

Eldon Male Halfling Clr18

NPC

NAME Clr18	306000	PLAYERNAME Halfling	Small	None	3'1"	35 lbs	Chaotic Neutral
CLASS 18	171000	RACE 0	Male	DEITY	HEIGHT	WEIGHT	ALIGNMENT
TCL	NEXT LEVEL	AGE	GENDER	EYES	HAIR		VISION

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP SCORE	TEMP MODIFIER
STR Strength	10	+0	10	+0
DEX Dexterity	14	+2	14	+2
CON Constitution	18	+4	18	+4
INT Intelligence	12	+1	12	+1
WIS Wisdom	22	+6	22	+6
CHA Charisma	15	+2	15	+2

HP hit points	152	WOUNDS/CURRENT HP			
AC armor class	13	11	13	10	0
	TOTAL	FLAT	TOUCH	BASE	ARMOR BONUS
INITIATIVE modifier	+2	+2	+0		
	TOTAL	DEX MODIFIER	MISC MODIFIER		
BASE ATTACK bonus	+13/+8/+3				

SUBDUAL DAMAGE		DAMAGE REDUCTION		SPEED		
				Walk 20'		
0	+0	0	+0	0	+0	0
ARCANE SPELL FAILURE	ARMOR CHECK PENALTY	SPELL RESISTANCE				

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC MODIFIER	TEMP MODIFIER	conditional modifiers
FORTITUDE (constitution)	+16	+11	+4	+0	+1		
REFLEX (dexterity)	+9	+6	+2	+0	+1		
WILLPOWER (wisdom)	+18	+11	+6	+0	+1		

	TOTAL	BASE ATTACK BONUS	STAT MODIFIER	SIZE MODIFIER	MISC MODIFIER	TEMP MODIFIER
MELEE attack bonus	+14/+9/+4	+13/+8/+3	+0	+1	+0	
RANGED attack bonus	+16/+11/+6	+13/+8/+3	+2	+1	+0	
GRAPPLE attack bonus	+14/+9/+4	+13/+8/+3	+0	+1	+0	

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
	+14/+9/+4	1d2	20/x2

ARMOR	TYPE	AC	MAXDEX	CHECK	SPELL FAILURE

EQUIPMENT				
ITEM	LOCATION	QTY	WT	COST
Outfit (Explorer's)	Equipped	1	8.0	0.0
TOTAL WEIGHT CARRIED/VALUE			0.0 lbs	0.0 gp

WEIGHT ALLOWANCE				
Light	Medium	Heavy		
25.0	50.0	75.0		
Lift over head	Lift off ground	Push / Drag	375.0	

FEATS	
Combat Casting	See Text
Craft Rod	See Text
Dodge	See Text
Extend Spell	See Text
Extra Turning (1x)	See Text
Spell Focus (Transmutation)	See Text

DOMAINS	
Chaos	You cast chaos spells at +1 caster level.
Death	You may use a death touch once per day. Your death touch is a supernatural ability that produces a death effect. You must succeed on a melee touch attack against a living creature (using the rules for touch spells). When you touch, roll 1d6 per cleric level you possess. If the total at least equals the creature's current hit points, it dies (no save)..

SKILLS		MAX RANKS
SKILL NAME	KEY ABILITY	21/10.5
✓ Concentration	CON	20 = 4 + 16.0 +
Craft (Blacksmithing)	INT	5 = 1 + 4.0 +
Craft (Stonemasonry)	INT	16 = 1 + 15.0 +
✓ Heal	WIS	24 = 6 + 18.0 +
Knowledge (Religion)	INT	12 = 1 + 11.0 +

✓ : can be used untrained. X : exclusive skills

TURN/REBUKE UNDEAD		
TURNING CHECK RESULT	UNDEAD AFFECTED (MAXIMUM HIT DICE)	Turn level
Up to 0	14	18
1 - 3	15	Turn damage 2d6+20
4 - 6	16	Turns/day 13
7 - 9	17	□□□□ □□□□
10 - 12	18	□□□
13 - 15	19	
16 - 18	20	
19 - 21	21	
22 +	22	

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

TURN/REBUKE UNDEAD		
TURNING CHECK RESULT	UNDEAD AFFECTED (MAXIMUM HIT DICE)	Turn level
Up to 0	14	18
1 - 3	15	Turn damage 2d6+20
4 - 6	16	Turns/day 13
7 - 9	17	□□□□ □□□□
10 - 12	18	□□□
13 - 15	19	
16 - 18	20	
19 - 21	21	
22 +	22	

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

SPECIAL ABILITIES	
+1 racial bonus on all saving throws	
+2 morale bonus on saving throws against fear	
+4 to Concentration to use spll or spelllike ability	
Spontaneous casting	
Turn Undead 13/day (turn level 18) (turn damage 2d6+20)	

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, Halfling	

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	7+1	6+1	6+1	5+1	5+1	3+1	3+1	2+1

LEVEL 0

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□ Create Water <i>Effect:</i> Creates 36 gallons of pure water.	16	None	1 standard action	Instantaneous	Close (70 Feet)	V, S	No	Conjuration (Creation) [Water]
□□□□ Cure Minor Wounds <i>Effect:</i> Cures 1 point of damage.	16	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.	16	None	1 standard action	Instantaneous	60 ft.	V, S	No	Divination
□□□□ Detect Poison <i>Effect:</i> Detects poison in one creature or small object.	16	None	1 standard action	Instantaneous	Close (70 Feet)	V, S	No	Divination
□□□□ Guidance <i>Effect:</i> +1 on one attack roll, saving throw, or skill check.	16	Will negates (harmless)	1 standard action	Instantaneous	Touch	V, S	Yes	Divination
□□□□ Inflict Minor Wounds <i>Effect:</i> Touch attack, 1 point of damage.	16	Will negates	1 standard action	Instantaneous	Touch	V, S	Yes	Necromancy
□□□□ Light <i>Effect:</i> Object shines like a torch.	16	None	1 standard action	Instantaneous	Touch	V, M/DF	No	Evocation [Light]
□□□□ Mending <i>Effect:</i> Makes minor repairs on an object.	17	Will negates (harmless, object)	1 standard action	Instantaneous	10 ft.	V, S	Yes (harmless, object)	Transmutation
□□□□ Purify Food and Drink <i>Effect:</i> Purifies 18 cu. ft. of food or water.	17	Will negates (object)	1 standard action	Instantaneous	10 ft.	V, S	Yes (object)	Transmutation
□□□□ Read Magic <i>Effect:</i> Read scrolls and spellbooks.	16	None	1 standard action	Instantaneous	Personal	V, S, F	No	Divination
□□□□ Resistance <i>Effect:</i> Subject gains +1 on saving throws.	16	Will negates (harmless)	1 standard action	Instantaneous	Touch	V, S, M/DF	Yes (harmless)	Abjuration
□□□□ Virtue <i>Effect:</i> Subject gains 1 temporary hp.	17	Fortitude negates (harmless)	1 standard action	Instantaneous	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.	17	Will negates	1 standard action	18 minutes	50 ft.	V, S, DF	Yes	Enchantment (Compulsion) [Fear, Mind-Affecting]
□□□□ Bless <i>Effect:</i> Allies gain +1 on attack rolls and +1 on saves against fear.	17	None	1 standard action	18 minutes	50 ft.	V, S, DF	Yes (harmless)	Enchantment (Compulsion) [Mind-Affecting]
□□□□ Bless Water <i>Effect:</i> Makes holy water.	18	Will negates (object)	1 minute	Instantaneous	Touch	V, S, M	Yes (object)	Transmutation [Good]
□□□□ *Cause Fear <i>Effect:</i> One creature of 5 HD or less flees for 1d4 rounds.	17	Will partial	1 standard action	1d4 rounds or 1 round; see text	Close (25 Feet)	V, S	Yes	Necromancy [Fear, Mind-Affecting]
□□□□ Cause Fear <i>Effect:</i> One creature of 5 HD or less flees for 1d4 rounds.	17	Will partial	1 standard action	1d4 rounds or 1 round; see text	Close (70 Feet)	V, S	Yes	Necromancy [Fear, Mind-Affecting]
□□□□ Command <i>Effect:</i> One subject obeys selected command for 1 round.	17	Will negates	1 standard action	18 round	Close (70 Feet)	V	Yes	Enchantment (Compulsion) [Language-Dependent, Mind-Affecting]
□□□□ Comprehend Languages <i>Effect:</i> You understand all spoken and written languages.	17	None	1 standard action	180 minutes	Personal	V, S, M/DF	No	Divination
□□□□ Cure Light Wounds <i>Effect:</i> Cures 1d8+5 damage	17	Will half (harmless); see text	1 standard action	Instantaneous	Touch	V, S	Yes (harmless); see text	Conjuration (Healing)
□□□□ Curse Water <i>Effect:</i> Makes unholy water.	17	Will negates (object)	1 minute	Instantaneous	Touch	V, S, M	Yes (object)	Necromancy [Evil]
□□□□ Deathwatch <i>Effect:</i> Reveals how near death subjects within 30 ft. are.	17	None	1 standard action	180 minutes	30 ft.	V, S	No	Necromancy [Evil]
□□□□ Detect Chaos <i>Effect:</i> Reveals creatures, spells, or objects of selected alignment.	17	None	1 standard action	Concentration, up to 10 minutes [D]	60 ft.	V, S, DF	No	Divination
□□□□ Detect Evil <i>Effect:</i> Reveals creatures, spells, or objects of selected alignment.	17	None	1 standard action	Concentration, up to 10 minutes [D]	60 ft.	V, S, DF	No	Divination
□□□□ Detect Good <i>Effect:</i> Reveals creatures, spells, or objects of selected alignment.	17	None	1 standard action	Concentration, up to 10 minutes [D]	60 ft.	V, S, DF	No	Divination
□□□□ Detect Law <i>Effect:</i> Reveals creatures, spells, or objects of selected alignment.	17	None	1 standard action	Concentration, up to 10 minutes [D]	60 ft.	V, S, DF	No	Divination
□□□□ Detect Undead <i>Effect:</i> Reveals undead within 60 ft.	17	None	1 standard action	Concentration, up to 18 minutes [D]	60 ft.	V, S, M/DF	No	Divination
□□□□ Divine Favor <i>Effect:</i> You gain +6 on attack and damage rolls.	17	None	1 standard action	1 minute	Personal	V, S, DF	No	Evocation
□□□□ Doom <i>Effect:</i> One subject takes -2 on attack rolls, damage rolls, saves, and checks.	17	Will negates	1 standard action	18 minutes	Medium (280 Feet)	V, S, DF	Yes	Necromancy [Fear, Mind-Affecting]
□□□□ Endure Elements <i>Effect:</i> Exist comfortably in hot or cold environments.	17	Will negates (harmless)	1 standard action	24 hours	Touch	V, S	Yes (harmless)	Abjuration
□□□□ Entropic Shield <i>Effect:</i> Ranged attacks against you have 20% miss chance.	17	None	1 standard action	18 minutes [D]	Personal	V, S	No	Abjuration
□□□□ Hide from Undead <i>Effect:</i> Undead can't perceive 18 subjects.	17	Will negates (harmless); see text	1 standard action	180 minutes [D]	Touch	V, S, DF	Yes	Abjuration
□□□□ Inflict Light Wounds <i>Effect:</i> Touch deals 1d8+5 damage	17	Will half	1 standard action	Instantaneous	Touch	V, S	Yes	Necromancy
□□□□ Magic Stone <i>Effect:</i> Three stones gain +1 on attack rolls, deal 1d6+1 damage.	18	Will negates (harmless, object)	1 standard action	30 minutes or until discharged	Touch	V, S, DF	Yes (harmless, object)	Transmutation
□□□□ Magic Weapon <i>Effect:</i> Weapon gains +1 bonus.	18	Will negates (harmless, object)	1 standard action	18 minutes	Touch	V, S, DF	Yes (harmless, object)	Transmutation
□□□□ Obscuring Mist <i>Effect:</i> Fog surrounds you.	17	None	1 standard action	18 minutes	20 ft.	V, S	No	Conjuration (Creation)

* =Domain/Specialty Spell

Cleric Spells

Protection from Chaos	17	Will negates (harmless)	1 standard action	18 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	17	Will negates (harmless)	1 standard action	18 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	17	Will negates (harmless)	1 standard action	18 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	17	Will negates (harmless)	1 standard action	18 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	17	Will negates (harmless)	1 standard action	18 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	17	Will negates (harmless)	1 standard action	180 minutes; see text	Close (70 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	17	Will negates	1 standard action	18 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	17	Will negates (harmless)	1 standard action	18 minutes	Touch	V, S, M Yes (harmless)	Abjuration
<i>Effect: Aura grants +5 deflection bonus.</i>				<i>Target: Creature touched</i>			
Summon Monster I	17	None	1 round	18 rounds [D]	Close (70 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	18	None	1 standard action	18 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	19	Will negates (harmless, object)	1 standard action	18 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	18	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	19	Will negates (harmless)	1 standard action	18 minutes	Touch	V, S, DF	Yes	Transmutation
<i>Effect: Subject gains +4 to Con for 18 minutes.</i>				<i>Target: Creature touched</i>				
Bull's Strength	19	Will negates (harmless)	1 standard action	18 minutes	Touch	V, S, M/DF	Yes (harmless)	Transmutation
<i>Effect: Subject gains +4 to Str for 18 minutes.</i>				<i>Target: Creature touched</i>				
Calm Emotions	18	Will negates	1 standard action	18 minutes	Concentration, up to 18 rounds	Medium (280 Feet)	V, S, DF Yes	Enchantment (Compulsion) [Mind-Affecting]
<i>Effect: Calms creatures, negating emotion effects.</i>				<i>Target: Creatures in a 20-ft.-radius spread</i>				
Consecrate	18	None	1 standard action	36 hours	Close (70 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	18	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	18	None	1 standard action	180 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	18	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>				
Death Knell	18	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	18	Fortitude negates (harmless)	1 standard action	18 hours	Touch	V, S, DF	Yes (harmless)	Conjuration (Healing)
<i>Effect: Stops poison from harming subject for 18 hours.</i>				<i>Target: Creature touched</i>				
Desecrate	18	None	1 standard action	36 hours	Close (70 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	19	Will negates (harmless)	1 standard action	18 minutes	Touch	V, S, M/DF	Yes	Transmutation
<i>Effect: Subject gains +4 to Cha for 18 minutes.</i>				<i>Target: Creature touched</i>				
Enthral	18	Will negates; see text	1 round	18 hour or less	Medium (280 Feet)	V, S	Yes	Enchantment (Charm)
<i>Effect: Captivates all within 280 ft.</i>				<i>Target: Any number of creatures</i>				
Find Traps	18	None	1 standard action	18 minutes	Personal	V, S	No	Divination
<i>Effect: Notice traps as a rogue does.</i>				<i>Target: You</i>				
Gentle Repose	18	Will negates (object)	1 standard action	18 days	Touch	V, S, M/DF	Yes (object)	Necromancy
<i>Effect: Preserves one corpse.</i>				<i>Target: Corpse touched</i>				
Hold Person	18	Will negates; see text	1 standard action	18 rounds [D]; see text	Medium (280 Feet)	V, S, F/DF	Yes	Enchantment (Compulsion) [Mind-Affecting]
<i>Effect: Paralyzes one humanoid for 18 rounds.</i>				<i>Target: One humanoid creature</i>				
Inflict Moderate Wounds	18	Will half	1 standard action	Instantaneous	Touch	V, S	Yes	Necromancy
<i>Effect: Touch attack, 2d8+10 damage</i>				<i>Target: Creature touched</i>				
Make Whole	19	Will negates (harmless, object)	1 standard action	Instantaneous	Close (70 Feet)	V, S	Yes (harmless, object)	Transmutation
<i>Effect: Repairs an object.</i>				<i>Target: One object of up to 180 cu. ft</i>				
Owl's Wisdom	19	Will negates (harmless)	1 standard action	18 minutes	Touch	V, S, M/DF	Yes	Transmutation
<i>Effect: Subject gains +4 to Wis for 18 minutes.</i>				<i>Target: Creature touched</i>				
Remove Paralysis	18	Will negates (harmless)	1 standard action	Instantaneous	Close (70 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	18	Fortitude negates (harmless)	1 standard action	180 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	18	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	18	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	18	Will negates (object); Will negates (object) or Fortitude half; see text	1 standard action	Instantaneous	Close (70 Feet)	V, S, M/DF	Yes (object)	Evocation [Sonic]
<i>Effect: 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	18	Will negates (harmless)	1 standard action	18 hours [D]	Close (70 Feet)	V, S, F	Yes (harmless)	Abjuration
<i>Effect: You take half of subject's damage.</i>				<i>Target: One creature</i>				
Silence	18	Will negates; see text or none (object)	1 standard action	18 minutes [D]	Long (1120 Feet)	V, S	Yes; see text or no (object)	Illusion (Glamer)
<i>Effect: 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	18	Fortitude partial	1 standard action	Instantaneous	Close (70 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	18	None	1 standard action	18 rounds [D]	Medium (280 Feet)	V, S, DF	Yes	Evocation [Force]
<i>Effect: Magical weapon attacks on its own.</i>				<i>Target: Magic weapon of force</i>				
Status	18	Will negates (harmless)	1 standard action	18 hours	Touch	V, S	Yes (harmless)	Divination
<i>Effect: Monitors condition, position of allies.</i>				<i>Target: 6 living creatures touched</i>				
Summon Monster II	18	None	1 round	18 rounds [D]	Close (70 Feet)	V, S, F/DF	No	Conjuration (Summoning)
<i>Effect: Calls extraplanar creature to fight for you.</i>				<i>Target: One or more summoned creatures, no two of which can be more than 30 ft. apart</i>				

* =Domain/Specialty Spell

Cleric Spells

☐☐☐☐	Undetectable Alignment	18	Will negates (object)	1 standard action	24 hours	Close (70 Feet)	V, S	Yes (object)	Abjuration
	<i>Effect:</i> Conceals alignment for 24 hours.				<i>Target:</i> One creature or object				
☐☐☐☐	Zone of Truth	18	Will negates	1 standard action	18 minutes	Close (70 Feet)	V, S, DF	Yes	Enchantment (Compulsion) [Mind-Affecting]
	<i>Effect:</i> Subjects within range cannot lie.				<i>Target:</i> 20-ft.-radius emanation				
LEVEL 3									
Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	
☐☐☐☐	*Animate Dead	19	None	1 standard action	Instantaneous	Touch	V, S, M	No	Necromancy [Evil]
	<i>Effect:</i> Creates undead skeletons and zombies.				<i>Target:</i> One or more corpses touched				
☐☐☐☐	Animate Dead	19	None	1 standard action	Instantaneous	Touch	V, S, M	No	Necromancy [Evil]
	<i>Effect:</i> Creates undead skeletons and zombies.				<i>Target:</i> One or more corpses touched				
☐☐☐☐	Bestow Curse	19	Will negates	1 standard action	Permanent	Touch	V, S	Yes	Necromancy
	<i>Effect:</i> -6 to an ability score; -4 on attack rolls, saves, and checks; or 50% chance of losing each action.				<i>Target:</i> Creature touched				
☐☐☐☐	Blindness/Deafness	19	Fortitude negates	1 standard action	Permanent [D]	Medium (280 Feet)	V	Yes	Necromancy
	<i>Effect:</i> Makes subject blinded or deafened.				<i>Target:</i> One living creature				
☐☐☐☐	Contagion	19	Fortitude negates	1 standard action	Instantaneous	Touch	V, S	Yes	Necromancy [Evil]
	<i>Effect:</i> Infects subject with chosen disease.				<i>Target:</i> Living creature touched				
☐☐☐☐	Continual Flame	19	None	1 standard action	Permanent	Touch	V, S, M	No	Evocation [Light]
	<i>Effect:</i> Makes a permanent, heatless torch.				<i>Target:</i> Object touched	Magical, heatless flame			
☐☐☐☐	Create Food and Water	19	None	10 minutes	24 hours; see text	Close (70 Feet)	V, S	No	Conjuration (Creation)
	<i>Effect:</i> Feeds 54 humans or 18 horse.				<i>Target:</i> Food and water to sustain 54 humans or 18 horses for 24 hours				
☐☐☐☐	Cure Serious Wounds	19	Will half (harmless); see text	1 standard action	Instantaneous	Touch	V, S	Yes (harmless); see text	Conjuration (Healing)
	<i>Effect:</i> Cures 3d8+15 damage				<i>Target:</i> Creature touched				
☐☐☐☐	Daylight	19	None	1 standard action	180 minutes [D]	Touch	V, S	No	Evocation [Light]
	<i>Effect:</i> 60-ft. radius of bright light.				<i>Target:</i> Object touched				
☐☐☐☐	Deeper Darkness	19	None	1 standard action	18 days [D]	Touch	V, M/DF	No	Evocation [Darkness]
	<i>Effect:</i> Object sheds supernatural shadow in 60-ft. radius.				<i>Target:</i> Object touched				
☐☐☐☐	Dispel Magic	19	None	1 standard action	Instantaneous	Medium (280 Feet)	V, S	No	Abjuration
	<i>Effect:</i> Cancels magical spells and effects.				<i>Target:</i> One spellcaster, creature, or object; or 20-ft.-radius burst				
☐☐☐☐	Glyph of Warding	19	See text	10 minutes	Permanent until discharged [D]	Touch	V, S, M	No (object) and Yes; see text	Abjuration
	<i>Effect:</i> Inscription harms those who pass it.				<i>Target:</i> Object touched or up to 90 sq. ft				
☐☐☐☐	Helping Hand	19	None	1 standard action	18 hours	5 miles	V, S, DF	No	Evocation
	<i>Effect:</i> Ghostly hand leads subject to you.				<i>Target:</i> Ghostly hand				
☐☐☐☐	Inflict Serious Wounds	19	Will half	1 standard action	Instantaneous	Touch	V, S	Yes	Necromancy
	<i>Effect:</i> Touch attack, 3d8+15 damage				<i>Target:</i> Creature touched				
☐☐☐☐	Invisibility Purge	19	None	1 standard action	18 minutes [D]	Personal	V, S	No	Evocation
	<i>Effect:</i> Dispels invisibility within 90 ft				<i>Target:</i> You				
☐☐☐☐	Locate Object	19	None	1 standard action	18 minutes	Long (1120 Feet)	V, S, F/DF	No	Divination
	<i>Effect:</i> Senses direction toward object [specific or type].				<i>Target:</i> Circle, centered on you, with a radius of 1120 ft.				
☐☐☐☐	Magic Circle against Chaos	19	Will negates (harmless)	1 standard action	180 minutes	Touch	V, S, M/DF	No; see text	Abjuration [Lawful]
	<i>Effect:</i> As protection spells, but 10-ft. radius and 180 minutes.				<i>Target:</i> 10-ft.-radius emanation from touched creature				
☐☐☐☐	Magic Circle against Evil	19	Will negates (harmless)	1 standard action	180 minutes	Touch	V, S, M/DF	No; see text	Abjuration [Good]
	<i>Effect:</i> As protection spells, but 10-ft. radius and 180 minutes.				<i>Target:</i> 10-ft.-radius emanation from touched creature				
☐☐☐☐	Magic Circle against Good	19	Will negates (harmless)	1 standard action	180 minutes	Touch	V, S, M/DF	No; see text	Abjuration [Evil]
	<i>Effect:</i> As protection spells, but 10-ft. radius and 180 minutes.				<i>Target:</i> 10-ft.-radius emanation from touched creature				
☐☐☐☐	*Magic Circle against Law	19	Will negates (harmless)	1 standard action	180 minutes	Touch	V, S, M/DF	No; see text	Abjuration [Chaotic]
	<i>Effect:</i> As protection spells, but 10-ft. radius and 180 minutes.				<i>Target:</i> 10-ft.-radius emanation from touched creature				
☐☐☐☐	Magic Circle against Law	19	Will negates (harmless)	1 standard action	180 minutes	Touch	V, S, M/DF	No; see text	Abjuration [Chaotic]
	<i>Effect:</i> As protection spells, but 10-ft. radius and 180 minutes.				<i>Target:</i> 10-ft.-radius emanation from touched creature				
☐☐☐☐	Magic Vestment	20	Will negates (harmless, object)	1 standard action	18 hours	Touch	V, S, DF	Yes (harmless, object)	Transmutation
	<i>Effect:</i> Armor or shield gains 4 enhancement				<i>Target:</i> Armor or shield touched				
☐☐☐☐	Meld into Stone	20	None	1 standard action	180 minutes	Personal	V, S, DF	No	Transmutation [Earth]
	<i>Effect:</i> You and your gear merge with stone.				<i>Target:</i> You				
☐☐☐☐	Obscure Object	19	Will negates (object)	1 standard action	8 hours [D]	Touch	V, S, M/DF	Yes (object)	Abjuration
	<i>Effect:</i> Masks object against scrying.				<i>Target:</i> One object touched of up to 1800 lbs				
☐☐☐☐	Prayer	19	None	1 standard action	18 rounds	40 ft.	V, S, DF	Yes	Enchantment (Compulsion) [Mind-Affecting]
	<i>Effect:</i> Allies +1 bonus on most rolls, enemies -1 penalty.				<i>Target:</i> All allies and foes within a 40-ft.-radius burst centered on you				
☐☐☐☐	Protection from Energy	19	Fortitude negates (harmless)	1 standard action	180 minutes or until discharged	Touch	V, S, DF	Yes (harmless)	Abjuration
	<i>Effect:</i> Absorb 216 points of damage from one kind of energy.				<i>Target:</i> Creature touched				
☐☐☐☐	Remove Blindness/Deafness	19	Fortitude negates (harmless)	1 standard action	Instantaneous	Touch	V, S	Yes (harmless)	Conjuration (Healing)
	<i>Effect:</i> Cures normal or magical conditions.				<i>Target:</i> Creature touched				
☐☐☐☐	Remove Curse	19	Will negates (harmless)	1 standard action	Instantaneous	Touch	V, S	Yes (harmless)	Abjuration
	<i>Effect:</i> Frees object or person from curse.				<i>Target:</i> Creature or item touched				
☐☐☐☐	Remove Disease	19	Fortitude negates (harmless)	1 standard action	Instantaneous	Touch	V, S	Yes (harmless)	Conjuration (Healing)
	<i>Effect:</i> Cures all diseases affecting subject.				<i>Target:</i> Creature touched				
☐☐☐☐	Searing Light	19	None	1 standard action	Instantaneous	Medium (280 Feet)	V, S	Yes	Evocation
	<i>Effect:</i> Ray deals 1d8/two levels, more against undead.				<i>Target:</i> Ray				
☐☐☐☐	Speak with Dead	19	Will negates; see text	10 minutes	18 minutes	10 ft.	V, S, DF	No	Necromancy [Language-Dependent]
	<i>Effect:</i> Corpse answers one question/two levels.				<i>Target:</i> One dead creature				
☐☐☐☐	Stone Shape	20	None	1 standard action	Instantaneous	Touch	V, S, M/DF	No	Transmutation [Earth]
	<i>Effect:</i> Sculpt stone into any shape.				<i>Target:</i> Stone or stone object touched, up to 28 cu. ft.				
☐☐☐☐	Summon Monster III	19	None	1 round	18 rounds [D]	Close (70 Feet)	V, S, F/DF	No	Conjuration (Summoning)
	<i>Effect:</i> Calls extraplanar creature to fight for you.				<i>Target:</i> One or more summoned creatures, no two of which can be more than 30 ft. apart				
☐☐☐☐	Water Breathing	20	Will negates (harmless)	1 standard action	36 hours; see text	Touch	V, S, M/DF	Yes (harmless)	Transmutation
	<i>Effect:</i> Subjects can breathe underwater.				<i>Target:</i> Living creatures touched				
☐☐☐☐	Water Walk	20	Will negates (harmless)	1 standard action	180 minutes [D]	Touch	V, S, DF	Yes (harmless)	Transmutation [Water]
	<i>Effect:</i> Subject treads on water as if solid.				<i>Target:</i> 18 touched creatures				
☐☐☐☐	Wind Wall	19	None; see text	1 standard action	18 rounds	Medium (280 Feet)	V, S, M/DF	Yes	Evocation [Air]
	<i>Effect:</i> Deflects arrows, smaller creatures, and gases.				<i>Target:</i> Wall up to 180 ft. long and 90 ft. high [S]				
LEVEL 4									
Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	
☐☐☐☐	Air Walk	21	None	1 standard action	180 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				
☐☐☐☐	**Chaos Hammer	20	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				
☐☐☐☐	Control Water	21	None; see text	1 standard action	180 minutes [D]	Long (1120 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 180 ft by 180 ft by 36 ft [S]				

* = Domain/Specialty Spell

Cleric Spells

□□□□□	Cure Critical Wounds	20	Will half (harmless); see text	1 standard action	Instantaneous	Touch	V, S	Yes (harmless); see text	Conjuration (Healing)
	<i>Effect:</i> Cures 4d8+18 damage.				<i>Target:</i> Creature touched				
□□□□□	*Death Ward	20	Will negates (harmless)	1 standard action	18 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				
□□□□□	Death Ward	20	Will negates (harmless)	1 standard action	18 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	20	None	1 standard action	18 minutes	Medium (280 Feet)	V, S	Yes (object)	Abjuration
	<i>Effect:</i> Bars extradimensional movement.				<i>Target:</i> Ray				
□□□□□	Discern Lies	20	Will negates	1 standard action	Concentration, up to 18 rounds	Close (70 Feet)	V, S, DF	No	Divination
	<i>Effect:</i> Reveals deliberate falsehoods.				<i>Target:</i> 18 creatures, no two of which can be more than 30 ft. apart				
□□□□□	Dismissal	20	Will negates; see text	1 standard action	180 minutes	Close (70 Feet)	V, S, DF	Yes	Abjuration
	<i>Effect:</i> Forces a creature to return to native plane.				<i>Target:</i> One extraplanar creature				
□□□□□	Divination	20	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	20	None	1 standard action	18 rounds	Personal	V, S, DF	No	Evocation
	<i>Effect:</i> You gain attack bonus, +6 to Str, and 18 hps.				<i>Target:</i> You				
□□□□□	Freedom of Movement	20	Will negates (harmless)	1 standard action	180 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	21	None	1 standard action	18 minutes	Close (70 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	20	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	20	Will half	1 standard action	Instantaneous	Touch	V, S	Yes	Necromancy
	<i>Effect:</i> Touch attack, 4d8+18 damage				<i>Target:</i> Creature touched				
□□□□□	Magic Weapon, Greater	21	Will negates (harmless, object)	1 standard action	18 hours	Close (70 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	20	Will negates (harmless, object)	1 standard action	180 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 18 cu. ft. touched				
□□□□□	Poison	20	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	20	None or Will negates; see text	1 standard action	180 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	20	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	20	None	10 minutes	18 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	20	Will negates (harmless)	1 standard action	180 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	20	None	1 round	18 rounds [D]	Close (70 Feet)	V, S, F/DF	No	Conjuration (Summoning)
	<i>Effect:</i> Calls extraplanar creature to fight for you.				<i>Target:</i> One or more summoned creatures, no two of which can be more than 30 ft. apart				
□□□□□	Tongues	20	Will negates (harmless)	1 standard action	180 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	21	None	1 hour	Instantaneous	Touch	V, S, M, F, Yes DF, XP	Abjuration
	<i>Effect:</i> Removes burden of misdeeds from subject.				<i>Target:</i> Living creature touched			
□□□□□	Break Enchantment	21	See text	1 minute	Instantaneous	Close (70 Feet)	V, S	No
	<i>Effect:</i> Frees subjects from enchantments, alterations, curses, and petrification.				<i>Target:</i> Up to 18 creatures, all within 30 ft. of each other			
□□□□□	Command, Greater	21	Will negates	1 standard action	18 rounds	Close (70 Feet)	V	Yes
	<i>Effect:</i> As command, but affects 18 subjects.				<i>Target:</i> 18 creatures, no two of which can be more than 30 ft. apart			Enchantment (Compulsion)
□□□□□	Commune	21	None	10 minutes	18 rounds	Personal	V, S, M, DF, XP	No
	<i>Effect:</i> Deity answers 18 yes-or-no questions.				<i>Target:</i> You			Divination
□□□□□	Cure Light Wounds, Mass	21	Will half (harmless) or Will half; see text	1 standard action	Instantaneous	Close (70 Feet)	V, S	Yes (harmless) or Yes; see text
	<i>Effect:</i> Cures 1d8+18 damage for many creatures.				<i>Target:</i> 18 creatures, no two of which can be more than 30 ft. apart			Conjuration (Healing)
□□□□□	Dispel Chaos	21	See text	1 standard action	18 rounds or until discharged, whichever comes first	Touch	V, S, DF	See text
	<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			Abjuration [Lawful]
□□□□□	Dispel Evil	21	See text	1 standard action	18 rounds or until discharged, whichever comes first	Touch	V, S, DF	See text
	<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			Abjuration [Good]
□□□□□	Dispel Good	21	See text	1 standard action	18 rounds or until discharged, whichever comes first	Touch	V, S, DF	See text
	<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			Abjuration [Evil]
□□□□□	*Dispel Law	21	See text	1 standard action	18 rounds or until discharged, whichever comes first	Touch	V, S, DF	See text
	<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			Abjuration [Chaotic]
□□□□□	Dispel Law	21	See text	1 standard action	18 rounds or until discharged, whichever comes first	Touch	V, S, DF	See text
	<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			Abjuration [Chaotic]
□□□□□	Disrupting Weapon	22	Will negates (harmless, object); see text	1 standard action	18 rounds	Touch	V, S	Yes (harmless, object)
	<i>Effect:</i> Melee weapon destroys undead.				<i>Target:</i> One melee weapon			Transmutation
□□□□□	Flame Strike	21	Reflex half	1 standard action	Instantaneous	Medium (280 Feet)	V, S, DF	Yes
	<i>Effect:</i> Smite foes with divine fire for 18d6 damage.				<i>Target:</i> Cylinder 10			Evocation [Fire]
□□□□□	Hallow	21	See text	24 hours	Instantaneous	Touch	V, S, M, DF	See text
	<i>Effect:</i> Designates location as holy.				<i>Target:</i> 40-ft. radius emanating from the touched point			Evocation [Good]
□□□□□	Inflict Light Wounds, Mass	21	Will half	1 standard action	Instantaneous	Close (70 Feet)	V, S	Yes
	<i>Effect:</i> Deals 1d8+18 damage to many creatures.				<i>Target:</i> 18 creatures, no two of which can be more than 30 ft. apart			Necromancy
□□□□□	Insect Plague	21	None	1 round	18 minutes	Long (1120 Feet)	V, S, DF	No
	<i>Effect:</i> Locust swarms attack creatures.				<i>Target:</i> 6 swarms of locust, each of which must be adjacent to at least one other swarm			Conjuration (Summoning)
□□□□□	Mark of Justice	21	None	10 minutes	Permanent; see text	Touch	V, S, DF	Yes
	<i>Effect:</i> Designates action that will trigger curse on subject.				<i>Target:</i> Creature touched			Necromancy
□□□□□	Plane Shift	21	Will negates	1 standard action	Instantaneous	Touch	V, S, F	Yes
	<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			Conjuration (Teleportation)
□□□□□	Raise Dead	21	None; see text	1 minute	Instantaneous	Touch	V, S, M, DF	Yes (harmless)
	<i>Effect:</i> Restores life to subject who died as long as 18 days ago.				<i>Target:</i> Dead creature touched			Conjuration (Healing)

* = Domain/Specialty Spell

Cleric Spells

□□□□□	Righteous Might	22	None	1 standard action	18 rounds [D]	Personal	V, S, DF	No	Transmutation
	<i>Effect:</i> Your size increases, and you gain combat bonuses.				<i>Target:</i> You				
□□□□□	Scrying	21	Will negates	1 hour	18 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	21	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				
□□□□□	Slay Living	21	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	21	Will negates (harmless)	1 standard action	18 minutes	Touch	V, S, DF	Yes (harmless)	Abjuration
	<i>Effect:</i> Subject gains SR 12 + level.				<i>Target:</i> Creature touched				
□□□□□	Summon Monster V	21	None	1 round	18 rounds [D]	Close (70 Feet)	V, S, F/DF	No	Conjuration (Summoning)
	<i>Effect:</i> Calls extraplanar creature to fight for you.				<i>Target:</i> One or more summoned creatures, no two of which can be more than 30 ft. apart				
□□□□□	Symbol of Pain	21	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	21	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	21	Will negates (harmless)	1 standard action	18 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	21	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	21	See text	1 standard action	Instantaneous	Medium (280 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 18 5-ft. squares [S]				

LEVEL 6

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	
□□□□□	*Animate Objects	23	None	1 standard action	18 rounds	Medium (100 Feet)	V, S	No	Transmutation
	<i>Effect:</i> Objects attack your foes.				<i>Target:</i> 18 Small objects; see text				
□□□□□	Animate Objects	23	None	1 standard action	18 rounds	Medium (280 Feet)	V, S	No	Transmutation
	<i>Effect:</i> Objects attack your foes.				<i>Target:</i> 18 Small objects; see text				
□□□□□	Antilife Shell	22	None	1 round	180 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	22	Will negates	1 standard action	Instantaneous	Close (70 Feet)	V, S, F	Yes	Abjuration
	<i>Effect:</i> Banishes 36 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	23	Will negates (harmless)	1 standard action	18 minutes	Close (70 Feet)	V, S, DF	Yes	Transmutation
	<i>Effect:</i> As bear's endurance, affects 18 subjects.				<i>Target:</i> 18 creatures, no two of which can be more than 30 ft. apart				
□□□□□	Blade Barrier	22	Reflex half or Reflex negates; see text	1 standard action	18 minutes [D]	Medium (280 Feet)	V, S	Yes	Evocation [Force]
	<i>Effect:</i> Wall of blades deals 18d6 damage.				<i>Target:</i> Wall of whirling blades up to 360 ft. long, or a ringed wall of whirling blades with a radius of up to 45 ft; either form 20 ft. high				
□□□□□	Bull's Strength, Mass	23	Will negates (harmless)	1 standard action	18 minutes	Close (70 Feet)	V, S, M/DF	Yes (harmless)	Transmutation
	<i>Effect:</i> As bull's strength, affects one subject/ level.				<i>Target:</i> 18 creatures, no two of which can be more than 30 ft. apart				
□□□□□	*Create Undead	22	None	1 hour	Instantaneous	Close (25 Feet)	V, S, M	No	Necromancy [Evil]
	<i>Effect:</i> Creates ghouls, ghosts, mummies, or mohrgs.				<i>Target:</i> One corpse				
□□□□□	Create Undead	22	None	1 hour	Instantaneous	Close (70 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	22	Will half (harmless) or Will half; see text	1 standard action	Instantaneous	Close (70 Feet)	V, S	Yes (harmless) or Yes; see text	Conjuration (Healing)
	<i>Effect:</i> Cures 2d8+18 damage for many creatures.				<i>Target:</i> 18 creatures, no two of which can be more than 30 ft. apart				
□□□□□	Dispel Magic, Greater	22	None	1 standard action	Instantaneous	Medium (280 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	23	Will negates (harmless)	1 standard action	18 minutes	Close (70 Feet)	V, S, M/DF	Yes	Transmutation
	<i>Effect:</i> As eagle's splendor, affects 18 subjects.				<i>Target:</i> 18 creatures, no two of which can be more than 30 ft. apart				
□□□□□	Find the Path	22	None or Will negates (harmless)	3 rounds	180 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	22	See text	6 rounds	Permanent	Medium (280 Feet)	V, S, M, DF	Yes	Abjuration
	<i>Effect:</i> Blocks planar travel, damages creatures of different alignment.				<i>Target:</i> 18 60-ft. cubes [S]				
□□□□□	Geas/Quest	22	None	10 minutes	18 days or until discharged [D]	Close (70 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	22	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 90 sq. ft				
□□□□□	Harm	22	Will half; see text	1 standard action	Instantaneous	Touch	V, S	Yes	Necromancy
	<i>Effect:</i> Deals 180 points damage to target.				<i>Target:</i> Creature touched				
□□□□□	Heal	22	Will negates (harmless)	1 standard action	Instantaneous	Touch	V, S	Yes (harmless)	Conjuration (Healing)
	<i>Effect:</i> Cures 180 points of damage, all diseases and mental conditions.				<i>Target:</i> Creature touched				
□□□□□	Heroes' Feast	22	None	10 minutes	18 hour plus 12 hours; see text	Close (70 Feet)	V, S, DF	No	Conjuration (Creation) [Creation]
	<i>Effect:</i> Food for 18 creatures cures and grants combat bonuses.				<i>Target:</i> Feast for 18 creatures				
□□□□□	Inflict Moderate Wounds, Mass	22	Will half	1 standard action	Instantaneous	Close (70 Feet)	V, S	Yes	Necromancy
	<i>Effect:</i> Deals 2d8+18 damage to many creatures.				<i>Target:</i> 18 creatures, no two of which can be more than 30 ft. apart				
□□□□□	Owl's Wisdom, Mass	23	Will negates (harmless)	1 standard action	18 minutes	Close (70 Feet)	V, S, M/DF	Yes	Transmutation
	<i>Effect:</i> As owl's wisdom, affects one subject/ level.				<i>Target:</i> 18 creatures, no two of which can be more than 30 ft. apart				
□□□□□	Planar Ally	22	None	10 minutes	Instantaneous	Close (70 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	22	None	1 round	18 rounds [D]	Close (70 Feet)	V, S, F/DF	No	Conjuration (Summoning)
	<i>Effect:</i> Calls extraplanar creature to fight for you.				<i>Target:</i> One or more summoned creatures, no two of which can be more than 30 ft. apart				
□□□□□	Symbol of Fear	22	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	22	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	22	Will negates	1 standard action	Instantaneous	Medium (280 Feet)	V, S, M/DF	Yes	Necromancy [Death]
	<i>Effect:</i> Destroys 18d4 HD of undead.				<i>Target:</i> Several undead creatures within a 40-ft.-radius burst				
□□□□□	Wind Walk	23	No and Will negates (harmless)	1 standard action	18 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 6 touched creatures				
□□□□□	Word of Recall	22	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	23	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	24	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	23	Will half (harmless) or Will half; see text	1 standard action	Instantaneous	Close (70 Feet)	V, S	Yes (harmless) or Yes; see text	Conjuration (Healing)
<i>Effect:</i> Cures 3d8+18 damage for many creatures.								
<i>Target:</i> 18 creatures, no two of which can be more than 30 ft. apart								
*Destruction	23	Fortitude partial	1 standard action	Instantaneous	Close (25 Feet)	V, S, F	Yes	Necromancy [Death]
<i>Effect:</i> Kills subject and destroys remains.								
<i>Target:</i> One creature								
Destruction	23	Fortitude partial	1 standard action	Instantaneous	Close (70 Feet)	V, S, F	Yes	Necromancy [Death]
<i>Effect:</i> Kills subject and destroys remains.								
<i>Target:</i> One creature								
Dictum	23	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	24	None	1 standard action	18 rounds [D]	Personal	V, S	No	Transmutation
<i>Effect:</i> You become ethereal for 18 rounds.								
<i>Target:</i> You								
Holy Word	23	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	23	Will half	1 standard action	Instantaneous	Close (70 Feet)	V, S	Yes	Necromancy
<i>Effect:</i> Deals 3d8+18 damage to many creatures.								
<i>Target:</i> 18 creatures, no two of which can be more than 30 ft. apart								
Refuge	23	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	23	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+18								
<i>Target:</i> Living creature touched								
Repulsion	23	Will negates	1 standard action	18 rounds [D]	Up to 10 ft./level	V, S, F/DF	Yes	Abjuration
<i>Effect:</i> Creatures can't approach you.								
<i>Target:</i> 180 ft. radius emanation centered on you								
Restoration, Greater	23	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	23	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								
Scrying, Greater	23	Will negates	1 standard action	18 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	23	None	1 round	18 rounds [D]	Close (70 Feet)	V, S, F/DF	No	Conjuration (Summoning)
<i>Effect:</i> Calls extraplanar creature to fight for you.								
<i>Target:</i> One or more summoned creatures, no two of which can be more than 30 ft. apart								
Symbol of Stunning	23	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	23	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	23	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	23	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	24	None	1 standard action	180 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	24	See text	1 standard action	18 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> 18 creatures in a 20-ft.-radius burst centered on you								
Cloak of Chaos	24	See text	1 standard action	18 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> 18 creatures in a 20-ft.-radius burst centered on you								
*Create Greater Undead	24	None	1 hour	Instantaneous	Close (25 Feet)	V, S, M	No	Necromancy [Evil]
<i>Effect:</i> Create shadows, wraiths, spectres, or devourers.								
<i>Target:</i> One corpse								
Create Greater Undead	24	None	1 hour	Instantaneous	Close (70 Feet)	V, S, M	No	Necromancy [Evil]
<i>Effect:</i> Create shadows, wraiths, spectres, or devourers.								
<i>Target:</i> One corpse								
Cure Critical Wounds, Mass	24	Will half (harmless) or Will half; see text	1 standard action	Instantaneous	Close (70 Feet)	V, S	Yes (harmless) or Yes; see text	Conjuration (Healing)
<i>Effect:</i> Cures 4d8+18 damage for many creatures.								
<i>Target:</i> 18 creatures, no two of which can be more than 30 ft. apart								
Dimensional Lock	24	None	1 standard action	18 days	Medium (280 Feet)	V, S	Yes	Abjuration
<i>Effect:</i> Teleportation and interplanar travel blocked for 18 days.								
<i>Target:</i> 20-ft.-radius emanation centered on a point in space								
Discern Location	24	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	24	See text	1 standard action	18 round	Long (1120 Feet)	V, S, DF	No	Evocation [Earth]
<i>Effect:</i> Intense tremor shakes 90 ft. radius.								
<i>Target:</i> 80-ft.-radius spread [S]								
Fire Storm	24	Reflex half	1 round	Instantaneous	Medium (280 Feet)	V, S	Yes	Evocation [Fire]
<i>Effect:</i> Deals 18d6 fire damage.								
<i>Target:</i> 36 10-ft. cubes [S]								
Holy Aura	24	See text	1 standard action	18 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> 18 creatures in a 20-ft.-radius burst centered on you								
Inflict Critical Wounds, Mass	24	Will half	1 standard action	Instantaneous	Close (70 Feet)	V, S	Yes	Necromancy
<i>Effect:</i> Deals 4d8+18 damage to many creatures.								
<i>Target:</i> 18 creatures, no two of which can be more than 30 ft. apart								
Planar Ally, Greater	24	None	10 minutes	Instantaneous	Close (70 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)	24	None	10 minutes	Instantaneous	Close (70 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								
Shield of Law	24	See text	1 standard action	18 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> 18 creatures in a 20-ft.-radius burst centered on you								
Spell Immunity, Greater	24	Will negates (harmless)	1 standard action	180 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	24	None	1 round	18 rounds [D]	Close (70 Feet)	V, S, F/DF	No	Conjuration (Summoning)
<i>Effect:</i> Calls extraplanar creature to fight for you.								
<i>Target:</i> One or more summoned creatures, no two of which can be more than 30 ft. apart								
Symbol of Death	24	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	24	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	24	See text	1 standard action	18 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> 18 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 <i>Effect:</i> Projects you and companions onto Astral Plane.	25	None	30 minutes	See text	Touch	V, S, M	Yes	Necromancy
□□□□ Energy Drain <i>Effect:</i> Subject gains 2d4 negative levels.	25	Fortitude partial; see text for enervation	1 standard action	Instantaneous	Close (70 Feet)	V, S	Yes	Necromancy
□□□□ Etherealness <i>Effect:</i> Travel to Ethereal Plane with companions.	26	None	1 standard action	18 minutes [D]	Touch; see text	V, S	Yes	Transmutation
□□□□ Gate <i>Effect:</i> Connects two planes for travel or summoning.	25	None	1 standard action	Instantaneous or concentration [up to 18 rounds]; see text	Medium (280 Feet)	V, S, XP; see text	No	Conjuration (Creation Calling)
□□□□ Heal, Mass <i>Effect:</i> As heal, but with several subjects.	25	Will negates (harmless)	1 standard action	Instantaneous	Close (70 Feet)	V, S	Yes (harmless)	Conjuration (Healing)
□□□□ Implosion <i>Effect:</i> Kills one creature/round.	25	Fortitude negates	1 standard action	Instantaneous or concentration [up to 4 rounds]	Close (70 Feet)	V, S	Yes	Evocation
□□□□ Miracle <i>Effect:</i> Requests a deity's intercession.	25	See text	1 standard action	See text	See text	V, S, XP; see text	Yes	Evocation
□□□□ Soul Bind <i>Effect:</i> Traps newly dead soul to prevent resurrection.	25	Will negates	1 standard action	Permanent	Close (70 Feet)	V, S, F	No	Necromancy
□□□□ Storm of Vengeance <i>Effect:</i> Storm rains acid, lightning, and hail.	25	See text	1 round	Concentration [maximum 10 rounds] [D]	Long (1120 Feet)	V, S	Yes	Conjuration (Summoning)
□□□□ *Summon Monster IX <i>Effect:</i> Calls extraplanar creature to fight for you.	25	None	1 round	18 rounds [D]	Close (25 Feet)	V, S, F/DF	No	Conjuration (Summoning)
□□□□ Summon Monster IX <i>Effect:</i> Calls extraplanar creature to fight for you.	25	None	1 round	18 rounds [D]	Close (70 Feet)	V, S, F/DF	No	Conjuration (Summoning)
□□□□ True Resurrection <i>Effect:</i> As resurrection, plus remains aren't needed.	25	None; see text	10 minutes	Instantaneous	Touch	V, S, M, DF	Yes (harmless)	Conjuration (Healing)
□□□□ ***Wail of the Banshee <i>Effect:</i> Kills 18 creatures.	25	Fortitude negates	1 standard action	Instantaneous	Close (25 Feet)	V	Yes	Necromancy [Death, Sonic]

* = Domain/Specialty Spell