

Belle Female Halfling Clr13

NPC

NAME Clr13	156000	PLAYERNAME Halfling	Small	None	DEITY	2'10"	29 lbs	Neutral Good
CLASS 13	91000	RACE 0	Female	HEIGHT 29 lbs	WEIGHT			ALIGNMENT Normal
TCL	NEXT LEVEL	AGE	GENDER	EYES	HAIR			VISION 0
								POINTS

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP SCORE	TEMP MODIFIER
STR Strength	11	+0	11	+0
DEX Dexterity	20	+5	20	+5
CON Constitution	12	+1	12	+1
INT Intelligence	14	+2	14	+2
WIS Wisdom	20	+5	20	+5
CHA Charisma	15	+2	15	+2

HP hit points	80	WOUNDS/CURRENT HP		SUBDUAL DAMAGE			DAMAGE REDUCTION			SPEED Walk 20'					
AC armor class	16	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

INITIATIVE modifier	+5	TOTAL	+5	DEX MODIFIER	+0	MISC MODIFIER
BASE ATTACK bonus	+9/+4					

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC MODIFIER	TEMP MODIFIER	conditional modifiers
FORTITUDE (constitution)	+10	+8	+1	+0	+1		
REFLEX (dexterity)	+10	+4	+5	+0	+1		
WILLPOWER (wisdom)	+14	+8	+5	+0	+1		

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

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
	+10/+5	1d2	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	
	28.0	57.0	86.0	
	Lift over head	Lift off ground	Push / Drag	430.0

FEATS	
Craft Staff	See Text
Extend Spell	See Text
Improved Counterspell	See Text
Investigator	See Text
Weapon Focus (Club)	See Text

DOMAINS	
Magic	Use scrolls, wands, and other devices with spell completion or spell trigger activation as a wizard of one-half your cleric level (at least 1st level). For the purpose of using a scroll or other magic device, if you are also a wizard, actual wizard levels and these effective wizard levels stack.
Plant	Rebuke or command plant creatures as an evil cleric rebukes or commands undead. Use this ability a total number of times per day equal to 3 + your Charisma modifier. This granted power is a supernatural ability.

SKILLS					
SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
Craft (Alchemy)	INT	17	= 2	+ 15.0	+
Craft (Bowmaking)	INT	8	= 2	+ 6.0	+
Craft (Carpentry)	INT	14	= 2	+ 12.0	+
Craft (Leatherworking)	INT	12	= 2	+ 10.0	+
Craft (Woodworking)	INT	10	= 2	+ 8.0	+
Knowledge (The Planes)	INT	15	= 2	+ 13.0	+

✓ : can be used untrained. X : exclusive skills

TURN/REBUKE UNDEAD			
TURNING CHECK RESULT	UNDEAD AFFECTED (MAXIMUM HIT DICE)	Turn level	Turn damage
Up to 0	9	13	2d6+15
1 - 3	10		
4 - 6	11		
7 - 9	12		
10 - 12	13		
13 - 15	14		
16 - 18	15		
19 - 21	16		
22 +	17		

Turns/day: 5

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

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Up to 0	9	13	2d6+15
1 - 3	10		
4 - 6	11		
7 - 9	12		
10 - 12	13		
13 - 15	14		
16 - 18	15		
19 - 21	16		
22 +	17		

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SPECIAL ABILITIES	
+1 racial bonus on all saving throws	
+2 morale bonus on saving throws against fear	
Spontaneous casting	
Turn Undead 5/day (turn level 13) (turn damage 2d6+15)	

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, Dwarven, Elven, Halfling	

Cleric Spells

LEVEL	0	1	2	3	4	5	6	7	8	9
KNOWN	0	0	0	0	0	0	0	0	0	0
PER DAY	6	7+1	6+1	5+1	5+1	4+1	2+1	1+1	0	0

LEVEL 0

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
☐☐☐☐ Create Water <i>Effect:</i> Creates 26 gallons of pure water. <i>Target:</i> Up to 26 gallons of water	15	None	1 standard action	Instantaneous	Close (55 Feet)	V, S	No	Conjuration (Creation) [Water]
☐☐☐☐ Cure Minor Wounds <i>Effect:</i> Cures 1 point of damage. <i>Target:</i> Creature touched	15	Will half (harmless); see text	1 standard action	Instantaneous	Touch	V, S	Yes (harmless); see text	Conjuration (Healing)
☐☐☐☐ Detect Magic <i>Effect:</i> Detects spells and magic items within 60 ft. <i>Target:</i> Cone-shaped emanation	15	None	1 standard action	Concentration, up to 13 minutes [D]	60 ft.	V, S	No	Divination
☐☐☐☐ Detect Poison <i>Effect:</i> Detects poison in one creature or small object. <i>Target:</i> One creature, one object, or a 5-ft. cube	15	None	1 standard action	Instantaneous	Close (55 Feet)	V, S	No	Divination
☐☐☐☐ Guidance <i>Effect:</i> +1 on one attack roll, saving throw, or skill check. <i>Target:</i> Creature touched	15	Will negates (harmless)	1 standard action	13 minute or until discharged	Touch	V, S	Yes	Divination
☐☐☐☐ Inflict Minor Wounds <i>Effect:</i> Touch attack, 1 point of damage. <i>Target:</i> Creature touched	15	Will negates	1 standard action	Instantaneous	Touch	V, S	Yes	Necromancy
☐☐☐☐ Light <i>Effect:</i> Object shines like a torch. <i>Target:</i> Object touched	15	None	1 standard action	130 minutes [D]	Touch	V, M/DF	No	Evocation [Light]
☐☐☐☐ Mending <i>Effect:</i> Makes minor repairs on an object. <i>Target:</i> One object of up to 1 lb.	15	Will negates (harmless, object)	1 standard action	Instantaneous	10 ft.	V, S	Yes (harmless, object)	Transmutation
☐☐☐☐ Purify Food and Drink <i>Effect:</i> Purifies 13 cu. ft. of food or water. <i>Target:</i> 13 cu. ft. of contaminated food and water	15	Will negates (object)	1 standard action	Instantaneous	10 ft.	V, S	Yes (object)	Transmutation
☐☐☐☐ Read Magic <i>Effect:</i> Read scrolls and spellbooks. <i>Target:</i> You	15	None	1 standard action	130 minutes	Personal	V, S, F	No	Divination
☐☐☐☐ Resistance <i>Effect:</i> Subject gains +1 on saving throws. <i>Target:</i> Creature touched	15	Will negates (harmless)	1 standard action	13 minute	Touch	V, S, M/DF	Yes (harmless)	Abjuration
☐☐☐☐ Virtue <i>Effect:</i> Subject gains 1 temporary hp. <i>Target:</i> Creature touched	15	Fortitude negates (harmless)	1 standard action	13 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. <i>Target:</i> All enemies within 50 ft.	16	Will negates	1 standard action	13 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. <i>Target:</i> The caster and all allies within a 50-ft. burst, centered on the caster	16	None	1 standard action	13 minutes	50 ft.	V, S, DF	Yes (harmless)	Enchantment (Compulsion) [Mind-Affecting]
☐☐☐☐ Bless Water <i>Effect:</i> Makes holy water. <i>Target:</i> Flask of water touched	16	Will negates (object)	1 minute	Instantaneous	Touch	V, S, M	Yes (object)	Transmutation [Good]
☐☐☐☐ Cause Fear <i>Effect:</i> One creature of 5 HD or less flees for 1d4 rounds. <i>Target:</i> One living creature with 5 or fewer HD	16	Will partial	1 standard action	1d4 rounds or 1 round; see text	Close (55 Feet)	V, S	Yes	Necromancy [Fear, Mind-Affecting]
☐☐☐☐ Command <i>Effect:</i> One subject obeys selected command for 1 round. <i>Target:</i> One living creature	16	Will negates	1 standard action	13 round	Close (55 Feet)	V	Yes	Enchantment (Compulsion) [Language-Dependent, Mind-Affecting]
☐☐☐☐ Comprehend Languages <i>Effect:</i> You understand all spoken and written languages. <i>Target:</i> You	16	None	1 standard action	130 minutes	Personal	V, S, M/DF	No	Divination
☐☐☐☐ Cure Light Wounds <i>Effect:</i> Cures 1d8+5 damage <i>Target:</i> Creature touched	16	Will half (harmless); see text	1 standard action	Instantaneous	Touch	V, S	Yes (harmless); see text	Conjuration (Healing)
☐☐☐☐ Curse Water <i>Effect:</i> Makes unholy water. <i>Target:</i> Flask of water touched	16	Will negates (object)	1 minute	Instantaneous	Touch	V, S, M	Yes (object)	Necromancy [Evil]
☐☐☐☐ Deathwatch <i>Effect:</i> Reveals how near death subjects within 30 ft. are. <i>Target:</i> Cone-shaped emanation	16	None	1 standard action	130 minutes	30 ft.	V, S	No	Necromancy [Evil]
☐☐☐☐ Detect Chaos <i>Effect:</i> Reveals creatures, spells, or objects of selected alignment. <i>Target:</i> Cone-shaped emanation	16	None	1 standard action	Concentration, up to 10 minutes [D]	60 ft.	V, S, DF	No	Divination
☐☐☐☐ Detect Evil <i>Effect:</i> Reveals creatures, spells, or objects of selected alignment. <i>Target:</i> Cone-shaped emanation	16	None	1 standard action	Concentration, up to 10 minutes [D]	60 ft.	V, S, DF	No	Divination
☐☐☐☐ Detect Good <i>Effect:</i> Reveals creatures, spells, or objects of selected alignment. <i>Target:</i> Cone-shaped emanation	16	None	1 standard action	Concentration, up to 10 minutes [D]	60 ft.	V, S, DF	No	Divination
☐☐☐☐ Detect Law <i>Effect:</i> Reveals creatures, spells, or objects of selected alignment. <i>Target:</i> Cone-shaped emanation	16	None	1 standard action	Concentration, up to 10 minutes [D]	60 ft.	V, S, DF	No	Divination
☐☐☐☐ Detect Undead <i>Effect:</i> Reveals undead within 60 ft. <i>Target:</i> Cone-shaped emanation	16	None	1 standard action	Concentration, up to 13 minutes [D]	60 ft.	V, S, M/DF	No	Divination
☐☐☐☐ Divine Favor <i>Effect:</i> You gain +4 on attack and damage rolls. <i>Target:</i> You	16	None	1 standard action	1 minute	Personal	V, S, DF	No	Evocation
☐☐☐☐ Doom <i>Effect:</i> One subject takes -2 on attack rolls, damage rolls, saves, and checks. <i>Target:</i> One living creature	16	Will negates	1 standard action	13 minutes	Medium (230 Feet)	V, S, DF	Yes	Necromancy [Fear, Mind-Affecting]
☐☐☐☐ Endure Elements <i>Effect:</i> Exist comfortably in hot or cold environments. <i>Target:</i> Creature touched	16	Will negates (harmless)	1 standard action	24 hours	Touch	V, S	Yes (harmless)	Abjuration
☐☐☐☐ **Entangle <i>Effect:</i> Plants entangle everyone in 40-ft.-radius circle. <i>Target:</i> Plants in a 40-ft.-radius spread	16	Reflex partial; see text	1 standard action	13 minutes [D]	Long (400 Feet)	V, S, DF	No	Transmutation
☐☐☐☐ Entropic Shield <i>Effect:</i> Ranged attacks against you have 20% miss chance. <i>Target:</i> You	16	None	1 standard action	13 minutes [D]	Personal	V, S	No	Abjuration
☐☐☐☐ Hide from Undead <i>Effect:</i> Undead can't perceive 13 subjects. <i>Target:</i> 13 touched creatures	16	Will negates (harmless); see text	1 standard action	130 minutes [D]	Touch	V, S, DF	Yes	Abjuration
☐☐☐☐ Inflict Light Wounds <i>Effect:</i> Touch deals 1d8+5 damage <i>Target:</i> Creature touched	16	Will half	1 standard action	Instantaneous	Touch	V, S	Yes	Necromancy
☐☐☐☐ **Magic Aura <i>Effect:</i> Alters object's magic aura. <i>Target:</i> One touched object weighing up to 65 lbs	16	None; see text	1 standard action	13 days [D]	Touch	V, S, F	No	Illusion (Glamour)
☐☐☐☐ Magic Stone <i>Effect:</i> Three stones gain +1 on attack rolls, deal 1d6+1 damage. <i>Target:</i> Up to three pebbles touched	16	Will negates (harmless, object)	1 standard action	30 minutes or until discharged	Touch	V, S, DF	Yes (harmless, object)	Transmutation
☐☐☐☐ Magic Weapon <i>Effect:</i> Weapon gains +1 bonus. <i>Target:</i> Weapon touched	16	Will negates (harmless, object)	1 standard action	13 minutes	Touch	V, S, DF	Yes (harmless, object)	Transmutation

* =Domain/Specialty Spell

Cleric Spells

□□□□	Obscuring Mist	16	None	1 standard action	13 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	13 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	13 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	13 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	13 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	130 minutes; see text	Close (55 Feet)	V, S	Yes (harmless)	Abjuration
	<i>Effect:</i> Suppresses fear or gives +4 on saves against fear for 4 subjects								
	<i>Target:</i> 4 creatures, no two of which can be more than 30 ft. apart								
□□□□	Sanctuary	16	Will negates	1 standard action	13 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	13 minutes	Touch	V, S, M	Yes (harmless)	Abjuration
	<i>Effect:</i> Aura grants +4 deflection bonus.								
	<i>Target:</i> Creature touched								
□□□□	Summon Monster I	16	None	1 round	13 rounds [D]	Close (55 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	13 minutes	Touch	V, S, DF	Yes (harmless)	Enchantment (Compulsion) [Mind-Affecting]
	<i>Effect:</i> +1 on attack rolls, +1 against fear, 1d8+10 temporary hp.								
	<i>Target:</i> Living creature touched								
□□□□	Align Weapon	17	Will negates (harmless, object)	1 standard action	13 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								
□□□□	**Barkskin	17	None	1 standard action	130 minutes	Touch	V, S, DF	Yes (harmless)	Transmutation
	<i>Effect:</i> Grants +5 enhancement to natural armor.								
	<i>Target:</i> Living creature touched								
□□□□	Bear's Endurance	17	Will negates (harmless)	1 standard action	13 minutes	Touch	V, S, DF	Yes	Transmutation
	<i>Effect:</i> Subject gains +4 to Con for 13 minutes.								
	<i>Target:</i> Creature touched								
□□□□	Bull's Strength	17	Will negates (harmless)	1 standard action	13 minutes	Touch	V, S, M/DF	Yes (harmless)	Transmutation
	<i>Effect:</i> Subject gains +4 to Str for 13 minutes.								
	<i>Target:</i> Creature touched								
□□□□	Calm Emotions	17	Will negates	1 standard action	Concentration, up to 13 rounds [D]	Medium (230 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	26 hours	Close (55 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	130 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	13 hours	Touch	V, S, DF	Yes (harmless)	Conjuration (Healing)
	<i>Effect:</i> Stops poison from harming subject for 13 hours.								
	<i>Target:</i> Creature touched								
□□□□	Desecrate	17	None	1 standard action	26 hours	Close (55 Feet)	V, S, M, DF	Yes	Evocation [Evil]
	<i>Effect:</i> Fills area with negative energy, making undead stronger.								
	<i>Target:</i> 20-ft.-radius emanation								
□□□□	Eagle's Splendor	17	Will negates (harmless)	1 standard action	13 minutes	Touch	V, S, M/DF	Yes	Transmutation
	<i>Effect:</i> Subject gains +4 to Cha for 13 minutes.								
	<i>Target:</i> Creature touched								
□□□□	Enthral	17	Will negates; see text	1 round	13 hour or less	Medium (230 Feet)	V, S	Yes	Enchantment (Charm)
	<i>Effect:</i> Captivates all within 230 ft.								
	<i>Target:</i> Any number of creatures								
□□□□	Find Traps	17	None	1 standard action	13 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	13 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	13 rounds [D]; see text	Medium (230 Feet)	V, S, F/DF	Yes	Enchantment (Compulsion) [Mind-Affecting]
	<i>Effect:</i> Paralyzes one humanoid for 13 rounds.								
	<i>Target:</i> One humanoid creature								
□□□□	**Identify	17	None	1 hour	Instantaneous	Touch	V, S, M/DF	No	Divination
	<i>Effect:</i> Determines properties of magic item.								
	<i>Target:</i> One touched object								
□□□□	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	17	Will negates (harmless, object)	1 standard action	Instantaneous	Close (55 Feet)	V, S	Yes (harmless, object)	Transmutation
	<i>Effect:</i> Repairs an object.								
	<i>Target:</i> One object of up to 130 cu. ft								
□□□□	Owl's Wisdom	17	Will negates (harmless)	1 standard action	13 minutes	Touch	V, S, M/DF	Yes	Transmutation
	<i>Effect:</i> Subject gains +4 to Wis for 13 minutes.								
	<i>Target:</i> Creature touched								
□□□□	Remove Paralysis	17	Will negates (harmless)	1 standard action	Instantaneous	Close (55 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	130 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 (55 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	13 hours [D]	Close (55 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	13 minutes [D]	Long (920 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 (55 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	13 rounds [D]	Medium (230 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	13 hours	Touch	V, S	Yes (harmless)	Divination
	<i>Effect:</i> Monitors condition, position of allies.								
	<i>Target:</i> 4 living creatures touched								
□□□□	Summon Monster II	17	None	1 round	13 rounds [D]	Close (55 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

UUUUUU	Undetectable Alignment	17	Will negates (object)	1 standard action	24 hours	Close (55 Feet)	V, S	Yes (object)	Abjuration
	<i>Effect:</i> Conceals alignment for 24 hours.				<i>Target:</i> One creature or object				
UUUUUU	Zone of Truth	17	Will negates	1 standard action	13 minutes	Close (55 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	
UUUUUU	Animate Dead	18	None	1 standard action	Instantaneous	Touch	V, S, M	No	Necromancy [Evil]
	<i>Effect:</i> Creates undead skeletons and zombies.				<i>Target:</i> One or more corpses touched				
UUUUUU	Bestow Curse	18	Will negates	1 standard action	Permanent	Touch	V, S	Yes	Necromancy
	<i>Effect:</i> -6 to an ability score; -4 on attack rolls, saves, and checks; or 50% chance of losing each action.				<i>Target:</i> Creature touched				
UUUUUU	Blindness/Deafness	18	Fortitude negates	1 standard action	Permanent [D]	Medium (230 Feet)	V	Yes	Necromancy
	<i>Effect:</i> Makes subject blinded or deafened.				<i>Target:</i> One living creature				
UUUUUU	Contagion	18	Fortitude negates	1 standard action	Instantaneous	Touch	V, S	Yes	Necromancy [Evil]
	<i>Effect:</i> Infects subject with chosen disease.				<i>Target:</i> Living creature touched				
UUUUUU	Continual Flame	18	None	1 standard action	Permanent	Touch	V, S, M	No	Evocation [Light]
	<i>Effect:</i> Makes a permanent, heatless torch.				<i>Target:</i> Object touched				
UUUUUU	Create Food and Water	18	None	10 minutes	24 hours; see text	Close (55 Feet)	V, S	No	Conjuration (Creation)
	<i>Effect:</i> Feeds 39 humans or 13 horse.				<i>Target:</i> Food and water to sustain 39 humans or 13 horses for 24 hours				
UUUUUU	Cure Serious Wounds	18	Will half (harmless); see text	1 standard action	Instantaneous	Touch	V, S	Yes (harmless); see text	Conjuration (Healing)
	<i>Effect:</i> Cures 3d8+13 damage				<i>Target:</i> Creature touched				
UUUUUU	Daylight	18	None	1 standard action	130 minutes [D]	Touch	V, S	No	Evocation [Light]
	<i>Effect:</i> 60-ft. radius of bright light.				<i>Target:</i> Object touched				
UUUUUU	Deeper Darkness	18	None	1 standard action	13 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				
UUUUUU	*Dispel Magic	18	None	1 standard action	Instantaneous	Medium (100 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				
UUUUUU	Dispel Magic	18	None	1 standard action	Instantaneous	Medium (230 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				
UUUUUU	Glyph of Warding	18	See text	10 minutes	Permanent until discharged [D]	Touch	V, S, M	No (object) and Yes; see text	Abjuration
	<i>Effect:</i> Inscription harms those who pass it.				<i>Target:</i> Object touched or up to 65 sq. ft				
UUUUUU	Helping Hand	18	None	1 standard action	13 hours	5 miles	V, S, DF	No	Evocation
	<i>Effect:</i> Ghostly hand leads subject to you.				<i>Target:</i> Ghostly hand				
UUUUUU	Inflict Serious Wounds	18	Will half	1 standard action	Instantaneous	Touch	V, S	Yes	Necromancy
	<i>Effect:</i> Touch attack, 3d8+13 damage				<i>Target:</i> Creature touched				
UUUUUU	Invisibility Purge	18	None	1 standard action	13 minutes [D]	Personal	V, S	No	Evocation
	<i>Effect:</i> Dispel invisibility within 65 ft				<i>Target:</i> You				
UUUUUU	Locate Object	18	None	1 standard action	13 minutes	Long (920 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 920 ft.				
UUUUUU	Magic Circle against Chaos	18	Will negates (harmless)	1 standard action	130 minutes	Touch	V, S, M/DF	No; see text	Abjuration [Lawful]
	<i>Effect:</i> As protection spells, but 10-ft. radius and 130 minutes.				<i>Target:</i> 10-ft.-radius emanation from touched creature				
UUUUUU	Magic Circle against Evil	18	Will negates (harmless)	1 standard action	130 minutes	Touch	V, S, M/DF	No; see text	Abjuration [Good]
	<i>Effect:</i> As protection spells, but 10-ft. radius and 130 minutes.				<i>Target:</i> 10-ft.-radius emanation from touched creature				
UUUUUU	Magic Circle against Good	18	Will negates (harmless)	1 standard action	130 minutes	Touch	V, S, M/DF	No; see text	Abjuration [Evil]
	<i>Effect:</i> As protection spells, but 10-ft. radius and 130 minutes.				<i>Target:</i> 10-ft.-radius emanation from touched creature				
UUUUUU	Magic Circle against Law	18	Will negates (harmless)	1 standard action	130 minutes	Touch	V, S, M/DF	No; see text	Abjuration [Chaotic]
	<i>Effect:</i> As protection spells, but 10-ft. radius and 130 minutes.				<i>Target:</i> 10-ft.-radius emanation from touched creature				
UUUUUU	Magic Vestment	18	Will negates (harmless, object)	1 standard action	13 hours	Touch	V, S, DF	Yes (harmless, object)	Transmutation
	<i>Effect:</i> Armor or shield gains 3 enhancement				<i>Target:</i> Armor or shield touched				
UUUUUU	Meld into Stone	18	None	1 standard action	130 minutes	Personal	V, S, DF	No	Transmutation [Earth]
	<i>Effect:</i> You and your gear merge with stone.				<i>Target:</i> You				
UUUUUU	Obscure Object	18	Will negates (object)	1 standard action	8 hours [D]	Touch	V, S, M/DF	Yes (object)	Abjuration
	<i>Effect:</i> Masks object against scrying.				<i>Target:</i> One object touched of up to 1300 lbs				
UUUUUU	**Plant Growth	18	None	1 standard action	Instantaneous	See text	V, S, DF	No	Transmutation
	<i>Effect:</i> Grows vegetation, improves crops.				<i>Target:</i> See text				
UUUUUU	Prayer	18	None	1 standard action	13 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				
UUUUUU	Protection from Energy	18	Fortitude negates (harmless)	1 standard action	130 minutes or until discharged	Touch	V, S, DF	Yes (harmless)	Abjuration
	<i>Effect:</i> Absorb 156 points of damage from one kind of energy.				<i>Target:</i> Creature touched				
UUUUUU	Remove Blindness/Deafness	18	Fortitude negates (harmless)	1 standard action	Instantaneous	Touch	V, S	Yes (harmless)	Conjuration (Healing)
	<i>Effect:</i> Cures normal or magical conditions.				<i>Target:</i> Creature touched				
UUUUUU	Remove Curse	18	Will negates (harmless)	1 standard action	Instantaneous	Touch	V, S	Yes (harmless)	Abjuration
	<i>Effect:</i> Frees object or person from curse.				<i>Target:</i> Creature or item touched				
UUUUUU	Remove Disease	18	Fortitude negates (harmless)	1 standard action	Instantaneous	Touch	V, S	Yes (harmless)	Conjuration (Healing)
	<i>Effect:</i> Cures all diseases affecting subject.				<i>Target:</i> Creature touched				
UUUUUU	Searing Light	18	None	1 standard action	Instantaneous	Medium (230 Feet)	V, S	Yes	Evocation
	<i>Effect:</i> Ray deals 1d8/two levels, more against undead.				<i>Target:</i> Ray				
UUUUUU	Speak with Dead	18	Will negates; see text	10 minutes	13 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				
UUUUUU	Stone Shape	18	None	1 standard action	Instantaneous	Touch	V, S, M/DF	No	Transmutation [Earth]
	<i>Effect:</i> Sculpt stone into any shape.				<i>Target:</i> Stone or stone object touched, up to 23 cu. ft.				
UUUUUU	Summon Monster III	18	None	1 round	13 rounds [D]	Close (55 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				
UUUUUU	Water Breathing	18	Will negates (harmless)	1 standard action	26 hours; see text	Touch	V, S, M/DF	Yes (harmless)	Transmutation
	<i>Effect:</i> Subjects can breathe underwater.				<i>Target:</i> Living creatures touched				
UUUUUU	Water Walk	18	Will negates (harmless)	1 standard action	130 minutes [D]	Touch	V, S, DF	Yes (harmless)	Transmutation [Water]
	<i>Effect:</i> Subject treads on water as if solid.				<i>Target:</i> 13 touched creatures				
UUUUUU	Wind Wall	18	None; see text	1 standard action	13 rounds	Medium (230 Feet)	V, S, M/DF	Yes	Evocation [Air]
	<i>Effect:</i> Deflects arrows, smaller creatures, and gases.				<i>Target:</i> Wall up to 130 ft. long and 65 ft. high [S]				

LEVEL 4

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	
UUUUUU	Air Walk	19	None	1 standard action	130 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				
UUUUUU	**Command Plants	19	Will negates	1 standard action	13 days	Close (25 Feet)	V	Yes	Transmutation
	<i>Effect:</i> Sway the actions of one or more plant creatures.				<i>Target:</i> Up to 13 HD of plant creatures, no two of which can be more than 30 ft. apart				
UUUUUU	Control Water	19	None; see text	1 standard action	130 minutes [D]	Long (920 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 130 ft by 130 ft by 26 ft [S]				
UUUUUU	Cure Critical Wounds	19	Will half (harmless); see text	1 standard action	Instantaneous	Touch	V, S	Yes (harmless); see text	Conjuration (Healing)

* =Domain/Specialty Spell

Cleric Spells

○○○○○	Slay Living	20	Fortitude partial	1 standard action	Instantaneous	Touch	V, S	Yes	Necromancy [Death]
	<i>Effect:</i> Touch attack kills subject.				<i>Target:</i> Living creature touched				
○○○○○	*Spell Resistance	20	Will negates (harmless)	1 standard action	13 minutes	Touch	V, S, DF	Yes (harmless)	Abjuration
	<i>Effect:</i> Subject gains SR 12 + level.				<i>Target:</i> Creature touched				
○○○○○	Spell Resistance	20	Will negates (harmless)	1 standard action	13 minutes	Touch	V, S, DF	Yes (harmless)	Abjuration
	<i>Effect:</i> Subject gains SR 12 + level.				<i>Target:</i> Creature touched				
○○○○○	Summon Monster V	20	None	1 round	13 rounds [D]	Close (55 Feet)	V, S, F/DF	No	Conjuration (Summoning)
	<i>Effect:</i> Calls extraplanar creature to fight for you.				<i>Target:</i> One or more summoned creatures, no two of which can be more than 30 ft. apart				
○○○○○	Symbol of Pain	20	Fortitude negates	10 minutes	See text	0 ft.; see text	V, S, M	Yes	Necromancy [Evil]
	<i>Effect:</i> Triggered rune wracks nearby creatures with pain.				<i>Target:</i> One symbol				
○○○○○	Symbol of Sleep	20	Will negates	10 minutes	See text	0 ft.; see text	V, S, M	Yes	Enchantment (Compulsion) [Mind-Affecting]
	<i>Effect:</i> Triggered rune puts nearby creatures into catatonic slumber.				<i>Target:</i> One symbol				
○○○○○	True Seeing	20	Will negates (harmless)	1 standard action	13 minutes	Touch	V, S, M	Yes (harmless)	Divination
	<i>Effect:</i> Lets you see all things as they really are.				<i>Target:</i> Creature touched				
○○○○○	Unhallow	20	See text	24 hours	Instantaneous	Touch	V, S, M	See text	Evocation [Evil]
	<i>Effect:</i> Designates location as unholy.				<i>Target:</i> 40-ft. radius emanating from the touched point				
○○○○○	Wall of Stone	20	See text	1 standard action	Instantaneous	Medium (230 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 13 5-ft. squares [S]				
○○○○○	**Wall of Thorns	20	None	1 standard action	130 minutes [D]	Medium (100 Feet)	V, S	No	Conjuration (Creation)
	<i>Effect:</i> Thorns damage anyone who tries to pass.				<i>Target:</i> Wall of thorny brush, up to 13 10-ft. cubes [S]				

LEVEL 6

	Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
○○○○○	Animate Objects	21	None	1 standard action	13 rounds	Medium (230 Feet)	V, S	No	Transmutation
	<i>Effect:</i> Objects attack your foes.				<i>Target:</i> 13 Small objects; see text				
○○○○○	Antilife Shell	21	None	1 round	130 minutes [D]	10 ft.	V, S, DF	Yes	Abjuration
	<i>Effect:</i> 10-ft. field hedges out living creatures.				<i>Target:</i> 10-ft.-radius emanation, centered on you				
○○○○○	**Antimagic Field	21	None	1 standard action	130 minutes [D]	10 ft.	V, S, M/DF	See text	Abjuration
	<i>Effect:</i> Negates magic within 10 ft.				<i>Target:</i> 10-ft.-radius emanation, centered on you				
○○○○○	Banishment	21	Will negates	1 standard action	Instantaneous	Close (55 Feet)	V, S, F	Yes	Abjuration
	<i>Effect:</i> Banishes 26 HD of extraplanar creatures.				<i>Target:</i> One or more extraplanar creatures, no two of which can be more than 30 ft. apart				
○○○○○	Bear's Endurance, Mass	21	Will negates (harmless)	1 standard action	13 minutes	Close (55 Feet)	V, S, DF	Yes	Transmutation
	<i>Effect:</i> As bear's endurance, affects 13 subjects.				<i>Target:</i> 13 creatures, no two of which can be more than 30 ft. apart				
○○○○○	Blade Barrier	21	Reflex half or Reflex negates; see text	1 standard action	13 minutes [D]	Medium (230 Feet)	V, S	Yes	Evocation [Force]
	<i>Effect:</i> Wall of blades deals 13d6 damage.				<i>Target:</i> Wall of whirling blades up to 260 ft. long, or a ringed wall of whirling blades with a radius of up to 32 ft; either form 20 ft. high				
○○○○○	Bull's Strength, Mass	21	Will negates (harmless)	1 standard action	13 minutes	Close (55 Feet)	V, S, M/DF	Yes (harmless)	Transmutation
	<i>Effect:</i> As bull's strength, affects one subject/level.				<i>Target:</i> 13 creatures, no two of which can be more than 30 ft. apart				
○○○○○	Create Undead	21	None	1 hour	Instantaneous	Close (55 Feet)	V, S, M	No	Necromancy [Evil]
	<i>Effect:</i> Creates ghouls, ghosts, mummies, or mohrgs.				<i>Target:</i> One corpse				
○○○○○	Cure Moderate Wounds, Mass	21	Will half (harmless) or Will half; see text	1 standard action	Instantaneous	Close (55 Feet)	V, S	Yes (harmless) or Yes; see text	Conjuration (Healing)
	<i>Effect:</i> Cures 2d8+13 damage for many creatures.				<i>Target:</i> 13 creatures, no two of which can be more than 30 ft. apart				
○○○○○	Dispel Magic, Greater	21	None	1 standard action	Instantaneous	Medium (230 Feet)	V, S	No	Abjuration
	<i>Effect:</i> As dispel magic, but +20 on check.				<i>Target:</i> One spellcaster, creature, or object; or 20-ft.-radius burst				
○○○○○	Eagle's Splendor, Mass	21	Will negates (harmless)	1 standard action	13 minutes	Close (55 Feet)	V, S, M/DF	Yes	Transmutation
	<i>Effect:</i> As eagle's splendor, affects 13 subjects.				<i>Target:</i> 13 creatures, no two of which can be more than 30 ft. apart				
○○○○○	Find the Path	21	None or Will negates (harmless)	3 rounds	130 minutes	Personal or touch	V, S, F	No or Yes (harmless)	Divination
	<i>Effect:</i> Shows most direct way to a location.				<i>Target:</i> You or creature touched				
○○○○○	Forbiddance	21	See text	6 rounds	Permanent	Medium (230 Feet)	V, S, M, DF	Yes	Abjuration
	<i>Effect:</i> Blocks planar travel, damages creatures of different alignment.				<i>Target:</i> 13 60-ft. cubes [S]				
○○○○○	Geas/Quest	21	None	10 minutes	13 days or until discharged [D]	Close (55 Feet)	V	Yes	Enchantment (Compulsion) [Language-Dependent, Mind-Affecting]
	<i>Effect:</i> As lesser geas, plus it affects any creature.				<i>Target:</i> One living creature				
○○○○○	Glyph of Warding, Greater	21	See text	10 minutes	Permanent until discharged [D]	Touch	V, S, M	No (object) and Yes; see text	Abjuration
	<i>Effect:</i> As glyph of warding, but up to 10d8 damage or 6th-level spell.				<i>Target:</i> Object touched or up to 65 sq. ft				
○○○○○	Harm	21	Will half; see text	1 standard action	Instantaneous	Touch	V, S	Yes	Necromancy
	<i>Effect:</i> Deals 130 points damage to target.				<i>Target:</i> Creature touched				
○○○○○	Heal	21	Will negates (harmless)	1 standard action	Instantaneous	Touch	V, S	Yes (harmless)	Conjuration (Healing)
	<i>Effect:</i> Cures 130 points of damage, all diseases and mental conditions.				<i>Target:</i> Creature touched				
○○○○○	Heroes' Feast	21	None	10 minutes	13 hour plus 12 hours; see text	Close (55 Feet)	V, S, DF	No	Conjuration (Creation) [Creation]
	<i>Effect:</i> Food for 13 creatures cures and grants combat bonuses.				<i>Target:</i> Feast for 13 creatures				
○○○○○	Inflict Moderate Wounds, Mass	21	Will half	1 standard action	Instantaneous	Close (55 Feet)	V, S	Yes	Necromancy
	<i>Effect:</i> Deals 2d8+13 damage to many creatures.				<i>Target:</i> 13 creatures, no two of which can be more than 30 ft. apart				
○○○○○	Owl's Wisdom, Mass	21	Will negates (harmless)	1 standard action	13 minutes	Close (55 Feet)	V, S, M/DF	Yes	Transmutation
	<i>Effect:</i> As owl's wisdom, affects one subject/level.				<i>Target:</i> 13 creatures, no two of which can be more than 30 ft. apart				
○○○○○	Planar Ally	21	None	10 minutes	Instantaneous	Close (55 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				
○○○○○	**Repel Wood	21	None	1 standard action	13 minutes [D]	60 ft.	V, S	No	Transmutation
	<i>Effect:</i> Pushes away wooden objects.				<i>Target:</i> 60 ft. line-shaped emanation from you				
○○○○○	Summon Monster VI	21	None	1 round	13 rounds [D]	Close (55 Feet)	V, S, F/DF	No	Conjuration (Summoning)
	<i>Effect:</i> Calls extraplanar creature to fight for you.				<i>Target:</i> One or more summoned creatures, no two of which can be more than 30 ft. apart				
○○○○○	Symbol of Fear	21	Will negates	10 minutes	See text	0 ft.; see text	V, S, M	Yes	Necromancy [Fear, Mind-Affecting]
	<i>Effect:</i> Triggered rune panics nearby creatures.				<i>Target:</i> One symbol				
○○○○○	Symbol of Persuasion	21	Will negates	10 minutes	See text	0 ft.; see text	V, S, M	Yes	Enchantment (Charm) [Mind-Affecting]
	<i>Effect:</i> Triggered rune charms nearby creatures.				<i>Target:</i> One symbol				
○○○○○	Undeath to Death	21	Will negates	1 standard action	Instantaneous	Medium (230 Feet)	V, S, M/DF	Yes	Necromancy [Death]
	<i>Effect:</i> Destroys 13d4 HD of undead.				<i>Target:</i> Several undead creatures within a 40-ft.-radius burst				
○○○○○	Wind Walk	21	No and Will negates (harmless)	1 standard action	13 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 4 touched creatures				
○○○○○	Word of Recall	21	None or Will negates (harmless, object)	1 standard action	Instantaneous	Unlimited	V	No or Yes (harmless, object)	Conjuration (Teleportation)
	<i>Effect:</i> Teleports you back to designated place.				<i>Target:</i> You and touched objects or other willing creatures				

LEVEL 7

○○○○○	**Animate Plants	22	None	1 standard action	13 rounds or hours; see text	Close (25 Feet)	V	No	Transmutation
	<i>Effect:</i> One or more plants animate and fight for you.				<i>Target:</i> 4 Large plants or all plants within range; see text				

* = Domain/Specialty Spell

Cleric Spells

□□□□□	Blasphemy	22	None or Will negates; see text	1 standard action	Instantaneous	30 ft.	V	Yes	Evocation [Evil, Sonic]
	<i>Effect:</i> Kills, paralyzes, weakens, or dazes nonevil subjects.				<i>Target:</i> Nonevil creatures in a 40-ft.-radius spread centered on you				
□□□□□	Control Weather	22	None	10 minutes; see text	4d12 hours; see text	2 miles	V, S	No	Transmutation
	<i>Effect:</i> Changes weather in local area.				<i>Target:</i> 2-mile-radius circle, centered on you; see text				
□□□□□	Cure Serious Wounds, Mass	22	Will half (harmless) or Will half; see text	1 standard action	Instantaneous	Close (55 Feet)	V, S	Yes (harmless) or Yes; see text	Conjuration (Healing)
	<i>Effect:</i> Cures 3d8+13 damage for many creatures.				<i>Target:</i> 13 creatures, no two of which can be more than 30 ft. apart				
□□□□□	Destruction	22	Fortitude partial	1 standard action	Instantaneous	Close (55 Feet)	V, S, F	Yes	Necromancy [Death]
	<i>Effect:</i> Kills subject and destroys remains.				<i>Target:</i> One creature				
□□□□□	Dictum	22	None or Will negates; see text	1 standard action	Instantaneous	40 ft.	V	Yes	Evocation [Lawful, Sonic]
	<i>Effect:</i> Kills, paralyzes, slows, or deafens nonlawful subjects.				<i>Target:</i> Nonlawful creatures in a 40-ft.-radius spread centered on you				
□□□□□	Ethereal Jaunt	22	None	1 standard action	13 rounds [D]	Personal	V, S	No	Transmutation
	<i>Effect:</i> You become ethereal for 13 rounds.				<i>Target:</i> You				
□□□□□	Holy Word	22	None or Will negates; see text	1 standard action	Instantaneous	40 ft.	V	Yes	Evocation [Good, Sonic]
	<i>Effect:</i> Kills, paralyzes, slows, or deafens nongood subjects.				<i>Target:</i> Nongood creatures in a 40-ft.-radius spread centered on you				
□□□□□	Inflict Serious Wounds, Mass	22	Will half	1 standard action	Instantaneous	Close (55 Feet)	V, S	Yes	Necromancy
	<i>Effect:</i> Deals 3d8+13 damage to many creatures.				<i>Target:</i> 13 creatures, no two of which can be more than 30 ft. apart				
□□□□□	Refuge	22	None	1 standard action	Permanent until discharged	Touch	V, S, M	No	Conjuration (Teleportation)
	<i>Effect:</i> Alters item to transport its possessor to you.				<i>Target:</i> Object touched				
□□□□□	Regenerate	22	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+13				<i>Target:</i> Living creature touched				
□□□□□	Repulsion	22	Will negates	1 standard action	13 rounds [D]	Up to 10 ft./level	V, S, F/DF	Yes	Abjuration
	<i>Effect:</i> Creatures can't approach you.				<i>Target:</i> 130 ft. radius emanation centered on you				
□□□□□	Restoration, Greater	22	Will negates (harmless)	10 minutes	Instantaneous	Touch	V, S, XP	Yes (harmless)	Conjuration (Healing)
	<i>Effect:</i> As restoration, plus restores all levels and ability scores.				<i>Target:</i> Creature touched				
□□□□□	Resurrection	22	None; see text	10 minutes	Instantaneous	Touch	V, S, M, DF	Yes (harmless)	Conjuration (Healing)
	<i>Effect:</i> Fully restore dead subject.				<i>Target:</i> Dead creature touched				
□□□□□	Scrying, Greater	22	Will negates	1 standard action	13 hours	See text	V, S	Yes	Divination (Scrying)
	<i>Effect:</i> As scrying, but faster and longer.				<i>Target:</i> Magical sensor				
□□□□□	**Spell Turning	22	None	1 standard action	Until expended or 130 minutes	Personal	V, S, M/DF	No	Abjuration
	<i>Effect:</i> Reflect 1d4+6 spell levels back at caster.				<i>Target:</i> You				
□□□□□	Summon Monster VII	22	None	1 round	13 rounds [D]	Close (55 Feet)	V, S, F/DF	No	Conjuration (Summoning)
	<i>Effect:</i> Calls extraplanar creature to fight for you.				<i>Target:</i> One or more summoned creatures, no two of which can be more than 30 ft. apart				
□□□□□	Symbol of Stunning	22	Will negates	10 minutes	See text	0 ft.; see text	V, S, M	Yes	Enchantment (Compulsion) [Mind-Affecting]
	<i>Effect:</i> Triggered rune stuns nearby creatures.				<i>Target:</i> One symbol				
□□□□□	Symbol of Weakness	22	Fortitude negates	10 minutes	See text	0 ft.; see text	V, S, M	Yes	Necromancy [Death]
	<i>Effect:</i> Triggered rune weakens nearby creatures.				<i>Target:</i> One symbol				
□□□□□	Word of Chaos	22	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				

* =Domain/Specialty Spell