

Jethis Male Human Clr17

NAME	
Clr17	272000
CLASS	EXPERIENCE
17	153000
TCL	NEXT LEVEL

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP SCORE	TEMP MODIFIER
<b>STR</b> Strength	13	+1	13	+1
<b>DEX</b> Dexterity	12	+1	12	+1
<b>CON</b> Constitution	18	+4	18	+4
<b>INT</b> Intelligence	12	+1	12	+1
<b>WIS</b> Wisdom	19	+4	19	+4
<b>CHA</b> Charisma	18	+4	18	+4

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC MODIFIER	TEMP MODIFIER	conditional modifiers
<b>FORTITUDE</b> (constitution)	+14	= +10	+ +4	+ +0	+ +0	+	
<b>REFLEX</b> (dexterity)	+6	= +5	+ +1	+ +0	+ +0	+	
<b>WILLPOWER</b> (wisdom)	+14	= +10	+ +4	+ +0	+ +0	+	

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

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
	+13/+8/+3	1d3+1	20/x2

ARMOR	TYPE	AC	MAXDEX	CHECK	SPELL FAILURE
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EQUIPMENT				
ITEM	LOCATION	QTY	WT	COST
Outfit (Explorer's)	Equipped	1	8.0	0.0
TOTAL WEIGHT CARRIED/VALUE			0.0 lbs	0.0 gp

WEIGHT ALLOWANCE					
Light	50.0	Medium	100.0	Heavy	150.0
Lift over head	150.0	Lift off ground	300.0	Push / Drag	750.0

FEATS	
Brew Potion	See Text
Enlarge Spell	See Text
Extend Spell	See Text
Extra Turning (1x)	See Text
Heighten Spell	See Text
Improved Turning	See Text
Skill Focus (Craft (Stonemasonry))	See Text

DOMAINS	
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
Fire	Turn or destroy water creatures as a good cleric turns undead. Rebuke, command, or bolster fire 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.

NPC

PLAYERNAME	
Human	Medium
RACE	SIZE
0	Male
AGE	GENDER

HP	hit points	136	WOUNDS/CURRENT HP
AC	armor class	11	10 : 11 : 10 = 0
TOTAL : FLAT : TOUCH = BASE			

INITIATIVE	modifier	+1	= +1 + +0
TOTAL DEX MODIFIER MISC MODIFIER			

BASE ATTACK	bonus	+12/+7/+2
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None	DEITY
5'2"	140 lbs
HEIGHT	WEIGHT
EYES	HAIR

SUBDUAL DAMAGE	DAMAGE REDUCTION	SPEED
		Walk 30'
ARMOR BONUS	SHIELD BONUS	ARCANE SPELL FAILURE
0	0	0
STAT MODIFIER	SIZE MODIFIER	ARMOR CHECK PENALTY
1	0	+0
NATURAL ARMOR MODIFIER	MISC MODIFIER	SPELL RESISTANCE
0	0	0
MISS CHANCE		

SKILLS					MAX RANKS	20/10
SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER	
Craft (Alchemy)	INT	16	= 1	+ 15.0	+	
Craft (Stonemasonry)	INT	16	= 1	+ 15.0	+	
✓ Diplomacy	CHA	23	= 4	+ 19.0	+	
Knowledge (The Planes)	INT	15	= 1	+ 14.0	+	
Profession (Miner)	WIS	21	= 4	+ 17.0	+	
			=	+	+	

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

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

SPECIAL ABILITIES	
Spontaneous casting	
Turn Undead 15/day (turn level 18) (turn damage 2d6+21)	

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, Terran	

# 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	6+1	6+1	6+1	6+1	4+1	4+1	3+1	2+1	1+1

## LEVEL 0

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□ Create Water <i>Effect:</i> Creates 34 gallons of pure water.	14	None	1 standard action	Instantaneous	Close (65 Feet)	V, S	No	Conjuration (Creation) [Water]
□□□□ Cure Minor Wounds <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)
□□□□ Detect Magic <i>Effect:</i> Detects spells and magic items within 60 ft.	14	None	1 standard action	<i>Target:</i> Creature touched Instantaneous	60 ft.	V, S	No	Divination
□□□□ Detect Poison <i>Effect:</i> Detects poison in one creature or small object.	14	None	1 standard action	<i>Target:</i> Cone-shaped emanation Instantaneous	Close (65 Feet)	V, S	No	Divination
□□□□ Guidance <i>Effect:</i> +1 on one attack roll, saving throw, or skill check.	14	Will negates (harmless)	1 standard action	<i>Target:</i> One creature, one object, or a 5-ft. cube 17 minute or until discharged	Touch	V, S	Yes	Divination
□□□□ Inflict Minor Wounds <i>Effect:</i> Touch attack, 1 point of damage.	14	Will negates	1 standard action	<i>Target:</i> Creature touched Instantaneous	Touch	V, S	Yes	Necromancy
□□□□ Light <i>Effect:</i> Object shines like a torch.	14	None	1 standard action	<i>Target:</i> Creature touched 170 minutes [D]	Touch	V, M/DF	No	Evocation [Light]
□□□□ Mending <i>Effect:</i> Makes minor repairs on an object.	14	Will negates (harmless, object)	1 standard action	<i>Target:</i> Object touched Instantaneous	10 ft.	V, S	Yes (harmless, object)	Transmutation
□□□□ Purify Food and Drink <i>Effect:</i> Purifies 17 cu. ft. of food or water.	14	Will negates (object)	1 standard action	<i>Target:</i> One object of up to 1 lb. Instantaneous	10 ft.	V, S	Yes (object)	Transmutation
□□□□ Read Magic <i>Effect:</i> Read scrolls and spellbooks.	14	None	1 standard action	<i>Target:</i> 17 cu. ft. of contaminated food and water 170 minutes	Personal	V, S, F	No	Divination
□□□□ Resistance <i>Effect:</i> Subject gains +1 on saving throws.	14	Will negates (harmless)	1 standard action	<i>Target:</i> You 17 minute	Touch	V, S, M/DF	Yes (harmless)	Abjuration
□□□□ Virtue <i>Effect:</i> Subject gains 1 temporary hp.	14	Fortitude negates (harmless)	1 standard action	<i>Target:</i> Creature touched 17 minutes	Touch	V, S, DF	Yes (harmless)	Transmutation

## LEVEL 1

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□ Bane <i>Effect:</i> Enemies take -1 on attack rolls and saves against fear.	15	Will negates	1 standard action	17 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.	15	None	1 standard action	17 minutes	50 ft.	V, S, DF	Yes (harmless)	Enchantment (Compulsion) [Mind-Affecting]
□□□□ Bless Water <i>Effect:</i> Makes holy water.	15	Will negates (object)	1 minute	<i>Target:</i> The caster and all allies within a 50-ft. burst, centered on the caster Instantaneous	Touch	V, S, M	Yes (object)	Transmutation [Good]
□□□□ **Burning Hands <i>Effect:</i> 5d4 fire damage	15	Reflex half	1 standard action	<i>Target:</i> Flask of water touched Instantaneous	15 ft.	V, S	Yes	Evocation [Fire]
□□□□ Cause Fear <i>Effect:</i> One creature of 5 HD or less flees for 1d4 rounds.	15	Will partial	1 standard action	<i>Target:</i> Cone-shaped burst 1d4 rounds or 1 round; see text	Close (65 Feet)	V, S	Yes	Necromancy [Fear, Mind-Affecting]
□□□□ Command <i>Effect:</i> One subject obeys selected command for 1 round.	15	Will negates	1 standard action	<i>Target:</i> One living creature with 5 or fewer HD 17 round	Close (65 Feet)	V	Yes	Enchantment (Compulsion) [Language-Dependent, Mind-Affecting]
□□□□ Comprehend Languages <i>Effect:</i> You understand all spoken and written languages.	15	None	1 standard action	<i>Target:</i> One living creature 170 minutes	Personal	V, S, M/DF	No	Divination
□□□□ Cure Light Wounds <i>Effect:</i> Cures 1d8+5 damage	15	Will half (harmless); see text	1 standard action	<i>Target:</i> You Instantaneous	Touch	V, S	Yes (harmless); see text	Conjuration (Healing)
□□□□ Curse Water <i>Effect:</i> Makes unholy water.	15	Will negates (object)	1 minute	<i>Target:</i> Creature touched Instantaneous	Touch	V, S, M	Yes (object)	Necromancy [Evil]
□□□□ Deathwatch <i>Effect:</i> Reveals how near death subjects within 30 ft. are.	15	None	1 standard action	<i>Target:</i> Flask of water touched 170 minutes	30 ft.	V, S	No	Necromancy [Evil]
□□□□ Detect Chaos <i>Effect:</i> Reveals creatures, spells, or objects of selected alignment.	15	None	1 standard action	<i>Target:</i> Cone-shaped emanation 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.	15	None	1 standard action	<i>Target:</i> Cone-shaped emanation 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.	15	None	1 standard action	<i>Target:</i> Cone-shaped emanation 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.	15	None	1 standard action	<i>Target:</i> Cone-shaped emanation Concentration, up to 10 minutes [D]	60 ft.	V, S, DF	No	Divination
□□□□ Detect Undead <i>Effect:</i> Reveals undead within 60 ft.	15	None	1 standard action	<i>Target:</i> Cone-shaped emanation Concentration, up to 17 minutes [D]	60 ft.	V, S, M/DF	No	Divination
□□□□ Divine Favor <i>Effect:</i> You gain +5 on attack and damage rolls.	15	None	1 standard action	<i>Target:</i> Cone-shaped emanation 1 minute	Personal	V, S, DF	No	Evocation
□□□□ Doom <i>Effect:</i> One subject takes -2 on attack rolls, damage rolls, saves, and checks.	15	Will negates	1 standard action	<i>Target:</i> You 17 minutes	Medium (270 Feet)	V, S, DF	Yes	Necromancy [Fear, Mind-Affecting]
□□□□ Endure Elements <i>Effect:</i> Exist comfortably in hot or cold environments.	15	Will negates (harmless)	1 standard action	<i>Target:</i> One living creature 24 hours	Touch	V, S	Yes (harmless)	Abjuration
□□□□ Entropic Shield <i>Effect:</i> Ranged attacks against you have 20% miss chance.	15	None	1 standard action	<i>Target:</i> Creature touched 17 minutes [D]	Personal	V, S	No	Abjuration
□□□□ Hide from Undead <i>Effect:</i> Undead can't perceive 17 subjects.	15	Will negates (harmless); see text	1 standard action	<i>Target:</i> You 170 minutes [D]	Touch	V, S, DF	Yes	Abjuration
□□□□ Inflict Light Wounds <i>Effect:</i> Touch deals 1d8+5 damage	15	Will half	1 standard action	<i>Target:</i> 17 touched creatures Instantaneous	Touch	V, S	Yes	Necromancy
□□□□ Magic Stone <i>Effect:</i> Three stones gain +1 on attack rolls, deal 1d6+1 damage.	15	Will negates (harmless, object)	1 standard action	<i>Target:</i> Creature touched 30 minutes or until discharged	Touch	V, S, DF	Yes (harmless, object)	Transmutation
□□□□ Magic Weapon <i>Effect:</i> Weapon gains +1 bonus.	15	Will negates (harmless, object)	1 standard action	<i>Target:</i> Up to three pebbles touched 17 minutes	Touch	V, S, DF	Yes (harmless, object)	Transmutation
□□□□ *Obscuring Mist <i>Effect:</i> Fog surrounds you.	15	None	1 standard action	<i>Target:</i> Weapon touched 17 minutes	20 ft.	V, S	No	Conjuration (Creation)

\* =Domain/Specialty Spell

## Cleric Spells

Obscuring Mist	15	None	1 standard action	17 minutes	20 ft.	V, S	No	Conjuration (Creation)
<i>Effect:</i> Fog surrounds you.				<i>Target:</i> Cloud spreads in 20-ft. radius from you, 20 ft. high				
Protection from Chaos	15	Will negates (harmless)	1 standard action	17 minutes [D]	Touch	V, S, M/DF	No; see text	Abjuration [Lawful]
<i>Effect:</i> +2 to AC and saves, counter mind control, hedge out elementals and outsiders.				<i>Target:</i> Creature touched				
Protection from Evil	15	Will negates (harmless)	1 standard action	17 minutes [D]	Touch	V, S, M/DF	No; see text	Abjuration [Good]
<i>Effect:</i> +2 to AC and saves, counter mind control, hedge out elementals and outsiders.				<i>Target:</i> Creature touched				
Protection from Good	15	Will negates (harmless)	1 standard action	17 minutes [D]	Touch	V, S, M/DF	No; see text	Abjuration [Evil]
<i>Effect:</i> +2 to AC and saves, counter mind control, hedge out elementals and outsiders.				<i>Target:</i> Creature touched				
Protection from Law	15	Will negates (harmless)	1 standard action	17 minutes [D]	Touch	V, S, M/DF	No; see text	Abjuration [Chaotic]
<i>Effect:</i> +2 to AC and saves, counter mind control, hedge out elementals and outsiders.				<i>Target:</i> Creature touched				
Remove Fear	15	Will negates (harmless)	1 standard action	170 minutes; see text	Close (65 Feet)	V, S	Yes (harmless)	Abjuration
<i>Effect:</i> Suppresses fear or gives +4 on saves against fear for 5 subjects				<i>Target:</i> 5 creatures, no two of which can be more than 30 ft. apart				
Sanctuary	15	Will negates	1 standard action	17 rounds	Touch	V, S, DF	No	Abjuration
<i>Effect:</i> Opponents can't attack you, and you can't attack.				<i>Target:</i> Creature touched				
Shield of Faith	15	Will negates (harmless)	1 standard action	17 minutes	Touch	V, S, M	Yes (harmless)	Abjuration
<i>Effect:</i> Aura grants +4 deflection bonus.				<i>Target:</i> Creature touched				
Summon Monster I	15	None	1 round	17 rounds [D]	Close (65 Feet)	V, S, F/DF	No	Conjuration (Summoning)
<i>Effect:</i> Calls extraplanar creature to fight for you.				<i>Target:</i> One summoned creature				

## LEVEL 2

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
Aid	16	None	1 standard action	17 minutes	Touch	V, S, DF	Yes (harmless)	Enchantment (Compulsion) [Mind-Affecting]
<i>Effect:</i> +1 on attack rolls, +1 against fear, 1d8+10 temporary hp.				<i>Target:</i> Living creature touched				
Align Weapon	16	Will negates (harmless, object)	1 standard action	17 minutes	Touch	V, S, DF	Yes (harmless, object)	Transmutation
<i>Effect:</i> Weapon becomes good, evil, lawful, or chaotic.				<i>Target:</i> Weapon touched or fifty projectiles [all of which must be in contact with each other at the time of casting]				
Augury	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				
Bear's Endurance	16	Will negates (harmless)	1 standard action	17 minutes	Touch	V, S, DF	Yes	Transmutation
<i>Effect:</i> Subject gains +4 to Con for 17 minutes.				<i>Target:</i> Creature touched				
Bull's Strength	16	Will negates (harmless)	1 standard action	17 minutes	Touch	V, S, M/DF	Yes (harmless)	Transmutation
<i>Effect:</i> Subject gains +4 to Str for 17 minutes.				<i>Target:</i> Creature touched				
Calm Emotions	16	Will negates	1 standard action	Concentration, up to 17 rounds	Medium (270 Feet)	V, S, DF	Yes	Enchantment (Compulsion) [Mind-Affecting]
<i>Effect:</i> Calms creatures, negating emotion effects.				<i>Target:</i> Creatures in a 20-ft.-radius spread				
Consecrate	16	None	1 standard action	34 hours	Close (65 Feet)	V, S, M, DF	No	Evocation [Good]
<i>Effect:</i> Fills area with positive energy, making undead weaker.				<i>Target:</i> 20-ft.-radius emanation				
Cure Moderate Wounds	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				
Darkness	16	None	1 standard action	170 minutes [D]	Touch	V, M/DF	No	Evocation [Darkness]
<i>Effect:</i> 20-ft. radius of supernatural shadow.				<i>Target:</i> Object touched				
Death Knell	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				
Delay Poison	16	Fortitude negates (harmless)	1 standard action	17 hours	Touch	V, S, DF	Yes (harmless)	Conjuration (Healing)
<i>Effect:</i> Stops poison from harming subject for 17 hours.				<i>Target:</i> Creature touched				
Desecrate	16	None	1 standard action	34 hours	Close (65 Feet)	V, S, M, DF	Yes	Evocation [Evil]
<i>Effect:</i> Fills area with negative energy, making undead stronger.				<i>Target:</i> 20-ft.-radius emanation				
Eagle's Splendor	16	Will negates (harmless)	1 standard action	17 minutes	Touch	V, S, M/DF	Yes	Transmutation
<i>Effect:</i> Subject gains +4 to Cha for 17 minutes.				<i>Target:</i> Creature touched				
Enthrall	16	Will negates; see text	1 round	17 hour or less	Medium (270 Feet)	V, S	Yes	Enchantment (Charm)
<i>Effect:</i> Captivates all within 270 ft.				<i>Target:</i> Any number of creatures				
Find Traps	16	None	1 standard action	17 minutes	Personal	V, S	No	Divination
<i>Effect:</i> Notice traps as a rogue does.				<i>Target:</i> You				
Gentle Repose	16	Will negates (object)	1 standard action	17 days	Touch	V, S, M/DF	Yes (object)	Necromancy
<i>Effect:</i> Preserves one corpse.				<i>Target:</i> Corpse touched				
Hold Person	16	Will negates; see text	1 standard action	17 rounds [D]; see text	Medium (270 Feet)	V, S, F/DF	Yes	Enchantment (Compulsion) [Mind-Affecting]
<i>Effect:</i> Paralyzes one humanoid for 17 rounds.				<i>Target:</i> One humanoid creature				
Inflict Moderate Wounds	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				
Make Whole	16	Will negates (harmless, object)	1 standard action	Instantaneous	Close (65 Feet)	V, S	Yes (harmless, object)	Transmutation
<i>Effect:</i> Repairs an object.				<i>Target:</i> One object of up to 170 cu. ft				
Owl's Wisdom	16	Will negates (harmless)	1 standard action	17 minutes	Touch	V, S, M/DF	Yes	Transmutation
<i>Effect:</i> Subject gains +4 to Wis for 17 minutes.				<i>Target:</i> Creature touched				
**Produce Flame	16	None	1 standard action	17 minutes [D]	0 ft.	V, S	Yes	Evocation [Fire]
<i>Effect:</i> 1d6+17 damage, touch or thrown.				<i>Target:</i> Flame in your palm				
Remove Paralysis	16	Will negates (harmless)	1 standard action	Instantaneous	Close (65 Feet)	V, S	Yes (harmless)	Conjuration (Healing)
<i>Effect:</i> Frees one or more creatures from paralysis or slow effect.				<i>Target:</i> Up to four creatures, no two of which can be more than 30 ft. apart				
Resist Energy	16	Fortitude negates (harmless)	1 standard action	170 minutes	Touch	V, S, DF	Yes (harmless)	Abjuration
<i>Effect:</i> Ignores first 10 [or more] points of damage/attack from specified energy type.				<i>Target:</i> Creature touched				
Restoration, Lesser	16	Will negates (harmless)	3 rounds	Instantaneous	Touch	V, S	Yes (harmless)	Conjuration (Healing)
<i>Effect:</i> Dispers magical ability penalty or repairs 1d4 ability damage.				<i>Target:</i> Creature touched				
Shatter	16	Will negates (object); Will negates (object) or Fortitude half; see text	1 standard action	Instantaneous	Close (65 Feet)	V, S, M/DF	Yes (object)	Evocation [Sonic]
<i>Effect:</i> Sonic vibration damages objects or crystalline creatures.				<i>Target:</i> 5-ft.-radius spread; or one solid object or one crystalline creature				
Shield Other	16	Will negates (harmless)	1 standard action	17 hours [D]	Close (65 Feet)	V, S, F	Yes (harmless)	Abjuration
<i>Effect:</i> You take half of subject's damage.				<i>Target:</i> One creature				
Silence	16	Will negates; see text or none (object)	1 standard action	17 minutes [D]	Long (1080 Feet)	V, S	Yes; see text or no (object)	Illusion (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				
Sound Burst	16	Fortitude partial	1 standard action	Instantaneous	Close (65 Feet)	V, S, F/DF	Yes	Evocation [Sonic]
<i>Effect:</i> Deals 1d8 sonic damage to subjects; may stun them.				<i>Target:</i> 10-ft.-radius spread				
Spiritual Weapon	16	None	1 standard action	17 rounds [D]	Medium (270 Feet)	V, S, DF	Yes	Evocation [Force]
<i>Effect:</i> Magical weapon attacks on its own.				<i>Target:</i> Magic weapon of force				
Status	16	Will negates (harmless)	1 standard action	17 hours	Touch	V, S	Yes (harmless)	Divination
<i>Effect:</i> Monitors condition, position of allies.				<i>Target:</i> 5 living creatures touched				
Summon Monster II	16	None	1 round	17 rounds [D]	Close (65 Feet)	V, S, F/DF	No	Conjuration (Summoning)
<i>Effect:</i> Calls extraplanar creature to fight for you.				<i>Target:</i> One or more summoned creatures, no two of which can be more than 30 ft. apart				
Undetectable Alignment	16	Will negates (object)	1 standard action	24 hours	Close (65 Feet)	V, S	Yes (object)	Abjuration
<i>Effect:</i> Conceals alignment for 24 hours.				<i>Target:</i> One creature or object				

\* =Domain/Specialty Spell

## Cleric Spells

*****	<b>**Wind Wall</b>	16	None; see text	1 standard action	17 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 170 ft. long and 85 ft. high [S]			
*****	<b>Zone of Truth</b>	16	Will negates	1 standard action	17 minutes	Close (65 Feet)	V, S, DF	Yes	Enchantment (Compulsion) [Mind-Affecting]
	<i>Effect:</i> Subjects within range cannot lie.					<i>Target:</i> 20-ft.-radius emanation			

## LEVEL 3

	Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
*****	<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 (270 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			
*****	<b>Create Food and Water</b>	17	None	10 minutes	24 hours; see text	Close (65 Feet)	V, S	No	Conjuration (Creation)
	<i>Effect:</i> Feeds 51 humans or 17 horse.					<i>Target:</i> Food and water to sustain 51 humans or 17 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	170 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	17 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 (270 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	34 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 85 sq. ft			
*****	<b>Helping Hand</b>	17	None	1 standard action	17 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	17 minutes [D]	Personal	V, S	No	Evocation
	<i>Effect:</i> Dispel invisibility within 85 ft					<i>Target:</i> You			
*****	<b>Locate Object</b>	17	None	1 standard action	17 minutes	Long (1080 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 1080 ft.			
*****	<b>Magic Circle against Chaos</b>	17	Will negates (harmless)	1 standard action	170 minutes	Touch	V, S, M/DF	No; see text	Abjuration [Lawful]
	<i>Effect:</i> As protection spells, but 10-ft. radius and 170 minutes.					<i>Target:</i> 10-ft.-radius emanation from touched creature			
*****	<b>Magic Circle against Evil</b>	17	Will negates (harmless)	1 standard action	170 minutes	Touch	V, S, M/DF	No; see text	Abjuration [Good]
	<i>Effect:</i> As protection spells, but 10-ft. radius and 170 minutes.					<i>Target:</i> 10-ft.-radius emanation from touched creature			
*****	<b>Magic Circle against Good</b>	17	Will negates (harmless)	1 standard action	170 minutes	Touch	V, S, M/DF	No; see text	Abjuration [Evil]
	<i>Effect:</i> As protection spells, but 10-ft. radius and 170 minutes.					<i>Target:</i> 10-ft.-radius emanation from touched creature			
*****	<b>Magic Circle against Law</b>	17	Will negates (harmless)	1 standard action	170 minutes	Touch	V, S, M/DF	No; see text	Abjuration [Chaotic]
	<i>Effect:</i> As protection spells, but 10-ft. radius and 170 minutes.					<i>Target:</i> 10-ft.-radius emanation from touched creature			
*****	<b>Magic Vestment</b>	17	Will negates (harmless, object)	1 standard action	17 hours	Touch	V, S, DF	Yes (harmless, object)	Transmutation
	<i>Effect:</i> Armor or shield gains 4 enhancement					<i>Target:</i> Armor or shield touched			
*****	<b>Meld into Stone</b>	17	None	1 standard action	170 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 1700 lbs			
*****	<b>Prayer</b>	17	None	1 standard action	17 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	170 minutes or until discharged	Touch	V, S, DF	Yes (harmless)	Abjuration
	<i>Effect:</i> Absorb 204 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>**Resist Energy</b>	17	Fortitude negates (harmless)	1 standard action	170 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>Searing Light</b>	17	None	1 standard action	Instantaneous	Medium (270 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	17 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> Sculpt stone into any shape.					<i>Target:</i> Stone or stone object touched, up to 27 cu. ft.			
*****	<b>Summon Monster III</b>	17	None	1 round	17 rounds [D]	Close (65 Feet)	V, S, F/DF	No	Conjuration (Summoning)
	<i>Effect:</i> Calls extraplanar creature to fight for you.					<i>Target:</i> One or more summoned creatures, no two of which can be more than 30 ft. apart			
*****	<b>Water Breathing</b>	17	Will negates (harmless)	1 standard action	34 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	170 minutes [D]	Touch	V, S, DF	Yes (harmless)	Transmutation [Water]
	<i>Effect:</i> Subject treads on water as if solid.					<i>Target:</i> 17 touched creatures			
*****	<b>Wind Wall</b>	17	None; see text	1 standard action	17 rounds	Medium (270 Feet)	V, S, M/DF	Yes	Evocation [Air]
	<i>Effect:</i> Deflects arrows, smaller creatures, and gases.					<i>Target:</i> Wall up to 170 ft. long and 85 ft. high [S]			

## LEVEL 4

	Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
*****	<b>*Air Walk</b>	18	None	1 standard action	170 minutes	Touch	V, S, DF	Yes (harmless)	Transmutation [Air]
	<i>Effect:</i> Subject treads on air as if solid [climb at 45-degree angle].					<i>Target:</i> Creature [Gargantuan or smaller] touched			
*****	<b>Air Walk</b>	18	None	1 standard action	170 minutes	Touch	V, S, DF	Yes (harmless)	Transmutation [Air]
	<i>Effect:</i> Subject treads on air as if solid [climb at 45-degree angle].					<i>Target:</i> Creature [Gargantuan or smaller] touched			
*****	<b>Control Water</b>	18	None; see text	1 standard action	170 minutes [D]	Long (1080 Feet)	V, S, M/DF	No	Transmutation [Water]
	<i>Effect:</i> Raises or lowers bodies of water.					<i>Target:</i> Water in a volume of 170 ft by 170 ft by 34 ft [S]			
*****	<b>Cure Critical Wounds</b>	18	Will half (harmless); see text	1 standard action	Instantaneous	Touch	V, S	Yes (harmless); see	Conjuration (Healing)

\* =Domain/Specialty Spell

# Cleric Spells

									text
	<i>Effect:</i> Cures 4d8+17 damage.				<i>Target:</i> Creature touched				
☐☐☐☐☐	<b>Death Ward</b>	18	Will negates (harmless)	1 standard action	17 minutes	Touch	V, S, DF	Yes (harmless)	Necromancy
	<i>Effect:</i> Grants immunity to death spells and negative energy effects.				<i>Target:</i> Living creature touched				
☐☐☐☐☐	<b>Dimensional Anchor</b>	18	None	1 standard action	17 minutes	Medium (270 Feet)	V, S	Yes (object)	Abjuration
	<i>Effect:</i> Bars extradimensional movement.				<i>Target:</i> Ray				
☐☐☐☐☐	<b>Discern Lies</b>	18	Will negates	1 standard action	Concentration, up to 17 rounds	Close (65 Feet)	V, S, DF	No	Divination
	<i>Effect:</i> Reveals deliberate falsehoods.				<i>Target:</i> 17 creatures, no two of which can be more than 30 ft. apart				
☐☐☐☐☐	<b>Dismissal</b>	18	Will negates; see text	1 standard action	Instantaneous	Close (65 Feet)	V, S, DF	Yes	Abjuration
	<i>Effect:</i> Forces a creature to return to native plane.				<i>Target:</i> One extraplanar creature				
☐☐☐☐☐	<b>Divination</b>	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				
☐☐☐☐☐	<b>Divine Power</b>	18	None	1 standard action	17 rounds	Personal	V, S, DF	No	Evocation
	<i>Effect:</i> You gain attack bonus, +6 to Str, and 17 hps.				<i>Target:</i> You				
☐☐☐☐☐	<b>Freedom of Movement</b>	18	Will negates (harmless)	1 standard action	170 minutes	Personal or touch	V, S, M, DF	Yes (harmless)	Abjuration
	<i>Effect:</i> Subject moves normally despite impediments.				<i>Target:</i> You or creature touched				
☐☐☐☐☐	<b>Giant Vermin</b>	18	None	1 standard action	17 minutes	Close (65 Feet)	V, S, DF	Yes	Transmutation
	<i>Effect:</i> Turns centipedes, scorpions, or spiders into giant vermin.				<i>Target:</i> Up to three vermin, no two of which can be more than 30 ft. apart				
☐☐☐☐☐	<b>Imbue with Spell Ability</b>	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				
☐☐☐☐☐	<b>Inflict Critical Wounds</b>	18	Will half	1 standard action	Instantaneous	Touch	V, S	Yes	Necromancy
	<i>Effect:</i> Touch attack, 4d8+17 damage				<i>Target:</i> Creature touched				
☐☐☐☐☐	<b>Magic Weapon, Greater</b>	18	Will negates (harmless, object)	1 standard action	17 hours	Close (65 Feet)	V, S, M/DF	Yes (harmless, object)	Transmutation
	<i>Effect:</i> +1/four levels 5.				<i>Target:</i> One weapon or fifty projectiles [all of which must be in contact with each other at the time of casting]				
☐☐☐☐☐	<b>Neutralize Poison</b>	18	Will negates (harmless, object)	1 standard action	170 minutes	Touch	V, S, M/DF	Yes (harmless, object)	Conjuration (Healing)
	<i>Effect:</i> Immunizes subject against poison, detoxifies venom in or on subject.				<i>Target:</i> Creature or object of up to 17 cu. ft. touched				
☐☐☐☐☐	<b>Poison</b>	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				
☐☐☐☐☐	<b>Repel Vermin</b>	18	None or Will negates; see text	1 standard action	170 minutes [D]	10 ft.	V, S, DF	Yes	Abjuration
	<i>Effect:</i> Insects, spiders, and other vermin stay 10 ft. away.				<i>Target:</i> 10 ft. radius emanation centered on you				
☐☐☐☐☐	<b>Restoration</b>	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				
☐☐☐☐☐	<b>Sending</b>	18	None	10 minutes	17 round; see text	See text	V, S, M/DF	No	Evocation
	<i>Effect:</i> Delivers short message anywhere, instantly.				<i>Target:</i> One creature				
☐☐☐☐☐	<b>Spell Immunity</b>	18	Will negates (harmless)	1 standard action	170 minutes	Touch	V, S, DF	Yes (harmless)	Abjuration
	<i>Effect:</i> Subject is immune to one spell per four levels.				<i>Target:</i> Creature touched				
☐☐☐☐☐	<b>Summon Monster IV</b>	18	None	1 round	17 rounds [D]	Close (65 Feet)	V, S, F/DF	No	Conjuration (Summoning)
	<i>Effect:</i> Calls extraplanar creature to fight for you.				<i>Target:</i> One or more summoned creatures, no two of which can be more than 30 ft. apart				
☐☐☐☐☐	<b>Tongues</b>	18	Will negates (harmless)	1 standard action	170 minutes	Touch	V, M/DF	No	Divination
	<i>Effect:</i> Speak any language.				<i>Target:</i> Creature touched				
☐☐☐☐☐	<b>**Wall of Fire</b>	18	None	1 standard action	Concentration + 17 rounds	Medium (100 Feet)	V, S, M/DF	Yes	Evocation [Fire]
	<i>Effect:</i> Deals 2d4 fire damage out 10 ft. and 1d4 out 20 ft. Passing through wall deals 2d6+17 damage				<i>Target:</i> Opaque sheet of flame up to 340 ft. long or a ring of fire with a radius of up to 40 ft; either form 20 ft. high				

## LEVEL 5

	Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
☐☐☐☐☐	<b>Atonement</b>	19	None	1 hour	Instantaneous	Touch	V, S, M, F, Yes DF, XP		Abjuration
	<i>Effect:</i> Removes burden of misdeeds from subject.				<i>Target:</i> Living creature touched				
☐☐☐☐☐	<b>Break Enchantment</b>	19	See text	1 minute	Instantaneous	Close (65 Feet)	V, S	No	Abjuration
	<i>Effect:</i> Frees subjects from enchantments, alterations, curses, and petrification.				<i>Target:</i> Up to 17 creatures, all within 30 ft. of each other				
☐☐☐☐☐	<b>Command, Greater</b>	19	Will negates	1 standard action	17 rounds	Close (65 Feet)	V	Yes	Enchantment (Compulsion)
	<i>Effect:</i> As command, but affects 17 subjects.				<i>Target:</i> 17 creatures, no two of which can be more than 30 ft. apart				
☐☐☐☐☐	<b>Commune</b>	19	None	10 minutes	17 rounds	Personal	V, S, M, DF, XP	No	Divination
	<i>Effect:</i> Deity answers 17 yes-or-no questions.				<i>Target:</i> You				
☐☐☐☐☐	<b>**Control Winds</b>	19	Fortitude negates	1 standard action	170 minutes	40 ft./level	V, S	No	Transmutation [Air]
	<i>Effect:</i> Change wind direction and speed.				<i>Target:</i> 680 ft radius cylinder 40 ft. high				
☐☐☐☐☐	<b>Cure Light Wounds, Mass</b>	19	Will half (harmless) or Will half; see text	1 standard action	Instantaneous	Close (65 Feet)	V, S	Yes (harmless) or Yes; see text	Conjuration (Healing)
	<i>Effect:</i> Cures 1d8+17 damage for many creatures.				<i>Target:</i> 17 creatures, no two of which can be more than 30 ft. apart				
☐☐☐☐☐	<b>Dispel Chaos</b>	19	See text	1 standard action	17 rounds or until discharged, whichever comes first	Touch	V, S, DF	See text	Abjuration [Lawful]
	<i>Effect:</i> +4 bonus against attacks.				<i>Target:</i> You and a touched evil creature from another plane; or you and an enchantment or evil spell on a touched creature or object				
☐☐☐☐☐	<b>Dispel Evil</b>	19	See text	1 standard action	17 rounds or until discharged, whichever comes first	Touch	V, S, DF	See text	Abjuration [Good]
	<i>Effect:</i> +4 bonus against attacks.				<i>Target:</i> You and a touched evil creature from another plane; or you and an enchantment or evil spell on a touched creature or object				
☐☐☐☐☐	<b>Dispel Good</b>	19	See text	1 standard action	17 rounds or until discharged, whichever comes first	Touch	V, S, DF	See text	Abjuration [Evil]
	<i>Effect:</i> +4 bonus against attacks.				<i>Target:</i> You and a touched evil creature from another plane; or you and an enchantment or evil spell on a touched creature or object				
☐☐☐☐☐	<b>Dispel Law</b>	19	See text	1 standard action	17 rounds or until discharged, whichever comes first	Touch	V, S, DF	See text	Abjuration [Chaotic]
	<i>Effect:</i> +4 bonus against attacks.				<i>Target:</i> You and a touched evil creature from another plane; or you and an enchantment or evil spell on a touched creature or object				
☐☐☐☐☐	<b>Disrupting Weapon</b>	19	Will negates (harmless, object); see text	1 standard action	17 rounds	Touch	V, S	Yes (harmless, object)	Transmutation
	<i>Effect:</i> Melee weapon destroys undead.				<i>Target:</i> One melee weapon				
☐☐☐☐☐	<b>**Fire Shield</b>	19	None	1 standard action	17 rounds [D]	Personal	V, S, M/DF	No	Evocation
	<i>Effect:</i> Creatures attacking you take fire damage; you're protected from heat or cold.				<i>Target:</i> You				
☐☐☐☐☐	<b>Flame Strike</b>	19	Reflex half	1 standard action	Instantaneous	Medium (270 Feet)	V, S, DF	Yes	Evocation [Fire]
	<i>Effect:</i> Smite foes with divine fire for 17d6 damage.				<i>Target:</i> Cylinder 10				
☐☐☐☐☐	<b>Hallow</b>	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				
☐☐☐☐☐	<b>Inflict Light Wounds, Mass</b>	19	Will half	1 standard action	Instantaneous	Close (65 Feet)	V, S	Yes	Necromancy
	<i>Effect:</i> Deals 1d8+17 damage to many creatures.				<i>Target:</i> 17 creatures, no two of which can be more than 30 ft. apart				
☐☐☐☐☐	<b>Insect Plague</b>	19	None	1 round	17 minutes	Long (1080 Feet)	V, S, DF	No	Conjuration (Summoning)
	<i>Effect:</i> Locust swarms attack creatures.				<i>Target:</i> 5 swarms of locust, each of which must be adjacent to at least one other swarm				
☐☐☐☐☐	<b>Mark of Justice</b>	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				
☐☐☐☐☐	<b>Plane Shift</b>	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				
☐☐☐☐☐	<b>Raise Dead</b>	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 17 days ago.				<i>Target:</i> Dead creature touched				

\* =Domain/Specialty Spell

## Cleric Spells

Righteous Might	19	None	1 standard action	17 rounds [D]	Personal	V, S, DF	No	Transmutation
<i>Effect:</i> Your size increases, and you gain combat bonuses.				<i>Target:</i> You				
Scrying	19	Will negates	1 hour	17 minutes	See text	V, S, M/DF, F	Yes	Divination (Scrying)
<i>Effect:</i> Spies on subject from a distance.				<i>Target:</i> Magical sensor				
Slay Living	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	17 minutes	Touch	V, S, DF	Yes (harmless)	Abjuration
<i>Effect:</i> Subject gains SR 12 + level.				<i>Target:</i> Creature touched				
Summon Monster V	19	None	1 round	17 rounds [D]	Close (65 Feet)	V, S, F/DF	No	Conjuration (Summoning)
<i>Effect:</i> Calls extraplanar creature to fight for you.				<i>Target:</i> One or more summoned creatures, no two of which can be more than 30 ft. apart				
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	17 minutes	Touch	V, S, M	Yes (harmless)	Divination
<i>Effect:</i> Lets you see all things as they really are.				<i>Target:</i> Creature touched				
Unhallow	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 (270 Feet)	V, S, M/DF	No	Conjuration (Creation) [Earth]
<i>Effect:</i> Creates a stone wall that can be shaped.				<i>Target:</i> Stone wall whose area is up to 17 5-ft. squares [S]				

## LEVEL 6

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
Animate Objects	20	None	1 standard action	17 rounds	Medium (270 Feet)	V, S	No	Transmutation
<i>Effect:</i> Objects attack your foes.				<i>Target:</i> 17 Small objects; see text				
Antilife Shell	20	None	1 round	170 minutes [D]	10 ft.	V, S, DF	Yes	Abjuration
<i>Effect:</i> 10-ft. field hedges out living creatures.				<i>Target:</i> 10-ft.-radius emanation, centered on you				
Banishment	20	Will negates	1 standard action	Instantaneous	Close (65 Feet)	V, S, F	Yes	Abjuration
<i>Effect:</i> Banishes 34 HD of extraplanar creatures.				<i>Target:</i> One or more extraplanar creatures, no two of which can be more than 30 ft. apart				
Bear's Endurance, Mass	20	Will negates (harmless)	1 standard action	17 minutes	Close (65 Feet)	V, S, DF	Yes	Transmutation
<i>Effect:</i> As bear's endurance, affects 17 subjects.				<i>Target:</i> 17 creatures, no two of which can be more than 30 ft. apart				
Blade Barrier	20	Reflex half or Reflex negates; see text	1 standard action	17 minutes [D]	Medium (270 Feet)	V, S	Yes	Evocation [Force]
<i>Effect:</i> Wall of blades deals 17d6 damage.				<i>Target:</i> Wall of whirling blades up to 340 ft. long, or a ringed wall of whirling blades with a radius of up to 42 ft; either form 20 ft. high				
Bull's Strength, Mass	20	Will negates (harmless)	1 standard action	17 minutes	Close (65 Feet)	V, S, M/DF	Yes (harmless)	Transmutation
<i>Effect:</i> As bull's strength, affects one subject/ level.				<i>Target:</i> 17 creatures, no two of which can be more than 30 ft. apart				
**Chain Lightning	20	Reflex half	1 standard action	Instantaneous	Long (400 Feet)	V, S, F	Yes	Evocation [Electricity]
<i>Effect:</i> 17d6 damage; 17 secondary bolts each deal half damage.				<i>Target:</i> One primary target, plus 17 secondary targets [each of which must be within 30 ft. of the primary target]				
Create Undead	20	None	1 hour	Instantaneous	Close (65 Feet)	V, S, M	No	Necromancy [Evil]
<i>Effect:</i> Creates ghouls, ghastrs, 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 (65 Feet)	V, S	Yes (harmless) or Yes; see text	Conjuration (Healing)
<i>Effect:</i> Cures 2d8+17 damage for many creatures.				<i>Target:</i> 17 creatures, no two of which can be more than 30 ft. apart				
Dispel Magic, Greater	20	None	1 standard action	Instantaneous	Medium (270 Feet)	V, S	No	Abjuration
<i>Effect:</i> As dispel magic, but +20 on check.				<i>Target:</i> One spellcaster, creature, or object; or 20-ft.-radius burst				
Eagle's Splendor, Mass	20	Will negates (harmless)	1 standard action	17 minutes	Close (65 Feet)	V, S, M/DF	Yes	Transmutation
<i>Effect:</i> As eagle's splendor, affects 17 subjects.				<i>Target:</i> 17 creatures, no two of which can be more than 30 ft. apart				
Find the Path	20	None or Will negates (harmless)	3 rounds	170 minutes	Personal or touch	V, S, F	No or Yes (harmless)	Divination
<i>Effect:</i> Shows most direct way to a location.				<i>Target:</i> You or creature touched				
**Fire Seeds	20	None or Reflex half; see text	1 standard action	170 minutes or until used	Touch	V, S, M	No	Conjuration (Creation) [Fire]
<i>Effect:</i> Acorns and berries become grenades and bombs.				<i>Target:</i> Up to four touched acorns or up to eight touched holly berries				
Forbiddance	20	See text	6 rounds	Permanent	Medium (270 Feet)	V, S, M, DF	Yes	Abjuration
<i>Effect:</i> Blocks planar travel, damages creatures of different alignment.				<i>Target:</i> 17 60-ft. cubes [S]				
Geas/Quest	20	None	10 minutes	17 days or until discharged [D]	Close (65 Feet)	V	Yes	Enchantment (Compulsion) [Language-Dependent, Mind-Affecting]
<i>Effect:</i> As lesser geas, plus it affects any creature.				<i>Target:</i> One living creature				
Glyph of Warding, Greater	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 85 sq. ft				
Harm	20	Will half; see text	1 standard action	Instantaneous	Touch	V, S	Yes	Necromancy
<i>Effect:</i> Deals 170 points damage to target.				<i>Target:</i> Creature touched				
Heal	20	Will negates (harmless)	1 standard action	Instantaneous	Touch	V, S	Yes (harmless)	Conjuration (Healing)
<i>Effect:</i> Cures 170 points of damage, all diseases and mental conditions.				<i>Target:</i> Creature touched				
Heroes' Feast	20	None	10 minutes	17 hour plus 12 hours; see text	Close (65 Feet)	V, S, DF	No	Conjuration (Creation) [Creation]
<i>Effect:</i> Food for 17 creatures cures and grants combat bonuses.				<i>Target:</i> Feast for 17 creatures				
Inflict Moderate Wounds, Mass	20	Will half	1 standard action	Instantaneous	Close (65 Feet)	V, S	Yes	Necromancy
<i>Effect:</i> Deals 2d8+17 damage to many creatures.				<i>Target:</i> 17 creatures, no two of which can be more than 30 ft. apart				
Owl's Wisdom, Mass	20	Will negates (harmless)	1 standard action	17 minutes	Close (65 Feet)	V, S, M/DF	Yes	Transmutation
<i>Effect:</i> As owl's wisdom, affects one subject/ level.				<i>Target:</i> 17 creatures, no two of which can be more than 30 ft. apart				
Planar Ally	20	None	10 minutes	Instantaneous	Close (65 Feet)	V, S, DF, XP	No	Conjuration (Calling)
<i>Effect:</i> As lesser planar ally, but up to 12 HD.				<i>Target:</i> 1-2 called elementals or outsiders totaling no more than 12 HD, which cannot be more than 30 ft. apart when they appear				
Summon Monster VI	20	None	1 round	17 rounds [D]	Close (65 Feet)	V, S, F/DF	No	Conjuration (Summoning)
<i>Effect:</i> Calls extraplanar creature to fight for you.				<i>Target:</i> One or more summoned creatures, no two of which can be more than 30 ft. apart				
Symbol of 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 (270 Feet)	V, S, M/DF	Yes	Necromancy [Death]
<i>Effect:</i> Destroys 17d4 HD of undead.				<i>Target:</i> Several undead creatures within a 40-ft.-radius burst				
Wind Walk	20	No and Will negates (harmless)	1 standard action	17 hours [D]; see text	Touch	V, S, DF	No and Yes (harmless)	Transmutation [Air]
<i>Effect:</i> You and your allies turn vaporous and travel fast.				<i>Target:</i> You and 5 touched creatures				
Word of Recall	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				

\* =Domain/Specialty Spell

## Cleric Spells

*****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.								
*****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.								
*****Cure Serious Wounds, Mass	21	Will half (harmless) or Will half; see text	1 standard action	Instantaneous	Close (65 Feet)	V, S	Yes (harmless) or Yes; see text	Conjuration (Healing)
<i>Effect:</i> Cures 3d8+17 damage for many creatures.								
*****Destruction	21	Fortitude partial	1 standard action	Instantaneous	Close (65 Feet)	V, S, F	Yes	Necromancy [Death]
<i>Effect:</i> Kills subject and destroys remains.								
*****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.								
*****Ethereal Jaunt	21	None	1 standard action	17 rounds [D]	Personal	V, S	No	Transmutation
<i>Effect:</i> You become ethereal for 17 rounds.								
*****Fire Storm	21	Reflex half	1 round	Instantaneous	Medium (100 Feet)	V, S	Yes	Evocation [Fire]
<i>Effect:</i> Deals 17d6 fire damage.								
*****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.								
*****Inflict Serious Wounds, Mass	21	Will half	1 standard action	Instantaneous	Close (65 Feet)	V, S	Yes	Necromancy
<i>Effect:</i> Deals 3d8+17 damage to many creatures.								
*****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.								
*****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+17								
*****Repulsion	21	Will negates	1 standard action	17 rounds [D]	Up to 10 ft./level	V, S, F/DF	Yes	Abjuration
<i>Effect:</i> Creatures can't approach you.								
*****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.								
*****Resurrection	21	None; see text	10 minutes	Instantaneous	Touch	V, S, M, DF	Yes (harmless)	Conjuration (Healing)
<i>Effect:</i> Fully restore dead subject.								
*****Scrying, Greater	21	Will negates	1 standard action	17 hours	See text	V, S	Yes	Divination (Scrying)
<i>Effect:</i> As scrying, but faster and longer.								
*****Summon Monster VII	21	None	1 round	17 rounds [D]	Close (65 Feet)	V, S, F/DF	No	Conjuration (Summoning)
<i>Effect:</i> Calls extraplanar creature to fight for you.								
*****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.								
*****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.								
*****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	170 minutes [D]	10 ft.	V, S, M/DF	See text	Abjuration
<i>Effect:</i> Negates magic within 10 ft.								
*****Cloak of Chaos	22	See text	1 standard action	17 rounds [D]	20 ft.	V, S, F	Yes (harmless)	Abjuration [Chaotic]
<i>Effect:</i> +4 to AC, +4 resistance, and SR 25 against lawful spells.								
*****Create Greater Undead	22	None	1 hour	Instantaneous	Close (65 Feet)	V, S, M	No	Necromancy [Evil]
<i>Effect:</i> Create shadows, wraiths, spectres, or devourers.								
*****Cure Critical Wounds, Mass	22	Will half (harmless) or Will half; see text	1 standard action	Instantaneous	Close (65 Feet)	V, S	Yes (harmless) or Yes; see text	Conjuration (Healing)
<i>Effect:</i> Cures 4d8+17 damage for many creatures.								
*****Dimensional Lock	22	None	1 standard action	17 days	Medium (270 Feet)	V, S	Yes	Abjuration
<i>Effect:</i> Teleportation and interplanar travel blocked for 17 days.								
*****Discern Location	22	None	10 minutes	Instantaneous	Unlimited	V, S, DF	No	Divination
<i>Effect:</i> Reveals exact location of creature or object.								
*****Earthquake	22	See text	1 standard action	17 round	Long (1080 Feet)	V, S, DF	No	Evocation [Earth]
<i>Effect:</i> Intense tremor shakes 85 ft. radius.								
*****Fire Storm	22	Reflex half	1 round	Instantaneous	Medium (270 Feet)	V, S	Yes	Evocation [Fire]
<i>Effect:</i> Deals 17d6 fire damage.								
*****Holy Aura	22	See text	1 standard action	17 rounds [D]	20 ft.	V, S, F	Yes (harmless)	Abjuration [Good]
<i>Effect:</i> +4 to AC, +4 resistance, and SR 25 against evil spells.								
*****Incendiary Cloud	22	Reflex half; see text	1 standard action	17 rounds	Medium (100 Feet)	V, S	No	Conjuration (Creation) [Fire]
<i>Effect:</i> Cloud deals 4d6 fire damage/round.								
*****Inflict Critical Wounds, Mass	22	Will half	1 standard action	Instantaneous	Close (65 Feet)	V, S	Yes	Necromancy
<i>Effect:</i> Deals 4d8+17 damage to many creatures.								
*****Planar Ally, Greater	22	None	10 minutes	Instantaneous	Close (65 Feet)	V, S, DF, XP	No	Conjuration (Calling)
<i>Effect:</i> As lesser planar ally, but up to 18 HD.								
*****Planar Ally (Lesser)	22	None	10 minutes	Instantaneous	Close (65 Feet)	V, S, DF, XP	No	Conjuration (Calling)
<i>Effect:</i> As lesser planar ally, but up to 18 HD.								
*****Shield of Law	22	See text	1 standard action	17 rounds [D]	20 ft.	V, S, F	Yes (harmless)	Abjuration [Lawful]
<i>Effect:</i> +4 to AC, +4 resistance, and SR 25 against chaotic spells.								
*****Spell Immunity, Greater	22	Will negates (harmless)	1 standard action	170 minutes	Touch	V, S, DF	Yes (harmless)	Abjuration
<i>Effect:</i> As spell immunity, but up to 8th-level spells.								
*****Summon Monster VIII	22	None	1 round	17 rounds [D]	Close (65 Feet)	V, S, F/DF	No	Conjuration (Summoning)
<i>Effect:</i> Calls extraplanar creature to fight for you.								
*****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.								
*****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.								
*****Unholy Aura	22	See text	1 standard action	17 rounds [D]	20 ft.	V, S, F	Yes (harmless)	Abjuration [Evil]
<i>Effect:</i> +4 to AC, +4 resistance, and SR 25 against good spells.								
*****Whirlwind	22	Reflex negates; see text	1 standard action	17 rounds [D]	Long (400 Feet)	V, S, DF	Yes	Evocation [Air]
<i>Effect:</i> Cyclone deals damage and can pick up creatures.								
<i>Target:</i> Cyclone 10 ft. wide at base, 30 ft. wide at top, and 30 ft. tall								

## LEVEL 9

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
*****Astral Projection	23	None	30 minutes	See text	Touch	V, S, M	Yes	Necromancy
<i>Effect:</i> Projects you and companions onto Astral Plane.								
<i>Target:</i> You plus one additional willing creature touched per two caster levels								

\* =Domain/Speciality Spell

## Cleric Spells

□□□□□	<b>**Elemental Swarm</b>	23	None	10 minutes	170 minutes [D]	Medium (100 Feet)	V, S	No	Conjuration (Summoning)
	<i>Effect:</i> Summons multiple elementals.				<i>Target:</i> Two or more summoned creatures, no two of which can be more than 30 ft. apart				
□□□□□	<b>**Elemental Swarm</b>	23	None	10 minutes	170 minutes [D]	Medium (100 Feet)	V, S	No	Conjuration (Summoning)
	<i>Effect:</i> Summons multiple elementals.				<i>Target:</i> Two or more summoned creatures, no two of which can be more than 30 ft. apart				
□□□□□	<b>Energy Drain</b>	23	Fortitude partial; see text for enervation	1 standard action	Instantaneous	Close (65 Feet)	V, S	Yes	Necromancy
	<i>Effect:</i> Subject gains 2d4 negative levels.				<i>Target:</i> Ray of negative energy				
□□□□□	<b>Etherealness</b>	23	None	1 standard action	17 minutes [D]	Touch; see text	V, S	Yes	Transmutation
	<i>Effect:</i> Travel to Ethereal Plane with companions.				<i>Target:</i> You and 5 other touched creatures				
□□□□□	<b>Gate</b>	23	None	1 standard action	Instantaneous or concentration [up to 17 rounds]; see text	Medium (270 Feet)	V, S, XP; see text	No	Conjuration (Creation)Calling
	<i>Effect:</i> Connects two planes for travel or summoning.				<i>Target:</i> See text				
□□□□□	<b>Heal, Mass</b>	23	Will negates (harmless)	1 standard action	Instantaneous	Close (65 Feet)	V, S	Yes (harmless)	Conjuration (Healing)
	<i>Effect:</i> As heal, but with several subjects.				<i>Target:</i> One or more creatures, no two of which can be more than 30 ft. apart				
□□□□□	<b>Implosion</b>	23	Fortitude negates	1 standard action	Concentration [up to 4 rounds]	Close (65 Feet)	V, S	Yes	Evocation
	<i>Effect:</i> Kills one creature/round.				<i>Target:</i> One corporeal creature/round				
□□□□□	<b>Miracle</b>	23	See text	1 standard action	See text	See text	V, S, XP; see text	Yes	Evocation
	<i>Effect:</i> Requests a deity's intercession.				<i>Target:</i> See text				
□□□□□	<b>Soul Bind</b>	23	Will negates	1 standard action	Permanent	Close (65 Feet)	V, S, F	No	Necromancy
	<i>Effect:</i> Traps newly dead soul to prevent resurrection.				<i>Target:</i> Corpse				
□□□□□	<b>Storm of Vengeance</b>	23	See text	1 round	Concentration [maximum 10 rounds] [D]	Long (1080 Feet)	V, S	Yes	Conjuration (Summoning)
	<i>Effect:</i> Storm rains acid, lightning, and hail.				<i>Target:</i> 360-ft.-radius storm cloud				
□□□□□	<b>Summon Monster IX</b>	23	None	1 round	17 rounds [D]	Close (65 Feet)	V, S, F/DF	No	Conjuration (Summoning)
	<i>Effect:</i> Calls extraplanar creature to fight for you.				<i>Target:</i> One or more summoned creatures, no two of which can be more than 30 ft. apart				
□□□□□	<b>True Resurrection</b>	23	None; see text	10 minutes	Instantaneous	Touch	V, S, M, DF	Yes (harmless)	Conjuration (Healing)
	<i>Effect:</i> As resurrection, plus remains aren't needed.				<i>Target:</i> Dead creature touched				

\* =Domain/Speciality Spell