

# Quarilor Male Half-Elf Clr10

# NPC

|               |            |                        |        |                |                   |             |         |                                |
|---------------|------------|------------------------|--------|----------------|-------------------|-------------|---------|--------------------------------|
| NAME<br>Clr10 | 90000      | PLAYERNAME<br>Half-Elf | Medium | None           | DEITY             | 5'4"        | 154 lbs | Chaotic Evil                   |
| CLASS<br>10   | 55000      | RACE<br>0              | Male   | HEIGHT<br>5'4" | WEIGHT<br>154 lbs | VISION<br>0 | POINTS  | ALIGNMENT<br>Low-Light, Normal |
| TCL           | NEXT LEVEL | AGE                    | GENDER | EYES           | HAIR              |             |         |                                |

| ABILITY NAME               | ABILITY SCORE | ABILITY MODIFIER | TEMP SCORE | TEMP MODIFIER |
|----------------------------|---------------|------------------|------------|---------------|
| <b>STR</b><br>Strength     | 18            | +4               | 18         | +4            |
| <b>DEX</b><br>Dexterity    | 16            | +3               | 16         | +3            |
| <b>CON</b><br>Constitution | 18            | +4               | 18         | +4            |
| <b>INT</b><br>Intelligence | 12            | +1               | 12         | +1            |
| <b>WIS</b><br>Wisdom       | 20            | +5               | 20         | +5            |
| <b>CHA</b><br>Charisma     | 12            | +1               | 12         | +1            |

|                               |       |                   |      |       |                |             |              |                  |               |               |                   |             |                      |                     |                  |
|-------------------------------|-------|-------------------|------|-------|----------------|-------------|--------------|------------------|---------------|---------------|-------------------|-------------|----------------------|---------------------|------------------|
| <b>HP</b><br>hit points       | 90    | WOUNDS/CURRENT HP |      |       | SUBDUAL DAMAGE |             |              | DAMAGE REDUCTION |               |               | SPEED<br>Walk 30' |             |                      |                     |                  |
| <b>AC</b><br>armor class      | 13    | TOTAL             | FLAT | TOUCH | BASE           | ARMOR BONUS | SHIELD BONUS | STAT MODIFIER    | SIZE MODIFIER | NATURAL ARMOR | MISC MODIFIER     | MISS CHANCE | ARCANE SPELL FAILURE | ARMOR CHECK PENALTY | SPELL RESISTANCE |
| <b>INITIATIVE</b><br>modifier | +3    | TOTAL             | +3   | +0    |                |             |              |                  |               |               |                   |             |                      |                     |                  |
| <b>BASE ATTACK</b><br>bonus   | +7/+2 |                   |      |       |                |             |              |                  |               |               |                   |             |                      |                     |                  |

| SKILL NAME            | KEY ABILITY | SKILL MODIFIER | ABILITY MODIFIER | RANKS  | MISC MODIFIER |
|-----------------------|-------------|----------------|------------------|--------|---------------|
| Craft (Armorsmithing) | INT         | 3              | = 1              | + 2.0  |               |
| Knowledge (Arcana)    | INT         | 14             | = 1              | + 13.0 |               |
| Knowledge (History)   | INT         | 13             | = 1              | + 12.0 |               |
| Spellcraft            | INT         | 15             | = 1              | + 12.0 | + 2           |

| SAVING THROWS                      | TOTAL | BASE SAVE | ABILITY MODIFIER | MAGIC MODIFIER | MISC MODIFIER | TEMP MODIFIER | conditional modifiers |
|------------------------------------|-------|-----------|------------------|----------------|---------------|---------------|-----------------------|
| <b>FORTITUDE</b><br>(constitution) | +11   | = +7      | +4               | +0             | +0            |               |                       |
| <b>REFLEX</b><br>(dexterity)       | +6    | = +3      | +3               | +0             | +0            |               |                       |
| <b>WILLPOWER</b><br>(wisdom)       | +12   | = +7      | +5               | +0             | +0            |               |                       |

|                                | TOTAL  | BASE ATTACK BONUS | STAT MODIFIER | SIZE MODIFIER | MISC MODIFIER | TEMP MODIFIER |
|--------------------------------|--------|-------------------|---------------|---------------|---------------|---------------|
| <b>MELEE</b><br>attack bonus   | +11/+6 | = +7/+2           | +4            | +0            | +0            |               |
| <b>RANGED</b><br>attack bonus  | +10/+5 | = +7/+2           | +3            | +0            | +0            |               |
| <b>GRAPPLE</b><br>attack bonus | +11/+6 | = +7/+2           | +4            | +0            | +0            |               |

| UNARMED | TOTAL ATTACK BONUS | DAMAGE | CRITICAL |
|---------|--------------------|--------|----------|
|         | +11/+6             | 1d3+4  | 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       |        |
|                  | 100.0          | 200.0           | 300.0       |        |
|                  | Lift over head | Lift off ground | Push / Drag | 1500.0 |

| FEATS                                     |          |
|---|----------|
| Maximize Spell                            | See Text |
| Spell Focus (Transmutation)               | See Text |
| Weapon Focus (Mace (Heavy), Mace (Light)) | See Text |

| DOMAINS |  |
|---------|--|
| Luck    | You gain the power of good fortune, which is usable once per day. This extraordinary ability allows you to reroll one roll that you have just made before the DM declares whether the roll results in success or failure. You must take the result of the reroll, even if it's worse than the original roll. |
| 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.                           |

| SKILL NAME            | KEY ABILITY | SKILL MODIFIER | ABILITY MODIFIER | RANKS  | MISC MODIFIER |
|-----------------------|-------------|----------------|------------------|--------|---------------|
| Craft (Armorsmithing) | INT         | 3              | = 1              | + 2.0  |               |
| Knowledge (Arcana)    | INT         | 14             | = 1              | + 13.0 |               |
| Knowledge (History)   | INT         | 13             | = 1              | + 12.0 |               |
| Spellcraft            | INT         | 15             | = 1              | + 12.0 | + 2           |

| TURN/REBUKE UNDEAD   |                                    |             |
|----------------------|------------------------------------|-------------|
| TURNING CHECK RESULT | UNDEAD AFFECTED (MAXIMUM HIT DICE) | Turn level  |
| Up to 0              | 6                                  | 10          |
| 1 - 3                | 7                                  | Turn damage |
| 4 - 6                | 8                                  | 2d6+11      |
| 7 - 9                | 9                                  | Turns/day   |
| 10 - 12              | 10                                 | 4           |
| 13 - 15              | 11                                 |             |
| 16 - 18              | 12                                 |             |
| 19 - 21              | 13                                 |             |
| 22 +                 | 14                                 |             |

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

| TURN/REBUKE UNDEAD   |                                    |             |
|----------------------|------------------------------------|-------------|
| TURNING CHECK RESULT | UNDEAD AFFECTED (MAXIMUM HIT DICE) | Turn level  |
| Up to 0              | 6                                  | 10          |
| 1 - 3                | 7                                  | Turn damage |
| 4 - 6                | 8                                  | 2d6 +11     |
| 7 - 9                | 9                                  | Turns/day   |
| 10 - 12              | 10                                 | 4           |
| 13 - 15              | 11                                 |             |
| 16 - 18              | 12                                 |             |
| 19 - 21              | 13                                 |             |
| 22 +                 | 14                                 |             |

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

| SPECIAL ABILITIES   |  |
|---|--|
| +2 racial bonus on saving throws against enchantment spells or effects. |  |
| Elven Blood   |  |
| Immunity to sleep spells and similar magical effects.                   |  |
| Spontaneous casting   |  |
| Turn Undead 4/day (turn level 10) (turn damage 2d6+11)                  |  |

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

| LANGUAGES               |  |
|-------------------------|--|
| Common, Elven, Halfling |  |

# Cleric Spells

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

## LEVEL 0

| Name   | DC | Saving Throw                    | Time              | Duration                      | Range           | Comp.      | Spell Resistance         | School                         |
|--|----|---------------------------------|-------------------|-------------------------------|-----------------|------------|--------------------------|--------------------------------|
| □□□□□ Create Water<br><i>Effect:</i> Creates 20 gallons of pure water.<br><i>Target:</i> Up to 20 gallons of water | 15 | None                            | 1 standard action | Instantaneous                 | Close (50 Feet) | V, S       | No                       | Conjuration (Creation) [Water] |
| □□□□□ Cure Minor Wounds<br><i>Effect:</i> Cures 1 point of damage.   | 15 | Will half (harmless); see text  | 1 standard action | Instantaneous                 | Touch           | V, S       | Yes (harmless); see text | Conjuration (Healing)          |
| □□□□□ Detect Magic<br><i>Effect:</i> Detects spells and magic items within 60 ft.                                  | 15 | None                            | 1 standard action | Instantaneous                 | 60 ft.          | V, S       | No                       | Divination                     |
| □□□□□ Detect Poison<br><i>Effect:</i> Detects poison in one creature or small object.                              | 15 | None                            | 1 standard action | Instantaneous                 | Close (50 Feet) | V, S       | No                       | Divination                     |
| □□□□□ Guidance<br><i>Effect:</i> +1 on one attack roll, saving throw, or skill check.                              | 15 | Will negates (harmless)         | 1 standard action | 10 minute or until discharged | Touch           | V, S       | Yes                      | Divination                     |
| □□□□□ Inflict Minor Wounds<br><i>Effect:</i> Touch attack, 1 point of damage.                                      | 15 | Will negates                    | 1 standard action | Instantaneous                 | Touch           | V, S       | Yes                      | Necromancy                     |
| □□□□□ Light<br><i>Effect:</i> Object shines like a torch.  | 15 | None                            | 1 standard action | 100 minutes [D]               | Touch           | V, M/DF    | No                       | Evocation [Light]              |
| □□□□□ Mending<br><i>Effect:</i> Makes minor repairs on an object.  | 16 | Will negates (harmless, object) | 1 standard action | Instantaneous                 | 10 ft.          | V, S       | Yes (harmless, object)   | Transmutation                  |
| □□□□□ Purify Food and Drink<br><i>Effect:</i> Purifies 10 cu. ft. of food or water.                                | 16 | Will negates (object)           | 1 standard action | Instantaneous                 | 10 ft.          | V, S       | Yes (object)             | Transmutation                  |
| □□□□□ Read Magic<br><i>Effect:</i> Read scrolls and spellbooks.  | 15 | None                            | 1 standard action | 100 minutes                   | Personal        | V, S, F    | No                       | Divination                     |
| □□□□□ Resistance<br><i>Effect:</i> Subject gains +1 on saving throws.  | 15 | Will negates (harmless)         | 1 standard action | 10 minute                     | Touch           | V, S, M/DF | Yes (harmless)           | Abjuration                     |
| □□□□□ Virtue<br><i>Effect:</i> Subject gains 1 temporary hp.   | 16 | Fortitude negates (harmless)    | 1 standard action | 10 minutes                    | Touch           | V, S, DF   | Yes (harmless)           | Transmutation                  |

## LEVEL 1

| Name  | DC | Saving Throw                      | Time              | Duration                            | Range             | Comp.      | Spell Resistance         | School  |
|---|----|-----------------------------------|-------------------|-------------------------------------|-------------------|------------|--------------------------|---|
| □□□□□ Bane<br><i>Effect:</i> Enemies take -1 on attack rolls and saves against fear.                | 16 | Will negates                      | 1 standard action | 10 minutes                          | 50 ft.            | V, S, DF   | Yes                      | Enchantment (Compulsion) [Fear, Mind-Affecting]               |
| □□□□□ Bless<br><i>Effect:</i> Allies gain +1 on attack rolls and +1 on saves against fear.          | 16 | None                              | 1 standard action | 10 minutes                          | 50 ft.            | V, S, DF   | Yes (harmless)           | Enchantment (Compulsion) [Mind-Affecting]                     |
| □□□□□ Bless Water<br><i>Effect:</i> Makes holy water.   | 17 | Will negates (object)             | 1 minute          | Instantaneous                       | Touch             | V, S, M    | Yes (object)             | Transmutation [Good]  |
| □□□□□ **Burning Hands<br><i>Effect:</i> 5d4 fire damage   | 16 | Reflex half                       | 1 standard action | Instantaneous                       | 15 ft.            | V, S       | Yes                      | Evocation [Fire]  |
| □□□□□ Cause Fear<br><i>Effect:</i> One creature of 5 HD or less flees for 1d4 rounds.               | 16 | Will partial                      | 1 standard action | 1d4 rounds or 1 round; see text     | Close (50 Feet)   | V, S       | Yes                      | Necromancy [Fear, Mind-Affecting]                             |
| □□□□□ Command<br><i>Effect:</i> One subject obeys selected command for 1 round.                     | 16 | Will negates                      | 1 standard action | 10 round                            | Close (50 Feet)   | V          | Yes                      | Enchantment (Compulsion) [Language-Dependent, Mind-Affecting] |
| □□□□□ Comprehend Languages<br><i>Effect:</i> You understand all spoken and written languages.       | 16 | None                              | 1 standard action | 100 minutes                         | Personal          | V, S, M/DF | No                       | Divination  |
| □□□□□ Cure Light Wounds<br><i>Effect:</i> Cures 1d8+5 damage  | 16 | Will half (harmless); see text    | 1 standard action | Instantaneous                       | Touch             | V, S       | Yes (harmless); see text | Conjuration (Healing)   |
| □□□□□ Curse Water<br><i>Effect:</i> Makes unholy water.   | 16 | Will negates (object)             | 1 minute          | Instantaneous                       | Touch             | V, S, M    | Yes (object)             | Necromancy [Evil]   |
| □□□□□ Deathwatch<br><i>Effect:</i> Reveals how near death subjects within 30 ft. are.               | 16 | None                              | 1 standard action | 100 minutes                         | 30 ft.            | V, S       | No                       | Necromancy [Evil]   |
| □□□□□ Detect Chaos<br><i>Effect:</i> Reveals creatures, spells, or objects of selected alignment.   | 16 | None                              | 1 standard action | Concentration, up to 10 minutes [D] | 60 ft.            | V, S, DF   | No                       | Divination  |
| □□□□□ Detect Evil<br><i>Effect:</i> Reveals creatures, spells, or objects of selected alignment.    | 16 | None                              | 1 standard action | Concentration, up to 10 minutes [D] | 60 ft.            | V, S, DF   | No                       | Divination  |
| □□□□□ Detect Good<br><i>Effect:</i> Reveals creatures, spells, or objects of selected alignment.    | 16 | None                              | 1 standard action | Concentration, up to 10 minutes [D] | 60 ft.            | V, S, DF   | No                       | Divination  |
| □□□□□ Detect Law<br><i>Effect:</i> Reveals creatures, spells, or objects of selected alignment.     | 16 | None                              | 1 standard action | Concentration, up to 10 minutes [D] | 60 ft.            | V, S, DF   | No                       | Divination  |
| □□□□□ Detect Undead<br><i>Effect:</i> Reveals undead within 60 ft.                                  | 16 | None                              | 1 standard action | Concentration, up to 10 minutes [D] | 60 ft.            | V, S, M/DF | No                       | Divination  |
| □□□□□ Divine Favor<br><i>Effect:</i> You gain +3 on attack and damage rolls.                        | 16 | None                              | 1 standard action | 1 minute                            | Personal          | V, S, DF   | No                       | Evocation   |
| □□□□□ Doom<br><i>Effect:</i> One subject takes -2 on attack rolls, damage rolls, saves, and checks. | 16 | Will negates                      | 1 standard action | 10 minutes                          | Medium (200 Feet) | V, S, DF   | Yes                      | Necromancy [Fear, Mind-Affecting]                             |
| □□□□□ Endure Elements<br><i>Effect:</i> Exist comfortably in hot or cold environments.              | 16 | Will negates (harmless)           | 1 standard action | 24 hours                            | Touch             | V, S       | Yes (harmless)           | Abjuration  |
| □□□□□ *Entropic Shield<br><i>Effect:</i> Ranged attacks against you have 20% miss chance.           | 16 | None                              | 1 standard action | 10 minutes [D]                      | Personal          | V, S       | No                       | Abjuration  |
| □□□□□ Entropic Shield<br><i>Effect:</i> Ranged attacks against you have 20% miss chance.            | 16 | None                              | 1 standard action | 10 minutes [D]                      | Personal          | V, S       | No                       | Abjuration  |
| □□□□□ Hide from Undead<br><i>Effect:</i> Undead can't perceive 10 subjects.                         | 16 | Will negates (harmless); see text | 1 standard action | 100 minutes [D]                     | Touch             | V, S, DF   | Yes                      | Abjuration  |
| □□□□□ Inflict Light Wounds<br><i>Effect:</i> Touch deals 1d8+5 damage                               | 16 | Will half                         | 1 standard action | Instantaneous                       | Touch             | V, S       | Yes                      | Necromancy  |
| □□□□□ Magic Stone<br><i>Effect:</i> Three stones gain +1 on attack rolls, deal 1d6+1 damage.        | 17 | Will negates (harmless, object)   | 1 standard action | 30 minutes or until discharged      | Touch             | V, S, DF   | Yes (harmless, object)   | Transmutation   |
| □□□□□ Magic Weapon<br><i>Effect:</i> Weapon gains +1 bonus.   | 17 | Will negates (harmless, object)   | 1 standard action | 10 minutes                          | Touch             | V, S, DF   | Yes (harmless, object)   | Transmutation   |

\* =Domain/Specialty Spell

# Cleric Spells

|       |  |    |                         |                   |                       |                 |            |                |                         |
|-------|--|----|-------------------------|-------------------|-----------------------|-----------------|------------|----------------|-------------------------|
| ☐☐☐☐☐ | Obscuring Mist   | 16 | None                    | 1 standard action | 10 minutes            | 20 ft.          | V, S       | No             | Conjuration (Creation)  |
|       | <i>Effect:</i> Fog surrounds you.  |    |                         |                   |                       |                 |            |                |                         |
|       | <i>Target:</i> Cloud spreads in 20-ft. radius from you, 20 ft. high                          |    |                         |                   |                       |                 |            |                |                         |
| ☐☐☐☐☐ | Protection from Chaos  | 16 | Will negates (harmless) | 1 standard action | 10 minutes [D]        | Touch           | V, S, M/DF | No; see text   | Abjuration [Lawful]     |
|       | <i>Effect:</i> +2 to AC and saves, counter mind control, hedge out elementals and outsiders. |    |                         |                   |                       |                 |            |                |                         |
|       | <i>Target:</i> Creature touched  |    |                         |                   |                       |                 |            |                |                         |
| ☐☐☐☐☐ | Protection from Evil   | 16 | Will negates (harmless) | 1 standard action | 10 minutes [D]        | Touch           | V, S, M/DF | No; see text   | Abjuration [Good]       |
|       | <i>Effect:</i> +2 to AC and saves, counter mind control, hedge out elementals and outsiders. |    |                         |                   |                       |                 |            |                |                         |
|       | <i>Target:</i> Creature touched  |    |                         |                   |                       |                 |            |                |                         |
| ☐☐☐☐☐ | Protection from Good   | 16 | Will negates (harmless) | 1 standard action | 10 minutes [D]        | Touch           | V, S, M/DF | No; see text   | Abjuration [Evil]       |
|       | <i>Effect:</i> +2 to AC and saves, counter mind control, hedge out elementals and outsiders. |    |                         |                   |                       |                 |            |                |                         |
|       | <i>Target:</i> Creature touched  |    |                         |                   |                       |                 |            |                |                         |
| ☐☐☐☐☐ | Protection from Law  | 16 | Will negates (harmless) | 1 standard action | 10 minutes [D]        | Touch           | V, S, M/DF | No; see text   | Abjuration [Chaotic]    |
|       | <i>Effect:</i> +2 to AC and saves, counter mind control, hedge out elementals and outsiders. |    |                         |                   |                       |                 |            |                |                         |
|       | <i>Target:</i> Creature touched  |    |                         |                   |                       |                 |            |                |                         |
| ☐☐☐☐☐ | Remove Fear  | 16 | Will negates (harmless) | 1 standard action | 100 minutes; see text | Close (50 Feet) | V, S       | Yes (harmless) | Abjuration              |
|       | <i>Effect:</i> Suppresses fear or gives +4 on saves against fear for 3 subjects              |    |                         |                   |                       |                 |            |                |                         |
|       | <i>Target:</i> 3 creatures, no two of which can be more than 30 ft. apart                    |    |                         |                   |                       |                 |            |                |                         |
| ☐☐☐☐☐ | Sanctuary  | 16 | Will negates            | 1 standard action | 10 rounds             | Touch           | V, S, DF   | No             | Abjuration              |
|       | <i>Effect:</i> Opponents can't attack you, and you can't attack.                             |    |                         |                   |                       |                 |            |                |                         |
|       | <i>Target:</i> Creature touched  |    |                         |                   |                       |                 |            |                |                         |
| ☐☐☐☐☐ | Shield of Faith  | 16 | Will negates (harmless) | 1 standard action | 10 minutes            | Touch           | V, S, M    | Yes (harmless) | Abjuration              |
|       | <i>Effect:</i> Aura grants +3 deflection bonus.  |    |                         |                   |                       |                 |            |                |                         |
|       | <i>Target:</i> Creature touched  |    |                         |                   |                       |                 |            |                |                         |
| ☐☐☐☐☐ | Summon Monster I   | 16 | None                    | 1 round           | 10 rounds [D]         | Close (50 Feet) | V, S, F/DF | No             | Conjuration (Summoning) |
|       | <i>Effect:</i> Calls extraplanar creature to fight for you.                                  |    |                         |                   |                       |                 |            |                |                         |
|       | <i>Target:</i> One summoned creature   |    |                         |                   |                       |                 |            |                |                         |

## LEVEL 2

|       | Name  | DC | Saving Throw   | Time              | Duration   | Range             | Comp.       | Spell Resistance             | School                                    |
|-------|---|----|--|-------------------|--|-------------------|-------------|------------------------------|---|
| ☐☐☐☐☐ | *Aid  | 17 | None   | 1 standard action | 10 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  |    |  |                   |  |                   |             |                              |   |
| ☐☐☐☐☐ | Aid   | 17 | None   | 1 standard action | 10 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  | 18 | Will negates (harmless, object)  | 1 standard action | 10 minutes   | Touch             | V, S, DF    | Yes (harmless, object)       | Transmutation                             |
|       | <i>Effect:</i> Weapon becomes good, evil, lawful, or chaotic.   |    |  |                   |  |                   |             |                              |   |
|       | <i>Target:</i> Weapon touched or fifty projectiles [all of which must be in contact with each other at the time of casting] |    |  |                   |  |                   |             |                              |   |
| ☐☐☐☐☐ | Augury  | 17 | None   | 1 minute          | Instantaneous  | Personal          | V, S, M, F  | No                           | Divination                                |
|       | <i>Effect:</i> Learns whether an action will be good or bad.  |    |  |                   |  |                   |             |                              |   |
|       | <i>Target:</i> You  |    |  |                   |  |                   |             |                              |   |
| ☐☐☐☐☐ | Bear's Endurance  | 18 | Will negates (harmless)  | 1 standard action | 10 minutes   | Touch             | V, S, DF    | Yes                          | Transmutation                             |
|       | <i>Effect:</i> Subject gains +4 to Con for 10 minutes.  |    |  |                   |  |                   |             |                              |   |
|       | <i>Target:</i> Creature touched   |    |  |                   |  |                   |             |                              |   |
| ☐☐☐☐☐ | Bull's Strength   | 18 | Will negates (harmless)  | 1 standard action | 10 minutes   | Touch             | V, S, M/DF  | Yes (harmless)               | Transmutation                             |
|       | <i>Effect:</i> Subject gains +4 to Str for 10 minutes.  |    |  |                   |  |                   |             |                              |   |
|       | <i>Target:</i> Creature touched   |    |  |                   |  |                   |             |                              |   |
| ☐☐☐☐☐ | Calm Emotions   | 17 | Will negates   | 1 standard action | Concentration, up to 10 rounds [D]                   | Medium (200 Feet) | V, S, DF    | Yes                          | Enchantment (Compulsion) [Mind-Affecting] |
|       | <i>Effect:</i> Calms creatures, negating emotion effects.   |    |  |                   |  |                   |             |                              |   |
|       | <i>Target:</i> Creatures in a 20-ft.-radius spread  |    |  |                   |  |                   |             |                              |   |
| ☐☐☐☐☐ | Consecrate  | 17 | None   | 1 standard action | 20 hours   | Close (50 Feet)   | V, S, M, DF | No                           | Evocation [Good]                          |
|       | <i>Effect:</i> Fills area with positive energy, making undead weaker.   |    |  |                   |  |                   |             |                              |   |
|       | <i>Target:</i> 20-ft.-radius emanation  |    |  |                   |  |                   |             |                              |   |
| ☐☐☐☐☐ | Cure Moderate Wounds  | 17 | Will half (harmless); see text   | 1 standard action | Instantaneous  | Touch             | V, S        | Yes (harmless); see text     | Conjuration (Healing)                     |
|       | <i>Effect:</i> Cures 2d8+10 damage  |    |  |                   |  |                   |             |                              |   |
|       | <i>Target:</i> Creature touched   |    |  |                   |  |                   |             |                              |   |
| ☐☐☐☐☐ | Darkness  | 17 | None   | 1 standard action | 100 minutes [D]                                      | Touch             | V, M/DF     | No                           | Evocation [Darkness]                      |
|       | <i>Effect:</i> 20-ft. radius of supernatural shadow.  |    |  |                   |  |                   |             |                              |   |
|       | <i>Target:</i> Object touched   |    |  |                   |  |                   |             |                              |   |
| ☐☐☐☐☐ | Death Knell   | 17 | Will negates   | 1 standard action | Instantaneous/10 minutes per HD of subject; see text | Touch             | V, S        | Yes                          | Necromancy [Death, Evil]                  |
|       | <i>Effect:</i> Kill dying creature and gain 1d8 temporary hp, +2 to Str, and +1 caster level.                               |    |  |                   |  |                   |             |                              |   |
|       | <i>Target:</i> Living creature touched  |    |  |                   |  |                   |             |                              |   |
| ☐☐☐☐☐ | Delay Poison  | 17 | Fortitude negates (harmless)   | 1 standard action | 10 hours   | Touch             | V, S, DF    | Yes (harmless)               | Conjuration (Healing)                     |
|       | <i>Effect:</i> Stops poison from harming subject for 10 hours.  |    |  |                   |  |                   |             |                              |   |
|       | <i>Target:</i> Creature touched   |    |  |                   |  |                   |             |                              |   |
| ☐☐☐☐☐ | Desecrate   | 17 | None   | 1 standard action | 20 hours   | Close (50 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  | 18 | Will negates (harmless)  | 1 standard action | 10 minutes   | Touch             | V, S, M/DF  | Yes                          | Transmutation                             |
|       | <i>Effect:</i> Subject gains +4 to Cha for 10 minutes.  |    |  |                   |  |                   |             |                              |   |
|       | <i>Target:</i> Creature touched   |    |  |                   |  |                   |             |                              |   |
| ☐☐☐☐☐ | Enthral   | 17 | Will negates; see text   | 1 round           | 10 hour or less                                      | Medium (200 Feet) | V, S        | Yes                          | Enchantment (Charm)                       |
|       | <i>Effect:</i> Captivates all within 200 ft.  |    |  |                   |  |                   |             |                              |   |
|       | <i>Target:</i> Any number of creatures  |    |  |                   |  |                   |             |                              |   |
| ☐☐☐☐☐ | Find Traps  | 17 | None   | 1 standard action | 10 minutes   | Personal          | V, S        | No                           | Divination                                |
|       | <i>Effect:</i> Notice traps as a rogue does.  |    |  |                   |  |                   |             |                              |   |
|       | <i>Target:</i> You  |    |  |                   |  |                   |             |                              |   |
| ☐☐☐☐☐ | Gentle Repose   | 17 | Will negates (object)  | 1 standard action | 10 days  | Touch             | V, S, M/DF  | Yes (object)                 | Necromancy                                |
|       | <i>Effect:</i> Preserves one corpse.  |    |  |                   |  |                   |             |                              |   |
|       | <i>Target:</i> Corpse touched   |    |  |                   |  |                   |             |                              |   |
| ☐☐☐☐☐ | Hold Person   | 17 | Will negates; see text   | 1 standard action | 10 rounds [D]; see text                              | Medium (200 Feet) | V, S, F/DF  | Yes                          | Enchantment (Compulsion) [Mind-Affecting] |
|       | <i>Effect:</i> Paralyzes one humanoid for 10 rounds.  |    |  |                   |  |                   |             |                              |   |
|       | <i>Target:</i> One humanoid creature  |    |  |                   |  |                   |             |                              |   |
| ☐☐☐☐☐ | Inflict Moderate Wounds   | 17 | Will half  | 1 standard action | Instantaneous  | Touch             | V, S        | Yes                          | Necromancy                                |
|       | <i>Effect:</i> Touch attack, 2d8+10 damage  |    |  |                   |  |                   |             |                              |   |
|       | <i>Target:</i> Creature touched   |    |  |                   |  |                   |             |                              |   |
| ☐☐☐☐☐ | Make Whole  | 18 | Will negates (harmless, object)  | 1 standard action | Instantaneous  | Close (50 Feet)   | V, S        | Yes (harmless, object)       | Transmutation                             |
|       | <i>Effect:</i> Repairs an object.   |    |  |                   |  |                   |             |                              |   |
|       | <i>Target:</i> One object of up to 100 cu. ft   |    |  |                   |  |                   |             |                              |   |
| ☐☐☐☐☐ | Owl's Wisdom  | 18 | Will negates (harmless)  | 1 standard action | 10 minutes   | Touch             | V, S, M/DF  | Yes                          | Transmutation                             |
|       | <i>Effect:</i> Subject gains +4 to Wis for 10 minutes.  |    |  |                   |  |                   |             |                              |   |
|       | <i>Target:</i> Creature touched   |    |  |                   |  |                   |             |                              |   |
| ☐☐☐☐☐ | **Produce Flame   | 17 | None   | 1 standard action | 10 minutes [D]                                       | 0 ft.             | V, S        | Yes                          | Evocation [Fire]                          |
|       | <i>Effect:</i> 1d6+10 damage, touch or thrown.  |    |  |                   |  |                   |             |                              |   |
|       | <i>Target:</i> Flame in your palm   |    |  |                   |  |                   |             |                              |   |
| ☐☐☐☐☐ | Remove Paralysis  | 17 | Will negates (harmless)  | 1 standard action | Instantaneous  | Close (50 Feet)   | V, S        | Yes (harmless)               | Conjuration (Healing)                     |
|       | <i>Effect:</i> Frees one or more creatures from paralysis or slow effect.   |    |  |                   |  |                   |             |                              |   |
|       | <i>Target:</i> Up to four creatures, no two of which can be more than 30 ft. apart  |    |  |                   |  |                   |             |                              |   |
| ☐☐☐☐☐ | Resist Energy   | 17 | Fortitude negates (harmless)   | 1 standard action | 100 minutes  | Touch             | V, S, DF    | Yes (harmless)               | Abjuration                                |
|       | <i>Effect:</i> Ignores first 10 [or more] points of damage/attack from specified energy type.                               |    |  |                   |  |                   |             |                              |   |
|       | <i>Target:</i> Creature touched   |    |  |                   |  |                   |             |                              |   |
| ☐☐☐☐☐ | Restoration, Lesser   | 17 | Will negates (harmless)  | 3 rounds          | Instantaneous  | Touch             | V, S        | Yes (harmless)               | Conjuration (Healing)                     |
|       | <i>Effect:</i> Dispels magical ability penalty or repairs 1d4 ability damage.   |    |  |                   |  |                   |             |                              |   |
|       | <i>Target:</i> Creature touched   |    |  |                   |  |                   |             |                              |   |
| ☐☐☐☐☐ | Shatter   | 17 | Will negates (object); Will negates (object) or Fortitude half; see text | 1 standard action | Instantaneous  | Close (50 Feet)   | V, S, M/DF  | Yes (object)                 | Evocation [Sonic]                         |
|       | <i>Effect:</i> Sonic vibration damages objects or crystalline creatures.  |    |  |                   |  |                   |             |                              |   |
|       | <i>Target:</i> 5-ft.-radius spread; or one solid object or one crystalline creature   |    |  |                   |  |                   |             |                              |   |
| ☐☐☐☐☐ | Shield Other  | 17 | Will negates (harmless)  | 1 standard action | 10 hours [D]   | Close (50 Feet)   | V, S, F     | Yes (harmless)               | Abjuration                                |
|       | <i>Effect:</i> You take half of subject's damage.   |    |  |                   |  |                   |             |                              |   |
|       | <i>Target:</i> One creature   |    |  |                   |  |                   |             |                              |   |
| ☐☐☐☐☐ | Silence   | 17 | Will negates; see text or none (object)                                  | 1 standard action | 10 minutes [D]                                       | Long (800 Feet)   | V, S        | Yes; see text or no (object) | Illusion (Glamer)                         |
|       | <i>Effect:</i> Negates sound in 15-ft. radius.  |    |  |                   |  |                   |             |                              |   |
|       | <i>Target:</i> 20 ft. radius emanation centered on a creature, object, or point in space                                    |    |  |                   |  |                   |             |                              |   |
| ☐☐☐☐☐ | Sound Burst   | 17 | Fortitude partial  | 1 standard action | Instantaneous  | Close (50 Feet)   | V, S, F/DF  | Yes                          | Evocation [Sonic]                         |
|       | <i>Effect:</i> Deals 1d8 sonic damage to subjects; may stun them.   |    |  |                   |  |                   |             |                              |   |
|       | <i>Target:</i> 10-ft.-radius spread   |    |  |                   |  |                   |             |                              |   |
| ☐☐☐☐☐ | Spiritual Weapon  | 17 | None   | 1 standard action | 10 rounds [D]  | Medium (200 Feet) | V, S, DF    | Yes                          | Evocation [Force]                         |
|       | <i>Effect:</i> Magical weapon attacks on its own.   |    |  |                   |  |                   |             |                              |   |
|       | <i>Target:</i> Magic weapon of force  |    |  |                   |  |                   |             |                              |   |
| ☐☐☐☐☐ | Status  | 17 | Will negates (harmless)  | 1 standard action | 10 hours   | Touch             | V, S        | Yes (harmless)               | Divination                                |
|       | <i>Effect:</i> Monitors condition, position of allies.  |    |  |                   |  |                   |             |                              |   |
|       | <i>Target:</i> 3 living creatures touched   |    |  |                   |  |                   |             |                              |   |
| ☐☐☐☐☐ | Summon Monster II   | 17 | None   | 1 round           | 10 rounds [D]  | Close (50 Feet)   | V, S, F/DF  | No                           | Conjuration (Summoning)                   |
|       | <i>Effect:</i> Calls extraplanar creature to fight for you.   |    |  |                   |  |                   |             |                              |   |
|       | <i>Target:</i> One or more summoned creatures, no two of which can be more than 30 ft. apart                                |    |  |                   |  |                   |             |                              |   |

\* =Domain/Specialty Spell

# Cleric Spells

|       |  |    |                       |                   |  |                 |          |              |  |
|-------|--|----|-----------------------|-------------------|--|-----------------|----------|--------------|--|
| ☐☐☐☐☐ | <b>Undetectable Alignment</b>                    | 17 | Will negates (object) | 1 standard action | 24 hours                               | Close (50 Feet) | V, S     | Yes (object) | Abjuration                                   |
|       | <i>Effect:</i> Conceals alignment for 24 hours.  |    |                       |                   | <i>Target:</i> One creature or object  |                 |          |              |  |
| ☐☐☐☐☐ | <b>Zone of Truth</b>                             | 17 | Will negates          | 1 standard action | 10 minutes                             | Close (50 Feet) | V, S, DF | Yes          | Enchantment (Compulsion)<br>[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>  | 18           | None                            | 1 standard action | Instantaneous  | Touch             | V, S, M          | No                            | Necromancy [Evil]                            |
|       | <i>Effect:</i> Creates undead skeletons and zombies.   |              |                                 |                   | <i>Target:</i> One or more corpses touched   |                   |                  |                               |  |
| ☐☐☐☐☐ | <b>Bestow Curse</b>  | 18           | Will negates                    | 1 standard action | Permanent  | Touch             | V, S             | Yes                           | Necromancy                                   |
|       | <i>Effect:</i> -6 to an ability score; -4 on attack rolls, saves, and checks; or 50% chance of losing each action. |              |                                 |                   | <i>Target:</i> Creature touched  |                   |                  |                               |  |
| ☐☐☐☐☐ | <b>Blindness/Deafness</b>  | 18           | Fortitude negates               | 1 standard action | Permanent [D]  | Medium (200 Feet) | V                | Yes                           | Necromancy                                   |
|       | <i>Effect:</i> Makes subject blinded or deafened.  |              |                                 |                   | <i>Target:</i> One living creature   |                   |                  |                               |  |
| ☐☐☐☐☐ | <b>Contagion</b>   | 18           | Fortitude negates               | 1 standard action | Instantaneous  | Touch             | V, S             | Yes                           | Necromancy [Evil]                            |
|       | <i>Effect:</i> Infects subject with chosen disease.  |              |                                 |                   | <i>Target:</i> Living creature touched   |                   |                  |                               |  |
| ☐☐☐☐☐ | <b>Continual Flame</b>   | 18           | None                            | 1 standard action | Permanent  | Touch             | V, S, M          | No                            | Evocation [Light]                            |
|       | <i>Effect:</i> Makes a permanent, heatless torch.  |              |                                 |                   | <i>Target:</i> Object touched  |                   |                  |                               |  |
| ☐☐☐☐☐ | <b>Create Food and Water</b>   | 18           | None                            | 10 minutes        | 24 hours; see text   | Close (50 Feet)   | V, S             | No                            | Conjuration (Creation)                       |
|       | <i>Effect:</i> Feeds 30 humans or 10 horse.  |              |                                 |                   | <i>Target:</i> Food and water to sustain 30 humans or 10 horses for 24 hours                 |                   |                  |                               |  |
| ☐☐☐☐☐ | <b>Cure Serious Wounds</b>   | 18           | Will half (harmless); see text  | 1 standard action | Instantaneous  | Touch             | V, S             | Yes (harmless); see text      | Conjuration (Healing)                        |
|       | <i>Effect:</i> Cures 3d8+10 damage   |              |                                 |                   | <i>Target:</i> Creature touched  |                   |                  |                               |  |
| ☐☐☐☐☐ | <b>Daylight</b>  | 18           | None                            | 1 standard action | 100 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>   | 18           | None                            | 1 standard action | 10 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>  | 18           | None                            | 1 standard action | Instantaneous  | Medium (200 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>Glyph of Warding</b>  | 18           | See text                        | 10 minutes        | Permanent until discharged [D]   | Touch             | V, S, M          | No (object) and Yes; see text | Abjuration                                   |
|       | <i>Effect:</i> Inscription harms those who pass it.  |              |                                 |                   | <i>Target:</i> Object touched or up to 50 sq. ft   |                   |                  |                               |  |
| ☐☐☐☐☐ | <b>Helping Hand</b>  | 18           | None                            | 1 standard action | 10 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>  | 18           | Will half                       | 1 standard action | Instantaneous  | Touch             | V, S             | Yes                           | Necromancy                                   |
|       | <i>Effect:</i> Touch attack, 3d8+10 damage   |              |                                 |                   | <i>Target:</i> Creature touched  |                   |                  |                               |  |
| ☐☐☐☐☐ | <b>Invisibility Purge</b>  | 18           | None                            | 1 standard action | 10 minutes [D]   | Personal          | V, S             | No                            | Evocation                                    |
|       | <i>Effect:</i> Dispel invisibility within 50 ft  |              |                                 |                   | <i>Target:</i> You   |                   |                  |                               |  |
| ☐☐☐☐☐ | <b>Locate Object</b>   | 18           | None                            | 1 standard action | 10 minutes   | Long (800 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 800 ft.                             |                   |                  |                               |  |
| ☐☐☐☐☐ | <b>Magic Circle against Chaos</b>  | 18           | Will negates (harmless)         | 1 standard action | 100 minutes  | Touch             | V, S, M/DF       | No; see text                  | Abjuration [Lawful]                          |
|       | <i>Effect:</i> As protection spells, but 10-ft. radius and 100 minutes.  |              |                                 |                   | <i>Target:</i> 10-ft.-radius emanation from touched creature                                 |                   |                  |                               |  |
| ☐☐☐☐☐ | <b>Magic Circle against Evil</b>   | 18           | Will negates (harmless)         | 1 standard action | 100 minutes  | Touch             | V, S, M/DF       | No; see text                  | Abjuration [Good]                            |
|       | <i>Effect:</i> As protection spells, but 10-ft. radius and 100 minutes.  |              |                                 |                   | <i>Target:</i> 10-ft.-radius emanation from touched creature                                 |                   |                  |                               |  |
| ☐☐☐☐☐ | <b>Magic Circle against Good</b>   | 18           | Will negates (harmless)         | 1 standard action | 100 minutes  | Touch             | V, S, M/DF       | No; see text                  | Abjuration [Evil]                            |
|       | <i>Effect:</i> As protection spells, but 10-ft. radius and 100 minutes.  |              |                                 |                   | <i>Target:</i> 10-ft.-radius emanation from touched creature                                 |                   |                  |                               |  |
| ☐☐☐☐☐ | <b>Magic Circle against Law</b>  | 18           | Will negates (harmless)         | 1 standard action | 100 minutes  | Touch             | V, S, M/DF       | No; see text                  | Abjuration [Chaotic]                         |
|       | <i>Effect:</i> As protection spells, but 10-ft. radius and 100 minutes.  |              |                                 |                   | <i>Target:</i> 10-ft.-radius emanation from touched creature                                 |                   |                  |                               |  |
| ☐☐☐☐☐ | <b>Magic Vestment</b>  | 19           | Will negates (harmless, object) | 1 standard action | 10 hours   | Touch             | V, S, DF         | Yes (harmless, object)        | Transmutation                                |
|       | <i>Effect:</i> Armor or shield gains 2 enhancement   |              |                                 |                   | <i>Target:</i> Armor or shield touched   |                   |                  |                               |  |
| ☐☐☐☐☐ | <b>Meld into Stone</b>   | 19           | None                            | 1 standard action | 100 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>  | 18           | Will negates (object)           | 1 standard action | 8 hours [D]  | Touch             | V, S, M/DF       | Yes (object)                  | Abjuration                                   |
|       | <i>Effect:</i> Masks object against scrying.   |              |                                 |                   | <i>Target:</i> One object touched of up to 1000 lbs  |                   |                  |                               |  |
| ☐☐☐☐☐ | <b>Prayer</b>  | 18           | None                            | 1 standard action | 10 rounds  | 40 ft.            | V, S, DF         | Yes                           | Enchantment (Compulsion)<br>[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>   | 18           | Fortitude negates (harmless)    | 1 standard action | 100 minutes or until discharged  | Touch             | V, S, DF         | Yes (harmless)                | Abjuration                                   |
|       | <i>Effect:</i> Absorb 120 points of damage from one kind of energy.  |              |                                 |                   | <i>Target:</i> Creature touched  |                   |                  |                               |  |
| ☐☐☐☐☐ | <b>Protection from Energy</b>  | 18           | Fortitude negates (harmless)    | 1 standard action | 100 minutes or until discharged  | Touch             | V, S, DF         | Yes (harmless)                | Abjuration                                   |
|       | <i>Effect:</i> Absorb 120 points of damage from one kind of energy.  |              |                                 |                   | <i>Target:</i> Creature touched  |                   |                  |                               |  |
| ☐☐☐☐☐ | <b>Remove Blindness/Deafness</b>   | 18           | Fortitude negates (harmless)    | 1 standard action | Instantaneous  | Touch             | V, S             | Yes (harmless)                | Conjuration (Healing)                        |
|       | <i>Effect:</i> Cures normal or magical conditions.   |              |                                 |                   | <i>Target:</i> Creature touched  |                   |                  |                               |  |
| ☐☐☐☐☐ | <b>Remove Curse</b>  | 18           | Will negates (harmless)         | 1 standard action | Instantaneous  | Touch             | V, S             | Yes (harmless)                | Abjuration                                   |
|       | <i>Effect:</i> Frees object or person from curse.  |              |                                 |                   | <i>Target:</i> Creature or item touched  |                   |                  |                               |  |
| ☐☐☐☐☐ | <b>Remove Disease</b>  | 18           | Fortitude negates (harmless)    | 1 standard action | Instantaneous  | Touch             | V, S             | Yes (harmless)                | Conjuration (Healing)                        |
|       | <i>Effect:</i> Cures all diseases affecting subject.   |              |                                 |                   | <i>Target:</i> Creature touched  |                   |                  |                               |  |
| ☐☐☐☐☐ | <b>**Resist Energy</b>   | 18           | Fortitude negates (harmless)    | 1 standard action | 100 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>   | 18           | None                            | 1 standard action | Instantaneous  | Medium (200 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>   | 18           | Will negates; see text          | 10 minutes        | 10 minutes   | 10 ft.            | V, S, DF         | No                            | Necromancy<br>[Language-Dependent]           |
|       | <i>Effect:</i> Corpse answers one question/two levels.   |              |                                 |                   | <i>Target:</i> One dead creature   |                   |                  |                               |  |
| ☐☐☐☐☐ | <b>Stone Shape</b>   | 19           | None                            | 1 standard action | Instantaneous  | Touch             | V, S, M/DF       | No                            | Transmutation [Earth]                        |
|       | <i>Effect:</i> Sculpt stone into any shape.  |              |                                 |                   | <i>Target:</i> Stone or stone object touched, up to 20 cu. ft.                               |                   |                  |                               |  |
| ☐☐☐☐☐ | <b>Summon Monster III</b>  | 18           | None                            | 1 round           | 10 rounds [D]  | Close (50 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>   | 19           | Will negates (harmless)         | 1 standard action | 20 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>  | 19           | Will negates (harmless)         | 1 standard action | 100 minutes [D]  | Touch             | V, S, DF         | Yes (harmless)                | Transmutation [Water]                        |
|       | <i>Effect:</i> Subject treads on water as if solid.  |              |                                 |                   | <i>Target:</i> 10 touched creatures  |                   |                  |                               |  |
| ☐☐☐☐☐ | <b>Wind Wall</b>   | 18           | None; see text                  | 1 standard action | 10 rounds  | Medium (200 Feet) | V, S, M/DF       | Yes                           | Evocation [Air]                              |
|       | <i>Effect:</i> Deflects arrows, smaller creatures, and gases.  |              |                                 |                   | <i>Target:</i> Wall up to 100 ft. long and 50 ft. high [S]                                   |                   |                  |                               |  |

## LEVEL 4

| Name  | DC   | Saving Throw | Time                           | Duration          | Range   | Comp.           | Spell Resistance | School                   |                       |
|-------|--|--------------|--------------------------------|-------------------|---|-----------------|------------------|--------------------------|-----------------------|
| ☐☐☐☐☐ | <b>Air Walk</b>  | 20           | None                           | 1 standard action | 100 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>   | 20           | None; see text                 | 1 standard action | 100 minutes [D]   | Long (800 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 100 ft by 100 ft by 20 ft [S] |                 |                  |                          |                       |
| ☐☐☐☐☐ | <b>Cure Critical Wounds</b>  | 19           | Will half (harmless); see text | 1 standard action | Instantaneous   | Touch           | V, S             | Yes (harmless); see text | Conjuration (Healing) |
|       | <i>Effect:</i> Cures 4d8+10 damage.  |              |                                |                   | <i>Target:</i> Creature touched                                   |                 |                  |                          |                       |

\* =Domain/Specialty Spell

## Cleric Spells

|       |   |    |                                 |                   |                                |                   |             |                        |   |
|-------|---|----|---------------------------------|-------------------|--------------------------------|-------------------|-------------|------------------------|---|
| ☐☐☐☐☐ | <b>Death Ward</b>   | 19 | Will negates (harmless)         | 1 standard action | 10 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>   | 19 | None                            | 1 standard action | 10 minutes                     | Medium (200 Feet) | V, S        | Yes (object)           | Abjuration  |
|       | <i>Effect:</i> Bars extradimensional movement.  |    |                                 |                   |                                |                   |             |                        | <i>Target:</i> Ray  |
| ☐☐☐☐☐ | <b>Discern Lies</b>   | 19 | Will negates                    | 1 standard action | Concentration, up to 10 rounds | Close (50 Feet)   | V, S, DF    | No                     | Divination  |
|       | <i>Effect:</i> Reveals deliberate falsehoods.   |    |                                 |                   |                                |                   |             |                        | <i>Target:</i> 10 creatures, no two of which can be more than 30 ft. apart  |
| ☐☐☐☐☐ | <b>Dismissal</b>  | 19 | Will negates; see text          | 1 standard action | Instantaneous                  | Close (50 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>   | 19 | None                            | 10 minutes        | Instantaneous                  | Personal          | V, S, M     | No                     | Divination  |
|       | <i>Effect:</i> Provides useful advice for specific proposed actions.  |    |                                 |                   |                                |                   |             |                        | <i>Target:</i> You  |
| ☐☐☐☐☐ | <b>Divine Power</b>   | 19 | None                            | 1 standard action | 10 rounds                      | Personal          | V, S, DF    | No                     | Evocation   |
|       | <i>Effect:</i> You gain attack bonus, +6 to Str, and 10 hps.  |    |                                 |                   |                                |                   |             |                        | <i>Target:</i> You  |
| ☐☐☐☐☐ | <b>*Freedom of Movement</b>   | 19 | Will negates (harmless)         | 1 standard action | 100 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>Freedom of Movement</b>  | 19 | Will negates (harmless)         | 1 standard action | 100 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>   | 20 | None                            | 1 standard action | 10 minutes                     | Close (50 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>   | 19 | Will negates (harmless)         | 10 minutes        | Permanent until discharged [D] | Touch             | V, S, DF    | Yes (harmless)         | Evocation   |
|       | <i>Effect:</i> Transfer spells to subject.  |    |                                 |                   |                                |                   |             |                        | <i>Target:</i> Creature touched; see text   |
| ☐☐☐☐☐ | <b>Inflict Critical Wounds</b>  | 19 | Will half                       | 1 standard action | Instantaneous                  | Touch             | V, S        | Yes                    | Necromancy  |
|       | <i>Effect:</i> Touch attack, 4d8+10 damage  |    |                                 |                   |                                |                   |             |                        | <i>Target:</i> Creature touched   |
| ☐☐☐☐☐ | <b>Magic Weapon, Greater</b>  | 20 | Will negates (harmless, object) | 1 standard action | 10 hours                       | Close (50 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>  | 19 | Will negates (harmless, object) | 1 standard action | 100 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 10 cu. ft. touched   |
| ☐☐☐☐☐ | <b>Poison</b>   | 19 | Fortitude negates; see text     | 1 standard action | Instantaneous; see text        | Touch             | V, S, DF    | Yes                    | Necromancy  |
|       | <i>Effect:</i> Touch deals 1d10 Con damage, repeats in 1 minute.  |    |                                 |                   |                                |                   |             |                        | <i>Target:</i> Living creature touched  |
| ☐☐☐☐☐ | <b>Repel Vermin</b>   | 19 | None or Will negates; see text  | 1 standard action | 100 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>  | 19 | Will negates (harmless)         | 3 rounds          | Instantaneous                  | Touch             | V, S, M     | Yes (harmless)         | Conjuration (Healing)   |
|       | <i>Effect:</i> Restores level and ability score drains.   |    |                                 |                   |                                |                   |             |                        | <i>Target:</i> Creature touched   |
| ☐☐☐☐☐ | <b>Sending</b>  | 19 | None                            | 10 minutes        | 10 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>   | 19 | Will negates (harmless)         | 1 standard action | 100 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>  | 19 | None                            | 1 round           | 10 rounds [D]                  | Close (50 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>  | 19 | Will negates (harmless)         | 1 standard action | 100 minutes                    | Touch             | V, M/DF     | No                     | Divination  |
|       | <i>Effect:</i> Speak any language.  |    |                                 |                   |                                |                   |             |                        | <i>Target:</i> Creature touched   |
| ☐☐☐☐☐ | <b>**Wall of Fire</b>   | 19 | None                            | 1 standard action | Concentration + 10 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+10 damage |    |                                 |                   |                                |                   |             |                        | <i>Target:</i> Opaque sheet of flame up to 200 ft. long or a ring of fire with a radius of up to 25 ft; either form 20 ft. high |

## LEVEL 5

| Name                                    | DC | Saving Throw                                | Time              | Duration   | Range             | Comp.              | Spell Resistance                | School   |
|---|----|---|-------------------|--|-------------------|--------------------|---------------------------------|--|
| ☐☐☐☐☐ <b>Atonement</b>                  | 20 | None  | 1 hour            | Instantaneous  | Touch             | V, S, M, F, DF, XP | Yes                             | Abjuration   |
|   |    |   |                   |  |                   |                    |                                 | <i>Effect:</i> Removes burden of misdeeds from subject.                                      |
| ☐☐☐☐☐ <b>*Break Enchantment</b>         | 20 | See text                                    | 1 minute          | Instantaneous  | Close (25 Feet)   | V, S               | No                              | Abjuration   |
|   |    |   |                   |  |                   |                    |                                 | <i>Effect:</i> Frees subjects from enchantments, alterations, curses, and petrification.     |
| ☐☐☐☐☐ <b>Break Enchantment</b>          | 20 | See text                                    | 1 minute          | Instantaneous  | Close (50 Feet)   | V, S               | No                              | Abjuration   |
|   |    |   |                   |  |                   |                    |                                 | <i>Effect:</i> Frees subjects from enchantments, alterations, curses, and petrification.     |
| ☐☐☐☐☐ <b>Command, Greater</b>           | 20 | Will negates                                | 1 standard action | 10 rounds  | Close (50 Feet)   | V                  | Yes                             | Enchantment (Compulsion)   |
|   |    |   |                   |  |                   |                    |                                 | <i>Effect:</i> As command, but affects 10 subjects.  |
| ☐☐☐☐☐ <b>Commune</b>                    | 20 | None  | 10 minutes        | 10 rounds  | Personal          | V, S, M, DF, XP    | No                              | Divination   |
|   |    |   |                   |  |                   |                    |                                 | <i>Effect:</i> Deity answers 10 yes-or-no questions.   |
| ☐☐☐☐☐ <b>Cure Light Wounds, Mass</b>    | 20 | Will half (harmless) or Will half; see text | 1 standard action | Instantaneous  | Close (50 Feet)   | V, S               | Yes (harmless) or Yes; see text | Conjuration (Healing)  |
|   |    |   |                   |  |                   |                    |                                 | <i>Effect:</i> Cures 1d8+10 damage for many creatures.                                       |
| ☐☐☐☐☐ <b>Dispel Chaos</b>               | 20 | See text                                    | 1 standard action | 10 rounds or until discharged, whichever comes first | Touch             | V, S, DF           | See text                        | Abjuration [Lawful]  |
|   |    |   |                   |  |                   |                    |                                 | <i>Effect:</i> +4 bonus against attacks.   |
| ☐☐☐☐☐ <b>Dispel Evil</b>                | 20 | See text                                    | 1 standard action | 10 rounds or until discharged, whichever comes first | Touch             | V, S, DF           | See text                        | Abjuration [Good]  |
|   |    |   |                   |  |                   |                    |                                 | <i>Effect:</i> +4 bonus against attacks.   |
| ☐☐☐☐☐ <b>Dispel Good</b>                | 20 | See text                                    | 1 standard action | 10 rounds or until discharged, whichever comes first | Touch             | V, S, DF           | See text                        | Abjuration [Evil]  |
|   |    |   |                   |  |                   |                    |                                 | <i>Effect:</i> +4 bonus against attacks.   |
| ☐☐☐☐☐ <b>Dispel Law</b>                 | 20 | See text                                    | 1 standard action | 10 rounds or until discharged, whichever comes first | Touch             | V, S, DF           | See text                        | Abjuration [Chaotic]   |
|   |    |   |                   |  |                   |                    |                                 | <i>Effect:</i> +4 bonus against attacks.   |
| ☐☐☐☐☐ <b>Disrupting Weapon</b>          | 21 | Will negates (harmless, object); see text   | 1 standard action | 10 rounds  | Touch             | V, S               | Yes (harmless, object)          | Transmutation  |
|   |    |   |                   |  |                   |                    |                                 | <i>Effect:</i> Melee weapon destroys undead.   |
| ☐☐☐☐☐ <b>**Fire Shield</b>              | 20 | None  | 1 standard action | 10 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. |
| ☐☐☐☐☐ <b>Flame Strike</b>               | 20 | Reflex half                                 | 1 standard action | Instantaneous  | Medium (200 Feet) | V, S, DF           | Yes                             | Evocation [Fire]   |
|   |    |   |                   |  |                   |                    |                                 | <i>Effect:</i> Smite foes with divine fire for 10d6 damage.                                  |
| ☐☐☐☐☐ <b>Hallow</b>                     | 20 | See text                                    | 24 hours          | Instantaneous  | Touch             | V, S, M, DF        | See text                        | Evocation [Good]   |
|   |    |   |                   |  |                   |                    |                                 | <i>Effect:</i> Designates location as holy.  |
| ☐☐☐☐☐ <b>Inflict Light Wounds, Mass</b> | 20 | Will half                                   | 1 standard action | Instantaneous  | Close (50 Feet)   | V, S               | Yes                             | Necromancy   |
|   |    |   |                   |  |                   |                    |                                 | <i>Effect:</i> Deals 1d8+10 damage to many creatures.  |
| ☐☐☐☐☐ <b>Insect Plague</b>              | 20 | None  | 1 round           | 10 minutes   | Long (800 Feet)   | V, S, DF           | No                              | Conjuration (Summoning)  |
|   |    |   |                   |  |                   |                    |                                 | <i>Effect:</i> Locust swarms attack creatures.   |
| ☐☐☐☐☐ <b>Mark of Justice</b>            | 20 | None  | 10 minutes        | Permanent; see text                                  | Touch             | V, S, DF           | Yes                             | Necromancy   |
|   |    |   |                   |  |                   |                    |                                 | <i>Effect:</i> Designates action that will trigger curse on subject.                         |
| ☐☐☐☐☐ <b>Plane Shift</b>                | 20 | 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.                            |
| ☐☐☐☐☐ <b>Raise Dead</b>                 | 20 | 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 10 days ago.                     |

\* =Domain/Specialty Spell

## Cleric Spells

|       |   |    |                         |                   |  |                   |               |                |   |
|-------|---|----|-------------------------|-------------------|--|-------------------|---------------|----------------|---|
| □□□□□ | <b>Righteous Might</b>  | 21 | None                    | 1 standard action | 10 rounds [D]  | Personal          | V, S, DF      | No             | Transmutation                             |
|       | <i>Effect:</i> Your size increases, and you gain combat bonuses.            |    |                         |                   | <i>Target:</i> You   |                   |               |                |   |
| □□□□□ | <b>Scrying</b>  | 20 | Will negates            | 1 hour            | 10 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  |                   |               |                |   |
| □□□□□ | <b>Slay Living</b>  | 20 | Fortitude partial       | 1 standard action | Instantaneous  | Touch             | V, S          | Yes            | Necromancy [Death]                        |
|       | <i>Effect:</i> Touch attack kills subject.                                  |    |                         |                   | <i>Target:</i> Living creature touched   |                   |               |                |   |
| □□□□□ | <b>Spell Resistance</b>   | 20 | Will negates (harmless) | 1 standard action | 10 minutes   | Touch             | V, S, DF      | Yes (harmless) | Abjuration                                |
|       | <i>Effect:</i> Subject gains SR 12 + level.                                 |    |                         |                   | <i>Target:</i> Creature touched  |                   |               |                |   |
| □□□□□ | <b>Summon Monster V</b>   | 20 | None                    | 1 round           | 10 rounds [D]  | Close (50 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>Symbol of Pain</b>   | 20 | Fortitude negates       | 10 minutes        | See text   | 0 ft.; see text   | V, S, M       | Yes            | Necromancy [Evil]                         |
|       | <i>Effect:</i> Triggered rune wracks nearby creatures with pain.            |    |                         |                   | <i>Target:</i> One symbol  |                   |               |                |   |
| □□□□□ | <b>Symbol of Sleep</b>  | 20 | Will negates            | 10 minutes        | See text   | 0 ft.; see text   | V, S, M       | Yes            | Enchantment (Compulsion) [Mind-Affecting] |
|       | <i>Effect:</i> Triggered rune puts nearby creatures into catatonic slumber. |    |                         |                   | <i>Target:</i> One symbol  |                   |               |                |   |
| □□□□□ | <b>True Seeing</b>  | 20 | Will negates (harmless) | 1 standard action | 10 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  |                   |               |                |   |
| □□□□□ | <b>Unhallow</b>   | 20 | See text                | 24 hours          | Instantaneous  | Touch             | V, S, M       | See text       | Evocation [Evil]                          |
|       | <i>Effect:</i> Designates location as unholy.                               |    |                         |                   | <i>Target:</i> 40-ft. radius emanating from the touched point                                |                   |               |                |   |
| □□□□□ | <b>Wall of Stone</b>  | 20 | See text                | 1 standard action | Instantaneous  | Medium (200 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 10 5-ft. squares [S]                           |                   |               |                |   |

\* = Domain/Specialty Spell