

Freydis Female Half-Elf Clr20

NPC

NAME	Clr20	380000	Half-Elf	Medium	5'2"	116 lbs	Lawful Evil
CLASS	EXPERIENCE	RACE	SIZE	HEIGHT	WEIGHT	ALIGNMENT	Low-Light, Normal
TCL	NEXT LEVEL	AGE	GENDER	EYES	HAIR	VISION	POINTS
20	210000	0	Female			0	

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP SCORE	TEMP MODIFIER
STR Strength	13	+1	13	+1
DEX Dexterity	13	+1	13	+1
CON Constitution	16	+3	16	+3
INT Intelligence	12	+1	12	+1
WIS Wisdom	22	+6	22	+6
CHA Charisma	18	+4	18	+4

HP hit points	136	WOUNDS/CURRENT HP		SUBDUAL DAMAGE		DAMAGE REDUCTION		SPEED	
AC armor class	11	10	11	10	0	0	1	0	0
TOTAL		FLAT	TOUCH	BASE	ARMOR BONUS	SHIELD BONUS	STAT MODIFIER	SIZE MODIFIER	NATURAL ARMOR MODIFIER
INITIATIVE		modifier		TOTAL		DEX MODIFIER		MISC MODIFIER	
BASE ATTACK		bonus		+15/+10/+5					

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC MODIFIER	TEMP MODIFIER	conditional modifiers
FORTITUDE (constitution)	+15	+12	+3	+0	+0		
REFLEX (dexterity)	+7	+6	+1	+0	+0		
WILLPOWER (wisdom)	+20	+12	+6	+0	+2		

	TOTAL	BASE ATTACK BONUS	STAT MODIFIER	SIZE MODIFIER	MISC MODIFIER	TEMP MODIFIER
MELEE attack bonus	+16/+11/+6	+15/+10/+5	+1	+0	+0	
RANGED attack bonus	+16/+11/+6	+15/+10/+5	+1	+0	+0	
GRAPPLE attack bonus	+16/+11/+6	+15/+10/+5	+1	+0	+0	

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
	+16/+11/+6	1d3+1	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	
	50.0	100.0	150.0	
	Lift over head	Lift off ground	Push / Drag	750.0

FEATS	
Combat Casting	See Text
Diligent	See Text
Improved Counterspell	See Text
Iron Will	See Text
Maximize Spell	See Text
Persuasive	See Text
Self Sufficient	See Text

DOMAINS	
Animal	You can use speak with animals once per day as a spell-like ability.
Law	You cast law spells at +1 caster level.

SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER	MAX RANKS
Craft (Blacksmithing)	INT	15	= 1	+ 14.0		23/11.5
Handle Animal	CHA	8	= 4	+ 4.5		
Heal	WIS	30	= 6	+ 22.0	+ 2	
Knowledge (History)	INT	2	= 1	+ 1.0		
Profession (Miner)	WIS	25	= 6	+ 19.0		
Tumble	DEX	7	= 1	+ 6.0		

✓ : can be used untrained. X : exclusive skills

TURN/REBUKE UNDEAD			
TURNING CHECK RESULT	UNDEAD AFFECTED (MAXIMUM HIT DICE)	Turn level	Turn damage
Up to 0	16	20	2d6+24
1 - 3	17		7
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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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

SPECIAL ABILITIES	
+2 racial bonus on saving throws against enchantment spells or effects.	
+4 to Concentration to use spll or spelllike ability	
Elven Blood	
Immunity to sleep spells and similar magical effects.	
Spontaneous casting	
Turn Undead 7/day (turn level 20) (turn damage 2d6+24)	

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, 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	7+1	6+1	6+1	6+1	5+1	4+1	4+1	4+1

LEVEL 0

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
☐☐☐☐ Create Water <i>Effect:</i> Creates 40 gallons of pure water.	16	None	1 standard action	Instantaneous	Close (75 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 (75 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.	16	Will negates (harmless, object)	1 standard action	Instantaneous	10 ft.	V, S	Yes (harmless, object)	Transmutation
☐☐☐☐ Purify Food and Drink <i>Effect:</i> Purifies 20 cu. ft. of food or water.	16	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.	16	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	20 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	20 minutes	50 ft.	V, S, DF	Yes (harmless)	Enchantment (Compulsion) [Mind-Affecting]
☐☐☐☐ Bless Water <i>Effect:</i> Makes holy water.	17	Will negates (object)	1 minute	Instantaneous	Touch	V, S, M	Yes (object)	Transmutation [Good]
☐☐☐☐ **Calm Animals <i>Effect:</i> Calms [2d4 + level] HD of animals.	17	Will negates; see text	1 standard action	20 minutes	Close (25 Feet)	V, S	Yes	Enchantment (Compulsion) [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 (75 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	20 round	Close (75 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	200 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	200 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 20 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	20 minutes	Medium (300 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	20 minutes [D]	Personal	V, S	No	Abjuration
☐☐☐☐ Hide from Undead <i>Effect:</i> Undead can't perceive 20 subjects.	17	Will negates (harmless); see text	1 standard action	200 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.	17	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.	17	Will negates (harmless, object)	1 standard action	20 minutes	Touch	V, S, DF	Yes (harmless, object)	Transmutation
☐☐☐☐ Obscuring Mist <i>Effect:</i> Fog surrounds you.	17	None	1 standard action	20 minutes	20 ft.	V, S	No	Conjuration (Creation)

* =Domain/Specialty Spell

Cleric Spells

□□□□□	*Protection from Chaos	17	Will negates (harmless)	1 standard action	20 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 Chaos	17	Will negates (harmless)	1 standard action	20 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	20 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	20 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	20 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	200 minutes; see text	Close (75 Feet)	V, S	Yes (harmless)	Abjuration
	<i>Effect: Suppresses fear or gives +4 on saves against fear for 6 subjects</i>				<i>Target: 6 creatures, no two of which can be more than 30 ft. apart</i>				
□□□□□	Sanctuary	17	Will negates	1 standard action	20 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	20 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	20 rounds [D]	Close (75 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	20 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	18	Will negates (harmless, object)	1 standard action	20 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	18	Will negates (harmless)	1 standard action	20 minutes	Touch	V, S, DF	Yes	Transmutation
	<i>Effect: Subject gains +4 to Con for 20 minutes.</i>				<i>Target: Creature touched</i>				
□□□□□	Bull's Strength	18	Will negates (harmless)	1 standard action	20 minutes	Touch	V, S, M/DF	Yes (harmless)	Transmutation
	<i>Effect: Subject gains +4 to Str for 20 minutes.</i>				<i>Target: Creature touched</i>				
□□□□□	*Calm Emotions	18	Will negates	1 standard action	Concentration, up to 20 rounds	Medium (100 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>				
□□□□□	Calm Emotions	18	Will negates	1 standard action	Concentration, up to 20 rounds	Medium (300 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	40 hours	Close (75 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	200 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>				
□□□□□	Delay Poison	18	Fortitude negates (harmless)	1 standard action	20 hours	Touch	V, S, DF	Yes (harmless)	Conjuration (Healing)
	<i>Effect: Stops poison from harming subject for 20 hours.</i>				<i>Target: Creature touched</i>				
□□□□□	Desecrate	18	None	1 standard action	40 hours	Close (75 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	18	Will negates (harmless)	1 standard action	20 minutes	Touch	V, S, M/DF	Yes	Transmutation
	<i>Effect: Subject gains +4 to Cha for 20 minutes.</i>				<i>Target: Creature touched</i>				
□□□□□	Enthral	18	Will negates; see text	1 round	20 hour or less	Medium (300 Feet)	V, S	Yes	Enchantment (Charm)
	<i>Effect: Captivates all within 300 ft.</i>				<i>Target: Any number of creatures</i>				
□□□□□	Find Traps	18	None	1 standard action	20 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	20 days	Touch	V, S, M/DF	Yes (object)	Necromancy
	<i>Effect: Preserves one corpse.</i>				<i>Target: Corpse touched</i>				
□□□□□	**Hold Animal	18	Will negates; see text	1 standard action	20 rounds [D]; see text	Medium (100 Feet)	V, S	Yes	Enchantment (Compulsion) [Mind-Affecting]
	<i>Effect: Paralyzes one animal for 20 rounds.</i>				<i>Target: One animal</i>				
□□□□□	Hold Person	18	Will negates; see text	1 standard action	20 rounds [D]; see text	Medium (300 Feet)	V, S, F/DF	Yes	Enchantment (Compulsion) [Mind-Affecting]
	<i>Effect: Paralyzes one humanoid for 20 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	18	Will negates (harmless, object)	1 standard action	Instantaneous	Close (75 Feet)	V, S	Yes (harmless, object)	Transmutation
	<i>Effect: Repairs an object.</i>				<i>Target: One object of up to 200 cu. ft</i>				
□□□□□	Owl's Wisdom	18	Will negates (harmless)	1 standard action	20 minutes	Touch	V, S, M/DF	Yes	Transmutation
	<i>Effect: Subject gains +4 to Wis for 20 minutes.</i>				<i>Target: Creature touched</i>				
□□□□□	Remove Paralysis	18	Will negates (harmless)	1 standard action	Instantaneous	Close (75 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	200 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 (75 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	20 hours [D]	Close (75 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	20 minutes [D]	Long (1200 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 (75 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	20 rounds [D]	Medium (300 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	20 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	20 rounds [D]	Close (75 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 (75 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	20 minutes	Close (75 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
☐☐☐☐	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 (300 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 (75 Feet)	V, S	No	Conjuration (Creation)
	<i>Effect:</i> Feeds 60 humans or 20 horse.								<i>Target:</i> Food and water to sustain 60 humans or 20 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	200 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	20 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 (300 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
☐☐☐☐	**Dominate Animal	19	Will negates	1 round	20 rounds	Close (25 Feet)	V, S	Yes	Enchantment (Compulsion) [Mind-Affecting]
	<i>Effect:</i> Subject animal obeys silent mental commands.								<i>Target:</i> One animal
☐☐☐☐	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 100 sq. ft.
☐☐☐☐	Helping Hand	19	None	1 standard action	20 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	20 minutes [D]	Personal	V, S	No	Evocation
	<i>Effect:</i> Dispel invisibility within 100 ft								<i>Target:</i> You
☐☐☐☐	Locate Object	19	None	1 standard action	20 minutes	Long (1200 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 1200 ft.
☐☐☐☐	*Magic Circle against Chaos	19	Will negates (harmless)	1 standard action	200 minutes	Touch	V, S, M/DF	No; see text	Abjuration [Lawful]
	<i>Effect:</i> As protection spells, but 10-ft. radius and 200 minutes.								<i>Target:</i> 10-ft.-radius emanation from touched creature
☐☐☐☐	Magic Circle against Chaos	19	Will negates (harmless)	1 standard action	200 minutes	Touch	V, S, M/DF	No; see text	Abjuration [Lawful]
	<i>Effect:</i> As protection spells, but 10-ft. radius and 200 minutes.								<i>Target:</i> 10-ft.-radius emanation from touched creature
☐☐☐☐	Magic Circle against Evil	19	Will negates (harmless)	1 standard action	200 minutes	Touch	V, S, M/DF	No; see text	Abjuration [Good]
	<i>Effect:</i> As protection spells, but 10-ft. radius and 200 minutes.								<i>Target:</i> 10-ft.-radius emanation from touched creature
☐☐☐☐	Magic Circle against Good	19	Will negates (harmless)	1 standard action	200 minutes	Touch	V, S, M/DF	No; see text	Abjuration [Evil]
	<i>Effect:</i> As protection spells, but 10-ft. radius and 200 minutes.								<i>Target:</i> 10-ft.-radius emanation from touched creature
☐☐☐☐	Magic Circle against Law	19	Will negates (harmless)	1 standard action	200 minutes	Touch	V, S, M/DF	No; see text	Abjuration [Chaotic]
	<i>Effect:</i> As protection spells, but 10-ft. radius and 200 minutes.								<i>Target:</i> 10-ft.-radius emanation from touched creature
☐☐☐☐	Magic Vestment	19	Will negates (harmless, object)	1 standard action	20 hours	Touch	V, S, DF	Yes (harmless, object)	Transmutation
	<i>Effect:</i> Armor or shield gains 5 enhancement								<i>Target:</i> Armor or shield touched
☐☐☐☐	Meld into Stone	19	None	1 standard action	200 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 2000 lbs
☐☐☐☐	Prayer	19	None	1 standard action	20 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	200 minutes or until discharged	Touch	V, S, DF	Yes (harmless)	Abjuration
	<i>Effect:</i> Absorb 240 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 (300 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	20 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	19	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 30 cu. ft.
☐☐☐☐	Summon Monster III	19	None	1 round	20 rounds [D]	Close (75 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	19	Will negates (harmless)	1 standard action	40 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	19	Will negates (harmless)	1 standard action	200 minutes [D]	Touch	V, S, DF	Yes (harmless)	Transmutation [Water]
	<i>Effect:</i> Subject treads on water as if solid.								<i>Target:</i> 20 touched creatures
☐☐☐☐	Wind Wall	19	None; see text	1 standard action	20 rounds	Medium (300 Feet)	V, S, M/DF	Yes	Evocation [Air]
	<i>Effect:</i> Deflects arrows, smaller creatures, and gases.								<i>Target:</i> Wall up to 200 ft. long and 100 ft. high [S]

LEVEL 4

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	
☐☐☐☐	Air Walk	20	None	1 standard action	200 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
☐☐☐☐	Control Water	20	None; see text	1 standard action	200 minutes [D]	Long (1200 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 200 ft by 200 ft by 40 ft [S]
☐☐☐☐	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+20 damage.								<i>Target:</i> Creature touched

* =Domain/Specialty Spell

Cleric Spells

☐☐☐☐☐	Death Ward	20	Will negates (harmless)	1 standard action	20 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	20 minutes	Medium (300 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 20 rounds	Close (75 Feet)	V, S, DF	No	Divination
	<i>Effect:</i> Reveals deliberate falsehoods.								<i>Target:</i> 20 creatures, no two of which can be more than 30 ft. apart
☐☐☐☐☐	Dismissal	20	Will negates; see text	1 standard action	Instantaneous	Close (75 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	20 rounds	Personal	V, S, DF	No	Evocation
	<i>Effect:</i> You gain attack bonus, +6 to Str, and 20 hps.								<i>Target:</i> You
☐☐☐☐☐	Freedom of Movement	20	Will negates (harmless)	1 standard action	200 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	20	None	1 standard action	20 minutes	Close (75 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	Instantaneous	Permanent until discharged [D]	Touch	V, S, DF	Yes (harmless)
	<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+20 damage								<i>Target:</i> Creature touched
☐☐☐☐☐	Magic Weapon, Greater	20	Will negates (harmless, object)	1 standard action	20 hours	Close (75 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	200 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 20 cu. ft. touched
☐☐☐☐☐	**Order's Wrath	20	Will partial; see text	1 standard action	Instantaneous [1 round]; see text	Medium (100 Feet)	V, S	Yes	Evocation [Lawful]
	<i>Effect:</i> Damages and dazes chaotic creatures.								<i>Target:</i> Nonlawful creatures within a burst that fills a 30-ft. cube
☐☐☐☐☐	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	200 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	20 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	200 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	20 rounds [D]	Close (75 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
☐☐☐☐☐	**Summon Nature's Ally IV	20	None	1 round	20 rounds [D]	Close (25 Feet)	V, S, DF	No	Conjuration (Summoning)
	<i>Effect:</i> Calls creature to fight.								<i>Target:</i> One or more creatures, no two of which can be more than 30 ft. apart
☐☐☐☐☐	Tongues	20	Will negates (harmless)	1 standard action	200 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, DF, XP	Yes	Abjuration
								<i>Effect:</i> Removes burden of misdeeds from subject.
☐☐☐☐☐ Break Enchantment	21	See text	1 minute	Instantaneous	Close (75 Feet)	V, S	No	Abjuration
								<i>Effect:</i> Frees subjects from enchantments, alterations, curses, and petrification.
☐☐☐☐☐ Command, Greater	21	Will negates	1 standard action	20 rounds	Close (75 Feet)	V	Yes	Enchantment (Compulsion)
								<i>Effect:</i> As command, but affects 20 subjects.
☐☐☐☐☐ Commune	21	None	10 minutes	20 rounds	Personal	V, S, M, DF, XP	No	Divination
								<i>Effect:</i> Deity answers 20 yes-or-no questions.
☐☐☐☐☐ **Commune with Nature	21	None	10 minutes	Instantaneous	Personal	V, S	No	Divination
								<i>Effect:</i> Learn about terrain for 20 miles.
☐☐☐☐☐ Cure Light Wounds, Mass	21	Will half (harmless) or Will half; see text	1 standard action	Instantaneous	Close (75 Feet)	V, S	Yes (harmless) or Yes; see text	Conjuration (Healing)
								<i>Effect:</i> Cures 1d8+20 damage for many creatures.
☐☐☐☐☐ *Dispel Chaos	21	See text	1 standard action	20 rounds or until discharged, whichever comes first	Touch	V, S, DF	See text	Abjuration [Lawful]
								<i>Effect:</i> +4 bonus against attacks.
☐☐☐☐☐ Dispel Chaos	21	See text	1 standard action	20 rounds or until discharged, whichever comes first	Touch	V, S, DF	See text	Abjuration [Lawful]
								<i>Effect:</i> +4 bonus against attacks.
☐☐☐☐☐ Dispel Evil	21	See text	1 standard action	20 rounds or until discharged, whichever comes first	Touch	V, S, DF	See text	Abjuration [Good]
								<i>Effect:</i> +4 bonus against attacks.
☐☐☐☐☐ Dispel Good	21	See text	1 standard action	20 rounds or until discharged, whichever comes first	Touch	V, S, DF	See text	Abjuration [Evil]
								<i>Effect:</i> +4 bonus against attacks.
☐☐☐☐☐ Dispel Law	21	See text	1 standard action	20 rounds or until discharged, whichever comes first	Touch	V, S, DF	See text	Abjuration [Chaotic]
								<i>Effect:</i> +4 bonus against attacks.
☐☐☐☐☐ Disrupting Weapon	21	Will negates (harmless, object); see text	1 standard action	20 rounds	Touch	V, S	Yes (harmless, object)	Transmutation
								<i>Effect:</i> Melee weapon destroys undead.
☐☐☐☐☐ Flame Strike	21	Reflex half	1 standard action	Instantaneous	Medium (300 Feet)	V, S, DF	Yes	Evocation [Fire]
								<i>Effect:</i> Smite foes with divine fire for 20d6 damage.
☐☐☐☐☐ Hallow	21	See text	24 hours	Instantaneous	Touch	V, S, M, DF	See text	Evocation [Good]
								<i>Effect:</i> Designates location as holy.
☐☐☐☐☐ Inflict Light Wounds, Mass	21	Will half	1 standard action	Instantaneous	Close (75 Feet)	V, S	Yes	Necromancy
								<i>Effect:</i> Deals 1d8+20 damage to many creatures.
☐☐☐☐☐ Insect Plague	21	None	1 round	20 minutes	Long (1200 Feet)	V, S, DF	No	Conjuration (Summoning)
								<i>Effect:</i> Locust swarms attack creatures.
☐☐☐☐☐ Mark of Justice	21	None	10 minutes	Permanent; see text	Touch	V, S, DF	Yes	Necromancy
								<i>Effect:</i> Designates action that will trigger curse on subject.
☐☐☐☐☐ Plane Shift	21	Will negates	1 standard action	Instantaneous	Touch	V, S, F	Yes	Conjuration (Teleportation)
								<i>Effect:</i> As many as eight subjects travel to another plane.

* =Domain/Specialty Spell

Cleric Spells

☐☐☐☐	Raise Dead	21	None; see text	1 minute	Instantaneous	Touch	V, S, M, DF	Yes (harmless)	Conjuration (Healing)
	<i>Effect:</i> Restores life to subject who died as long as 20 days ago.								<i>Target:</i> Dead creature touched
☐☐☐☐	Righteous Might	21	None	1 standard action	20 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	20 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
☐☐☐☐	Spell Resistance	21	Will negates (harmless)	1 standard action	20 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	20 rounds [D]	Close (75 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	20 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 (300 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 20 5-ft. squares [S]

LEVEL 6

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	
☐☐☐☐	Animate Objects	22	None	1 standard action	20 rounds	Medium (300 Feet)	V, S	No	Transmutation
	<i>Effect:</i> Objects attack your foes.								<i>Target:</i> 20 Small objects; see text
☐☐☐☐	*Antilife Shell	22	None	1 round	200 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
☐☐☐☐	Antilife Shell	22	None	1 round	200 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 (75 Feet)	V, S, F	Yes	Abjuration
	<i>Effect:</i> Banishes 40 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	22	Will negates (harmless)	1 standard action	20 minutes	Close (75 Feet)	V, S, DF	Yes	Transmutation
	<i>Effect:</i> As bear's endurance, affects 20 subjects.								<i>Target:</i> 20 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	20 minutes [D]	Medium (300 Feet)	V, S	Yes	Evocation [Force]
	<i>Effect:</i> Wall of blades deals 20d6 damage.								<i>Target:</i> Wall of whirling blades up to 400 ft. long, or a ringed wall of whirling blades with a radius of up to 50 ft; either form 20 ft. high
☐☐☐☐	Bull's Strength, Mass	22	Will negates (harmless)	1 standard action	20 minutes	Close (75 Feet)	V, S, M/DF	Yes (harmless)	Transmutation
	<i>Effect:</i> As bull's strength, affects one subject/ level.								<i>Target:</i> 20 creatures, no two of which can be more than 30 ft. apart
☐☐☐☐	Create Undead	22	None	1 hour	Instantaneous	Close (75 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 (75 Feet)	V, S	Yes (harmless) or Yes; see text	Conjuration (Healing)
	<i>Effect:</i> Cures 2d8+20 damage for many creatures.								<i>Target:</i> 20 creatures, no two of which can be more than 30 ft. apart
☐☐☐☐	Dispel Magic, Greater	22	None	1 standard action	Instantaneous	Medium (300 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	22	Will negates (harmless)	1 standard action	20 minutes	Close (75 Feet)	V, S, M/DF	Yes	Transmutation
	<i>Effect:</i> As eagle's splendor, affects 20 subjects.								<i>Target:</i> 20 creatures, no two of which can be more than 30 ft. apart
☐☐☐☐	Find the Path	22	None or Will negates (harmless)	3 rounds	200 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 (300 Feet)	V, S, M, DF	Yes	Abjuration
	<i>Effect:</i> Blocks planar travel, damages creatures of different alignment.								<i>Target:</i> 20 60-ft. cubes [S]
☐☐☐☐	Geas/Quest	22	None	10 minutes	20 days or until discharged [D]	Close (75 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 100 sq. ft
☐☐☐☐	Harm	22	Will half; see text	1 standard action	Instantaneous	Touch	V, S	Yes	Necromancy
	<i>Effect:</i> Deals 200 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 200 points of damage, all diseases and mental conditions.								<i>Target:</i> Creature touched
☐☐☐☐	Heroes' Feast	22	None	10 minutes	20 hour plus 12 hours; see text	Close (75 Feet)	V, S, DF	No	Conjuration (Creation) [Creation]
	<i>Effect:</i> Food for 20 creatures cures and grants combat bonuses.								<i>Target:</i> Feast for 20 creatures
☐☐☐☐	**Hold Monster	22	Will negates; see text	1 standard action	20 rounds [D]; see text	Medium (100 Feet)	V, S, M/DF	Yes	Enchantment (Compulsion) [Mind-Affecting]
	<i>Effect:</i> As hold person, but any creature.								<i>Target:</i> One living creature
☐☐☐☐	Inflict Moderate Wounds, Mass	22	Will half	1 standard action	Instantaneous	Close (75 Feet)	V, S	Yes	Necromancy
	<i>Effect:</i> Deals 2d8+20 damage to many creatures.								<i>Target:</i> 20 creatures, no two of which can be more than 30 ft. apart
☐☐☐☐	Owl's Wisdom, Mass	22	Will negates (harmless)	1 standard action	20 minutes	Close (75 Feet)	V, S, M/DF	Yes	Transmutation
	<i>Effect:</i> As owl's wisdom, affects one subject/ level.								<i>Target:</i> 20 creatures, no two of which can be more than 30 ft. apart
☐☐☐☐	Planar Ally	22	None	10 minutes	Instantaneous	Close (75 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	20 rounds [D]	Close (75 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 (300 Feet)	V, S, M/DF	Yes	Necromancy [Death]
	<i>Effect:</i> Destroys 20d4 HD of undead.								<i>Target:</i> Several undead creatures within a 40-ft.-radius burst
☐☐☐☐	Wind Walk	22	No and Will negates (harmless)	1 standard action	20 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
□□□□ **Animal Shapes <i>Effect:</i> 20 allys polymorphs into chosen animal.	23	None; see text	1 standard action	20 hours [D]	Close (25 Feet)	V, S, DF	Yes (harmless)	Transmutation
□□□□ Blasphemy <i>Effect:</i> Kills, paralyzes, weakens, or dazes nonevil subjects.	23	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.	23	None	10 minutes; see text	4d12 hours; see text	2 miles	V, S	No	Transmutation
□□□□ Cure Serious Wounds, Mass <i>Effect:</i> Cures 3d8+20 damage for many creatures.	23	Will half (harmless) or Will half; see text	1 standard action	Instantaneous	Close (75 Feet)	V, S	Yes (harmless) or Yes; see text	Conjuration (Healing)
□□□□ Destruction <i>Effect:</i> Kills subject and destroys remains.	23	Fortitude partial	1 standard action	Instantaneous	Close (75 Feet)	V, S, F	Yes	Necromancy [Death]
□□□□ *Dictum <i>Effect:</i> Kills, paralyzes, slows, or deafens nonlawful subjects.	23	None or Will negates; see text	1 standard action	Instantaneous	40 ft.	V	Yes	Evocation [Lawful, Sonic]
□□□□ Dictum <i>Effect:</i> Kills, paralyzes, slows, or deafens nonlawful subjects.	23	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 20 rounds.	23	None	1 standard action	20 rounds [D]	Personal	V, S	No	Transmutation
□□□□ Holy Word <i>Effect:</i> Kills, paralyzes, slows, or deafens nongood subjects.	23	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+20 damage to many creatures.	23	Will half	1 standard action	Instantaneous	Close (75 Feet)	V, S	Yes	Necromancy
□□□□ Refuge <i>Effect:</i> Alters item to transport its possessor to you.	23	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+20	23	Fortitude negates (harmless)	3 full rounds	Instantaneous	Touch	V, S, DF	Yes (harmless)	Conjuration (Healing)
□□□□ Repulsion <i>Effect:</i> Creatures can't approach you.	23	Will negates	1 standard action	20 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.	23	Will negates (harmless)	10 minutes	Instantaneous	Touch	V, S, XP	Yes (harmless)	Conjuration (Healing)
□□□□ Resurrection <i>Effect:</i> Fully restore dead subject.	23	None; see text	10 minutes	Instantaneous	Touch	V, S, M, DF	Yes (harmless)	Conjuration (Healing)
□□□□ Scrying, Greater <i>Effect:</i> As scrying, but faster and longer.	23	Will negates	1 standard action	20 hours	See text	V, S	Yes	Divination (Scrying)
□□□□ Summon Monster VII <i>Effect:</i> Calls extraplanar creature to fight for you.	23	None	1 round	20 rounds [D]	Close (75 Feet)	V, S, F/DF	No	Conjuration (Summoning)
□□□□ Symbol of Stunning <i>Effect:</i> Triggered rune stuns nearby creatures.	23	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.	23	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.	23	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.	24	None	1 standard action	200 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.	24	See text	1 standard action	20 rounds [D]	20 ft.	V, S, F	Yes (harmless)	Abjuration [Chaotic]
□□□□ Create Greater Undead <i>Effect:</i> Create shadows, wraiths, spectres, or devourers.	24	None	1 hour	Instantaneous	Close (75 Feet)	V, S, M	No	Necromancy [Evil]
□□□□ Cure Critical Wounds, Mass <i>Effect:</i> Cures 4d8+20 damage for many creatures.	24	Will half (harmless) or Will half; see text	1 standard action	Instantaneous	Close (75 Feet)	V, S	Yes (harmless) or Yes; see text	Conjuration (Healing)
□□□□ Dimensional Lock <i>Effect:</i> Teleportation and interplanar travel blocked for 20 days.	24	None	1 standard action	20 days	Medium (300 Feet)	V, S	Yes	Abjuration
□□□□ Discern Location <i>Effect:</i> Reveals exact location of creature or object.	24	None	10 minutes	Instantaneous	Unlimited	V, S, DF	No	Divination
□□□□ Earthquake <i>Effect:</i> Intense tremor shakes 100 ft radius.	24	See text	1 standard action	20 round	Long (1200 Feet)	V, S, DF	No	Evocation [Earth]
□□□□ Fire Storm <i>Effect:</i> Deals 20d6 fire damage.	24	Reflex half	1 round	Instantaneous	Medium (300 Feet)	V, S	Yes	Evocation [Fire]
□□□□ Holy Aura <i>Effect:</i> +4 to AC, +4 resistance, and SR 25 against evil spells.	24	See text	1 standard action	20 rounds [D]	20 ft.	V, S, F	Yes (harmless)	Abjuration [Good]
□□□□ Inflict Critical Wounds, Mass <i>Effect:</i> Deals 4d8+20 damage to many creatures.	24	Will half	1 standard action	Instantaneous	Close (75 Feet)	V, S	Yes	Necromancy
□□□□ Planar Ally, Greater <i>Effect:</i> As lesser planar ally, but up to 18 HD.	24	None	10 minutes	Instantaneous	Close (75 Feet)	V, S, DF, XP	No	Conjuration (Calling)
□□□□ Planar Ally (Lesser) <i>Effect:</i> As lesser planar ally, but up to 18 HD.	24	None	10 minutes	Instantaneous	Close (75 Feet)	V, S, DF, XP	No	Conjuration (Calling)
□□□□ *Shield of Law <i>Effect:</i> +4 to AC, +4 resistance, and SR 25 against chaotic spells.	24	See text	1 standard action	20 rounds [D]	20 ft.	V, S, F	Yes (harmless)	Abjuration [Lawful]
□□□□ Shield of Law <i>Effect:</i> +4 to AC, +4 resistance, and SR 25 against chaotic spells.	24	See text	1 standard action	20 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.	24	Will negates (harmless)	1 standard action	200 minutes	Touch	V, S, DF	Yes (harmless)	Abjuration
□□□□ Summon Monster VIII <i>Effect:</i> Calls extraplanar creature to fight for you.	24	None	1 round	20 rounds [D]	Close (75 Feet)	V, S, F/DF	No	Conjuration (Summoning)
□□□□ **Summon Nature's Ally VIII <i>Effect:</i> Calls creature to fight.	24	None	1 round	20 rounds [D]	Close (25 Feet)	V, S, DF	No	Conjuration (Summoning)
□□□□ Symbol of Death <i>Effect:</i> Triggered rune slays nearby creatures.	24	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.	24	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.	24	See text	1 standard action	20 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 <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 (75 Feet)	V, S	Yes	Necromancy
□□□□ Etherealness <i>Effect:</i> Travel to Ethereal Plane with companions.	25	None	1 standard action	20 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 20 rounds]; see text	Medium (300 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 (75 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 (75 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
□□□□ **Shapechange <i>Effect:</i> Transforms you into any creature, and change forms once per round.	25	None	1 standard action	200 minutes [D]	Personal	V, S, F	No	Transmutation
□□□□ Soul Bind <i>Effect:</i> Traps newly dead soul to prevent resurrection.	25	Will negates	1 standard action	Permanent	Close (75 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 (1200 Feet)	V, S	Yes	Conjuration (Summoning)
□□□□ *Summon Monster IX <i>Effect:</i> Calls extraplanar creature to fight for you.	25	None	1 round	20 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	20 rounds [D]	Close (75 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)

* =Domain/Speciality Spell