

Arnulf Male Human Clr19

NAME
Clr19
CLASS
19
TCL
342000
EXPERIENCE
190000
NEXT LEVEL

NPC

PLAYERNAME
Human
RACE
0
AGE
Medium
SIZE
Male
GENDER

None
DEITY
6'1"
HEIGHT
210 lbs
WEIGHT
EYES
HAIR

True Neutral
ALIGNMENT
Normal
VISION
0
POINTS

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

HP hit points: 159

AC armor class: 11

INITIATIVE modifier: +1

BASE ATTACK bonus: +14/+9/+4

WOUNDS/CURRENT HP: _____

FLAT: 10 TOUCH: 11 BASE: 10

ARMOR BONUS: 0 SHIELD BONUS: 0 STAT MODIFIER: 1 SIZE MODIFIER: 0 NATURAL ARMOR: 0 MISC MODIFIER: 0 MISS CHANCE: 0

SUBDUAL DAMAGE: _____

DAMAGE REDUCTION: _____

SPEED: Walk 30'

ARCANE SPELL FAILURE: 0 ARMOR CHECK PENALTY: +0 SPELL RESISTANCE: 0

SAVING THROWS

	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC MODIFIER	TEMP MODIFIER	conditional modifiers
FORTITUDE (constitution)	+15	+11	+4	+0	+0		
REFLEX (dexterity)	+7	+6	+1	+0	+0		
WILLPOWER (wisdom)	+16	+11	+5	+0	+0		

	TOTAL	BASE ATTACK BONUS	STAT MODIFIER	SIZE MODIFIER	MISC MODIFIER	TEMP MODIFIER
MELEE attack bonus	+19/+14/+9	+14/+9/+4	+5	+0	+0	
RANGED attack bonus	+15/+10/+5	+14/+9/+4	+1	+0	+0	
GRAPPLE attack bonus	+19/+14/+9	+14/+9/+4	+5	+0	+0	

UNARMED

TOTAL ATTACK BONUS	DAMAGE	CRITICAL
+19/+14/+9	1d3+5	20/x2

ARMOR

TYPE	AC	MAXDEX	CHECK	SPELL FAILURE

EQUIPMENT

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

WEIGHT ALLOWANCE

	Light	Medium	Heavy
	133.0	266.0	400.0
Lift over head	400.0	Lift off ground	800.0
		Push / Drag	2000.0

FEATS

Brew Potion	See Text
Combat Casting	See Text
Craft Rod	See Text
Extra Turning (1x)	See Text
Improved Counterspell	See Text
Improved Turning	See Text
Skill Focus (Knowledge (History))	See Text
Track	See Text

DOMAINS

Sun	Once per day, you can perform a greater turning against undead in place of a regular turning. The greater turning is like a normal turning except that the undead creatures that would be turned are destroyed instead.
Trickery	Bluff, Disguise and Hide are class skills.

SKILLS MAX RANKS 22/11

SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
Craft (Sculpting)	INT	12	= 1	+ 11.0	+
Craft (Shipmaking)	INT	8	= 1	+ 7.0	+
Heal	WIS	26	= 5	+ 21.0	+
Knowledge (Arcana)	INT	26	= 1	+ 22.0	+ 3
Knowledge (Dungeoneering)	INT	5	= 1	+ 4.5	+
Knowledge (Geography)	INT	3	= 1	+ 2.0	+
Knowledge (History)	INT	20	= 1	+ 19.0	+

✓ : can be used untrained. X : exclusive skills

TURN/REBUKE UNDEAD

TURNING CHECK RESULT	UNDEAD AFFECTED (MAXIMUM HIT DICE)	Turn level	Turn damage	Turns/day
Up to 0	16	20	2d6+21	12
1 - 3	17			
4 - 6	18			
7 - 9	19			
10 - 12	20			
13 - 15	21			
16 - 18	22			
19 - 21	23			
22 +	24			

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

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16 - 18	22			
19 - 21	23			
22 +	24			

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

SPECIAL ABILITIES

- +4 to Concentration to use spll or spelllike ability
- Spontaneous casting
- Turn Undead 12/day (turn level 20) (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, Undercommon

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	6+1	4+1	4+1	3+1	3+1

LEVEL 0

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□□ Create Water <i>Effect:</i> Creates 38 gallons of pure water. <i>Target:</i> Up to 38 gallons of water	15	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.	15	Will half (harmless); see text	1 standard action	Instantaneous	Touch	V, S	Yes (harmless); see text	Conjuration (Healing)
□□□□□ Detect Magic <i>Effect:</i> Detects spells and magic items within 60 ft.	15	None	1 standard action	Instantaneous	60 ft.	V, S	No	Divination
□□□□□ Detect Poison <i>Effect:</i> Detects poison in one creature or small object.	15	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.	15	Will negates (harmless)	1 standard action	Instantaneous	Touch	V, S	Yes	Divination
□□□□□ Inflict Minor Wounds <i>Effect:</i> Touch attack, 1 point of damage.	15	Will negates	1 standard action	Instantaneous	Touch	V, S	Yes	Necromancy
□□□□□ Light <i>Effect:</i> Object shines like a torch.	15	None	1 standard action	190 minutes [D]	Touch	V, M/DF	No	Evocation [Light]
□□□□□ Mending <i>Effect:</i> Makes minor repairs on an object.	15	Will negates (harmless, object)	1 standard action	Instantaneous	10 ft.	V, S	Yes (harmless, object)	Transmutation
□□□□□ Purify Food and Drink <i>Effect:</i> Purifies 19 cu. ft. of food or water.	15	Will negates (object)	1 standard action	Instantaneous	10 ft.	V, S	Yes (object)	Transmutation
□□□□□ Read Magic <i>Effect:</i> Read scrolls and spellbooks.	15	None	1 standard action	190 minutes	Personal	V, S, F	No	Divination
□□□□□ Resistance <i>Effect:</i> Subject gains +1 on saving throws.	15	Will negates (harmless)	1 standard action	19 minute	Touch	V, S, M/DF	Yes (harmless)	Abjuration
□□□□□ Virtue <i>Effect:</i> Subject gains 1 temporary hp.	15	Fortitude negates (harmless)	1 standard action	19 minutes	Touch	V, S, DF	Yes (harmless)	Transmutation

LEVEL 1

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□□ Bane <i>Effect:</i> Enemies take -1 on attack rolls and saves against fear.	16	Will negates	1 standard action	19 minutes	50 ft.	V, S, DF	Yes	Enchantment (Compulsion) [Fear, Mind-Affecting]
□□□□□ Bless <i>Effect:</i> Allies gain +1 on attack rolls and +1 on saves against fear.	16	None	1 standard action	19 minutes	50 ft.	V, S, DF	Yes (harmless)	Enchantment (Compulsion) [Mind-Affecting]
□□□□□ Bless Water <i>Effect:</i> Makes holy water.	16	Will negates (object)	1 minute	Instantaneous	Touch	V, S, M	Yes (object)	Transmutation [Good]
□□□□□ Cause Fear <i>Effect:</i> One creature of 5 HD or less flees for 1d4 rounds.	16	Will partial	1 standard action	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.	16	Will negates	1 standard action	19 round	Close (70 Feet)	V	Yes	Enchantment (Compulsion) [Language-Dependent, Mind-Affecting]
□□□□□ Comprehend Languages <i>Effect:</i> You understand all spoken and written languages.	16	None	1 standard action	190 minutes	Personal	V, S, M/DF	No	Divination
□□□□□ Cure Light Wounds <i>Effect:</i> Cures 1d8+5 damage	16	Will half (harmless); see text	1 standard action	Instantaneous	Touch	V, S	Yes (harmless); see text	Conjuration (Healing)
□□□□□ Curse Water <i>Effect:</i> Makes unholy water.	16	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.	16	None	1 standard action	190 minutes	30 ft.	V, S	No	Necromancy [Evil]
□□□□□ Detect Chaos <i>Effect:</i> Reveals creatures, spells, or objects of selected alignment.	16	None	1 standard action	Concentration, up to 10 minutes [D]	60 ft.	V, S, DF	No	Divination
□□□□□ Detect Evil <i>Effect:</i> Reveals creatures, spells, or objects of selected alignment.	16	None	1 standard action	Concentration, up to 10 minutes [D]	60 ft.	V, S, DF	No	Divination
□□□□□ Detect Good <i>Effect:</i> Reveals creatures, spells, or objects of selected alignment.	16	None	1 standard action	Concentration, up to 10 minutes [D]	60 ft.	V, S, DF	No	Divination
□□□□□ Detect Law <i>Effect:</i> Reveals creatures, spells, or objects of selected alignment.	16	None	1 standard action	Concentration, up to 10 minutes [D]	60 ft.	V, S, DF	No	Divination
□□□□□ Detect Undead <i>Effect:</i> Reveals undead within 60 ft.	16	None	1 standard action	Concentration, up to 19 minutes [D]	60 ft.	V, S, M/DF	No	Divination
□□□□□ **Disguise Self <i>Effect:</i> Changes your appearance.	16	None	1 standard action	190 minutes [D]	Personal	V, S	No	Illusion (Glamour)
□□□□□ Divine Favor <i>Effect:</i> You gain +6 on attack and damage rolls.	16	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.	16	Will negates	1 standard action	19 minutes	Medium (290 Feet)	V, S, DF	Yes	Necromancy [Fear, Mind-Affecting]
□□□□□ *Endure Elements <i>Effect:</i> Exist comfortably in hot or cold environments.	16	Will negates (harmless)	1 standard action	24 hours	Touch	V, S	Yes (harmless)	Abjuration
□□□□□ Endure Elements <i>Effect:</i> Exist comfortably in hot or cold environments.	16	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.	16	None	1 standard action	19 minutes [D]	Personal	V, S	No	Abjuration
□□□□□ Hide from Undead <i>Effect:</i> Undead can't perceive 19 subjects.	16	Will negates (harmless); see text	1 standard action	190 minutes [D]	Touch	V, S, DF	Yes	Abjuration
□□□□□ Inflict Light Wounds <i>Effect:</i> Touch deals 1d8+5 damage	16	Will half	1 standard action	Instantaneous	Touch	V, S	Yes	Necromancy
□□□□□ Magic Stone <i>Effect:</i> Three stones gain +1 on attack rolls, deal 1d6+1 damage.	16	Will negates (harmless, object)	1 standard action	30 minutes or until discharged	Touch	V, S, DF	Yes (harmless, object)	Transmutation
□□□□□ Magic Weapon <i>Effect:</i> Weapon gains +1 bonus.	16	Will negates (harmless, object)	1 standard action	19 minutes	Touch	V, S, DF	Yes (harmless, object)	Transmutation

* =Domain/Specialty Spell

Cleric Spells

□□□□□	Obscuring Mist	16	None	1 standard action	19 minutes	20 ft.	V, S	No	Conjuration (Creation)
	<i>Effect:</i> Fog surrounds you.								
	<i>Target:</i> Cloud spreads in 20-ft. radius from you, 20 ft. high								
□□□□□	Protection from Chaos	16	Will negates (harmless)	1 standard action	19 minutes [D]	Touch	V, S, M/DF	No; see text	Abjuration [Lawful]
	<i>Effect:</i> +2 to AC and saves, counter mind control, hedge out elementals and outsiders.								
	<i>Target:</i> Creature touched								
□□□□□	Protection from Evil	16	Will negates (harmless)	1 standard action	19 minutes [D]	Touch	V, S, M/DF	No; see text	Abjuration [Good]
	<i>Effect:</i> +2 to AC and saves, counter mind control, hedge out elementals and outsiders.								
	<i>Target:</i> Creature touched								
□□□□□	Protection from Good	16	Will negates (harmless)	1 standard action	19 minutes [D]	Touch	V, S, M/DF	No; see text	Abjuration [Evil]
	<i>Effect:</i> +2 to AC and saves, counter mind control, hedge out elementals and outsiders.								
	<i>Target:</i> Creature touched								
□□□□□	Protection from Law	16	Will negates (harmless)	1 standard action	19 minutes [D]	Touch	V, S, M/DF	No; see text	Abjuration [Chaotic]
	<i>Effect:</i> +2 to AC and saves, counter mind control, hedge out elementals and outsiders.								
	<i>Target:</i> Creature touched								
□□□□□	Remove Fear	16	Will negates (harmless)	1 standard action	190 minutes; see text	Close (70 Feet)	V, S	Yes (harmless)	Abjuration
	<i>Effect:</i> Suppresses fear or gives +4 on saves against fear for 5 subjects								
	<i>Target:</i> 5 creatures, no two of which can be more than 30 ft. apart								
□□□□□	Sanctuary	16	Will negates	1 standard action	19 rounds	Touch	V, S, DF	No	Abjuration
	<i>Effect:</i> Opponents can't attack you, and you can't attack.								
	<i>Target:</i> Creature touched								
□□□□□	Shield of Faith	16	Will negates (harmless)	1 standard action	19 minutes	Touch	V, S, M	Yes (harmless)	Abjuration
	<i>Effect:</i> Aura grants +5 deflection bonus.								
	<i>Target:</i> Creature touched								
□□□□□	Summon Monster I	16	None	1 round	19 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 summoned creature								

LEVEL 2

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School		
□□□□□	Aid	17	None	1 standard action	19 minutes	Touch	V, S, DF	Yes (harmless)	Enchantment (Compulsion) [Mind-Affecting]	
	<i>Effect:</i> +1 on attack rolls, +1 against fear, 1d8+10 temporary hp.									
	<i>Target:</i> Living creature touched									
□□□□□	Align Weapon	17	Will negates (harmless, object)	1 standard action	19 minutes	Touch	V, S, DF	Yes (harmless, object)	Transmutation	
	<i>Effect:</i> Weapon becomes good, evil, lawful, or chaotic.									
	<i>Target:</i> Weapon touched or fifty projectiles [all of which must be in contact with each other at the time of casting]									
□□□□□	Augury	17	None	1 minute	Instantaneous	Personal	V, S, M, F	No	Divination	
	<i>Effect:</i> Learns whether an action will be good or bad.									
	<i>Target:</i> You									
□□□□□	Bear's Endurance	17	Will negates (harmless)	1 standard action	19 minutes	Touch	V, S, DF	Yes	Transmutation	
	<i>Effect:</i> Subject gains +4 to Con for 19 minutes.									
	<i>Target:</i> Creature touched									
□□□□□	Bull's Strength	17	Will negates (harmless)	1 standard action	19 minutes	Touch	V, S, M/DF	Yes (harmless)	Transmutation	
	<i>Effect:</i> Subject gains +4 to Str for 19 minutes.									
	<i>Target:</i> Creature touched									
□□□□□	Calm Emotions	17	Will negates	1 standard action	19 minutes	Concentration, up to 19 rounds	Medium (290 Feet)	V, S, DF	Yes	Enchantment (Compulsion) [Mind-Affecting]
	<i>Effect:</i> Calms creatures, negating emotion effects.									
	<i>Target:</i> Creatures in a 20-ft.-radius spread									
□□□□□	Consecrate	17	None	1 standard action	38 hours	Close (70 Feet)	V, S, M, DF	No	Evocation [Good]	
	<i>Effect:</i> Fills area with positive energy, making undead weaker.									
	<i>Target:</i> 20-ft.-radius emanation									
□□□□□	Cure Moderate Wounds	17	Will half (harmless); see text	1 standard action	Instantaneous	Touch	V, S	Yes (harmless); see text	Conjuration (Healing)	
	<i>Effect:</i> Cures 2d8+10 damage									
	<i>Target:</i> Creature touched									
□□□□□	Darkness	17	None	1 standard action	190 minutes [D]	Touch	V, M/DF	No	Evocation [Darkness]	
	<i>Effect:</i> 20-ft. radius of supernatural shadow.									
	<i>Target:</i> Object touched									
□□□□□	Death Knell	17	Will negates	1 standard action	Instantaneous/10 minutes per HD of subject; see text	Touch	V, S	Yes	Necromancy [Death, Evil]	
	<i>Effect:</i> Kill dying creature and gain 1d8 temporary hp, +2 to Str, and +1 caster level.									
	<i>Target:</i> Living creature touched									
□□□□□	Delay Poison	17	Fortitude negates (harmless)	1 standard action	19 hours	Touch	V, S, DF	Yes (harmless)	Conjuration (Healing)	
	<i>Effect:</i> Stops poison from harming subject for 19 hours.									
	<i>Target:</i> Creature touched									
□□□□□	Desecrate	17	None	1 standard action	38 hours	Close (70 Feet)	V, S, M, DF	Yes	Evocation [Evil]	
	<i>Effect:</i> Fills area with negative energy, making undead stronger.									
	<i>Target:</i> 20-ft.-radius emanation									
□□□□□	Eagle's Splendor	17	Will negates (harmless)	1 standard action	19 minutes	Touch	V, S, M/DF	Yes	Transmutation	
	<i>Effect:</i> Subject gains +4 to Cha for 19 minutes.									
	<i>Target:</i> Creature touched									
□□□□□	Enthral	17	Will negates; see text	1 round	19 hour or less	Medium (290 Feet)	V, S	Yes	Enchantment (Charm)	
	<i>Effect:</i> Captivates all within 290 ft.									
	<i>Target:</i> Any number of creatures									
□□□□□	Find Traps	17	None	1 standard action	19 minutes	Personal	V, S	No	Divination	
	<i>Effect:</i> Notice traps as a rogue does.									
	<i>Target:</i> You									
□□□□□	Gentle Repose	17	Will negates (object)	1 standard action	19 days	Touch	V, S, M/DF	Yes (object)	Necromancy	
	<i>Effect:</i> Preserves one corpse.									
	<i>Target:</i> Corpse touched									
□□□□□	**Heat Metal	17	Will negates (object)	1 standard action	7 rounds	Close (25 Feet)	V, S, DF	Yes (object)	Transmutation [Fire]	
	<i>Effect:</i> Make metal so hot it damages those who touch it.									
	<i>Target:</i> Metal equipment of 9 creatures, no two of which can be more than 30 ft. apart; or 475 lb. of metal, all of which must be within a 30-ft. circle									
□□□□□	Hold Person	17	Will negates; see text	1 standard action	19 rounds [D]; see text	Medium (290 Feet)	V, S, F/DF	Yes	Enchantment (Compulsion) [Mind-Affecting]	
	<i>Effect:</i> Paralyzes one humanoid for 19 rounds.									
	<i>Target:</i> One humanoid creature									
□□□□□	Inflict Moderate Wounds	17	Will half	1 standard action	Instantaneous	Touch	V, S	Yes	Necromancy	
	<i>Effect:</i> Touch attack, 2d8+10 damage									
	<i>Target:</i> Creature touched									
□□□□□	**Invisibility	17	Will negates (harmless) or Will negates (harmless, object)	1 standard action	19 minutes [D]	Personal or touch	V, S, M/DF	Yes (harmless) or Yes (harmless, object)	Illusion (Glamer)	
	<i>Effect:</i> Subject is invisible for 19 minutes or until it attacks.									
	<i>Target:</i> You or a creature or object weighing no more than 1900 lbs									
□□□□□	Make Whole	17	Will negates (harmless, object)	1 standard action	Instantaneous	Close (70 Feet)	V, S	Yes (harmless, object)	Transmutation	
	<i>Effect:</i> Repairs an object.									
	<i>Target:</i> One object of up to 190 cu. ft									
□□□□□	Owl's Wisdom	17	Will negates (harmless)	1 standard action	19 minutes	Touch	V, S, M/DF	Yes	Transmutation	
	<i>Effect:</i> Subject gains +4 to Wis for 19 minutes.									
	<i>Target:</i> Creature touched									
□□□□□	Remove Paralysis	17	Will negates (harmless)	1 standard action	Instantaneous	Close (70 Feet)	V, S	Yes (harmless)	Conjuration (Healing)	
	<i>Effect:</i> Frees one or more creatures from paralysis or slow effect.									
	<i>Target:</i> Up to four creatures, no two of which can be more than 30 ft. apart									
□□□□□	Resist Energy	17	Fortitude negates (harmless)	1 standard action	190 minutes	Touch	V, S, DF	Yes (harmless)	Abjuration	
	<i>Effect:</i> Ignores first 10 [or more] points of damage/attack from specified energy type.									
	<i>Target:</i> Creature touched									
□□□□□	Restoration, Lesser	17	Will negates (harmless)	3 rounds	Instantaneous	Touch	V, S	Yes (harmless)	Conjuration (Healing)	
	<i>Effect:</i> Dispels magical ability penalty or repairs 1d4 ability damage.									
	<i>Target:</i> Creature touched									
□□□□□	Shatter	17	Will negates (object); Will negates (object) or Fortitude half; see text	1 standard action	Instantaneous	Close (70 Feet)	V, S, M/DF	Yes (object)	Evocation [Sonic]	
	<i>Effect:</i> Sonic vibration damages objects or crystalline creatures.									
	<i>Target:</i> 5-ft.-radius spread; or one solid object or one crystalline creature									
□□□□□	Shield Other	17	Will negates (harmless)	1 standard action	19 hours [D]	Close (70 Feet)	V, S, F	Yes (harmless)	Abjuration	
	<i>Effect:</i> You take half of subject's damage.									
	<i>Target:</i> One creature									
□□□□□	Silence	17	Will negates; see text or none (object)	1 standard action	19 minutes [D]	Long (1160 Feet)	V, S	Yes; see text or no (object)	Illusion (Glamer)	
	<i>Effect:</i> Negates sound in 15-ft. radius.									
	<i>Target:</i> 20 ft. radius emanation centered on a creature, object, or point in space									
□□□□□	Sound Burst	17	Fortitude partial	1 standard action	Instantaneous	Close (70 Feet)	V, S, F/DF	Yes	Evocation [Sonic]	
	<i>Effect:</i> Deals 1d8 sonic damage to subjects; may stun them.									
	<i>Target:</i> 10-ft.-radius spread									
□□□□□	Spiritual Weapon	17	None	1 standard action	19 rounds [D]	Medium (290 Feet)	V, S, DF	Yes	Evocation [Force]	
	<i>Effect:</i> Magical weapon attacks on its own.									
	<i>Target:</i> Magic weapon of force									
□□□□□	Status	17	Will negates (harmless)	1 standard action	19 hours	Touch	V, S	Yes (harmless)	Divination	
	<i>Effect:</i> Monitors condition, position of allies.									
	<i>Target:</i> 6 living creatures touched									
□□□□□	Summon Monster II	17	None	1 round	19 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									

* =Domain/Specialty Spell

Cleric Spells

☐☐☐☐☐	Undetectable Alignment	17	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	17	Will negates	1 standard action	19 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	18	None	1 standard action	Instantaneous	Touch	V, S, M	No	Necromancy [Evil]
	<i>Effect:</i> Creates undead skeletons and zombies.				<i>Target:</i> One or more corpses touched				
☐☐☐☐☐	Bestow Curse	18	Will negates	1 standard action	Permanent	Touch	V, S	Yes	Necromancy
	<i>Effect:</i> -6 to an ability score; -4 on attack rolls, saves, and checks; or 50% chance of losing each action.				<i>Target:</i> Creature touched				
☐☐☐☐☐	Blindness/Deafness	18	Fortitude negates	1 standard action	Permanent [D]	Medium (290 Feet)	V	Yes	Necromancy
	<i>Effect:</i> Makes subject blinded or deafened.				<i>Target:</i> One living creature				
☐☐☐☐☐	Contagion	18	Fortitude negates	1 standard action	Instantaneous	Touch	V, S	Yes	Necromancy [Evil]
	<i>Effect:</i> Infects subject with chosen disease.				<i>Target:</i> Living creature touched				
☐☐☐☐☐	Continual Flame	18	None	1 standard action	Permanent	Touch	V, S, M	No	Evocation [Light]
	<i>Effect:</i> Makes a permanent, heatless torch.				<i>Target:</i> Object touched				
☐☐☐☐☐	Create Food and Water	18	None	10 minutes	24 hours; see text	Close (70 Feet)	V, S	No	Conjuration (Creation)
	<i>Effect:</i> Feeds 57 humans or 19 horse.				<i>Target:</i> Food and water to sustain 57 humans or 19 horses for 24 hours				
☐☐☐☐☐	Cure Serious Wounds	18	Will half (harmless); see text	1 standard action	Instantaneous	Touch	V, S	Yes (harmless); see text	Conjuration (Healing)
	<i>Effect:</i> Cures 3d8+15 damage				<i>Target:</i> Creature touched				
☐☐☐☐☐	Daylight	18	None	1 standard action	190 minutes [D]	Touch	V, S	No	Evocation [Light]
	<i>Effect:</i> 60-ft. radius of bright light.				<i>Target:</i> Object touched				
☐☐☐☐☐	Deeper Darkness	18	None	1 standard action	19 days [D]	Touch	V, M/DF	No	Evocation [Darkness]
	<i>Effect:</i> Object sheds supernatural shadow in 60-ft. radius.				<i>Target:</i> Object touched				
☐☐☐☐☐	Dispel Magic	18	None	1 standard action	Instantaneous	Medium (290 Feet)	V, S	No	Abjuration
	<i>Effect:</i> Cancels magical spells and effects.				<i>Target:</i> One spellcaster, creature, or object; or 20-ft.-radius burst				
☐☐☐☐☐	Glyph of Warding	18	See text	10 minutes	Permanent until discharged [D]	Touch	V, S, M	No (object) and Yes; see text	Abjuration
	<i>Effect:</i> Inscription harms those who pass it.				<i>Target:</i> Object touched or up to 95 sq. ft				
☐☐☐☐☐	Helping Hand	18	None	1 standard action	19 hours	5 miles	V, S, DF	No	Evocation
	<i>Effect:</i> Ghostly hand leads subject to you.				<i>Target:</i> Ghostly hand				
☐☐☐☐☐	Inflict Serious Wounds	18	Will half	1 standard action	Instantaneous	Touch	V, S	Yes	Necromancy
	<i>Effect:</i> Touch attack, 3d8+15 damage				<i>Target:</i> Creature touched				
☐☐☐☐☐	Invisibility Purge	18	None	1 standard action	19 minutes [D]	Personal	V, S	No	Evocation
	<i>Effect:</i> Dispel invisibility within 95 ft				<i>Target:</i> You				
☐☐☐☐☐	Locate Object	18	None	1 standard action	19 minutes	Long (1160 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 1160 ft.				
☐☐☐☐☐	Magic Circle against Chaos	18	Will negates (harmless)	1 standard action	190 minutes	Touch	V, S, M/DF	No; see text	Abjuration [Lawful]
	<i>Effect:</i> As protection spells, but 10-ft. radius and 190 minutes.				<i>Target:</i> 10-ft.-radius emanation from touched creature				
☐☐☐☐☐	Magic Circle against Evil	18	Will negates (harmless)	1 standard action	190 minutes	Touch	V, S, M/DF	No; see text	Abjuration [Good]
	<i>Effect:</i> As protection spells, but 10-ft. radius and 190 minutes.				<i>Target:</i> 10-ft.-radius emanation from touched creature				
☐☐☐☐☐	Magic Circle against Good	18	Will negates (harmless)	1 standard action	190 minutes	Touch	V, S, M/DF	No; see text	Abjuration [Evil]
	<i>Effect:</i> As protection spells, but 10-ft. radius and 190 minutes.				<i>Target:</i> 10-ft.-radius emanation from touched creature				
☐☐☐☐☐	Magic Circle against Law	18	Will negates (harmless)	1 standard action	190 minutes	Touch	V, S, M/DF	No; see text	Abjuration [Chaotic]
	<i>Effect:</i> As protection spells, but 10-ft. radius and 190 minutes.				<i>Target:</i> 10-ft.-radius emanation from touched creature				
☐☐☐☐☐	Magic Vestment	18	Will negates (harmless, object)	1 standard action	19 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	18	None	1 standard action	190 minutes	Personal	V, S, DF	No	Transmutation [Earth]
	<i>Effect:</i> You and your gear merge with stone.				<i>Target:</i> You				
☐☐☐☐☐	**Nondetection	18	Will negates (harmless, object)	1 standard action	19 hours	Touch	V, S, M	Yes (harmless, object)	Abjuration
	<i>Effect:</i> Hides subject from divination, scrying.				<i>Target:</i> Creature or object touched				
☐☐☐☐☐	Obscure Object	18	Will negates (object)	1 standard action	8 hours [D]	Touch	V, S, M/DF	Yes (object)	Abjuration
	<i>Effect:</i> Masks object against scrying.				<i>Target:</i> One object touched of up to 1900 lbs				
☐☐☐☐☐	Prayer	18	None	1 standard action	19 rounds	40 ft.	V, S, DF	Yes	Enchantment (Compulsion) [Mind-Affecting]
	<i>Effect:</i> Allies +1 bonus on most rolls, enemies -1 penalty.				<i>Target:</i> All allies and foes within a 40-ft.-radius burst centered on you				
☐☐☐☐☐	Protection from Energy	18	Fortitude negates (harmless)	1 standard action	190 minutes or until discharged	Touch	V, S, DF	Yes (harmless)	Abjuration
	<i>Effect:</i> Absorb 228 points of damage from one kind of energy.				<i>Target:</i> Creature touched				
☐☐☐☐☐	Remove Blindness/Deafness	18	Fortitude negates (harmless)	1 standard action	Instantaneous	Touch	V, S	Yes (harmless)	Conjuration (Healing)
	<i>Effect:</i> Cures normal or magical conditions.				<i>Target:</i> Creature touched				
☐☐☐☐☐	Remove Curse	18	Will negates (harmless)	1 standard action	Instantaneous	Touch	V, S	Yes (harmless)	Abjuration
	<i>Effect:</i> Frees object or person from curse.				<i>Target:</i> Creature or item touched				
☐☐☐☐☐	Remove Disease	18	Fortitude negates (harmless)	1 standard action	Instantaneous	Touch	V, S	Yes (harmless)	Conjuration (Healing)
	<i>Effect:</i> Cures all diseases affecting subject.				<i>Target:</i> Creature touched				
☐☐☐☐☐	*Searing Light	18	None	1 standard action	Instantaneous	Medium (100 Feet)	V, S	Yes	Evocation
	<i>Effect:</i> Ray deals 1d8/two levels, more against undead.				<i>Target:</i> Ray				
☐☐☐☐☐	Searing Light	18	None	1 standard action	Instantaneous	Medium (290 Feet)	V, S	Yes	Evocation
	<i>Effect:</i> Ray deals 1d8/two levels, more against undead.				<i>Target:</i> Ray				
☐☐☐☐☐	Speak with Dead	18	Will negates; see text	10 minutes	19 minutes	10 ft.	V, S, DF	No	Necromancy [Language-Dependent]
	<i>Effect:</i> Corpse answers one question/two levels.				<i>Target:</i> One dead creature				
☐☐☐☐☐	Stone Shape	18	None	1 standard action	Instantaneous	Touch	V, S, M/DF	No	Transmutation [Earth]
	<i>Effect:</i> Sculpt stone into any shape.				<i>Target:</i> Stone or stone object touched, up to 29 cu. ft.				
☐☐☐☐☐	Summon Monster III	18	None	1 round	19 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	18	Will negates (harmless)	1 standard action	38 hours; see text	Touch	V, S, M/DF	Yes (harmless)	Transmutation
	<i>Effect:</i> Subjects can breathe underwater.				<i>Target:</i> Living creatures touched				
☐☐☐☐☐	Water Walk	18	Will negates (harmless)	1 standard action	190 minutes [D]	Touch	V, S, DF	Yes (harmless)	Transmutation [Water]
	<i>Effect:</i> Subject treads on water as if solid.				<i>Target:</i> 19 touched creatures				
☐☐☐☐☐	Wind Wall	18	None; see text	1 standard action	19 rounds	Medium (290 Feet)	V, S, M/DF	Yes	Evocation [Air]
	<i>Effect:</i> Deflects arrows, smaller creatures, and gases.				<i>Target:</i> Wall up to 190 ft. long and 95 ft. high [S]				

LEVEL 4

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	
☐☐☐☐☐	Air Walk	19	None	1 standard action	190 minutes	Touch	V, S, DF	Yes (harmless)	Transmutation [Air]
	<i>Effect:</i> Subject treads on air as if solid [climb at 45-degree angle].				<i>Target:</i> Creature [Gargantuan or smaller] touched				
☐☐☐☐☐	**Confusion	19	Will negates	1 standard action	19 rounds	Medium (100 Feet)	V, S, M/DF	Yes	Enchantment (Compulsion) [Mind-Affecting]
	<i>Effect:</i> Subjects behave oddly for 19 rounds.				<i>Target:</i> All creatures in a 15-ft. radius burst				
☐☐☐☐☐	Control Water	19	None; see text	1 standard action	190 minutes [D]	Long (1160 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 190 ft by 190 ft by 38 ft [S]				

* =Domain/Specialty Spell

Cleric Spells

□□□□□	Cure Critical Wounds	19	Will half (harmless); see text	1 standard action	Instantaneous	Touch	V, S	Yes (harmless); see text	Conjuration (Healing)
	<i>Effect:</i> Cures 4d8+19 damage.				<i>Target:</i> Creature touched				
□□□□□	Death Ward	19	Will negates (harmless)	1 standard action	19 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	19 minutes	Medium (290 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 19 rounds	Close (70 Feet)	V, S, DF	No	Divination
	<i>Effect:</i> Reveals deliberate falsehoods.				<i>Target:</i> 19 creatures, no two of which can be more than 30 ft. apart				
□□□□□	Dismissal	19	Will negates; see text	1 standard action	Instantaneous	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	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	19 rounds	Personal	V, S, DF	No	Evocation
	<i>Effect:</i> You gain attack bonus, +6 to Str, and 19 hps.				<i>Target:</i> You				
□□□□□	**Fire Shield	19	None	1 standard action	19 rounds [D]	Personal	V, S, M/DF	No	Evocation
	<i>Effect:</i> Creatures attacking you take fire damage; you're protected from heat or cold.				<i>Target:</i> You				
□□□□□	Freedom of Movement	19	Will negates (harmless)	1 standard action	190 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	19 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	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+19 damage				<i>Target:</i> Creature touched				
□□□□□	Magic Weapon, Greater	19	Will negates (harmless, object)	1 standard action	19 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	19	Will negates (harmless, object)	1 standard action	190 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 19 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	190 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	19 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	190 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	19 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	19	Will negates (harmless)	1 standard action	190 minutes	Touch	V, M/DF	No	Divination
	<i>Effect:</i> Speak any language.				<i>Target:</i> Creature touched				

LEVEL 5

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□□	Atonement	20	None	1 hour	Instantaneous	Touch	V, S, M, F, Yes DF, XP	Abjuration
	<i>Effect:</i> Removes burden of misdeeds from subject.				<i>Target:</i> Living creature touched			
□□□□□	Break Enchantment	20	See text	1 minute	Instantaneous	Close (70 Feet)	V, S	No
	<i>Effect:</i> Frees subjects from enchantments, alterations, curses, and petrification.				<i>Target:</i> Up to 19 creatures, all within 30 ft. of each other			
□□□□□	Command, Greater	20	Will negates	1 standard action	19 rounds	Close (70 Feet)	V	Yes
	<i>Effect:</i> As command, but affects 19 subjects.				<i>Target:</i> 19 creatures, no two of which can be more than 30 ft. apart			
□□□□□	Commune	20	None	10 minutes	19 rounds	Personal	V, S, M, DF, XP	No
	<i>Effect:</i> Deity answers 19 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 (70 Feet)	V, S	Yes (harmless) or Yes; see text
	<i>Effect:</i> Cures 1d8+19 damage for many creatures.				<i>Target:</i> 19 creatures, no two of which can be more than 30 ft. apart			
□□□□□	Dispel Chaos	20	See text	1 standard action	19 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			
□□□□□	Dispel Evil	20	See text	1 standard action	19 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			
□□□□□	Dispel Good	20	See text	1 standard action	19 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			
□□□□□	Dispel Law	20	See text	1 standard action	19 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			
□□□□□	Disrupting Weapon	20	Will negates (harmless, object); see text	1 standard action	19 rounds	Touch	V, S	Yes (harmless, object)
	<i>Effect:</i> Melee weapon destroys undead.				<i>Target:</i> One melee weapon			
□□□□□	**False Vision	20	None	1 standard action	19 hours [D]	Touch	V, S, M	No
	<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 (100 Feet)	V, S, DF	Yes
	<i>Effect:</i> Smite foes with divine fire for 19d6 damage.				<i>Target:</i> Cylinder 10			
□□□□□	Flame Strike	20	Reflex half	1 standard action	Instantaneous	Medium (290 Feet)	V, S, DF	Yes
	<i>Effect:</i> Smite foes with divine fire for 19d6 damage.				<i>Target:</i> Cylinder 10			
□□□□□	Hallow	20	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			
□□□□□	Inflict Light Wounds, Mass	20	Will half	1 standard action	Instantaneous	Close (70 Feet)	V, S	Yes
	<i>Effect:</i> Deals 1d8+19 damage to many creatures.				<i>Target:</i> 19 creatures, no two of which can be more than 30 ft. apart			
□□□□□	Insect Plague	20	None	1 round	19 minutes	Long (1160 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			
□□□□□	Mark of Justice	20	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			
□□□□□	Plane Shift	20	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			
□□□□□	Raise Dead	20	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 19 days ago.				<i>Target:</i> Dead creature touched			

* =Domain/Speciality Spell

Cleric Spells

□□□□□	Righteous Might	20	None	1 standard action	19 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	19 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	19 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	19 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	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	19 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 (290 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 19 5-ft. squares [S]				

LEVEL 6

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	
□□□□□	Animate Objects	21	None	1 standard action	19 rounds	Medium (290 Feet)	V, S	No	Transmutation
	<i>Effect:</i> Objects attack your foes.				<i>Target:</i> 19 Small objects; see text				
□□□□□	Antilife Shell	21	None	1 round	190 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 (70 Feet)	V, S, F	Yes	Abjuration
	<i>Effect:</i> Banishes 38 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	19 minutes	Close (70 Feet)	V, S, DF	Yes	Transmutation
	<i>Effect:</i> As bear's endurance, affects 19 subjects.				<i>Target:</i> 19 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	19 minutes [D]	Medium (290 Feet)	V, S	Yes	Evocation [Force]
	<i>Effect:</i> Wall of blades deals 19d6 damage.				<i>Target:</i> Wall of whirling blades up to 380 ft. long, or a ringed wall of whirling blades with a radius of up to 47 ft; either form 20 ft. high				
□□□□□	Bull's Strength, Mass	21	Will negates (harmless)	1 standard action	19 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> 19 creatures, no two of which can be more than 30 ft. apart				
□□□□□	Create Undead	21	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	21	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+19 damage for many creatures.				<i>Target:</i> 19 creatures, no two of which can be more than 30 ft. apart				
□□□□□	Dispel Magic, Greater	21	None	1 standard action	Instantaneous	Medium (290 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	19 minutes	Close (70 Feet)	V, S, M/DF	Yes	Transmutation
	<i>Effect:</i> As eagle's splendor, affects 19 subjects.				<i>Target:</i> 19 creatures, no two of which can be more than 30 ft. apart				
□□□□□	Find the Path	21	None or Will negates (harmless)	3 rounds	190 minutes	Personal or touch	V, S, F	No or Yes (harmless)	Divination
	<i>Effect:</i> Shows most direct way to a location.				<i>Target:</i> You or creature touched				
□□□□□	**Fire Seeds	21	None or Reflex half; see text	1 standard action	190 minutes or until used	Touch	V, S, M	No	Conjuration (Creation) [Fire]
	<i>Effect:</i> Acorns and berries become grenades and bombs.				<i>Target:</i> Up to four touched acorns or up to eight touched holly berries				
□□□□□	Forbiddance	21	See text	6 rounds	Permanent	Medium (290 Feet)	V, S, M, DF	Yes	Abjuration
	<i>Effect:</i> Blocks planar travel, damages creatures of different alignment.				<i>Target:</i> 19 60-ft. cubes [S]				
□□□□□	Geas/Quest	21	None	10 minutes	19 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	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 95 sq. ft				
□□□□□	Harm	21	Will half; see text	1 standard action	Instantaneous	Touch	V, S	Yes	Necromancy
	<i>Effect:</i> Deals 190 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 190 points of damage, all diseases and mental conditions.				<i>Target:</i> Creature touched				
□□□□□	Heroes' Feast	21	None	10 minutes	19 hour plus 12 hours; see text	Close (70 Feet)	V, S, DF	No	Conjuration (Creation) [Creation]
	<i>Effect:</i> Food for 19 creatures cures and grants combat bonuses.				<i>Target:</i> Feast for 19 creatures				
□□□□□	Inflict Moderate Wounds, Mass	21	Will half	1 standard action	Instantaneous	Close (70 Feet)	V, S	Yes	Necromancy
	<i>Effect:</i> Deals 2d8+19 damage to many creatures.				<i>Target:</i> 19 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	19 rounds [D] and concentration + 3 rounds; see text	Close (25 Feet)	S	No	Illusion (Figment)[Glamour]
	<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	19 minutes	Close (70 Feet)	V, S, M/DF	Yes	Transmutation
	<i>Effect:</i> As owl's wisdom, affects one subject/level.				<i>Target:</i> 19 creatures, no two of which can be more than 30 ft. apart				
□□□□□	Planar Ally	21	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	21	None	1 round	19 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	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 (290 Feet)	V, S, M/DF	Yes	Necromancy [Death]
	<i>Effect:</i> Destroys 19d4 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	19 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	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 <i>Effect:</i> Kills, paralyzes, weakens, or dazes nonevil subjects.	22	None or Will negates; see text	1 standard action	Instantaneous	30 ft.	V	Yes	Evocation [Evil, Sonic]
■■■■■ Control Weather <i>Effect:</i> Changes weather in local area.	22	None	10 minutes; see text	4d12 hours; see text	2 miles	V, S	No	Transmutation
■■■■■ Cure Serious Wounds, Mass <i>Effect:</i> Cures 3d8+19 damage for many creatures.	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)
■■■■■ Destruction <i>Effect:</i> Kills subject and destroys remains.	22	Fortitude partial	1 standard action	Instantaneous	Close (70 Feet)	V, S, F	Yes	Necromancy [Death]
■■■■■ Dictum <i>Effect:</i> Kills, paralyzes, slows, or deafens nonlawful subjects.	22	None or Will negates; see text	1 standard action	Instantaneous	40 ft.	V	Yes	Evocation [Lawful, Sonic]
■■■■■ Ethereal Jaunt <i>Effect:</i> You become ethereal for 19 rounds.	22	None	1 standard action	19 rounds [D]	Personal	V, S	No	Transmutation
■■■■■ Holy Word <i>Effect:</i> Kills, paralyzes, slows, or deafens nongood subjects.	22	None or Will negates; see text	1 standard action	Instantaneous	40 ft.	V	Yes	Evocation [Good, Sonic]
■■■■■ Inflict Serious Wounds, Mass <i>Effect:</i> Deals 3d8+19 damage to many creatures.	22	Will half	1 standard action	Instantaneous	Close (70 Feet)	V, S	Yes	Necromancy
■■■■■ Refuge <i>Effect:</i> Alters item to transport its possessor to you.	22	None	1 standard action	Permanent until discharged	Touch	V, S, M	No	Conjuration (Teleportation)
■■■■■ Regenerate <i>Effect:</i> Subject's severed limbs grow back, cures 4d8+19	22	Fortitude negates (harmless)	3 full rounds	Instantaneous	Touch	V, S, DF	Yes (harmless)	Conjuration (Healing)
■■■■■ Repulsion <i>Effect:</i> Creatures can't approach you.	22	Will negates	1 standard action	19 rounds [D]	Up to 10 ft./level	V, S, F/DF	Yes	Abjuration
■■■■■ Restoration, Greater <i>Effect:</i> As restoration, plus restores all levels and ability scores.	22	Will negates (harmless)	10 minutes	Instantaneous	Touch	V, S, XP	Yes (harmless)	Conjuration (Healing)
■■■■■ Resurrection <i>Effect:</i> Fully restore dead subject.	22	None; see text	10 minutes	Instantaneous	Touch	V, S, M, DF	Yes (harmless)	Conjuration (Healing)
■■■■■ **Screen <i>Effect:</i> Illusion hides area from vision, scrying.	22	None or Will disbelief (if interacted with); see text	10 minutes	24 hours	Close (25 Feet)	V, S	No	Illusion (Glamour)
■■■■■ Scrying, Greater <i>Effect:</i> As scrying, but faster and longer.	22	Will negates	1 standard action	19 hours	See text	V, S	Yes	Divination (Scrying)
■■■■■ Summon Monster VII <i>Effect:</i> Calls extraplanar creature to fight for you.	22	None	1 round	19 rounds [D]	Close (70 Feet)	V, S, F/DF	No	Conjuration (Summoning)
■■■■■ **Sunbeam <i>Effect:</i> Beam blinds and deals 4d6 damage.	22	Reflex negates and Reflex half; see text	1 standard action	19 rounds or until all beams are exhausted	60 ft.	V, S, DF	Yes	Evocation [Light]
■■■■■ Symbol of Stunning <i>Effect:</i> Triggered rune stuns nearby creatures.	22	Will negates	10 minutes	See text	0 ft.; see text	V, S, M	Yes	Enchantment (Compulsion) [Mind-Affecting]
■■■■■ Symbol of Weakness <i>Effect:</i> Triggered rune weakens nearby creatures.	22	Fortitude negates	10 minutes	See text	0 ft.; see text	V, S, M	Yes	Necromancy [Death]
■■■■■ Word of Chaos <i>Effect:</i> Kills, confuses, stuns, or deafens nonchaotic subjects.	22	None or Will negates; see text	1 standard action	Instantaneous	40 ft.	V	Yes	Evocation [Chaotic, Sonic]

LEVEL 8

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
■■■■■ Antimagic Field <i>Effect:</i> Negates magic within 10 ft.	23	None	1 standard action	190 minutes [D]	10 ft.	V, S, M/DF	See text	Abjuration
■■■■■ Cloak of Chaos <i>Effect:</i> +4 to AC, +4 resistance, and SR 25 against lawful spells.	23	See text	1 standard action	19 rounds [D]	20 ft.	V, S, F	Yes (harmless)	Abjuration [Chaotic]
■■■■■ Create Greater Undead <i>Effect:</i> Create shadows, wraiths, spectres, or devours.	23	None	1 hour	Instantaneous	Close (70 Feet)	V, S, M	No	Necromancy [Evil]
■■■■■ Cure Critical Wounds, Mass <i>Effect:</i> Cures 4d8+19 damage for many creatures.	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)
■■■■■ Dimensional Lock <i>Effect:</i> Teleportation and interplanar travel blocked for 19 days.	23	None	1 standard action	19 days	Medium (290 Feet)	V, S	Yes	Abjuration
■■■■■ Discern Location <i>Effect:</i> Reveals exact location of creature or object.	23	None	10 minutes	Instantaneous	Unlimited	V, S, DF	No	Divination
■■■■■ Earthquake <i>Effect:</i> Intense tremor shakes 95 ft. radius.	23	See text	1 standard action	19 round	Long (1160 Feet)	V, S, DF	No	Evocation [Earth]
■■■■■ Fire Storm <i>Effect:</i> Deals 19d6 fire damage.	23	Reflex half	1 round	Instantaneous	Medium (290 Feet)	V, S	Yes	Evocation [Fire]
■■■■■ Holy Aura <i>Effect:</i> +4 to AC, +4 resistance, and SR 25 against evil spells.	23	See text	1 standard action	19 rounds [D]	20 ft.	V, S, F	Yes (harmless)	Abjuration [Good]
■■■■■ Inflict Critical Wounds, Mass <i>Effect:</i> Deals 4d8+19 damage to many creatures.	23	Will half	1 standard action	Instantaneous	Close (70 Feet)	V, S	Yes	Necromancy
■■■■■ Planar Ally, Greater <i>Effect:</i> As lesser planar ally, but up to 18 HD.	23	None	10 minutes	Instantaneous	Close (70 Feet)	V, S, DF, XP	No	Conjuration (Calling)
■■■■■ Planar Ally (Lesser) <i>Effect:</i> As lesser planar ally, but up to 18 HD.	23	None	10 minutes	Instantaneous	Close (70 Feet)	V, S, DF, XP	No	Conjuration (Calling)
■■■■■ **Polymorph Any Object <i>Effect:</i> Changes any subject into anything else.	23	Fortitude negates (object); see text	1 standard action	See text	Close (25 Feet)	V, S, M/DF	Yes (object)	Transmutation
■■■■■ Shield of Law <i>Effect:</i> +4 to AC, +4 resistance, and SR 25 against chaotic spells.	23	See text	1 standard action	19 rounds [D]	20 ft.	V, S, F	Yes (harmless)	Abjuration [Lawful]
■■■■■ Spell Immunity, Greater <i>Effect:</i> As spell immunity, but up to 8th-level spells.	23	Will negates (harmless)	1 standard action	190 minutes	Touch	V, S, DF	Yes (harmless)	Abjuration
■■■■■ Summon Monster VIII <i>Effect:</i> Calls extraplanar creature to fight for you.	23	None	1 round	19 rounds [D]	Close (70 Feet)	V, S, F/DF	No	Conjuration (Summoning)
■■■■■ **Sunburst <i>Effect:</i> Blinds all within 10 ft., deals 6d6 damage.	23	Reflex partial; see text	1 standard action	Instantaneous	Long (400 Feet)	V, S, M/DF	Yes	Evocation [Light]
■■■■■ Symbol of Death <i>Effect:</i> Triggered rune slays nearby creatures.	23	Fortitude negates	10 minutes	See text	0 ft.; see text	V, S, M	Yes	Necromancy [Death]
■■■■■ Symbol of Insanity <i>Effect:</i> Triggered rune renders nearby creatures insane.	23	Will negates	10 minutes	See text	0 ft.; see text	V, S, M	Yes	Enchantment (Compulsion) [Mind-Affecting]
■■■■■ Unholy Aura <i>Effect:</i> +4 to AC, +4 resistance, and SR 25 against good spells.	23	See text	1 standard action	19 rounds [D]	20 ft.	V, S, F	Yes (harmless)	Abjuration [Evil]

* = 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
<i>Effect:</i> Projects you and companions onto Astral Plane.				<i>Target:</i> 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 (70 Feet)	V, S	Yes	Necromancy
<i>Effect:</i> Subject gains 2d4 negative levels.				<i>Target:</i> Ray of negative energy				
☐☐☐☐ Etherealness	24	None	1 standard action	19 minutes [D]	Touch; see text	V, S	Yes	Transmutation
<i>Effect:</i> Travel to Ethereal Plane with companions.				<i>Target:</i> You and 6 other touched creatures				
☐☐☐☐ Gate	24	None	1 standard action	Instantaneous or concentration [up to 19 rounds]; see text	Medium (290 Feet)	V, S, XP; see text	No	Conjuration (Creation Calling)
<i>Effect:</i> Connects two planes for travel or summoning.				<i>Target:</i> See text				
☐☐☐☐ Heal, Mass	24	Will negates (harmless)	1 standard action	Instantaneous	Close (70 Feet)	V, S	Yes (harmless)	Conjuration (Healing)
<i>Effect:</i> As heal, but with several subjects.				<i>Target:</i> 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 (70 Feet)	V, S	Yes	Evocation
<i>Effect:</i> Kills one creature/round.				<i>Target:</i> One corporeal creature/round				
☐☐☐☐ Miracle	24	See text	1 standard action	See text	See text	V, S, XP; see text	Yes	Evocation
<i>Effect:</i> Requests a deity's intercession.				<i>Target:</i> See text				
☐☐☐☐ **Prismatic Sphere	24	See text	1 standard action	190 minutes [D]	10 ft.	V	See text	Abjuration
<i>Effect:</i> As prismatic wall, but surrounds on all sides.				<i>Target:</i> 10-ft.-radius sphere centered on you				
☐☐☐☐ Soul Bind	24	Will negates	1 standard action	Permanent	Close (70 Feet)	V, S, F	No	Necromancy
<i>Effect:</i> Traps newly dead soul to prevent resurrection.				<i>Target:</i> Corpse				
☐☐☐☐ Storm of Vengeance	24	See text	1 round	Concentration [maximum 10 rounds] [D]	Long (1160 Feet)	V, S	Yes	Conjuration (Summoning)
<i>Effect:</i> Storm rains acid, lightning, and hail.				<i>Target:</i> 360-ft.-radius storm cloud				
☐☐☐☐ Summon Monster IX	24	None	1 round	19 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				
☐☐☐☐ **Time Stop	24	None	1 standard action	1d4+1 rounds [apparent time]; see text	Personal	V	No	Transmutation
<i>Effect:</i> You act freely for 1d4+1 rounds.				<i>Target:</i> You				
☐☐☐☐ True Resurrection	24	None; see text	10 minutes	Instantaneous	Touch	V, S, M, DF	Yes (harmless)	Conjuration (Healing)
<i>Effect:</i> As resurrection, plus remains aren't needed.				<i>Target:</i> Dead creature touched				

* =Domain/Speciality Spell