

# Jebeddo Male Gnome Clr15

## NPC

NAME Clr15	210000	PLAYERNAME Gnome	Small	None	DEITY	Lawful Good
CLASS 15	120000	RACE 0	Male	3'3"	43 lbs	ALIGNMENT Low-Light, Normal
TCL	NEXT LEVEL	AGE	GENDER	EYES	HAIR	VISION 0

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP SCORE	TEMP MODIFIER
<b>STR</b> Strength	17	+3	17	+3
<b>DEX</b> Dexterity	12	+1	12	+1
<b>CON</b> Constitution	14	+2	14	+2
<b>INT</b> Intelligence	12	+1	12	+1
<b>WIS</b> Wisdom	19	+4	19	+4
<b>CHA</b> Charisma	13	+1	13	+1

<b>HP</b> hit points	101	WOUNDS/CURRENT HP		SUBDUAL DAMAGE		DAMAGE REDUCTION		SPEED Walk 20'	
<b>AC</b> armor class	12	11	12	10	0	0	1	1	0
TOTAL		FLAT	TOUCH	BASE	ARMOR BONUS	SHIELD BONUS	STAT MODIFIER	SIZE MODIFIER	NATURAL ARMOR

<b>INITIATIVE</b> modifier	+1	+1	+0
TOTAL		DEX MODIFIER	MISC MODIFIER
<b>BASE ATTACK</b> bonus	+11/+6/+1		

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC MODIFIER	TEMP MODIFIER	conditional modifiers
<b>FORTITUDE</b> (constitution)	+11	+9	+2	+0	+0		
<b>REFLEX</b> (dexterity)	+6	+5	+1	+0	+0		
<b>WILLPOWER</b> (wisdom)	+13	+9	+4	+0	+0		

	TOTAL	BASE ATTACK BONUS	STAT MODIFIER	SIZE MODIFIER	MISC MODIFIER	TEMP MODIFIER
<b>MELEE</b> attack bonus	+15/+10/+5	+11/+6/+1	+3	+1	+0	
<b>RANGED</b> attack bonus	+13/+8/+3	+11/+6/+1	+1	+1	+0	
<b>GRAPPLE</b> attack bonus	+15/+10/+5	+11/+6/+1	+3	+1	+0	

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
	+15/+10/+5	1d2+3	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
	65.0	130.0	195.0
Lift over head	195.0	Lift off ground	390.0
		Push / Drag	975.0

FEATS	
Brew Potion	See Text
Craft Staff	See Text
Diligent	See Text
Forge Ring	See Text
Negotiator	See Text
Widen Spell	See Text

DOMAINS	
Protection	You can generate a protective ward as a supernatural ability. Grant someone you touch a resistance bonus equal to your cleric level on his or her next saving throw. Activating this power is a standard action. The protective ward is an abjuration effect with a duration of 1 hour that is usable once per day.
Air	Turn or destroy earth creatures as a good cleric turns undead. Rebuke, command, or bolster air creatures as an evil cleric rebukes undead. Use these abilities a total number of times per day equal to 3 + your Charisma modifier. This granted power is a supernatural ability.

SKILLS				
SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS
Craft (Stonemasonry)	INT	3	= 1 + 2.0	+
Knowledge (Arcana)	INT	16	= 1 + 15.0	+
Knowledge (Religion)	INT	11	= 1 + 10.0	+
Knowledge (The Planes)	INT	13	= 1 + 12.0	+
Profession (Miner)	WIS	20	= 4 + 16.0	+

MAX RANKS 18/9

✓ : 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	11	15	2d6+16
1 - 3	12		
4 - 6	13		
7 - 9	14		
10 - 12	15		
13 - 15	16		
16 - 18	17		
19 - 21	18		
22 +	19		

Turns/day 4

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

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13 - 15	16		
16 - 18	17		
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22 +	19		

Turns/day 4

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SPECIAL ABILITIES	
+1 racial bonus on attack rolls against kobolds and goblinoids.	
+2 racial bonus on saving throws against illusions.	
+4 Dodge bonus to Armor Class against monsters of the giant type.	
Speak with Animals (burrowing mammal only, duration 1 minute).	
Spontaneous casting	
Turn Undead 4/day (turn level 15) (turn damage 2d6+16)	

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

LANGUAGES	
Common, Gnome, Orc	

## Innate Racial Spells

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
<input type="checkbox"/> <b>Speak with Animals</b> <i>Effect:</i> You can communicate with animals.	10	None	1 standard action	(CASTERLEVEL) minutes	Personal	V, S	No	Divination
<input type="checkbox"/> <b>Dancing Lights</b> <i>Effect:</i> Creates torches or other lights.	10	None	1 standard action	<i>Target:</i> You (CASTERLEVEL) minute [D]	Medium (100 Feet)	V, S	No	Evocation [Light]
<input type="checkbox"/> <b>Ghost Sound</b> <i>Effect:</i> Figment sounds.	11	Will disbelief (if interacted with)	1 standard action	(CASTERLEVEL) rounds [D]	Close (25 Feet)	V, S, M	No	Illusion (Figment)
<input type="checkbox"/> <b>Prestidigitation</b> <i>Effect:</i> Performs minor tricks.	10	See text	1 standard action	<i>Target:</i> Illusory sounds (CASTERLEVEL) hour	10 ft.	V, S	No	Universal

\* =Domain/Speciality Spell

## Cleric Spells

LEVEL	0	1	2	3	4	5	6	7	8	9
<b>KNOWN</b>	0	0	0	0	0	0	0	0	0	0
<b>PER DAY</b>	6	6+1	6+1	6+1	5+1	4+1	3+1	2+1	1+1	0

### LEVEL 0

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <b>Create Water</b> <i>Effect:</i> Creates 30 gallons of pure water.	14	None	1 standard action	Instantaneous	Close (60 Feet)	V, S	No	Conjuration (Creation) [Water]
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <b>Cure Minor Wounds</b> <i>Effect:</i> Cures 1 point of damage.	14	Will half (harmless); see text	1 standard action	Instantaneous	Touch	V, S	Yes (harmless); see text	Conjuration (Healing)
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <b>Detect Magic</b> <i>Effect:</i> Detects spells and magic items within 60 ft.	14	None	1 standard action	<i>Target:</i> Creature touched	60 ft.	V, S	No	Divination
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <b>Detect Poison</b> <i>Effect:</i> Detects poison in one creature or small object.	14	None	1 standard action	Instantaneous	Close (60 Feet)	V, S	No	Divination
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <b>Guidance</b> <i>Effect:</i> +1 on one attack roll, saving throw, or skill check.	14	Will negates (harmless)	1 standard action	15 minute or until discharged	Touch	V, S	Yes	Divination
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <b>Inflict Minor Wounds</b> <i>Effect:</i> Touch attack, 1 point of damage.	14	Will negates	1 standard action	Instantaneous	Touch	V, S	Yes	Necromancy
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <b>Light</b> <i>Effect:</i> Object shines like a torch.	14	None	1 standard action	150 minutes [D]	Touch	V, M/DF	No	Evocation [Light]
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <b>Mending</b> <i>Effect:</i> Makes minor repairs on an object.	14	Will negates (harmless, object)	1 standard action	Instantaneous	10 ft.	V, S	Yes (harmless, object)	Transmutation
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <b>Purify Food and Drink</b> <i>Effect:</i> Purifies 15 cu. ft. of food or water.	14	Will negates (object)	1 standard action	Instantaneous	10 ft.	V, S	Yes (object)	Transmutation
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <b>Read Magic</b> <i>Effect:</i> Read scrolls and spellbooks.	14	None	1 standard action	<i>Target:</i> 15 cu. ft. of contaminated food and water	Personal	V, S, F	No	Divination
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <b>Resistance</b> <i>Effect:</i> Subject gains +1 on saving throws.	14	Will negates (harmless)	1 standard action	15 minutes	Touch	V, S, M/DF	Yes (harmless)	Abjuration
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <b>Virtue</b> <i>Effect:</i> Subject gains 1 temporary hp.	14	Fortitude negates (harmless)	1 standard action	15 minutes	Touch	V, S, DF	Yes (harmless)	Transmutation

### LEVEL 1

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <b>Bane</b> <i>Effect:</i> Enemies take -1 on attack rolls and saves against fear.	15	Will negates	1 standard action	15 minutes	50 ft.	V, S, DF	Yes	Enchantment (Compulsion) [Fear, Mind-Affecting]
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <b>Bless</b> <i>Effect:</i> Allies gain +1 on attack rolls and +1 on saves against fear.	15	None	1 standard action	15 minutes	50 ft.	V, S, DF	Yes (harmless)	Enchantment (Compulsion) [Mind-Affecting]
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <b>Bless Water</b> <i>Effect:</i> Makes holy water.	15	Will negates (object)	1 minute	Instantaneous	Touch	V, S, M	Yes (object)	Transmutation [Good]
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <b>Cause Fear</b> <i>Effect:</i> One creature of 5 HD or less flees for 1d4 rounds.	15	Will partial	1 standard action	1d4 rounds or 1 round; see text	Close (60 Feet)	V, S	Yes	Necromancy [Fear, Mind-Affecting]
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <b>Command</b> <i>Effect:</i> One subject obeys selected command for 1 round.	15	Will negates	1 standard action	15 round	Close (60 Feet)	V	Yes	Enchantment (Compulsion) [Language-Dependent, Mind-Affecting]
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <b>Comprehend Languages</b> <i>Effect:</i> You understand all spoken and written languages.	15	None	1 standard action	150 minutes	Personal	V, S, M/DF	No	Divination
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <b>Cure Light Wounds</b> <i>Effect:</i> Cures 1d8+5 damage	15	Will half (harmless); see text	1 standard action	Instantaneous	Touch	V, S	Yes (harmless); see text	Conjuration (Healing)
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <b>Curse Water</b> <i>Effect:</i> Makes unholy water.	15	Will negates (object)	1 minute	Instantaneous	Touch	V, S, M	Yes (object)	Necromancy [Evil]
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <b>Deathwatch</b> <i>Effect:</i> Reveals how near death subjects within 30 ft. are.	15	None	1 standard action	150 minutes	30 ft.	V, S	No	Necromancy [Evil]
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <b>Detect Chaos</b> <i>Effect:</i> Reveals creatures, spells, or objects of selected alignment.	15	None	1 standard action	Concentration, up to 10 minutes [D]	60 ft.	V, S, DF	No	Divination
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <b>Detect Evil</b> <i>Effect:</i> Reveals creatures, spells, or objects of selected alignment.	15	None	1 standard action	<i>Target:</i> Cone-shaped emanation	60 ft.	V, S, DF	No	Divination
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <b>Detect Good</b> <i>Effect:</i> Reveals creatures, spells, or objects of selected alignment.	15	None	1 standard action	Concentration, up to 10 minutes [D]	60 ft.	V, S, DF	No	Divination
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <b>Detect Law</b> <i>Effect:</i> Reveals creatures, spells, or objects of selected alignment.	15	None	1 standard action	<i>Target:</i> Cone-shaped emanation	60 ft.	V, S, DF	No	Divination
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <b>Detect Undead</b> <i>Effect:</i> Reveals undead within 60 ft.	15	None	1 standard action	Concentration, up to 15 minutes [D]	60 ft.	V, S, M/DF	No	Divination
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <b>Divine Favor</b> <i>Effect:</i> You gain +5 on attack and damage rolls.	15	None	1 standard action	1 minute	Personal	V, S, DF	No	Evocation
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <b>Doom</b> <i>Effect:</i> One subject takes -2 on attack rolls, damage rolls, saves, and checks.	15	Will negates	1 standard action	15 minutes	Medium (250 Feet)	V, S, DF	Yes	Necromancy [Fear, Mind-Affecting]
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <b>Endure Elements</b> <i>Effect:</i> Exist comfortably in hot or cold environments.	15	Will negates (harmless)	1 standard action	24 hours	Touch	V, S	Yes (harmless)	Abjuration
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <b>Entropic Shield</b> <i>Effect:</i> Ranged attacks against you have 20% miss chance.	15	None	1 standard action	<i>Target:</i> Creature touched	Personal	V, S	No	Abjuration
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <b>Hide from Undead</b> <i>Effect:</i> Undead can't perceive 15 subjects.	15	Will negates (harmless); see text	1 standard action	15 minutes [D]	Touch	V, S, DF	Yes	Abjuration

\* =Domain/Speciality Spell

## Cleric Spells

☐☐☐☐☐	<b>Inflict Light Wounds</b>	15	Will half	1 standard action	Instantaneous	Touch	V, S	Yes	Necromancy
	<i>Effect:</i> Touch deals 1d8+5 damage				<i>Target:</i> Creature touched				
☐☐☐☐☐	<b>Magic Stone</b>	15	Will negates (harmless, object)	1 standard action	30 minutes or until discharged	Touch	V, S, DF	Yes (harmless, object)	Transmutation
	<i>Effect:</i> Three stones gain +1 on attack rolls, deal 1d6+1 damage.				<i>Target:</i> Up to three pebbles touched				
☐☐☐☐☐	<b>Magic Weapon</b>	15	Will negates (harmless, object)	1 standard action	15 minutes	Touch	V, S, DF	Yes (harmless, object)	Transmutation
	<i>Effect:</i> Weapon gains +1 bonus.				<i>Target:</i> Weapon touched				
☐☐☐☐☐	<b>*Obscuring Mist</b>	15	None	1 standard action	15 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				
☐☐☐☐☐	<b>Obscuring Mist</b>	15	None	1 standard action	15 minutes [D]	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				
☐☐☐☐☐	<b>Protection from Chaos</b>	15	Will negates (harmless)	1 standard action	15 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				
☐☐☐☐☐	<b>Protection from Evil</b>	15	Will negates (harmless)	1 standard action	15 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				
☐☐☐☐☐	<b>Protection from Good</b>	15	Will negates (harmless)	1 standard action	15 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				
☐☐☐☐☐	<b>Protection from Law</b>	15	Will negates (harmless)	1 standard action	15 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				
☐☐☐☐☐	<b>Remove Fear</b>	15	Will negates (harmless)	1 standard action	150 minutes; see text	Close (60 Feet)	V, S	Yes (harmless)	Abjuration
	<i>Effect:</i> Suppresses fear or gives +4 on saves against fear for 4 subjects				<i>Target:</i> 4 creatures, no two of which can be more than 30 ft. apart				
☐☐☐☐☐	<b>*Sanctuary</b>	15	Will negates	1 standard action	15 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				
☐☐☐☐☐	<b>Sanctuary</b>	15	Will negates	1 standard action	15 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				
☐☐☐☐☐	<b>Shield of Faith</b>	15	Will negates (harmless)	1 standard action	15 minutes	Touch	V, S, M	Yes (harmless)	Abjuration
	<i>Effect:</i> Aura grants +4 deflection bonus.				<i>Target:</i> Creature touched				
☐☐☐☐☐	<b>Summon Monster I</b>	15	None	1 round	15 rounds [D]	Close (60 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
☐☐☐☐☐	<b>Aid</b>	16	None	1 standard action	15 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				
☐☐☐☐☐	<b>Align Weapon</b>	16	Will negates (harmless, object)	1 standard action	15 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]				
☐☐☐☐☐	<b>Augury</b>	16	None	1 minute	Instantaneous	Personal	V, S, M, F	No	Divination
	<i>Effect:</i> Learns whether an action will be good or bad.				<i>Target:</i> You				
☐☐☐☐☐	<b>Bear's Endurance</b>	16	Will negates (harmless)	1 standard action	15 minutes	Touch	V, S, DF	Yes	Transmutation
	<i>Effect:</i> Subject gains +4 to Con for 15 minutes.				<i>Target:</i> Creature touched				
☐☐☐☐☐	<b>Bull's Strength</b>	16	Will negates (harmless)	1 standard action	15 minutes	Touch	V, S, M/DF	Yes (harmless)	Transmutation
	<i>Effect:</i> Subject gains +4 to Str for 15 minutes.				<i>Target:</i> Creature touched				
☐☐☐☐☐	<b>Calm Emotions</b>	16	Will negates	1 standard action	Concentration, up to 15 rounds [D]	Medium (250 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				
☐☐☐☐☐	<b>Consecrate</b>	16	None	1 standard action	30 hours	Close (60 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				
☐☐☐☐☐	<b>Cure Moderate Wounds</b>	16	Will half (harmless); see text	1 standard action	Instantaneous	Touch	V, S	Yes (harmless); see text	Conjuration (Healing)
	<i>Effect:</i> Cures 2d8+10 damage				<i>Target:</i> Creature touched				
☐☐☐☐☐	<b>Darkness</b>	16	None	1 standard action	150 minutes [D]	Touch	V, M/DF	No	Evocation [Darkness]
	<i>Effect:</i> 20-ft. radius of supernatural shadow.				<i>Target:</i> Object touched				
☐☐☐☐☐	<b>Death Knell</b>	16	Will negates	1 standard action	Instantaneous/10 minutes per HD of subject; see text	Touch	V, S	Yes	Necromancy [Death, Evil]
	<i>Effect:</i> Kill dying creature and gain 1d8 temporary hp, +2 to Str, and +1 caster level.				<i>Target:</i> Living creature touched				
☐☐☐☐☐	<b>Delay Poison</b>	16	Fortitude negates (harmless)	1 standard action	15 hours	Touch	V, S, DF	Yes (harmless)	Conjuration (Healing)
	<i>Effect:</i> Stops poison from harming subject for 15 hours.				<i>Target:</i> Creature touched				
☐☐☐☐☐	<b>Desecrate</b>	16	None	1 standard action	30 hours	Close (60 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				
☐☐☐☐☐	<b>Eagle's Splendor</b>	16	Will negates (harmless)	1 standard action	15 minutes	Touch	V, S, M/DF	Yes	Transmutation
	<i>Effect:</i> Subject gains +4 to Cha for 15 minutes.				<i>Target:</i> Creature touched				
☐☐☐☐☐	<b>Enthral</b>	16	Will negates; see text	1 round	15 hour or less	Medium (250 Feet)	V, S	Yes	Enchantment (Charm)
	<i>Effect:</i> Captivates all within 250 ft.				<i>Target:</i> Any number of creatures				
☐☐☐☐☐	<b>Find Traps</b>	16	None	1 standard action	15 minutes	Personal	V, S	No	Divination
	<i>Effect:</i> Notice traps as a rogue does.				<i>Target:</i> You				
☐☐☐☐☐	<b>Gentle Repose</b>	16	Will negates (object)	1 standard action	15 days	Touch	V, S, M/DF	Yes (object)	Necromancy
	<i>Effect:</i> Preserves one corpse.				<i>Target:</i> Corpse touched				
☐☐☐☐☐	<b>Hold Person</b>	16	Will negates; see text	1 standard action	15 rounds [D]; see text	Medium (250 Feet)	V, S, F/DF	Yes	Enchantment (Compulsion) [Mind-Affecting]
	<i>Effect:</i> Paralyzes one humanoid for 15 rounds.				<i>Target:</i> One humanoid creature				
☐☐☐☐☐	<b>Inflict Moderate Wounds</b>	16	Will half	1 standard action	Instantaneous	Touch	V, S	Yes	Necromancy
	<i>Effect:</i> Touch attack, 2d8+10 damage				<i>Target:</i> Creature touched				
☐☐☐☐☐	<b>Make Whole</b>	16	Will negates (harmless, object)	1 standard action	Instantaneous	Close (60 Feet)	V, S	Yes (harmless, object)	Transmutation
	<i>Effect:</i> Repairs an object.				<i>Target:</i> One object of up to 150 cu. ft				
☐☐☐☐☐	<b>Owl's Wisdom</b>	16	Will negates (harmless)	1 standard action	15 minutes	Touch	V, S, M/DF	Yes	Transmutation
	<i>Effect:</i> Subject gains +4 to Wis for 15 minutes.				<i>Target:</i> Creature touched				
☐☐☐☐☐	<b>Remove Paralysis</b>	16	Will negates (harmless)	1 standard action	Instantaneous	Close (60 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				
☐☐☐☐☐	<b>Resist Energy</b>	16	Fortitude negates (harmless)	1 standard action	150 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				
☐☐☐☐☐	<b>Restoration, Lesser</b>	16	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				
☐☐☐☐☐	<b>Shatter</b>	16	Will negates (object); Will negates (object) or Fortitude half; see text	1 standard action	Instantaneous	Close (60 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				
☐☐☐☐☐	<b>*Shield Other</b>	16	Will negates (harmless)	1 standard action	15 hours [D]	Close (25 Feet)	V, S, F	Yes (harmless)	Abjuration
	<i>Effect:</i> You take half of subject's damage.				<i>Target:</i> One creature				
☐☐☐☐☐	<b>Shield Other</b>	16	Will negates (harmless)	1 standard action	15 hours [D]	Close (60 Feet)	V, S, F	Yes (harmless)	Abjuration
	<i>Effect:</i> You take half of subject's damage.				<i>Target:</i> One creature				
☐☐☐☐☐	<b>Silence</b>	17	Will negates; see text or none (object)	1 standard action	15 minutes [D]	Long (1000 Feet)	V, S	Yes; see text or no (object)	Illusion (Glamour)
	<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				

\* = Domain/Specialty Spell

## Cleric Spells

□□□□□	<b>Sound Burst</b>	16	Fortitude partial	1 standard action	Instantaneous	Close (60 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				
□□□□□	<b>Spiritual Weapon</b>	16	None	1 standard action	15 rounds [D]	Medium (250 Feet)	V, S, DF	Yes	Evocation [Force]
	<i>Effect:</i> Magical weapon attacks on its own.				<i>Target:</i> Magic weapon of force				
□□□□□	<b>Status</b>	16	Will negates (harmless)	1 standard action	15 hours	Touch	V, S	Yes (harmless)	Divination
	<i>Effect:</i> Monitors condition, position of allies.				<i>Target:</i> 5 living creatures touched				
□□□□□	<b>Summon Monster II</b>	16	None	1 round	15 rounds [D]	Close (60 Feet)	V, S, F/DF	No	Conjuration (Summoning)
	<i>Effect:</i> Calls extraplanar creature to fight for you.				<i>Target:</i> One or more summoned creatures, no two of which can be more than 30 ft. apart				
□□□□□	<b>Undetectable Alignment</b>	16	Will negates (object)	1 standard action	24 hours	Close (60 Feet)	V, S	Yes (object)	Abjuration
	<i>Effect:</i> Conceals alignment for 24 hours.				<i>Target:</i> One creature or object				
□□□□□	<b>**Wind Wall</b>	16	None; see text	1 standard action	15 rounds	Medium (100 Feet)	V, S, M/DF	Yes	Evocation [Air]
	<i>Effect:</i> Deflects arrows, smaller creatures, and gases.				<i>Target:</i> Wall up to 150 ft. long and 75 ft. high [S]				
□□□□□	<b>Zone of Truth</b>	16	Will negates	1 standard action	15 minutes	Close (60 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	
□□□□□	<b>Animate Dead</b>	17	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				
□□□□□	<b>Bestow Curse</b>	17	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				
□□□□□	<b>Blindness/Deafness</b>	17	Fortitude negates	1 standard action	Permanent [D]	Medium (250 Feet)	V	Yes	Necromancy
	<i>Effect:</i> Makes subject blinded or deafened.				<i>Target:</i> One living creature				
□□□□□	<b>Contagion</b>	17	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				
□□□□□	<b>Continual Flame</b>	17	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				
□□□□□	<b>Create Food and Water</b>	17	None	10 minutes	24 hours; see text	Close (60 Feet)	V, S	No	Conjuration (Creation)
	<i>Effect:</i> Feeds 45 humans or 15 horse.				<i>Target:</i> Food and water to sustain 45 humans or 15 horses for 24 hours				
□□□□□	<b>Cure Serious Wounds</b>	17	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				
□□□□□	<b>Daylight</b>	17	None	1 standard action	150 minutes [D]	Touch	V, S	No	Evocation [Light]
	<i>Effect:</i> 60-ft. radius of bright light.				<i>Target:</i> Object touched				
□□□□□	<b>Deeper Darkness</b>	17	None	1 standard action	15 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				
□□□□□	<b>Dispel Magic</b>	17	None	1 standard action	Instantaneous	Medium (250 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				
□□□□□	<b>**Gaseous Form</b>	17	None	1 standard action	30 minutes [D]	Touch	S, M/DF	No	Transmutation
	<i>Effect:</i> Subject becomes insubstantial and can fly slowly.				<i>Target:</i> Willing corporeal creature touched				
□□□□□	<b>Glyph of Warding</b>	17	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 75 sq. ft				
□□□□□	<b>Helping Hand</b>	17	None	1 standard action	15 hours	5 miles	V, S, DF	No	Evocation
	<i>Effect:</i> Ghostly hand leads subject to you.				<i>Target:</i> Ghostly hand				
□□□□□	<b>Inflict Serious Wounds</b>	17	Will half	1 standard action	Instantaneous	Touch	V, S	Yes	Necromancy
	<i>Effect:</i> Touch attack, 3d8+15 damage				<i>Target:</i> Creature touched				
□□□□□	<b>Invisibility Purge</b>	17	None	1 standard action	15 minutes [D]	Personal	V, S	No	Evocation
	<i>Effect:</i> Dispel invisibility within 75 ft				<i>Target:</i> You				
□□□□□	<b>Locate Object</b>	17	None	1 standard action	15 minutes	Long (1000 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 1000 ft.				
□□□□□	<b>Magic Circle against Chaos</b>	17	Will negates (harmless)	1 standard action	150 minutes	Touch	V, S, M/DF	No; see text	Abjuration [Lawful]
	<i>Effect:</i> As protection spells, but 10-ft. radius and 150 minutes.				<i>Target:</i> 10-ft.-radius emanation from touched creature				
□□□□□	<b>Magic Circle against Evil</b>	17	Will negates (harmless)	1 standard action	150 minutes	Touch	V, S, M/DF	No; see text	Abjuration [Good]
	<i>Effect:</i> As protection spells, but 10-ft. radius and 150 minutes.				<i>Target:</i> 10-ft.-radius emanation from touched creature				
□□□□□	<b>Magic Circle against Good</b>	17	Will negates (harmless)	1 standard action	150 minutes	Touch	V, S, M/DF	No; see text	Abjuration [Evil]
	<i>Effect:</i> As protection spells, but 10-ft. radius and 150 minutes.				<i>Target:</i> 10-ft.-radius emanation from touched creature				
□□□□□	<b>Magic Circle against Law</b>	17	Will negates (harmless)	1 standard action	150 minutes	Touch	V, S, M/DF	No; see text	Abjuration [Chaotic]
	<i>Effect:</i> As protection spells, but 10-ft. radius and 150 minutes.				<i>Target:</i> 10-ft.-radius emanation from touched creature				
□□□□□	<b>Magic Vestment</b>	17	Will negates (harmless, object)	1 standard action	15 hours	Touch	V, S, DF	Yes (harmless, object)	Transmutation
	<i>Effect:</i> Armor or shield gains 3 enhancement				<i>Target:</i> Armor or shield touched				
□□□□□	<b>Meld into Stone</b>	17	None	1 standard action	150 minutes	Personal	V, S, DF	No	Transmutation [Earth]
	<i>Effect:</i> You and your gear merge with stone.				<i>Target:</i> You				
□□□□□	<b>Obscure Object</b>	17	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 1500 lbs				
□□□□□	<b>Prayer</b>	17	None	1 standard action	15 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				
□□□□□	<b>*Protection from Energy</b>	17	Fortitude negates (harmless)	1 standard action	150 minutes or until discharged	Touch	V, S, DF	Yes (harmless)	Abjuration
	<i>Effect:</i> Absorb 180 points of damage from one kind of energy.				<i>Target:</i> Creature touched				
□□□□□	<b>Protection from Energy</b>	17	Fortitude negates (harmless)	1 standard action	150 minutes or until discharged	Touch	V, S, DF	Yes (harmless)	Abjuration
	<i>Effect:</i> Absorb 180 points of damage from one kind of energy.				<i>Target:</i> Creature touched				
□□□□□	<b>Remove Blindness/Deafness</b>	17	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				
□□□□□	<b>Remove Curse</b>	17	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				
□□□□□	<b>Remove Disease</b>	17	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				
□□□□□	<b>Searing Light</b>	17	None	1 standard action	Instantaneous	Medium (250 Feet)	V, S	Yes	Evocation
	<i>Effect:</i> Ray deals 1d8/two levels, more against undead.				<i>Target:</i> Ray				
□□□□□	<b>Speak with Dead</b>	17	Will negates; see text	10 minutes	15 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				
□□□□□	<b>Stone Shape</b>	17	None	1 standard action	Instantaneous	Touch	V, S, M/DF	No	Transmutation [Earth]
	<i>Effect:</i> Sculpts stone into any shape.				<i>Target:</i> Stone or stone object touched, up to 25 cu. ft.				
□□□□□	<b>Summon Monster III</b>	17	None	1 round	15 rounds [D]	Close (60 Feet)	V, S, F/DF	No	Conjuration (Summoning)
	<i>Effect:</i> Calls extraplanar creature to fight for you.				<i>Target:</i> One or more summoned creatures, no two of which can be more than 30 ft. apart				
□□□□□	<b>Water Breathing</b>	17	Will negates (harmless)	1 standard action	30 hours; see text	Touch	V, S, M/DF	Yes (harmless)	Transmutation
	<i>Effect:</i> Subjects can breathe underwater.				<i>Target:</i> Living creatures touched				
□□□□□	<b>Water Walk</b>	17	Will negates (harmless)	1 standard action	150 minutes [D]	Touch	V, S, DF	Yes (harmless)	Transmutation [Water]
	<i>Effect:</i> Subject treads on water as if solid.				<i>Target:</i> 15 touched creatures				
□□□□□	<b>Wind Wall</b>	17	None; see text	1 standard action	15 rounds	Medium (250 Feet)	V, S, M/DF	Yes	Evocation [Air]
	<i>Effect:</i> Deflects arrows, smaller creatures, and gases.				<i>Target:</i> Wall up to 150 ft. long and 75 ft. high [S]				

\* =Domain/Specialty Spell

# Cleric Spells

## LEVEL 4

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□*Air Walk	18	None	1 standard action	150 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				
□□□□Air Walk	18	None	1 standard action	150 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	18	None; see text	1 standard action	150 minutes [D]	Long (1000 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 150 ft by 150 ft by 30 ft [S]				
□□□□Cure Critical Wounds	18	Will half (harmless); see text	1 standard action	Instantaneous	Touch	V, S	Yes (harmless); see text	Conjuration (Healing)
<i>Effect:</i> Cures 4d8+15 damage.				<i>Target:</i> Creature touched				
□□□□Death Ward	18	Will negates (harmless)	1 standard action	15 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	18	None	1 standard action	15 minutes	Medium (250 Feet)	V, S	Yes (object)	Abjuration
<i>Effect:</i> Bars extradimensional movement.				<i>Target:</i> Ray				
□□□□Discern Lies	18	Will negates	1 standard action	Concentration, up to 15 rounds	Close (60 Feet)	V, S, DF	No	Divination
<i>Effect:</i> Reveals deliberate falsehoods.				<i>Target:</i> 15 creatures, no two of which can be more than 30 ft. apart				
□□□□Dismissal	18	Will negates; see text	1 standard action	Instantaneous	Close (60 Feet)	V, S, DF	Yes	Abjuration
<i>Effect:</i> Forces a creature to return to native plane.				<i>Target:</i> One extraplanar creature				
□□□□Divination	18	None	10 minutes	Instantaneous	Personal	V, S, M	No	Divination
<i>Effect:</i> Provides useful advice for specific proposed actions.				<i>Target:</i> You				
□□□□Divine Power	18	None	1 standard action	15 rounds	Personal	V, S, DF	No	Evocation
<i>Effect:</i> You gain attack bonus, +6 to Str, and 15 hps.				<i>Target:</i> You				
□□□□Freedom of Movement	18	Will negates (harmless)	1 standard action	150 minutes	Personal or touch	V, S, M, DF	Yes (harmless)	Abjuration
<i>Effect:</i> Subject moves normally despite impediments.				<i>Target:</i> You or creature touched				
□□□□Giant Vermin	18	None	1 standard action	15 minutes	Close (60 Feet)	V, S, DF	Yes	Transmutation
<i>Effect:</i> Turns centipedes, scorpions, or spiders into giant vermin.				<i>Target:</i> Up to three vermin, no two of which can be more than 30 ft. apart				
□□□□Imbue with Spell Ability	18	Will negates (harmless)	10 minutes	Permanent until discharged [D]	Touch	V, S, DF	Yes (harmless)	Evocation
<i>Effect:</i> Transfer spells to subject.				<i>Target:</i> Creature touched; see text				
□□□□Inflict Critical Wounds	18	Will half	1 standard action	Instantaneous	Touch	V, S	Yes	Necromancy
<i>Effect:</i> Touch attack, 4d8+15 damage				<i>Target:</i> Creature touched				
□□□□Magic Weapon, Greater	18	Will negates (harmless, object)	1 standard action	15 hours	Close (60 Feet)	V, S, M/DF	Yes (harmless, object)	Transmutation
<i>Effect:</i> +1/four levels 5.				<i>Target:</i> One weapon or fifty projectiles [all of which must be in contact with each other at the time of casting]				
□□□□Neutralize Poison	18	Will negates (harmless, object)	1 standard action	150 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 15 cu. ft. touched				
□□□□Poison	18	Fortitude negates; see text	1 standard action	Instantaneous; see text	Touch	V, S, DF	Yes	Necromancy
<i>Effect:</i> Touch deals 1d10 Con damage, repeats in 1 minute.				<i>Target:</i> Living creature touched				
□□□□Repel Vermin	18	None or Will negates; see text	1 standard action	150 minutes [D]	10 ft.	V, S, DF	Yes	Abjuration
<i>Effect:</i> Insects, spiders, and other vermin stay 10 ft. away.				<i>Target:</i> 10 ft. radius emanation centered on you				
□□□□Restoration	18	Will negates (harmless)	3 rounds	Instantaneous	Touch	V, S, M	Yes (harmless)	Conjuration (Healing)
<i>Effect:</i> Restores level and ability score drains.				<i>Target:</i> Creature touched				
□□□□Sending	18	None	10 minutes	15 round; see text	See text	V, S, M/DF	No	Evocation
<i>Effect:</i> Delivers short message anywhere, instantly.				<i>Target:</i> One creature				
□□□□*Spell Immunity	18	Will negates (harmless)	1 standard action	150 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				
□□□□Spell Immunity	18	Will negates (harmless)	1 standard action	150 minutes	Touch	V, S, DF	Yes (harmless)	Abjuration
<i>Effect:</i> Subject is immune to one spell per four levels.				<i>Target:</i> Creature touched				
□□□□Summon Monster IV	18	None	1 round	15 rounds [D]	Close (60 Feet)	V, S, F/DF	No	Conjuration (Summoning)
<i>Effect:</i> Calls extraplanar creature to fight for you.				<i>Target:</i> One or more summoned creatures, no two of which can be more than 30 ft. apart				
□□□□Tongues	18	Will negates (harmless)	1 standard action	150 minutes	Touch	V, M/DF	No	Divination
<i>Effect:</i> Speak any language.				<i>Target:</i> Creature touched				

## LEVEL 5

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□Atonement	19	None	1 hour	Instantaneous	Touch	V, S, M, F, DF, XP	Yes	Abjuration
<i>Effect:</i> Removes burden of misdeeds from subject.				<i>Target:</i> Living creature touched				
□□□□Break Enchantment	19	See text	1 minute	Instantaneous	Close (60 Feet)	V, S	No	Abjuration
<i>Effect:</i> Frees subjects from enchantments, alterations, curses, and petrification.				<i>Target:</i> Up to 15 creatures, all within 30 ft. of each other				
□□□□Command, Greater	19	Will negates	1 standard action	15 rounds	Close (60 Feet)	V	Yes	Enchantment (Compulsion)
<i>Effect:</i> As command, but affects 15 subjects.				<i>Target:</i> 15 creatures, no two of which can be more than 30 ft. apart				
□□□□Commune	19	None	10 minutes	15 rounds	Personal	V, S, M, DF, XP	No	Divination
<i>Effect:</i> Deity answers 15 yes-or-no questions.				<i>Target:</i> You				
□□□□**Control Winds	19	Fortitude negates	1 standard action	150 minutes	40 ft./level	V, S	No	Transmutation [Air]
<i>Effect:</i> Change wind direction and speed.				<i>Target:</i> 600 ft radius cylinder 40 ft. high				
□□□□Cure Light Wounds, Mass	19	Will half (harmless) or Will half; see text	1 standard action	Instantaneous	Close (60 Feet)	V, S	Yes (harmless) or Yes; see text	Conjuration (Healing)
<i>Effect:</i> Cures 1d8+15 damage for many creatures.				<i>Target:</i> 15 creatures, no two of which can be more than 30 ft. apart				
□□□□Dispel Chaos	19	See text	1 standard action	15 rounds or until discharged, whichever comes first	Touch	V, S, DF	See text	Abjuration [Lawful]
<i>Effect:</i> +4 bonus against attacks.				<i>Target:</i> You and a touched evil creature from another plane; or you and an enchantment or evil spell on a touched creature or object				
□□□□Dispel Evil	19	See text	1 standard action	15 rounds or until discharged, whichever comes first	Touch	V, S, DF	See text	Abjuration [Good]
<i>Effect:</i> +4 bonus against attacks.				<i>Target:</i> You and a touched evil creature from another plane; or you and an enchantment or evil spell on a touched creature or object				
□□□□Dispel Good	19	See text	1 standard action	15 rounds or until discharged, whichever comes first	Touch	V, S, DF	See text	Abjuration [Evil]
<i>Effect:</i> +4 bonus against attacks.				<i>Target:</i> You and a touched evil creature from another plane; or you and an enchantment or evil spell on a touched creature or object				
□□□□Dispel Law	19	See text	1 standard action	15 rounds or until discharged, whichever comes first	Touch	V, S, DF	See text	Abjuration [Chaotic]
<i>Effect:</i> +4 bonus against attacks.				<i>Target:</i> You and a touched evil creature from another plane; or you and an enchantment or evil spell on a touched creature or object				
□□□□Disrupting Weapon	19	Will negates (harmless, object); see text	1 standard action	15 rounds	Touch	V, S	Yes (harmless, object)	Transmutation
<i>Effect:</i> Melee weapon destroys undead.				<i>Target:</i> One melee weapon				
□□□□Flame Strike	19	Reflex half	1 standard action	Instantaneous	Medium (250 Feet)	V, S, DF	Yes	Evocation [Fire]
<i>Effect:</i> Smite foes with divine fire for 15d6 damage.				<i>Target:</i> Cylinder 10				
□□□□Hallow	19	See text	24 hours	Instantaneous	Touch	V, S, M, DF	See text	Evocation [Good]
<i>Effect:</i> Designates location as holy.				<i>Target:</i> 40-ft. radius emanating from the touched point				
□□□□Inflict Light Wounds, Mass	19	Will half	1 standard action	Instantaneous	Close (60 Feet)	V, S	Yes	Necromancy
<i>Effect:</i> Deals 1d8+15 damage to many creatures.				<i>Target:</i> 15 creatures, no two of which can be more than 30 ft. apart				
□□□□Insect Plague	19	None	1 round	15 minutes	Long (1000 Feet)	V, S, DF	No	Conjuration (Summoning)
<i>Effect:</i> Locust swarms attack creatures.				<i>Target:</i> 5 swarms of locust, each of which must be adjacent to at least one other swarm				

\* =Domain/Specialty Spell

## Cleric Spells

☐☐☐☐☐	Mark of Justice	19	None	10 minutes	Permanent;see text	Touch	V, S, DF	Yes	Necromancy
	<i>Effect:</i> Designates action that will trigger curse on subject.				<i>Target:</i> Creature touched				
☐☐☐☐☐	Plane Shift	19	Will negates	1 standard action	Instantaneous	Touch	V, S, F	Yes	Conjuration (Teleportation)
	<i>Effect:</i> As many as eight subjects travel to another plane.				<i>Target:</i> Creature touched, or up to eight willing creatures joining hands				
☐☐☐☐☐	Raise Dead	19	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 15 days ago.				<i>Target:</i> Dead creature touched				
☐☐☐☐☐	Righteous Might	19	None	1 standard action	15 rounds [D]	Personal	V, S, DF	No	Transmutation
	<i>Effect:</i> Your size increases, and you gain combat bonuses.				<i>Target:</i> You				
☐☐☐☐☐	Scrying	19	Will negates	1 hour	15 minutes	See text	V, S, M/DF, F	Yes	Divination (Scrying)
	<i>Effect:</i> Spies on subject from a distance.				<i>Target:</i> Magical sensor				
☐☐☐☐☐	Slay Living	19	Fortitude partial	1 standard action	Instantaneous	Touch	V, S	Yes	Necromancy [Death]
	<i>Effect:</i> Touch attack kills subject.				<i>Target:</i> Living creature touched				
☐☐☐☐☐	*Spell Resistance	19	Will negates (harmless)	1 standard action	15 minutes	Touch	V, S, DF	Yes (harmless)	Abjuration
	<i>Effect:</i> Subject gains SR 12 + level.				<i>Target:</i> Creature touched				
☐☐☐☐☐	Spell Resistance	19	Will negates (harmless)	1 standard action	15 minutes	Touch	V, S, DF	Yes (harmless)	Abjuration
	<i>Effect:</i> Subject gains SR 12 + level.				<i>Target:</i> Creature touched				
☐☐☐☐☐	Summon Monster V	19	None	1 round	15 rounds [D]	Close (60 Feet)	V, S, F/DF	No	Conjuration (Summoning)
	<i>Effect:</i> Calls extraplanar creature to fight for you.				<i>Target:</i> One or more summoned creatures, no two of which can be more than 30 ft. apart				
☐☐☐☐☐	Symbol of Pain	19	Fortitude negates	10 minutes	See text	0 ft.; see text	V, S, M	Yes	Necromancy [Evil]
	<i>Effect:</i> Triggered rune wracks nearby creatures with pain.				<i>Target:</i> One symbol				
☐☐☐☐☐	Symbol of Sleep	19	Will negates	10 minutes	See text	0 ft.; see text	V, S, M	Yes	Enchantment (Compulsion) [Mind-Affecting]
	<i>Effect:</i> Triggered rune puts nearby creatures into catatonic slumber.				<i>Target:</i> One symbol				
☐☐☐☐☐	True Seeing	19	Will negates (harmless)	1 standard action	15 minutes	Touch	V, S, M	Yes (harmless)	Divination
	<i>Effect:</i> Lets you see all things as they really are.				<i>Target:</i> Creature touched				
☐☐☐☐☐	Unhallow	19	See text	24 hours	Instantaneous	Touch	V, S, M	See text	Evocation [Evil]
	<i>Effect:</i> Designates location as unholy.				<i>Target:</i> 40-ft. radius emanating from the touched point				
☐☐☐☐☐	Wall of Stone	19	See text	1 standard action	Instantaneous	Medium (250 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 15 5-ft. squares [S]				

## LEVEL 6

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	
☐☐☐☐☐	Animate Objects	20	None	1 standard action	15 rounds	Medium (250 Feet)	V, S	No	Transmutation
	<i>Effect:</i> Objects attack your foes.				<i>Target:</i> 15 Small objects; see text				
☐☐☐☐☐	Antilife Shell	20	None	1 round	150 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				
☐☐☐☐☐	**Antimagic Field	20	None	1 standard action	150 minutes [D]	10 ft.	V, S, M/DF	See text	Abjuration
	<i>Effect:</i> Negates magic within 10 ft.				<i>Target:</i> 10-ft.-radius emanation, centered on you				
☐☐☐☐☐	Banishment	20	Will negates	1 standard action	Instantaneous	Close (60 Feet)	V, S, F	Yes	Abjuration
	<i>Effect:</i> Banishes 30 HD of extraplanar creatures.				<i>Target:</i> One or more extraplanar creatures, no two of which can be more than 30 ft. apart				
☐☐☐☐☐	Bear's Endurance, Mass	20	Will negates (harmless)	1 standard action	15 minutes	Close (60 Feet)	V, S, DF	Yes	Transmutation
	<i>Effect:</i> As bear's endurance, affects 15 subjects.				<i>Target:</i> 15 creatures, no two of which can be more than 30 ft. apart				
☐☐☐☐☐	Blade Barrier	20	Reflex half or Reflex negates; see text	1 standard action	15 minutes [D]	Medium (250 Feet)	V, S	Yes	Evocation [Force]
	<i>Effect:</i> Wall of blades deals 15d6 damage.				<i>Target:</i> Wall of whirling blades up to 300 ft. long, or a ringed wall of whirling blades with a radius of up to 37 ft; either form 20 ft. high				
☐☐☐☐☐	Bull's Strength, Mass	20	Will negates (harmless)	1 standard action	15 minutes	Close (60 Feet)	V, S, M/DF	Yes (harmless)	Transmutation
	<i>Effect:</i> As bull's strength, affects one subject/ level.				<i>Target:</i> 15 creatures, no two of which can be more than 30 ft. apart				
☐☐☐☐☐	**Chain Lightning	20	Reflex half	1 standard action	Instantaneous	Long (400 Feet)	V, S, F	Yes	Evocation [Electricity]
	<i>Effect:</i> 15d6 damage; 15 secondary bolts each deal half damage.				<i>Target:</i> One primary target, plus 15 secondary targets [each of which must be within 30 ft. of the primary target]				
☐☐☐☐☐	Create Undead	20	None	1 hour	Instantaneous	Close (60 Feet)	V, S, M	No	Necromancy [Evil]
	<i>Effect:</i> Creates ghouls, ghosts, mummies, or mohrgs.				<i>Target:</i> One corpse				
☐☐☐☐☐	Cure Moderate Wounds, Mass	20	Will half (harmless) or Will half; see text	1 standard action	Instantaneous	Close (60 Feet)	V, S	Yes (harmless) or Yes; see text	Conjuration (Healing)
	<i>Effect:</i> Cures 2d8+15 damage for many creatures.				<i>Target:</i> 15 creatures, no two of which can be more than 30 ft. apart				
☐☐☐☐☐	Dispel Magic, Greater	20	None	1 standard action	Instantaneous	Medium (250 Feet)	V, S	No	Abjuration
	<i>Effect:</i> As dispel magic, but +20 on check.				<i>Target:</i> One spellcaster, creature, or object; or 20-ft.-radius burst				
☐☐☐☐☐	Eagle's Splendor, Mass	20	Will negates (harmless)	1 standard action	15 minutes	Close (60 Feet)	V, S, M/DF	Yes	Transmutation
	<i>Effect:</i> As eagle's splendor, affects 15 subjects.				<i>Target:</i> 15 creatures, no two of which can be more than 30 ft. apart				
☐☐☐☐☐	Find the Path	20	None or Will negates (harmless)	3 rounds	150 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	20	See text	6 rounds	Permanent	Medium (250 Feet)	V, S, M, DF	Yes	Abjuration
	<i>Effect:</i> Blocks planar travel, damages creatures of different alignment.				<i>Target:</i> 15 60-ft. cubes [S]				
☐☐☐☐☐	Geas/Quest	20	None	10 minutes	15 days or until discharged [D]	Close (60 Feet)	V	Yes	Enchantment (Compulsion) [Language-Dependent, Mind-Affecting]
	<i>Effect:</i> As lesser geas, plus it affects any creature.				<i>Target:</i> One living creature				
☐☐☐☐☐	Glyph of Warding, Greater	20	See text	10 minutes	Permanent until discharged [D]	Touch	V, S, M	No (object) and Yes; see text	Abjuration
	<i>Effect:</i> As glyph of warding, but up to 10d8 damage or 6th-level spell.				<i>Target:</i> Object touched or up to 75 sq. ft				
☐☐☐☐☐	Harm	20	Will half; see text	1 standard action	Instantaneous	Touch	V, S	Yes	Necromancy
	<i>Effect:</i> Deals 150 points damage to target.				<i>Target:</i> Creature touched				
☐☐☐☐☐	Heal	20	Will negates (harmless)	1 standard action	Instantaneous	Touch	V, S	Yes (harmless)	Conjuration (Healing)
	<i>Effect:</i> Cures 150 points of damage, all diseases and mental conditions.				<i>Target:</i> Creature touched				
☐☐☐☐☐	Heroes' Feast	20	None	10 minutes	15 hour plus 12 hours; see text	Close (60 Feet)	V, S, DF	No	Conjuration (Creation) [Creation]
	<i>Effect:</i> Food for 15 creatures cures and grants combat bonuses.				<i>Target:</i> Feast for 15 creatures				
☐☐☐☐☐	Inflict Moderate Wounds, Mass	20	Will half	1 standard action	Instantaneous	Close (60 Feet)	V, S	Yes	Necromancy
	<i>Effect:</i> Deals 2d8+15 damage to many creatures.				<i>Target:</i> 15 creatures, no two of which can be more than 30 ft. apart				
☐☐☐☐☐	Owl's Wisdom, Mass	20	Will negates (harmless)	1 standard action	15 minutes	Close (60 Feet)	V, S, M/DF	Yes	Transmutation
	<i>Effect:</i> As owl's wisdom, affects one subject/ level.				<i>Target:</i> 15 creatures, no two of which can be more than 30 ft. apart				
☐☐☐☐☐	Planar Ally	20	None	10 minutes	Instantaneous	Close (60 Feet)	V, S, DF, XP	No	Conjuration (Calling)
	<i>Effect:</i> As lesser planar ally, but up to 12 HD.				<i>Target:</i> 1-2 called elementals or outsiders totaling no more than 12 HD, which cannot be more than 30 ft. apart when they appear				
☐☐☐☐☐	Summon Monster VI	20	None	1 round	15 rounds [D]	Close (60 Feet)	V, S, F/DF	No	Conjuration (Summoning)
	<i>Effect:</i> Calls extraplanar creature to fight for you.				<i>Target:</i> One or more summoned creatures, no two of which can be more than 30 ft. apart				
☐☐☐☐☐	Symbol of Fear	20	Will negates	10 minutes	See text	0 ft.; see text	V, S, M	Yes	Necromancy [Fear, Mind-Affecting]
	<i>Effect:</i> Triggered rune panics nearby creatures.				<i>Target:</i> One symbol				
☐☐☐☐☐	Symbol of Persuasion	20	Will negates	10 minutes	See text	0 ft.; see text	V, S, M	Yes	Enchantment (Charm) [Mind-Affecting]
	<i>Effect:</i> Triggered rune charms nearby creatures.				<i>Target:</i> One symbol				
☐☐☐☐☐	Undeath to Death	20	Will negates	1 standard action	Instantaneous	Medium (250 Feet)	V, S, M/DF	Yes	Necromancy [Death]
	<i>Effect:</i> Destroys 15d4 HD of undead.				<i>Target:</i> Several undead creatures within a 40-ft.-radius burst				

\* =Domain/Specialty Spell

## Cleric Spells

□□□□	Wind Walk	20	No and Will negates (harmless)	1 standard action	15 hours [D]; see text	Touch	V, S, DF	No and Yes (harmless)	Transmutation [Air]
	<i>Effect:</i> You and your allies turn vaporous and travel fast.				<i>Target:</i> You and 5 touched creatures				
□□□□	Word of Recall	20	None or Will negates (harmless, object)	1 standard action	Instantaneous	Unlimited	V	No or Yes (harmless, object)	Conjuration (Teleportation)
	<i>Effect:</i> Teleports you back to designated place.				<i>Target:</i> You and touched objects or other willing creatures				

## LEVEL 7

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	
□□□□	Blasphemy	21	None or Will negates; see text	1 standard action	Instantaneous	30 ft.	V	Yes	Evocation [Evil, Sonic]
	<i>Effect:</i> Kills, paralyzes, weakens, or dazes nonevil subjects.				<i>Target:</i> Nonevil creatures in a 40-ft.-radius spread centered on you				
□□□□	*Control Weather	21	None	10 minutes; see text	4d12 hours; see text	2 miles	V, S	No	Transmutation
	<i>Effect:</i> Changes weather in local area.				<i>Target:</i> 2-mile-radius circle, centered on you; see text				
□□□□	Control Weather	21	None	10 minutes; see text	4d12 hours; see text	2 miles	V, S	No	Transmutation
	<i>Effect:</i> Changes weather in local area.				<i>Target:</i> 2-mile-radius circle, centered on you; see text				
□□□□	Cure Serious Wounds, Mass	21	Will half (harmless) or Will half; see text	1 standard action	Instantaneous	Close (60 Feet)	V, S	Yes (harmless) or Yes; see text	Conjuration (Healing)
	<i>Effect:</i> Cures 3d8+15 damage for many creatures.				<i>Target:</i> 15 creatures, no two of which can be more than 30 ft. apart				
□□□□	Destruction	21	Fortitude partial	1 standard action	Instantaneous	Close (60 Feet)	V, S, F	Yes	Necromancy [Death]
	<i>Effect:</i> Kills subject and destroys remains.				<i>Target:</i> One creature				
□□□□	Dictum	21	None or Will negates; see text	1 standard action	Instantaneous	40 ft.	V	Yes	Evocation [Lawful, Sonic]
	<i>Effect:</i> Kills, paralyzes, slows, or deafens nonlawful subjects.				<i>Target:</i> Nonlawful creatures in a 40-ft.-radius spread centered on you				
□□□□	Ethereal Jaunt	21	None	1 standard action	15 rounds [D]	Personal	V, S	No	Transmutation
	<i>Effect:</i> You become ethereal for 15 rounds.				<i>Target:</i> You				
□□□□	Holy Word	21	None or Will negates; see text	1 standard action	Instantaneous	40 ft.	V	Yes	Evocation [Good, Sonic]
	<i>Effect:</i> Kills, paralyzes, slows, or deafens nongood subjects.				<i>Target:</i> Nongood creatures in a 40-ft.-radius spread centered on you				
□□□□	Inflict Serious Wounds, Mass	21	Will half	1 standard action	Instantaneous	Close (60 Feet)	V, S	Yes	Necromancy
	<i>Effect:</i> Deals 3d8+15 damage to many creatures.				<i>Target:</i> 15 creatures, no two of which can be more than 30 ft. apart				
□□□□	Refuge	21	None	1 standard action	Permanent until discharged	Touch	V, S, M	No	Conjuration (Teleportation)
	<i>Effect:</i> Alters item to transport its possessor to you.				<i>Target:</i> Object touched				
□□□□	Regenerate	21	Fortitude negates (harmless)	3 full rounds	Instantaneous	Touch	V, S, DF	Yes (harmless)	Conjuration (Healing)
	<i>Effect:</i> Subject's severed limbs grow back, cures 4d8+15				<i>Target:</i> Living creature touched				
□□□□	*Repulsion	21	Will negates	1 standard action	15 rounds [D]	Up to 10 ft./level	V, S, F/DF	Yes	Abjuration
	<i>Effect:</i> Creatures can't approach you.				<i>Target:</i> 150 ft. radius emanation centered on you				
□□□□	Repulsion	21	Will negates	1 standard action	15 rounds [D]	Up to 10 ft./level	V, S, F/DF	Yes	Abjuration
	<i>Effect:</i> Creatures can't approach you.				<i>Target:</i> 150 ft. radius emanation centered on you				
□□□□	Restoration, Greater	21	Will negates (harmless)	10 minutes	Instantaneous	Touch	V, S, XP	Yes (harmless)	Conjuration (Healing)
	<i>Effect:</i> As restoration, plus restores all levels and ability scores.				<i>Target:</i> Creature touched				
□□□□	Resurrection	21	None; see text	10 minutes	Instantaneous	Touch	V, S, M, DF	Yes (harmless)	Conjuration (Healing)
	<i>Effect:</i> Fully restore dead subject.				<i>Target:</i> Dead creature touched				
□□□□	Scrying, Greater	21	Will negates	1 standard action	15 hours	See text	V, S	Yes	Divination (Scrying)
	<i>Effect:</i> As scrying, but faster and longer.				<i>Target:</i> Magical sensor				
□□□□	Summon Monster VII	21	None	1 round	15 rounds [D]	Close (60 Feet)	V, S, F/DF	No	Conjuration (Summoning)
	<i>Effect:</i> Calls extraplanar creature to fight for you.				<i>Target:</i> One or more summoned creatures, no two of which can be more than 30 ft. apart				
□□□□	Symbol of Stunning	21	Will negates	10 minutes	See text	0 ft.; see text	V, S, M	Yes	Enchantment (Compulsion) [Mind-Affecting]
	<i>Effect:</i> Triggered rune stuns nearby creatures.				<i>Target:</i> One symbol				
□□□□	Symbol of Weakness	21	Fortitude negates	10 minutes	See text	0 ft.; see text	V, S, M	Yes	Necromancy [Death]
	<i>Effect:</i> Triggered rune weakens nearby creatures.				<i>Target:</i> One symbol				
□□□□	Word of Chaos	21	None or Will negates; see text	1 standard action	Instantaneous	40 ft.	V	Yes	Evocation [Chaotic, Sonic]
	<i>Effect:</i> Kills, confuses, stuns, or deafens nonchaotic subjects.				<i>Target:</i> Nonchaotic creatures in a 40-ft.-radius spread centered on you				

## LEVEL 8

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	
□□□□	Antimagic Field	22	None	1 standard action	150 minutes [D]	10 ft.	V, S, M/DF	See text	Abjuration
	<i>Effect:</i> Negates magic within 10 ft.				<i>Target:</i> 10-ft.-radius emanation, centered on you				
□□□□	Cloak of Chaos	22	See text	1 standard action	15 rounds [D]	20 ft.	V, S, F	Yes (harmless)	Abjuration [Chaotic]
	<i>Effect:</i> +4 to AC, +4 resistance, and SR 25 against lawful spells.				<i>Target:</i> 15 creatures in a 20-ft.-radius burst centered on you				
□□□□	Create Greater Undead	22	None	1 hour	Instantaneous	Close (60 Feet)	V, S, M	No	Necromancy [Evil]
	<i>Effect:</i> Create shadows, wraiths, spectres, or devourers.				<i>Target:</i> One corpse				
□□□□	Cure Critical Wounds, Mass	22	Will half (harmless) or Will half; see text	1 standard action	Instantaneous	Close (60 Feet)	V, S	Yes (harmless) or Yes; see text	Conjuration (Healing)
	<i>Effect:</i> Cures 4d8+15 damage for many creatures.				<i>Target:</i> 15 creatures, no two of which can be more than 30 ft. apart				
□□□□	Dimensional Lock	22	None	1 standard action	15 days	Medium (250 Feet)	V, S	Yes	Abjuration
	<i>Effect:</i> Teleportation and interplanar travel blocked for 15 days.				<i>Target:</i> 20-ft.-radius emanation centered on a point in space				
□□□□	Discern Location	22	None	10 minutes	Instantaneous	Unlimited	V, S, DF	No	Divination
	<i>Effect:</i> Reveals exact location of creature or object.				<i>Target:</i> One creature or object				
□□□□	Earthquake	22	See text	1 standard action	15 round	Long (1000 Feet)	V, S, DF	No	Evocation [Earth]
	<i>Effect:</i> Intense tremor shakes 75 ft. radius.				<i>Target:</i> 80-ft.-radius spread [S]				
□□□□	Fire Storm	22	Reflex half	1 round	Instantaneous	Medium (250 Feet)	V, S	Yes	Evocation [Fire]
	<i>Effect:</i> Deals 15d6 fire damage.				<i>Target:</i> 30 10-ft. cubes [S]				
□□□□	Holy Aura	22	See text	1 standard action	15 rounds [D]	20 ft.	V, S, F	Yes (harmless)	Abjuration [Good]
	<i>Effect:</i> +4 to AC, +4 resistance, and SR 25 against evil spells.				<i>Target:</i> 15 creatures in a 20-ft.-radius burst centered on you				
□□□□	Inflict Critical Wounds, Mass	22	Will half	1 standard action	Instantaneous	Close (60 Feet)	V, S	Yes	Necromancy
	<i>Effect:</i> Deals 4d8+15 damage to many creatures.				<i>Target:</i> 15 creatures, no two of which can be more than 30 ft. apart				
□□□□	**Mind Blank	22	Will negates (harmless)	1 standard action	24 hours	Close (25 Feet)	V, S	Yes (harmless)	Abjuration
	<i>Effect:</i> Subject is immune to mental/emotional magic and scrying.				<i>Target:</i> One creature				
□□□□	Planar Ally, Greater	22	None	10 minutes	Instantaneous	Close (60 Feet)	V, S, DF, XP	No	Conjuration (Calling)
	<i>Effect:</i> As lesser planar ally, but up to 18 HD.				<i>Target:</i> Up to three called elementals or outsiders, totaling no more than 18 HD, no two of which can be more than 30 ft. apart when they appear.				
□□□□	Planar Ally (Lesser)	22	None	10 minutes	Instantaneous	Close (60 Feet)	V, S, DF, XP	No	Conjuration (Calling)
	<i>Effect:</i> As lesser planar ally, but up to 18 HD.				<i>Target:</i> One called elemental or outsider of 6 HD or less				
□□□□	Shield of Law	22	See text	1 standard action	15 rounds [D]	20 ft.	V, S, F	Yes (harmless)	Abjuration [Lawful]
	<i>Effect:</i> +4 to AC, +4 resistance, and SR 25 against chaotic spells.				<i>Target:</i> 15 creatures in a 20-ft.-radius burst centered on you				
□□□□	Spell Immunity, Greater	22	Will negates (harmless)	1 standard action	150 minutes	Touch	V, S, DF	Yes (harmless)	Abjuration
	<i>Effect:</i> As spell immunity, but up to 8th-level spells.				<i>Target:</i> Creature touched				
□□□□	Summon Monster VIII	22	None	1 round	15 rounds [D]	Close (60 Feet)	V, S, F/DF	No	Conjuration (Summoning)
	<i>Effect:</i> Calls extraplanar creature to fight for you.				<i>Target:</i> One or more summoned creatures, no two of which can be more than 30 ft. apart				
□□□□	Symbol of Death	22	Fortitude negates	10 minutes	See text	0 ft.; see text	V, S, M	Yes	Necromancy [Death]
	<i>Effect:</i> Triggered rune slays nearby creatures.				<i>Target:</i> One symbol				
□□□□	Symbol of Insanity	22	Will negates	10 minutes	See text	0 ft.; see text	V, S, M	Yes	Enchantment (Compulsion) [Mind-Affecting]
	<i>Effect:</i> Triggered rune renders nearby creatures insane.				<i>Target:</i> One symbol				

\* =Domain/Specialty Spell

## Cleric Spells

□□□□□	<b>Unholy Aura</b>	22	See text	1 standard action	15 rounds [D]	20 ft.	V, S, F	Yes (harmless)	Abjuration [Evil]
	<i>Effect: +4 to AC, +4 resistance, and SR 25 against good spells.</i>								<i>Target: 15 creatures in a 20-ft.-radius burst centered on you</i>
□□□□□	<b>**Whirlwind</b>	22	Reflex negates; see text	1 standard action	15 rounds [D]	Long (400 Feet)	V, S, DF	Yes	Evocation [Air]
	<i>Effect: Cyclone deals damage and can pick up creatures.</i>								<i>Target: Cyclone 10 ft. wide at base, 30 ft. wide at top, and 30 ft. tall</i>

\* =Domain/Speciality Spell