECK RESULT	UNDEAD AFFECTED (MAXIMUM HIT DICE)	Turn damage	2d6+18
Up to 0	13	Turns/day	12
1 - 3	14		
4 - 6	15		
7 - 9	16		
10 - 12	17		
13 - 15	18		
16 - 18	19		
19 - 21	20		
22 +	21		
NOTE: You destroy undead if you have twice as many turning levels as they have Hit Dice			

TURN/REBUKE UNDEAD		Turn level	17
TURNING CHECK RESULT	UNDEAD AFFECTED (MAXIMUM HIT DICE)	Turn damage	2d6+18
Up to 0	13	Turns/day	12
1 - 3	14		
4 - 6	15		
7 - 9	16		
10 - 12	17		
13 - 15	18		
16 - 18	19		
19 - 21	20		
22 +	21		
NOTE: You destroy undead if you have twice as many turning levels as they have Hit Dice			

SPECIAL ABILITIES	
+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 12/day (turn level 17) (turn damage 2d6+18)	

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, Elven, Ignan	

# Cleric Spells

LEVEL	0	1	2	3	4	5	6	7	8	9
KNOWN	0	0	0	0	0	0	0	0	0	0
PER DAY	6	7+1	6+1	6+1	6+1	5+1	4+1	3+1	2+1	1+1

## LEVEL 0

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
<b>Create Water</b> <i>Effect:</i> Creates 34 gallons of pure water.	15	None	1 standard action	Instantaneous	Close (65 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 Instantaneous	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 (65 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 17 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> Object touched 170 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 17 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> 17 cu. ft. of contaminated food and water 170 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 17 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 17 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	17 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	17 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 (65 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 with 5 or fewer HD 17 round	Close (65 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 170 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 170 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 Undead</b> <i>Effect:</i> Reveals undead within 60 ft.	16	None	1 standard action	<i>Target:</i> Cone-shaped emanation Concentration, up to 17 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 170 minutes [D]	Personal	V, S	No	Illusion (Glamour)
<b>Divine Favor</b> <i>Effect:</i> You gain +5 on attack and damage rolls.	16	None	1 standard action	<i>Target:</i> You 17 minutes	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> One living creature 17 minutes	Medium (270 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 17 minutes [D]	Personal	V, S	No	Abjuration
<b>Hide from Undead</b> <i>Effect:</i> Undead can't perceive 17 subjects.	16	Will negates (harmless); see text	1 standard action	<i>Target:</i> You 170 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> 17 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 17 minutes	Touch	V, S, DF	Yes (harmless, object)	Transmutation
<b>Obscuring Mist</b> <i>Effect:</i> Fog surrounds you.	16	None	1 standard action	<i>Target:</i> Weapon touched 17 minutes	20 ft.	V, S	No	Conjuration (Creation)

\* =Domain/Specialty Spell

## Cleric Spells

Protection from Chaos	16	Will negates (harmless)	1 standard action	17 minutes [D]	Touch	V, S, M/DF No; see text	Abjuration [Lawful]
<i>Effect: +2 to AC and saves, counter mind control, hedge out elementals and outsiders.</i>				<i>Target: Creature touched</i>			
Protection from Evil	16	Will negates (harmless)	1 standard action	17 minutes [D]	Touch	V, S, M/DF No; see text	Abjuration [Good]
<i>Effect: +2 to AC and saves, counter mind control, hedge out elementals and outsiders.</i>				<i>Target: Creature touched</i>			
Protection from Good	16	Will negates (harmless)	1 standard action	17 minutes [D]	Touch	V, S, M/DF No; see text	Abjuration [Evil]
<i>Effect: +2 to AC and saves, counter mind control, hedge out elementals and outsiders.</i>				<i>Target: Creature touched</i>			
*Protection from Law	16	Will negates (harmless)	1 standard action	17 minutes [D]	Touch	V, S, M/DF No; see text	Abjuration [Chaotic]
<i>Effect: +2 to AC and saves, counter mind control, hedge out elementals and outsiders.</i>				<i>Target: Creature touched</i>			
Protection from Law	16	Will negates (harmless)	1 standard action	17 minutes [D]	Touch	V, S, M/DF No; see text	Abjuration [Chaotic]
<i>Effect: +2 to AC and saves, counter mind control, hedge out elementals and outsiders.</i>				<i>Target: Creature touched</i>			
Remove Fear	16	Will negates (harmless)	1 standard action	170 minutes; see text	Close (65 Feet)	V, S Yes (harmless)	Abjuration
<i>Effect: Suppresses fear or gives +4 on saves against fear for 5 subjects</i>				<i>Target: 5 creatures, no two of which can be more than 30 ft. apart</i>			
Sanctuary	16	Will negates	1 standard action	17 rounds	Touch	V, S, DF No	Abjuration
<i>Effect: Opponents can't attack you, and you can't attack.</i>				<i>Target: Creature touched</i>			
Shield of Faith	16	Will negates (harmless)	1 standard action	17 minutes	Touch	V, S, M Yes (harmless)	Abjuration
<i>Effect: Aura grants +4 deflection bonus.</i>				<i>Target: Creature touched</i>			
Summon Monster I	16	None	1 round	17 rounds [D]	Close (65 Feet)	V, S, F/DF No	Conjuration (Summoning)
<i>Effect: Calls extraplanar creature to fight for you.</i>				<i>Target: One summoned creature</i>			

## LEVEL 2

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
Aid	17	None	1 standard action	17 minutes	Touch	V, S, DF	Yes (harmless)	Enchantment (Compulsion) [Mind-Affecting]
<i>Effect: +1 on attack rolls, +1 against fear, 1d8+10 temporary hp.</i>				<i>Target: Living creature touched</i>				
Align Weapon	17	Will negates (harmless, object)	1 standard action	17 minutes	Touch	V, S, DF	Yes (harmless, object)	Transmutation
<i>Effect: Weapon becomes good, evil, lawful, or chaotic.</i>				<i>Target: Weapon touched or fifty projectiles [all of which must be in contact with each other at the time of casting]</i>				
Augury	17	None	1 minute	Instantaneous	Personal	V, S, M, F	No	Divination
<i>Effect: Learns whether an action will be good or bad.</i>				<i>Target: You</i>				
Bear's Endurance	17	Will negates (harmless)	1 standard action	17 minutes	Touch	V, S, DF	Yes	Transmutation
<i>Effect: Subject gains +4 to Con for 17 minutes.</i>				<i>Target: Creature touched</i>				
Bull's Strength	17	Will negates (harmless)	1 standard action	17 minutes	Touch	V, S, M/DF	Yes (harmless)	Transmutation
<i>Effect: Subject gains +4 to Str for 17 minutes.</i>				<i>Target: Creature touched</i>				
Calm Emotions	17	Will negates	1 standard action	Concentration, up to 17 rounds [D]	Medium (270 Feet)	V, S, DF	Yes	Enchantment (Compulsion) [Mind-Affecting]
<i>Effect: Calms creatures, negating emotion effects.</i>				<i>Target: Creatures in a 20-ft.-radius spread</i>				
Consecrate	17	None	1 standard action	34 hours	Close (65 Feet)	V, S, M, DF	No	Evocation [Good]
<i>Effect: Fills area with positive energy, making undead weaker.</i>				<i>Target: 20-ft.-radius emanation</i>				
Cure Moderate Wounds	17	Will half (harmless); see text	1 standard action	Instantaneous	Touch	V, S	Yes (harmless); see text	Conjuration (Healing)
<i>Effect: Cures 2d8+10 damage</i>				<i>Target: Creature touched</i>				
Darkness	17	None	1 standard action	170 minutes [D]	Touch	V, M/DF	No	Evocation [Darkness]
<i>Effect: 20-ft. radius of supernatural shadow.</i>				<i>Target: Object touched</i>				
Death Knell	17	Will negates	1 standard action	Instantaneous/10 minutes per HD of subject; see text	Touch	V, S	Yes	Necromancy [Death, Evil]
<i>Effect: Kill dying creature and gain 1d8 temporary hp, +2 to Str, and +1 caster level.</i>				<i>Target: Living creature touched</i>				
Delay Poison	17	Fortitude negates (harmless)	1 standard action	17 hours	Touch	V, S, DF	Yes (harmless)	Conjuration (Healing)
<i>Effect: Stops poison from harming subject for 17 hours.</i>				<i>Target: Creature touched</i>				
Desecrate	17	None	1 standard action	34 hours	Close (65 Feet)	V, S, M, DF	Yes	Evocation [Evil]
<i>Effect: Fills area with negative energy, making undead stronger.</i>				<i>Target: 20-ft.-radius emanation</i>				
Eagle's Splendor	17	Will negates (harmless)	1 standard action	17 minutes	Touch	V, S, M/DF	Yes	Transmutation
<i>Effect: Subject gains +4 to Cha for 17 minutes.</i>				<i>Target: Creature touched</i>				
Enthrall	17	Will negates; see text	1 round	17 hour or less	Medium (270 Feet)	V, S	Yes	Enchantment (Charm)
<i>Effect: Captivates all within 270 ft.</i>				<i>Target: Any number of creatures</i>				
Find Traps	17	None	1 standard action	17 minutes	Personal	V, S	No	Divination
<i>Effect: Notice traps as a rogue does.</i>				<i>Target: You</i>				
Gentle Repose	17	Will negates (object)	1 standard action	17 days	Touch	V, S, M/DF	Yes (object)	Necromancy
<i>Effect: Preserves one corpse.</i>				<i>Target: Corpse touched</i>				
Hold Person	17	Will negates; see text	1 standard action	17 rounds [D]; see text	Medium (270 Feet)	V, S, F/DF	Yes	Enchantment (Compulsion) [Mind-Affecting]
<i>Effect: Paralyzes one humanoid for 17 rounds.</i>				<i>Target: One humanoid creature</i>				
Inflict Moderate Wounds	17	Will half	1 standard action	Instantaneous	Touch	V, S	Yes	Necromancy
<i>Effect: Touch attack, 2d8+10 damage</i>				<i>Target: Creature touched</i>				
**Invisibility	17	Will negates (harmless) or Will negates (harmless, object)	1 standard action	17 minutes [D]	Personal or touch	V, S, M/DF	Yes (harmless) or Yes (harmless, object)	Illusion (Glamer)
<i>Effect: Subject is invisible for 17 minutes or until it attacks.</i>				<i>Target: You or a creature or object weighing no more than 1700 lbs</i>				
Make Whole	17	Will negates (harmless, object)	1 standard action	Instantaneous	Close (65 Feet)	V, S	Yes (harmless, object)	Transmutation
<i>Effect: Repairs an object.</i>				<i>Target: One object of up to 170 cu. ft.</i>				
Owl's Wisdom	17	Will negates (harmless)	1 standard action	17 minutes	Touch	V, S, M/DF	Yes	Transmutation
<i>Effect: Subject gains +4 to Wis for 17 minutes.</i>				<i>Target: Creature touched</i>				
Remove Paralysis	17	Will negates (harmless)	1 standard action	Instantaneous	Close (65 Feet)	V, S	Yes (harmless)	Conjuration (Healing)
<i>Effect: Frees one or more creatures from paralysis or slow effect.</i>				<i>Target: Up to four creatures, no two of which can be more than 30 ft. apart</i>				
Resist Energy	17	Fortitude negates (harmless)	1 standard action	170 minutes	Touch	V, S, DF	Yes (harmless)	Abjuration
<i>Effect: Ignores first 10 [or more] points of damage/attack from specified energy type.</i>				<i>Target: Creature touched</i>				
Restoration, Lesser	17	Will negates (harmless)	3 rounds	Instantaneous	Touch	V, S	Yes (harmless)	Conjuration (Healing)
<i>Effect: Dispels magical ability penalty or repairs 1d4 ability damage.</i>				<i>Target: Creature touched</i>				
*Shatter	17	Will negates (object); Will negates (object) or Fortitude half; see text	1 standard action	Instantaneous	Close (25 Feet)	V, S, M/DF	Yes (object)	Evocation [Sonic]
<i>Effect: Sonic vibration damages objects or crystalline creatures.</i>				<i>Target: 5-ft.-radius spread; or one solid object or one crystalline creature</i>				
Shatter	17	Will negates (object); Will negates (object) or Fortitude half; see text	1 standard action	Instantaneous	Close (65 Feet)	V, S, M/DF	Yes (object)	Evocation [Sonic]
<i>Effect: Sonic vibration damages objects or crystalline creatures.</i>				<i>Target: 5-ft.-radius spread; or one solid object or one crystalline creature</i>				
Shield Other	17	Will negates (harmless)	1 standard action	17 hours [D]	Close (65 Feet)	V, S, F	Yes (harmless)	Abjuration
<i>Effect: You take half of subject's damage.</i>				<i>Target: One creature</i>				
Silence	17	Will negates; see text or none (object)	1 standard action	17 minutes [D]	Long (1080 Feet)	V, S	Yes; see text or no (object)	Illusion (Glamer)
<i>Effect: Negates sound in 15-ft. radius.</i>				<i>Target: 20 ft. radius emanation centered on a creature, object, or point in space</i>				
Sound Burst	17	Fortitude partial	1 standard action	Instantaneous	Close (65 Feet)	V, S, F/DF	Yes	Evocation [Sonic]
<i>Effect: Deals 1d8 sonic damage to subjects; may stun them.</i>				<i>Target: 10-ft.-radius spread</i>				
Spiritual Weapon	17	None	1 standard action	17 rounds [D]	Medium (270 Feet)	V, S, DF	Yes	Evocation [Force]
<i>Effect: Magical weapon attacks on its own.</i>				<i>Target: Magic weapon of force</i>				
Status	17	Will negates (harmless)	1 standard action	17 hours	Touch	V, S	Yes (harmless)	Divination
<i>Effect: Monitors condition, position of allies.</i>				<i>Target: 5 living creatures touched</i>				

\* =Domain/Specialty Spell

## Cleric Spells

☐☐☐☐☐	<b>Summon Monster II</b>	17	None	1 round	17 rounds [D]	Close (65 Feet)	V, S, F/DF	No	Conjuration (Summoning)
	<i>Effect:</i> Calls extraplanar creature to fight for you.				<i>Target:</i> One or more summoned creatures, no two of which can be more than 30 ft. apart				
☐☐☐☐☐	<b>Undetectable Alignment</b>	17	Will negates (object)	1 standard action	24 hours	Close (65 Feet)	V, S	Yes (object)	Abjuration
	<i>Effect:</i> Conceals alignment for 24 hours.				<i>Target:</i> One creature or object				
☐☐☐☐☐	<b>Zone of Truth</b>	17	Will negates	1 standard action	17 minutes	Close (65 Feet)	V, S, DF	Yes	Enchantment (Compulsion) [Mind-Affecting]
	<i>Effect:</i> Subjects within range cannot lie.				<i>Target:</i> 20-ft.-radius emanation				

## LEVEL 3

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
☐☐☐☐☐ Animate Dead	18	None	1 standard action	Instantaneous	Touch	V, S, M	No	Necromancy [Evil]
Effect: Creates undead skeletons and zombies.				Target: One or more corpses touched				
☐☐☐☐☐ Bestow Curse	18	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	18	Fortitude negates	1 standard action	Permanent [D]	Medium (270 Feet)	V	Yes	Necromancy
Effect: Makes subject blinded or deafened.				Target: One living creature				
☐☐☐☐☐ Contagion	18	Fortitude negates	1 standard action	Instantaneous	Touch	V, S	Yes	Necromancy [Evil]
Effect: Infects subject with chosen disease.				Target: Living creature touched				
☐☐☐☐☐ Continual Flame	18	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	18	None	10 minutes	24 hours; see text	Close (65 Feet)	V, S	No	Conjuration (Creation)
Effect: Feeds 51 humans or 17 horse.				Target: Food and water to sustain 51 humans or 17 horses for 24 hours				
☐☐☐☐☐ Cure Serious Wounds	18	Will half (harmless); see text	1 standard action	Instantaneous	Touch	V, S	Yes (harmless); see text	Conjuration (Healing)
Effect: Cures 3d8+15 damage				Target: Creature touched				
☐☐☐☐☐ Daylight	18	None	1 standard action	170 minutes [D]	Touch	V, S	No	Evocation [Light]
Effect: 60-ft. radius of bright light.				Target: Object touched				
☐☐☐☐☐ Deeper Darkness	18	None	1 standard action	17 days [D]	Touch	V, M/DF	No	Evocation [Darkness]
Effect: Object sheds supernatural shadow in 60-ft. radius.				Target: Object touched				
☐☐☐☐☐ Dispel Magic	18	None	1 standard action	Instantaneous	Medium (270 Feet)	V, S	No	Abjuration
Effect: Cancels magical spells and effects.				Target: 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
Effect: Inscription harms those who pass it.				Target: Object touched or up to 85 sq. ft				
☐☐☐☐☐ Helping Hand	18	None	1 standard action	17 hours	5 miles	V, S, DF	No	Evocation
Effect: Ghostly hand leads subject to you.				Target: Ghostly hand				
☐☐☐☐☐ Inflict Serious Wounds	18	Will half	1 standard action	Instantaneous	Touch	V, S	Yes	Necromancy
Effect: Touch attack, 3d8+15 damage				Target: Creature touched				
☐☐☐☐☐ Invisibility Purge	18	None	1 standard action	17 minutes [D]	Personal	V, S	No	Evocation
Effect: Dispers invisibility within 85 ft				Target: You				
☐☐☐☐☐ Locate Object	18	None	1 standard action	17 minutes	Long (1080 Feet)	V, S, F/DF	No	Divination
Effect: Senses direction toward object [specific or type].				Target: Circle, centered on you, with a radius of 1080 ft.				
☐☐☐☐☐ Magic Circle against Chaos	18	Will negates (harmless)	1 standard action	170 minutes	Touch	V, S, M/DF	No; see text	Abjuration [Lawful]
Effect: As protection spells, but 10-ft. radius and 170 minutes.				Target: 10-ft.-radius emanation from touched creature				
☐☐☐☐☐ Magic Circle against Evil	18	Will negates (harmless)	1 standard action	170 minutes	Touch	V, S, M/DF	No; see text	Abjuration [Good]
Effect: As protection spells, but 10-ft. radius and 170 minutes.				Target: 10-ft.-radius emanation from touched creature				
☐☐☐☐☐ Magic Circle against Good	18	Will negates (harmless)	1 standard action	170 minutes	Touch	V, S, M/DF	No; see text	Abjuration [Evil]
Effect: As protection spells, but 10-ft. radius and 170 minutes.				Target: 10-ft.-radius emanation from touched creature				
☐☐☐☐☐ *Magic Circle against Law	18	Will negates (harmless)	1 standard action	170 minutes	Touch	V, S, M/DF	No; see text	Abjuration [Chaotic]
Effect: As protection spells, but 10-ft. radius and 170 minutes.				Target: 10-ft.-radius emanation from touched creature				
☐☐☐☐☐ Magic Circle against Law	18	Will negates (harmless)	1 standard action	170 minutes	Touch	V, S, M/DF	No; see text	Abjuration [Chaotic]
Effect: As protection spells, but 10-ft. radius and 170 minutes.				Target: 10-ft.-radius emanation from touched creature				
☐☐☐☐☐ Magic Vestment	18	Will negates (harmless, object)	1 standard action	17 hours	Touch	V, S, DF	Yes (harmless, object)	Transmutation
Effect: Armor or shield gains 4 enhancement				Target: Armor or shield touched				
☐☐☐☐☐ Meld into Stone	18	None	1 standard action	170 minutes	Personal	V, S, DF	No	Transmutation [Earth]
Effect: You and your gear merge with stone.				Target: You				
☐☐☐☐☐ **Nondetection	18	Will negates (harmless, object)	1 standard action	17 hours	Touch	V, S, M	Yes (harmless, object)	Abjuration
Effect: Hides subject from divination, scrying.				Target: Creature or object touched				
☐☐☐☐☐ Obscure Object	18	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 1700 lbs				
☐☐☐☐☐ Prayer	18	None	1 standard action	17 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	18	Fortitude negates (harmless)	1 standard action	170 minutes or until discharged	Touch	V, S, DF	Yes (harmless)	Abjuration
Effect: Absorb 204 points of damage from one kind of energy.				Target: Creature touched				
☐☐☐☐☐ Remove Blindness/Deafness	18	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	18	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	18	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	18	None	1 standard action	Instantaneous	Medium (270 Feet)	V, S	Yes	Evocation
Effect: Ray deals 1d8/two levels, more against undead.				Target: Ray				
☐☐☐☐☐ Speak with Dead	18	Will negates; see text	10 minutes	17 minutes	10 ft.	V, S, DF	No	Necromancy [Language-Dependent]
Effect: Corpse answers one question/two levels.				Target: One dead creature				
☐☐☐☐☐ Stone Shape	18	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 27 cu. ft.				
☐☐☐☐☐ Summon Monster III	18	None	1 round	17 rounds [D]	Close (65 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	18	Will negates (harmless)	1 standard action	34 hours; see text	Touch	V, S, M/DF	Yes (harmless)	Transmutation
Effect: Subjects can breathe underwater.				Target: Living creatures touched				
☐☐☐☐☐ Water Walk	18	Will negates (harmless)	1 standard action	170 minutes [D]	Touch	V, S, DF	Yes (harmless)	Transmutation [Water]
Effect: Subject treads on water as if solid.				Target: 17 touched creatures				
☐☐☐☐☐ Wind Wall	18	None; see text	1 standard action	17 rounds	Medium (270 Feet)	V, S, M/DF	Yes	Evocation [Air]
Effect: Deflects arrows, smaller creatures, and gases.				Target: Wall up to 170 ft. long and 85 ft. high [S]				

## LEVEL 4

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□□ <b>Air Walk</b>	19	None	1 standard action	170 minutes	Touch	V, S, DF	Yes (harmless)	Transmutation [Air]
<i>Effect:</i> Subject treads on air as if solid [climb at 45-degree angle].				<i>Target:</i> Creature [Gargantuan or smaller] touched				
□□□□□ <b>**Chaos Hammer</b>	19	Will partial; see text	1 standard action	Instantaneous [1d6 rounds]; see text	Medium (100 Feet)	V, S	Yes	Evocation [Chaotic]
<i>Effect:</i> Damages and staggers lawful creatures.				<i>Target:</i> 20-ft.-radius burst				
* =Domain/Speciality Spell								

\* =Domain/Specialty Spell

## Cleric Spells

*****Confusion	19	Will negates	1 standard action	17 rounds	Medium (100 Feet)	V, S, M/DF	Yes	Enchantment (Compulsion) [Mind-Affecting]
<i>Effect:</i> Subjects behave oddly for 17 rounds.				<i>Target:</i> All creatures in a 15-ft. radius burst				
*****Control Water	19	None; see text	1 standard action	170 minutes [D]	Long (1080 Feet)	V, S, M/DF	No	Transmutation [Water]
<i>Effect:</i> Raises or lowers bodies of water.				<i>Target:</i> Water in a volume of 170 ft by 170 ft by 34 ft [S]				
*****Cure Critical Wounds	19	Will half (harmless); see text	1 standard action	Instantaneous	Touch	V, S	Yes (harmless); see text	Conjuration (Healing)
<i>Effect:</i> Cures 4d8+17 damage.				<i>Target:</i> Creature touched				
*****Death Ward	19	Will negates (harmless)	1 standard action	17 minutes	Touch	V, S, DF	Yes (harmless)	Necromancy
<i>Effect:</i> Grants immunity to death spells and negative energy effects.				<i>Target:</i> Living creature touched				
*****Dimensional Anchor	19	None	1 standard action	17 minutes	Medium (270 Feet)	V, S	Yes (object)	Abjuration
<i>Effect:</i> Bars extradimensional movement.				<i>Target:</i> Ray				
*****Discern Lies	19	Will negates	1 standard action	Concentration, up to 17 rounds	Close (65 Feet)	V, S, DF	No	Divination
<i>Effect:</i> Reveals deliberate falsehoods.				<i>Target:</i> 17 creatures, no two of which can be more than 30 ft. apart				
*****Dismissal	19	Will negates; see text	1 standard action	Instantaneous	Close (65 Feet)	V, S, DF	Yes	Abjuration
<i>Effect:</i> Forces a creature to return to native plane.				<i>Target:</i> One extraplanar creature				
*****Divination	19	None	10 minutes	Instantaneous	Personal	V, S, M	No	Divination
<i>Effect:</i> Provides useful advice for specific proposed actions.				<i>Target:</i> You				
*****Divine Power	19	None	1 standard action	17 rounds	Personal	V, S, DF	No	Evocation
<i>Effect:</i> You gain attack bonus, +6 to Str, and 17 hps.				<i>Target:</i> You				
*****Freedom of Movement	19	Will negates (harmless)	1 standard action	170 minutes	Personal or touch	V, S, M, DF	Yes (harmless)	Abjuration
<i>Effect:</i> Subject moves normally despite impediments.				<i>Target:</i> You or creature touched				
*****Giant Vermin	19	None	1 standard action	17 minutes	Close (65 Feet)	V, S, DF	Yes	Transmutation
<i>Effect:</i> Turns centipedes, scorpions, or spiders into giant vermin.				<i>Target:</i> Up to three vermin, no two of which can be more than 30 ft. apart				
*****Imbue with Spell Ability	19	Will negates (harmless)	10 minutes	Permanent until discharged [D]	Touch	V, S, DF	Yes (harmless)	Evocation
<i>Effect:</i> Transfer spells to subject.				<i>Target:</i> Creature touched; see text				
*****Inflict Critical Wounds	19	Will half	1 standard action	Instantaneous	Touch	V, S	Yes	Necromancy
<i>Effect:</i> Touch attack, 4d8+17 damage				<i>Target:</i> Creature touched				
*****Magic Weapon, Greater	19	Will negates (harmless, object)	1 standard action	17 hours	Close (65 Feet)	V, S, M/DF	Yes (harmless, object)	Transmutation
<i>Effect:</i> +1/four levels 5.				<i>Target:</i> One weapon or fifty projectiles [all of which must be in contact with each other at the time of casting]				
*****Neutralize Poison	19	Will negates (harmless, object)	1 standard action	170 minutes	Touch	V, S, M/DF	Yes (harmless, object)	Conjuration (Healing)
<i>Effect:</i> Immunizes subject against poison, detoxifies venom in or on subject.				<i>Target:</i> Creature or object of up to 17 cu. ft. touched				
*****Poison	19	Fortitude negates; see text	1 standard action	Instantaneous; see text	Touch	V, S, DF	Yes	Necromancy
<i>Effect:</i> Touch deals 1d10 Con damage, repeats in 1 minute.				<i>Target:</i> Living creature touched				
*****Repel Vermin	19	None or Will negates; see text	1 standard action	170 minutes [D]	10 ft.	V, S, DF	Yes	Abjuration
<i>Effect:</i> Insects, spiders, and other vermin stay 10 ft. away.				<i>Target:</i> 10 ft. radius emanation centered on you				
*****Restoration	19	Will negates (harmless)	3 rounds	Instantaneous	Touch	V, S, M	Yes (harmless)	Conjuration (Healing)
<i>Effect:</i> Restores level and ability score drains.				<i>Target:</i> Creature touched				
*****Sending	19	None	10 minutes	17 round; see text	See text	V, S, M/DF	No	Evocation
<i>Effect:</i> Delivers short message anywhere, instantly.				<i>Target:</i> One creature				
*****Spell Immunity	19	Will negates (harmless)	1 standard action	170 minutes	Touch	V, S, DF	Yes (harmless)	Abjuration
<i>Effect:</i> Subject is immune to one spell per four levels.				<i>Target:</i> Creature touched				
*****Summon Monster IV	19	None	1 round	17 rounds [D]	Close (65 Feet)	V, S, F/DF	No	Conjuration (Summoning)
<i>Effect:</i> Calls extraplanar creature to fight for you.				<i>Target:</i> One or more summoned creatures, no two of which can be more than 30 ft. apart				
*****Tongues	19	Will negates (harmless)	1 standard action	170 minutes	Touch	V, M/DF	No	Divination
<i>Effect:</i> Speak any language.				<i>Target:</i> Creature touched				

## LEVEL 5

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
*****Atonement	20	None	1 hour	Instantaneous	Touch	V, S, M, F, 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 (65 Feet)	V, S	No	Abjuration
<i>Effect:</i> Frees subjects from enchantments, alterations, curses, and petrification.				<i>Target:</i> Up to 17 creatures, all within 30 ft. of each other				
*****Command, Greater	20	Will negates	1 standard action	17 rounds	Close (65 Feet)	V	Yes	Enchantment (Compulsion)
<i>Effect:</i> As command, but affects 17 subjects.				<i>Target:</i> 17 creatures, no two of which can be more than 30 ft. apart				
*****Commune	20	None	10 minutes	17 rounds	Personal	V, S, M, DF, XP	No	Divination
<i>Effect:</i> Deity answers 17 yes-or-no questions.				<i>Target:</i> You				
*****Cure Light Wounds, Mass	20	Will half (harmless) or Will half; see text	1 standard action	Instantaneous	Close (65 Feet)	V, S	Yes (harmless) or Yes; see text	Conjuration (Healing)
<i>Effect:</i> Cures 1d8+17 damage for many creatures.				<i>Target:</i> 17 creatures, no two of which can be more than 30 ft. apart				
*****Dispel Chaos	20	See text	1 standard action	17 rounds or until discharged, whichever comes first	Touch	V, S, DF	See text	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	17 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	17 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	17 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				
*****Dispel Law	20	See text	1 standard action	17 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	17 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	17 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 (270 Feet)	V, S, DF	Yes	Evocation [Fire]
<i>Effect:</i> Smite foes with divine fire for 17d6 damage.				<i>Target:</i> Cylinder 10				
*****Hallow	20	See text	24 hours	Instantaneous	Touch	V, S, M, DF	See text	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 (65 Feet)	V, S	Yes	Necromancy
<i>Effect:</i> Deals 1d8+17 damage to many creatures.				<i>Target:</i> 17 creatures, no two of which can be more than 30 ft. apart				
*****Insect Plague	20	None	1 round	17 minutes	Long (1080 Feet)	V, S, DF	No	Conjuration (Summoning)
<i>Effect:</i> Locust swarms attack creatures.				<i>Target:</i> 5 swarms of locust, each of which must be adjacent to at least one other swarm				
*****Mark of Justice	20	None	10 minutes	Permanent; see text	Touch	V, S, DF	Yes	Necromancy
<i>Effect:</i> Designates action that will trigger curse on subject.				<i>Target:</i> Creature touched				

\* =Domain/Specialty Spell

## Cleric Spells

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 17 days ago.				<i>Target:</i> Dead creature touched				
Righteous Might	20	None	1 standard action	17 rounds [D]	Personal	V, S, DF	No	Transmutation
<i>Effect:</i> Your size increases, and you gain combat bonuses.				<i>Target:</i> You				
Scrying	20	Will negates	1 hour	17 minutes	See text	V, S, M/DF, F	Yes	Divination (Scrying)
<i>Effect:</i> Spies on subject from a distance.				<i>Target:</i> Magical sensor				
Slay Living	20	Fortitude partial	1 standard action	Instantaneous	Touch	V, S	Yes	Necromancy [Death]
<i>Effect:</i> Touch attack kills subject.				<i>Target:</i> Living creature touched				
Spell Resistance	20	Will negates (harmless)	1 standard action	17 minutes	Touch	V, S, DF	Yes (harmless)	Abjuration
<i>Effect:</i> Subject gains SR 12 + level.				<i>Target:</i> Creature touched				
Summon Monster V	20	None	1 round	17 rounds [D]	Close (65 Feet)	V, S, F/DF	No	Conjuration (Summoning)
<i>Effect:</i> Calls extraplanar creature to fight for you.				<i>Target:</i> One or more summoned creatures, no two of which can be more than 30 ft. apart				
Symbol of Pain	20	Fortitude negates	10 minutes	See text	0 ft.; see text	V, S, M	Yes	Necromancy [Evil]
<i>Effect:</i> Triggered rune wracks nearby creatures with pain.				<i>Target:</i> One symbol				
Symbol of Sleep	20	Will negates	10 minutes	See text	0 ft.; see text	V, S, M	Yes	Enchantment (Compulsion) [Mind-Affecting]
<i>Effect:</i> Triggered rune puts nearby creatures into catatonic slumber.				<i>Target:</i> One symbol				
True Seeing	20	Will negates (harmless)	1 standard action	17 minutes	Touch	V, S, M	Yes (harmless)	Divination
<i>Effect:</i> Lets you see all things as they really are.				<i>Target:</i> Creature touched				
Unhallow	20	See text	24 hours	Instantaneous	Touch	V, S, M	See text	Evocation [Evil]
<i>Effect:</i> Designates location as unholy.				<i>Target:</i> 40-ft. radius emanating from the touched point				
Wall of Stone	20	See text	1 standard action	Instantaneous	Medium (270 Feet)	V, S, M/DF	No	Conjuration (Creation) [Earth]
<i>Effect:</i> Creates a stone wall that can be shaped.				<i>Target:</i> Stone wall whose area is up to 17 5-ft. squares [S]				

## LEVEL 6

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
*Animate Objects	21	None	1 standard action	17 rounds	Medium (100 Feet)	V, S	No	Transmutation
<i>Effect:</i> Objects attack your foes.				<i>Target:</i> 17 Small objects; see text				
Animate Objects	21	None	1 standard action	17 rounds	Medium (270 Feet)	V, S	No	Transmutation
<i>Effect:</i> Objects attack your foes.				<i>Target:</i> 17 Small objects; see text				
Antilife Shell	21	None	1 round	170 minutes [D]	10 ft.	V, S, DF	Yes	Abjuration
<i>Effect:</i> 10-ft. field hedges out living creatures.				<i>Target:</i> 10-ft.-radius emanation, centered on you				
Banishment	21	Will negates	1 standard action	Instantaneous	Close (65 Feet)	V, S, F	Yes	Abjuration
<i>Effect:</i> Banishes 34 HD of extraplanar creatures.				<i>Target:</i> One or more extraplanar creatures, no two of which can be more than 30 ft. apart				
Bear's Endurance, Mass	21	Will negates (harmless)	1 standard action	17 minutes	Close (65 Feet)	V, S, DF	Yes	Transmutation
<i>Effect:</i> As bear's endurance, affects 17 subjects.				<i>Target:</i> 17 creatures, no two of which can be more than 30 ft. apart				
Blade Barrier	21	Reflex half or Reflex negates; see text	1 standard action	17 minutes [D]	Medium (270 Feet)	V, S	Yes	Evocation [Force]
<i>Effect:</i> Wall of blades deals 17d6 damage.				<i>Target:</i> Wall of whirling blades up to 340 ft. long, or a ringed wall of whirling blades with a radius of up to 42 ft.; either form 20 ft. high				
Bull's Strength, Mass	21	Will negates (harmless)	1 standard action	17 minutes	Close (65 Feet)	V, S, M/DF	Yes (harmless)	Transmutation
<i>Effect:</i> As bull's strength, affects one subject/ level.				<i>Target:</i> 17 creatures, no two of which can be more than 30 ft. apart				
Create Undead	21	None	1 hour	Instantaneous	Close (65 Feet)	V, S, M	No	Necromancy [Evil]
<i>Effect:</i> Creates ghouls, ghosts, mummies, or mohrgs.				<i>Target:</i> One corpse				
Cure Moderate Wounds, Mass	21	Will half (harmless) or Will half; see text	1 standard action	Instantaneous	Close (65 Feet)	V, S	Yes (harmless) or Yes; see text	Conjuration (Healing)
<i>Effect:</i> Cures 2d8+17 damage for many creatures.				<i>Target:</i> 17 creatures, no two of which can be more than 30 ft. apart				
Dispel Magic, Greater	21	None	1 standard action	Instantaneous	Medium (270 Feet)	V, S	No	Abjuration
<i>Effect:</i> As dispel magic, but +20 on check.				<i>Target:</i> One spellcaster, creature, or object; or 20-ft.-radius burst				
Eagle's Splendor, Mass	21	Will negates (harmless)	1 standard action	17 minutes	Close (65 Feet)	V, S, M/DF	Yes	Transmutation
<i>Effect:</i> As eagle's splendor, affects 17 subjects.				<i>Target:</i> 17 creatures, no two of which can be more than 30 ft. apart				
Find the Path	21	None or Will negates (harmless)	3 rounds	170 minutes	Personal or touch	V, S, F	No or Yes (harmless)	Divination
<i>Effect:</i> Shows most direct way to a location.				<i>Target:</i> You or creature touched				
Forbiddance	21	See text	6 rounds	Permanent	Medium (270 Feet)	V, S, M, DF	Yes	Abjuration
<i>Effect:</i> Blocks planar travel, damages creatures of different alignment.				<i>Target:</i> 17 60-ft. cubes [S]				
Geas/Quest	21	None	10 minutes	17 days or until discharged [D]	Close (65 Feet)	V	Yes	Enchantment (Compulsion) [Language-Dependent, Mind-Affecting]
<i>Effect:</i> As lesser geas, plus it affects any creature.				<i>Target:</i> One living creature				
Glyph of Warding, Greater	21	See text	10 minutes	Permanent until discharged [D]	Touch	V, S, M	No (object) and Yes; see text	Abjuration
<i>Effect:</i> As glyph of warding, but up to 10d8 damage or 6th-level spell.				<i>Target:</i> Object touched or up to 85 sq. ft				
Harm	21	Will half; see text	1 standard action	Instantaneous	Touch	V, S	Yes	Necromancy
<i>Effect:</i> Deals 170 points damage to target.				<i>Target:</i> Creature touched				
Heal	21	Will negates (harmless)	1 standard action	Instantaneous	Touch	V, S	Yes (harmless)	Conjuration (Healing)
<i>Effect:</i> Cures 170 points of damage, all diseases and mental conditions.				<i>Target:</i> Creature touched				
Heroes' Feast	21	None	10 minutes	17 hour plus 12 hours; see text	Close (65 Feet)	V, S, DF	No	Conjuration (Creation) [Creation]
<i>Effect:</i> Food for 17 creatures cures and grants combat bonuses.				<i>Target:</i> Feast for 17 creatures				
Inflict Moderate Wounds, Mass	21	Will half	1 standard action	Instantaneous	Close (65 Feet)	V, S	Yes	Necromancy
<i>Effect:</i> Deals 2d8+17 damage to many creatures.				<i>Target:</i> 17 creatures, no two of which can be more than 30 ft. apart				
**Mislead	21	None or Will disbelief (if interacted with); see text	1 standard action	17 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	17 minutes	Close (65 Feet)	V, S, M/DF	Yes	Transmutation
<i>Effect:</i> As owl's wisdom, affects one subject/ level.				<i>Target:</i> 17 creatures, no two of which can be more than 30 ft. apart				
Planar Ally	21	None	10 minutes	Instantaneous	Close (65 Feet)	V, S, DF, XP	No	Conjuration (Calling)
<i>Effect:</i> As lesser planar ally, but up to 12 HD.				<i>Target:</i> 1-2 called elementals or outsiders totaling no more than 12 HD, which cannot be more than 30 ft. apart when they appear				
Summon Monster VI	21	None	1 round	17 rounds [D]	Close (65 Feet)	V, S, F/DF	No	Conjuration (Summoning)
<i>Effect:</i> Calls extraplanar creature to fight for you.				<i>Target:</i> One or more summoned creatures, no two of which can be more than 30 ft. apart				
Symbol of Fear	21	Will negates	10 minutes	See text	0 ft.; see text	V, S, M	Yes	Necromancy [Fear, Mind-Affecting]
<i>Effect:</i> Triggered rune panics nearby creatures.				<i>Target:</i> One symbol				
Symbol of Persuasion	21	Will negates	10 minutes	See text	0 ft.; see text	V, S, M	Yes	Enchantment (Charm) [Mind-Affecting]
<i>Effect:</i> Triggered rune charms nearby creatures.				<i>Target:</i> One symbol				
Undeath to Death	21	Will negates	1 standard action	Instantaneous	Medium (270 Feet)	V, S, M/DF	Yes	Necromancy [Death]
<i>Effect:</i> Destroys 17d4 HD of undead.				<i>Target:</i> Several undead creatures within a 40-ft.-radius burst				
Wind Walk	21	No and Will negates (harmless)	1 standard action	17 hours [D]; see text	Touch	V, S, DF	No and Yes (harmless)	Transmutation [Air]
<i>Effect:</i> You and your allies turn vaporous and travel fast.				<i>Target:</i> You and 5 touched creatures				
Word of Recall	21	None or Will negates (harmless, object)	1 standard action	Instantaneous	Unlimited	V	No or Yes (harmless, object)	Conjuration (Teleportation)
<i>Effect:</i> Teleports you back to designated place.				<i>Target:</i> You and touched objects or other willing creatures				

\* =Domain/Specialty Spell

# Cleric Spells

## LEVEL 7

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
■■■■■Blasphemy	22	None or Will negates; see text	1 standard action	Instantaneous	30 ft.	V	Yes	Evocation [Evil, Sonic]
<i>Effect:</i> Kills, paralyzes, weakens, or dazes nonevil subjects.				<i>Target:</i> Nonevil creatures in a 40-ft.-radius spread centered on you				
■■■■■Control Weather	22	None	10 minutes; see text	4d12 hours; see text	2 miles	V, S	No	Transmutation
<i>Effect:</i> Changes weather in local area.				<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 (65 Feet)	V, S	Yes (harmless) or Yes; see text	Conjuration (Healing)
<i>Effect:</i> Cures 3d8+17 damage for many creatures.				<i>Target:</i> 17 creatures, no two of which can be more than 30 ft. apart				
■■■■■Destruction	22	Fortitude partial	1 standard action	Instantaneous	Close (65 Feet)	V, S, F	Yes	Necromancy [Death]
<i>Effect:</i> 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	17 rounds [D]	Personal	V, S	No	Transmutation
<i>Effect:</i> You become ethereal for 17 rounds.				<i>Target:</i> You				
■■■■■Holy Word	22	None or Will negates; see text	1 standard action	Instantaneous	40 ft.	V	Yes	Evocation [Good, Sonic]
<i>Effect:</i> Kills, paralyzes, slows, or deafens nongood subjects.				<i>Target:</i> Nongood creatures in a 40-ft.-radius spread centered on you				
■■■■■Inflict Serious Wounds, Mass	22	Will half	1 standard action	Instantaneous	Close (65 Feet)	V, S	Yes	Necromancy
<i>Effect:</i> Deals 3d8+17 damage to many creatures.				<i>Target:</i> 17 creatures, no two of which can be more than 30 ft. apart				
■■■■■Refuge	22	None	1 standard action	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+17				<i>Target:</i> Living creature touched				
■■■■■Repulsion	22	Will negates	1 standard action	17 rounds [D]	Up to 10 ft./level	V, S, F/DF	Yes	Abjuration
<i>Effect:</i> Creatures can't approach you.				<i>Target:</i> 170 ft. radius emanation centered on you				
■■■■■Restoration, Greater	22	Will negates (harmless)	10 minutes	Instantaneous	Touch	V, S, XP	Yes (harmless)	Conjuration (Healing)
<i>Effect:</i> As restoration, plus restores all levels and ability scores.				<i>Target:</i> Creature touched				
■■■■■Resurrection	22	None; see text	10 minutes	Instantaneous	Touch	V, S, M, DF	Yes (harmless)	Conjuration (Healing)
<i>Effect:</i> Fully restore dead subject.				<i>Target:</i> Dead creature touched				
■■■■■**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> 17 30-ft. cubes [S]				
■■■■■Scrying, Greater	22	Will negates	1 standard action	17 hours	See text	V, S	Yes	Divination (Scrying)
<i>Effect:</i> As scrying, but faster and longer.				<i>Target:</i> Magical sensor				
■■■■■Summon Monster VII	22	None	1 round	17 rounds [D]	Close (65 Feet)	V, S, F/DF	No	Conjuration (Summoning)
<i>Effect:</i> Calls extraplanar creature to fight for you.				<i>Target:</i> One or more summoned creatures, no two of which can be more than 30 ft. apart				
■■■■■Symbol of Stunning	22	Will negates	10 minutes	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				
■■■■■Word of Chaos	22	None or Will negates; see text	1 standard action	Instantaneous	40 ft.	V	Yes	Evocation [Chaotic, Sonic]
<i>Effect:</i> Kills, confuses, stuns, or deafens nonchaotic subjects.				<i>Target:</i> Nonchaotic creatures in a 40-ft.- radius spread centered on you				

## LEVEL 8

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
■■■■■Antimagic Field	23	None	1 standard action	170 minutes [D]	10 ft.	V, S, M/DF	See text	Abjuration
<i>Effect:</i> Negates magic within 10 ft.				<i>Target:</i> 10-ft.-radius emanation, centered on you				
■■■■■*Cloak of Chaos	23	See text	1 standard action	17 rounds [D]	20 ft.	V, S, F	Yes (harmless)	Abjuration [Chaotic]
<i>Effect:</i> +4 to AC, +4 resistance, and SR 25 against lawful spells.				<i>Target:</i> 17 creatures in a 20-ft.-radius burst centered on you				
■■■■■Cloak of Chaos	23	See text	1 standard action	17 rounds [D]	20 ft.	V, S, F	Yes (harmless)	Abjuration [Chaotic]
<i>Effect:</i> +4 to AC, +4 resistance, and SR 25 against lawful spells.				<i>Target:</i> 17 creatures in a 20-ft.-radius burst centered on you				
■■■■■Create Greater Undead	23	None	1 hour	Instantaneous	Close (65 Feet)	V, S, M	No	Necromancy [Evil]
<i>Effect:</i> Create shadows, wraiths, spectres, or devours.				<i>Target:</i> One corpse				
■■■■■Cure Critical Wounds, Mass	23	Will half (harmless) or Will half; see text	1 standard action	Instantaneous	Close (65 Feet)	V, S	Yes (harmless) or Yes; see text	Conjuration (Healing)
<i>Effect:</i> Cures 4d8+17 damage for many creatures.				<i>Target:</i> 17 creatures, no two of which can be more than 30 ft. apart				
■■■■■Dimensional Lock	23	None	1 standard action	17 days	Medium (270 Feet)	V, S	Yes	Abjuration
<i>Effect:</i> Teleportation and interplanar travel blocked for 17 days.				<i>Target:</i> 20-ft.-radius emanation centered on a point in space				
■■■■■Discern Location	23	None	10 minutes	Instantaneous	Unlimited	V, S, DF	No	Divination
<i>Effect:</i> Reveals exact location of creature or object.				<i>Target:</i> One creature or object				
■■■■■Earthquake	23	See text	1 standard action	17 round	Long (1080 Feet)	V, S, DF	No	Evocation [Earth]
<i>Effect:</i> Intense tremor shakes 85 ft. radius.				<i>Target:</i> 80-ft.-radius spread [S]				
■■■■■Fire Storm	23	Reflex half	1 round	Instantaneous	Medium (270 Feet)	V, S	Yes	Evocation [Fire]
<i>Effect:</i> Deals 17d6 fire damage.				<i>Target:</i> 34 10-ft. cubes [S]				
■■■■■Holy Aura	23	See text	1 standard action	17 rounds [D]	20 ft.	V, S, F	Yes (harmless)	Abjuration [Good]
<i>Effect:</i> +4 to AC, +4 resistance, and SR 25 against evil spells.				<i>Target:</i> 17 creatures in a 20-ft.-radius burst centered on you				
■■■■■Inflict Critical Wounds, Mass	23	Will half	1 standard action	Instantaneous	Close (65 Feet)	V, S	Yes	Necromancy
<i>Effect:</i> Deals 4d8+17 damage to many creatures.				<i>Target:</i> 17 creatures, no two of which can be more than 30 ft. apart				
■■■■■Planar Ally, Greater	23	None	10 minutes	Instantaneous	Close (65 Feet)	V, S, DF, XP	No	Conjuration (Calling)
<i>Effect:</i> As lesser planar ally, but up to 18 HD.				<i>Target:</i> Up to three called elementals or outsiders, totaling no more than 18 HD, no two of which can be more than 30 ft. apart when they appear.				
■■■■■Planar Ally (Lesser)	23	None	10 minutes	Instantaneous	Close (65 Feet)	V, S, DF, XP	No	Conjuration (Calling)
<i>Effect:</i> As lesser planar ally, but up to 18 HD.				<i>Target:</i> One called elemental or outsider of 6 HD or less				
■■■■■**Polymorph Any Object	23	Fortitude negates (object); see text	1 standard action	See text	Close (25 Feet)	V, S, M/DF	Yes (object)	Transmutation
<i>Effect:</i> Changes any subject into anything else.				<i>Target:</i> One creature, or one nonmagical object of up to 1700 cu. ft				
■■■■■Shield of Law	23	See text	1 standard action	17 rounds [D]	20 ft.	V, S, F	Yes (harmless)	Abjuration [Lawful]
<i>Effect:</i> +4 to AC, +4 resistance, and SR 25 against chaotic spells.				<i>Target:</i> 17 creatures in a 20-ft.-radius burst centered on you				
■■■■■Spell Immunity, Greater	23	Will negates (harmless)	1 standard action	170 minutes	Touch	V, S, DF	Yes (harmless)	Abjuration
<i>Effect:</i> As spell immunity, but up to 8th-level spells.				<i>Target:</i> Creature touched				
■■■■■Summon Monster VIII	23	None	1 round	17 rounds [D]	Close (65 Feet)	V, S, F/DF	No	Conjuration (Summoning)
<i>Effect:</i> Calls extraplanar creature to fight for you.				<i>Target:</i> One or more summoned creatures, no two of which can be more than 30 ft. apart				
■■■■■Symbol of Death	23	Fortitude negates	10 minutes	See text	0 ft.; see text	V, S, M	Yes	Necromancy [Death]
<i>Effect:</i> Triggered rune slays nearby creatures.				<i>Target:</i> One symbol				
■■■■■Symbol of Insanity	23	Will negates	10 minutes	See text	0 ft.; see text	V, S, M	Yes	Enchantment (Compulsion) [Mind-Affecting]
<i>Effect:</i> Triggered rune renders nearby creatures insane.				<i>Target:</i> One symbol				
■■■■■Unholy Aura	23	See text	1 standard action	17 rounds [D]	20 ft.	V, S, F	Yes (harmless)	Abjuration [Evil]
<i>Effect:</i> +4 to AC, +4 resistance, and SR 25 against good spells.				<i>Target:</i> 17 creatures in a 20-ft.-radius burst centered on you				

\* =Domain/Specialty Spell

# Cleric Spells

## LEVEL 9

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
☐☐☐☐☐Astral Projection	24	None	30 minutes	See text	Touch	V, S, M	Yes	Necromancy
Effect: Projects you and companions onto Astral Plane.				Target: You plus one additional willing creature touched per two caster levels				
☐☐☐☐☐Energy Drain	24	Fortitude partial; see text for enervation	1 standard action	Instantaneous	Close (65 Feet)	V, S	Yes	Necromancy
Effect: Subject gains 2d4 negative levels.				Target: Ray of negative energy				
☐☐☐☐☐Etherealness	24	None	1 standard action	17 minutes [D]	Touch; see text	V, S	Yes	Transmutation
Effect: Travel to Ethereal Plane with companions.				Target: You and 5 other touched creatures				
☐☐☐☐☐Gate	24	None	1 standard action	Instantaneous or concentration [up to 17 rounds]; see text	Medium (270 Feet)	V, S, XP; see text	No	Conjuration (Creation)Calling
Effect: Connects two planes for travel or summoning.				Target: See text				
☐☐☐☐☐Heal, Mass	24	Will negates (harmless)	1 standard action	Instantaneous	Close (65 Feet)	V, S	Yes (harmless)	Conjuration (Healing)
Effect: As heal, but with several subjects.				Target: One or more creatures, no two of which can be more than 30 ft. apart				
☐☐☐☐☐Implosion	24	Fortitude negates	1 standard action	Concentration [up to 4 rounds]	Close (65 Feet)	V, S	Yes	Evocation
Effect: Kills one creature/round.				Target: One corporeal creature/round				
☐☐☐☐☐Miracle	24	See text	1 standard action	See text	See text	V, S, XP; see text	Yes	Evocation
Effect: Requests a deity's intercession.				Target: See text				
☐☐☐☐☐Soul Bind	24	Will negates	1 standard action	Permanent	Close (65 Feet)	V, S, F	No	Necromancy
Effect: Traps newly dead soul to prevent resurrection.				Target: Corpse				
☐☐☐☐☐Storm of Vengeance	24	See text	1 round	Concentration [maximum 10 rounds] [D]	Long (1080 Feet)	V, S	Yes	Conjuration (Summoning)
Effect: Storm rains acid, lightning, and hail.				Target: 360-ft.-radius storm cloud				
☐☐☐☐☐*Summon Monster IX	24	None	1 round	17 rounds [D]	Close (25 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				
☐☐☐☐☐Summon Monster IX	24	None	1 round	17 rounds [D]	Close (65 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				
☐☐☐☐☐**Time Stop	24	None	1 standard action	1d4+1 rounds [apparent time]; see text	Personal	V	No	Transmutation
Effect: You act freely for 1d4+1 rounds.				Target: You				
☐☐☐☐☐True Resurrection	24	None; see text	10 minutes	Instantaneous	Touch	V, S, M, DF	Yes (harmless)	Conjuration (Healing)
Effect: As resurrection, plus remains aren't needed.				Target: Dead creature touched				
* =Domain/Speciality Spell								