

# Thurid Female Human Clr14

NAME  
Clr14  
CLASS  
14  
TCL  
182000  
EXPERIENCE  
105000  
NEXT LEVEL

## NPC

PLAYERNAME  
Human  
RACE  
Medium  
SIZE  
Female  
GENDER  
None  
DEITY  
5'6"  
HEIGHT  
176 lbs  
WEIGHT  
0  
AGE  
0  
EYES  
HAIR  
POINTS

Lawful Neutral  
ALIGNMENT  
Normal  
VISION  
0  
POINTS

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP SCORE	TEMP MODIFIER
<b>STR</b> Strength	19	+4	19	+4
<b>DEX</b> Dexterity	12	+1	12	+1
<b>CON</b> Constitution	12	+1	12	+1
<b>INT</b> Intelligence	12	+1	12	+1
<b>WIS</b> Wisdom	16	+3	16	+3
<b>CHA</b> Charisma	18	+4	18	+4

**HP** hit points: 86

**AC** armor class: 11

**INITIATIVE** modifier: +1

**BASE ATTACK** bonus: +10/+5

WOUNDS/CURRENT HP: [ ]

SUBDUAL DAMAGE: [ ]

DAMAGE REDUCTION: [ ]

SPEED: Walk 30'

SAVING THROWS

	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC MODIFIER	TEMP MODIFIER	conditional modifiers
<b>FORTITUDE</b> (constitution)	+12	+9	+1	+0	+2		
<b>REFLEX</b> (dexterity)	+5	+4	+1	+0	+0		
<b>WILLPOWER</b> (wisdom)	+14	+9	+3	+0	+2		

	TOTAL	BASE ATTACK BONUS	STAT MODIFIER	SIZE MODIFIER	MISC MODIFIER	TEMP MODIFIER
<b>MELEE</b> attack bonus	+14/+9	+10/+5	+4	+0	+0	
<b>RANGED</b> attack bonus	+11/+6	+10/+5	+1	+0	+0	
<b>GRAPPLE</b> attack bonus	+14/+9	+10/+5	+4	+0	+0	

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
	+14/+9	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
	116.0	233.0	350.0
Lift over head	350.0	Lift off ground	700.0
		Push / Drag	1750.0

**FEATS**

Craft Staff	See Text
Great Fortitude	See Text
Iron Will	See Text
Leadership	See Text
Spell Penetration	See Text
Still Spell	See Text

**DOMAINS**

Strength	You can perform a feat of strength as a supernatural ability. You gain an enhancement bonus to Strength equal to your cleric level. Activating the power is a free action, the power lasts 1 round, and it is usable once per day.
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.

SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
Craft (Carpentry)	INT	13	= 1	+ 12.0	+
Craft (Pottery)	INT	15	= 1	+ 14.0	+
Craft (Shipmaking)	INT	14	= 1	+ 13.0	+
Knowledge (Arcana)	INT	18	= 1	+ 17.0	+
Knowledge (Dungeoneering)	INT	6	= 1	+ 5.0	+
✓ Sense Motive	WIS	7	= 3	+ 4.5	+

**TURN/REBUKE UNDEAD**

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

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

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7 - 9	13			
10 - 12	14			
13 - 15	15			
16 - 18	16			
19 - 21	17			
22 +	18			

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

**SPECIAL ABILITIES**

Spontaneous casting

Turn Undead 7/day (turn level 14) (turn damage 2d6+18)

**PROFICIENCIES**

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

**LANGUAGES**

Common, Terran

# Cleric Spells

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

## LEVEL 0

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□□ Create Water <i>Effect:</i> Creates 28 gallons of pure water.	13	None	1 standard action	Instantaneous	Close (60 Feet)	V, S	No	Conjuration (Creation) [Water]
□□□□□ Cure Minor Wounds <i>Effect:</i> Cures 1 point of damage.	13	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.	13	None	1 standard action	Instantaneous	60 ft.	V, S	No	Divination
□□□□□ Detect Poison <i>Effect:</i> Detects poison in one creature or small object.	13	None	1 standard action	Instantaneous	Close (60 Feet)	V, S	No	Divination
□□□□□ Guidance <i>Effect:</i> +1 on one attack roll, saving throw, or skill check.	13	Will negates (harmless)	1 standard action	Instantaneous	Touch	V, S	Yes	Divination
□□□□□ Inflict Minor Wounds <i>Effect:</i> Touch attack, 1 point of damage.	13	Will negates	1 standard action	Instantaneous	Touch	V, S	Yes	Necromancy
□□□□□ Light <i>Effect:</i> Object shines like a torch.	13	None	1 standard action	Instantaneous	Touch	V, M/DF	No	Evocation [Light]
□□□□□ Mending <i>Effect:</i> Makes minor repairs on an object.	13	Will negates (harmless, object)	1 standard action	Instantaneous	10 ft.	V, S	Yes (harmless, object)	Transmutation
□□□□□ Purify Food and Drink <i>Effect:</i> Purifies 14 cu. ft. of food or water.	13	Will negates (object)	1 standard action	Instantaneous	10 ft.	V, S	Yes (object)	Transmutation
□□□□□ Read Magic <i>Effect:</i> Read scrolls and spellbooks.	13	None	1 standard action	Instantaneous	Personal	V, S, F	No	Divination
□□□□□ Resistance <i>Effect:</i> Subject gains +1 on saving throws.	13	Will negates (harmless)	1 standard action	Instantaneous	Touch	V, S, M/DF	Yes (harmless)	Abjuration
□□□□□ Virtue <i>Effect:</i> Subject gains 1 temporary hp.	13	Fortitude negates (harmless)	1 standard action	Instantaneous	Touch	V, S, DF	Yes (harmless)	Transmutation

## LEVEL 1

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□□ Bane <i>Effect:</i> Enemies take -1 on attack rolls and saves against fear.	14	None	1 standard action	14 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.	14	None	1 standard action	14 minutes	50 ft.	V, S, DF	Yes (harmless)	Enchantment (Compulsion) [Mind-Affecting]
□□□□□ Bless Water <i>Effect:</i> Makes holy water.	14	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.	14	Will partial	1 standard action	1d4 rounds or 1 round; see text	Close (60 Feet)	V, S	Yes	Necromancy [Fear, Mind-Affecting]
□□□□□ Command <i>Effect:</i> One subject obeys selected command for 1 round.	14	Will negates	1 standard action	14 round	Close (60 Feet)	V	Yes	Enchantment (Compulsion) [Language-Dependent, Mind-Affecting]
□□□□□ Comprehend Languages <i>Effect:</i> You understand all spoken and written languages.	14	None	1 standard action	140 minutes	Personal	V, S, M/DF	No	Divination
□□□□□ Cure Light Wounds <i>Effect:</i> Cures 1d8+5 damage	14	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.	14	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.	14	None	1 standard action	140 minutes	30 ft.	V, S	No	Necromancy [Evil]
□□□□□ Detect Chaos <i>Effect:</i> Reveals creatures, spells, or objects of selected alignment.	14	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.	14	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.	14	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.	14	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.	14	None	1 standard action	Concentration, up to 14 minutes [D]	60 ft.	V, S, M/DF	No	Divination
□□□□□ Divine Favor <i>Effect:</i> You gain +4 on attack and damage rolls.	14	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.	14	Will negates	1 standard action	14 minutes	Medium (240 Feet)	V, S, DF	Yes	Necromancy [Fear, Mind-Affecting]
□□□□□ Endure Elements <i>Effect:</i> Exist comfortably in hot or cold environments.	14	Will negates (harmless)	1 standard action	24 hours	Touch	V, S	Yes (harmless)	Abjuration
□□□□□ **Enlarge Person <i>Effect:</i> Creatures size increases to next category	14	Fortitude negates	1 round	14 minutes [D]	Close (25 Feet)	V, S, M	Yes	Transmutation
□□□□□ *Entropic Shield <i>Effect:</i> Ranged attacks against you have 20% miss chance.	14	None	1 standard action	14 minutes [D]	Personal	V, S	No	Abjuration
□□□□□ Entropic Shield <i>Effect:</i> Ranged attacks against you have 20% miss chance.	14	None	1 standard action	14 minutes [D]	Personal	V, S	No	Abjuration
□□□□□ Hide from Undead <i>Effect:</i> Undead can't perceive 14 subjects.	14	Will negates (harmless); see text	1 standard action	140 minutes [D]	Touch	V, S, DF	Yes	Abjuration
□□□□□ Inflict Light Wounds <i>Effect:</i> Touch deals 1d8+5 damage	14	Will half	1 standard action	Instantaneous	Touch	V, S	Yes	Necromancy
□□□□□ Magic Stone <i>Effect:</i> Three stones gain +1 on attack rolls, deal 1d6+1 damage.	14	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.	14	Will negates (harmless, object)	1 standard action	14 minutes	Touch	V, S, DF	Yes (harmless, object)	Transmutation

\* =Domain/Specialty Spell

## Cleric Spells

○○○○○	<b>Obscuring Mist</b>	14	None	1 standard action	14 minutes	20 ft.	V, S	No	Conjuration (Creation)
	<i>Effect:</i> Fog surrounds you.								<i>Target:</i> Cloud spreads in 20-ft. radius from you, 20 ft. high
○○○○○	<b>Protection from Chaos</b>	14	Will negates (harmless)	1 standard action	14 minutes [D]	Touch	V, S, M/DF	No; see text	Abjuration [Lawful]
	<i>Effect:</i> +2 to AC and saves, counter mind control, hedge out elementals and outsiders.								<i>Target:</i> Creature touched
○○○○○	<b>Protection from Evil</b>	14	Will negates (harmless)	1 standard action	14 minutes [D]	Touch	V, S, M/DF	No; see text	Abjuration [Good]
	<i>Effect:</i> +2 to AC and saves, counter mind control, hedge out elementals and outsiders.								<i>Target:</i> Creature touched
○○○○○	<b>Protection from Good</b>	14	Will negates (harmless)	1 standard action	14 minutes [D]	Touch	V, S, M/DF	No; see text	Abjuration [Evil]
	<i>Effect:</i> +2 to AC and saves, counter mind control, hedge out elementals and outsiders.								<i>Target:</i> Creature touched
○○○○○	<b>Protection from Law</b>	14	Will negates (harmless)	1 standard action	14 minutes [D]	Touch	V, S, M/DF	No; see text	Abjuration [Chaotic]
	<i>Effect:</i> +2 to AC and saves, counter mind control, hedge out elementals and outsiders.								<i>Target:</i> Creature touched
○○○○○	<b>Remove Fear</b>	14	Will negates (harmless)	1 standard action	140 minutes; see text	Close (60 Feet)	V, S	Yes (harmless)	Abjuration
	<i>Effect:</i> Suppresses fear or gives +4 on saves against fear for 4 subjects								<i>Target:</i> 4 creatures, no two of which can be more than 30 ft. apart
○○○○○	<b>Sanctuary</b>	14	Will negates	1 standard action	14 rounds	Touch	V, S, DF	No	Abjuration
	<i>Effect:</i> Opponents can't attack you, and you can't attack.								<i>Target:</i> Creature touched
○○○○○	<b>Shield of Faith</b>	14	Will negates (harmless)	1 standard action	14 minutes	Touch	V, S, M	Yes (harmless)	Abjuration
	<i>Effect:</i> Aura grants +4 deflection bonus.								<i>Target:</i> Creature touched
○○○○○	<b>Summon Monster I</b>	14	None	1 round	14 rounds [D]	Close (60 Feet)	V, S, F/DF	No	Conjuration (Summoning)
	<i>Effect:</i> Calls extraplanar creature to fight for you.								<i>Target:</i> One summoned creature

## LEVEL 2

	Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
○○○○○	<b>*Aid</b>	15	None	1 standard action	14 minutes	Touch	V, S, DF	Yes (harmless)	Enchantment (Compulsion) [Mind-Affecting]
	<i>Effect:</i> +1 on attack rolls, +1 against fear, 1d8+10 temporary hp.								<i>Target:</i> Living creature touched
○○○○○	<b>Aid</b>	15	None	1 standard action	14 minutes	Touch	V, S, DF	Yes (harmless)	Enchantment (Compulsion) [Mind-Affecting]
	<i>Effect:</i> +1 on attack rolls, +1 against fear, 1d8+10 temporary hp.								<i>Target:</i> Living creature touched
○○○○○	<b>Align Weapon</b>	15	Will negates (harmless, object)	1 standard action	14 minutes	Touch	V, S, DF	Yes (harmless, object)	Transmutation
	<i>Effect:</i> Weapon becomes good, evil, lawful, or chaotic.								<i>Target:</i> Weapon touched or fifty projectiles [all of which must be in contact with each other at the time of casting]
○○○○○	<b>Augury</b>	15	None	1 minute	Instantaneous	Personal	V, S, M, F	No	Divination
	<i>Effect:</i> Learns whether an action will be good or bad.								<i>Target:</i> You
○○○○○	<b>Bear's Endurance</b>	15	Will negates (harmless)	1 standard action	14 minutes	Touch	V, S, DF	Yes	Transmutation
	<i>Effect:</i> Subject gains +4 to Con for 14 minutes.								<i>Target:</i> Creature touched
○○○○○	<b>*Bull's Strength</b>	15	Will negates (harmless)	1 standard action	14 minutes	Touch	V, S, M/DF	Yes (harmless)	Transmutation
	<i>Effect:</i> Subject gains +4 to Str for 14 minutes.								<i>Target:</i> Creature touched
○○○○○	<b>Bull's Strength</b>	15	Will negates (harmless)	1 standard action	14 minutes	Touch	V, S, M/DF	Yes (harmless)	Transmutation
	<i>Effect:</i> Subject gains +4 to Str for 14 minutes.								<i>Target:</i> Creature touched
○○○○○	<b>Calm Emotions</b>	15	Will negates	1 standard action	14 minutes	Concentration, up to 14 rounds	V, S, DF	Yes	Enchantment (Compulsion) [Mind-Affecting]
	<i>Effect:</i> Calms creatures, negating emotion effects.					Medium (240 Feet)			<i>Target:</i> Creatures in a 20-ft.-radius spread
○○○○○	<b>Consecrate</b>	15	None	1 standard action	28 hours	Close (60 Feet)	V, S, M, DF	No	Evocation [Good]
	<i>Effect:</i> Fills area with positive energy, making undead weaker.								<i>Target:</i> 20-ft.-radius emanation
○○○○○	<b>Cure Moderate Wounds</b>	15	Will half (harmless); see text	1 standard action	Instantaneous	Touch	V, S	Yes (harmless); see text	Conjuration (Healing)
	<i>Effect:</i> Cures 2d8+10 damage								<i>Target:</i> Creature touched
○○○○○	<b>Darkness</b>	15	None	1 standard action	140 minutes [D]	Touch	V, M/DF	No	Evocation [Darkness]
	<i>Effect:</i> 20-ft. radius of supernatural shadow.								<i>Target:</i> Object touched
○○○○○	<b>Death Knell</b>	15	Will negates	1 standard action	Instantaneous/10 minutes per HD of subject; see text	Touch	V, S	Yes	Necromancy [Death, Evil]
	<i>Effect:</i> Kill dying creature and gain 1d8 temporary hp, +2 to Str, and +1 caster level.								<i>Target:</i> Living creature touched
○○○○○	<b>Delay Poison</b>	15	Fortitude negates (harmless)	1 standard action	14 hours	Touch	V, S, DF	Yes (harmless)	Conjuration (Healing)
	<i>Effect:</i> Stops poison from harming subject for 14 hours.								<i>Target:</i> Creature touched
○○○○○	<b>Desecrate</b>	15	None	1 standard action	28 hours	Close (60 Feet)	V, S, M, DF	Yes	Evocation [Evil]
	<i>Effect:</i> Fills area with negative energy, making undead stronger.								<i>Target:</i> 20-ft.-radius emanation
○○○○○	<b>Eagle's Splendor</b>	15	Will negates (harmless)	1 standard action	14 minutes	Touch	V, S, M/DF	Yes	Transmutation
	<i>Effect:</i> Subject gains +4 to Cha for 14 minutes.								<i>Target:</i> Creature touched
○○○○○	<b>Enthral</b>	15	Will negates; see text	1 round	14 hour or less	Medium (240 Feet)	V, S	Yes	Enchantment (Charm)
	<i>Effect:</i> Captivates all within 240 ft.								<i>Target:</i> Any number of creatures
○○○○○	<b>Find Traps</b>	15	None	1 standard action	14 minutes	Personal	V, S	No	Divination
	<i>Effect:</i> Notice traps as a rogue does.								<i>Target:</i> You
○○○○○	<b>Gentle Repose</b>	15	Will negates (object)	1 standard action	14 days	Touch	V, S, M/DF	Yes (object)	Necromancy
	<i>Effect:</i> Preserves one corpse.								<i>Target:</i> Corpse touched
○○○○○	<b>Hold Person</b>	15	Will negates; see text	1 standard action	14 rounds [D]; see text	Medium (240 Feet)	V, S, F/DF	Yes	Enchantment (Compulsion) [Mind-Affecting]
	<i>Effect:</i> Paralyzes one humanoid for 14 rounds.								<i>Target:</i> One humanoid creature
○○○○○	<b>Inflict Moderate Wounds</b>	15	Will half	1 standard action	Instantaneous	Touch	V, S	Yes	Necromancy
	<i>Effect:</i> Touch attack, 2d8+10 damage								<i>Target:</i> Creature touched
○○○○○	<b>Make Whole</b>	15	Will negates (harmless, object)	1 standard action	Instantaneous	Close (60 Feet)	V, S	Yes (harmless, object)	Transmutation
	<i>Effect:</i> Repairs an object.								<i>Target:</i> One object of up to 140 cu. ft
○○○○○	<b>Owl's Wisdom</b>	15	Will negates (harmless)	1 standard action	14 minutes	Touch	V, S, M/DF	Yes	Transmutation
	<i>Effect:</i> Subject gains +4 to Wis for 14 minutes.								<i>Target:</i> Creature touched
○○○○○	<b>Remove Paralysis</b>	15	Will negates (harmless)	1 standard action	Instantaneous	Close (60 Feet)	V, S	Yes (harmless)	Conjuration (Healing)
	<i>Effect:</i> Frees one or more creatures from paralysis or slow effect.								<i>Target:</i> Up to four creatures, no two of which can be more than 30 ft. apart
○○○○○	<b>Resist Energy</b>	15	Fortitude negates (harmless)	1 standard action	140 minutes	Touch	V, S, DF	Yes (harmless)	Abjuration
	<i>Effect:</i> Ignores first 10 [or more] points of damage/attack from specified energy type.								<i>Target:</i> Creature touched
○○○○○	<b>Restoration, Lesser</b>	15	Will negates (harmless)	3 rounds	Instantaneous	Touch	V, S	Yes (harmless)	Conjuration (Healing)
	<i>Effect:</i> Dispels magical ability penalty or repairs 1d4 ability damage.								<i>Target:</i> Creature touched
○○○○○	<b>Shatter</b>	15	Will negates (object); Will negates (object) or Fortitude half; see text	1 standard action	Instantaneous	Close (60 Feet)	V, S, M/DF	Yes (object)	Evocation [Sonic]
	<i>Effect:</i> Sonic vibration damages objects or crystalline creatures.								<i>Target:</i> 5-ft.-radius spread; or one solid object or one crystalline creature
○○○○○	<b>Shield Other</b>	15	Will negates (harmless)	1 standard action	14 hours [D]	Close (60 Feet)	V, S, F	Yes (harmless)	Abjuration
	<i>Effect:</i> You take half of subject's damage.								<i>Target:</i> One creature
○○○○○	<b>Silence</b>	15	Will negates; see text or none (object)	1 standard action	14 minutes [D]	Long (960 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
○○○○○	<b>Sound Burst</b>	15	Fortitude partial	1 standard action	Instantaneous	Close (60 Feet)	V, S, F/DF	Yes	Evocation [Sonic]
	<i>Effect:</i> Deals 1d8 sonic damage to subjects; may stun them.								<i>Target:</i> 10-ft.-radius spread
○○○○○	<b>Spiritual Weapon</b>	15	None	1 standard action	14 rounds [D]	Medium (240 Feet)	V, S, DF	Yes	Evocation [Force]
	<i>Effect:</i> Magical weapon attacks on its own.								<i>Target:</i> Magic weapon of force
○○○○○	<b>Status</b>	15	Will negates (harmless)	1 standard action	14 hours	Touch	V, S	Yes (harmless)	Divination
	<i>Effect:</i> Monitors condition, position of allies.								<i>Target:</i> 4 living creatures touched
○○○○○	<b>Summon Monster II</b>	15	None	1 round	14 rounds [D]	Close (60 Feet)	V, S, F/DF	No	Conjuration (Summoning)
	<i>Effect:</i> Calls extraplanar creature to fight for you.								<i>Target:</i> One or more summoned creatures, no two of which can be more than 30 ft. apart

\* =Domain/Specialty Spell

# Cleric Spells

☐☐☐☐☐	Undetectable Alignment	15	Will negates (object)	1 standard action	24 hours	Close (60 Feet)	V, S	Yes (object)	Abjuration
	<i>Effect:</i> Conceals alignment for 24 hours.				<i>Target:</i> One creature or object				
☐☐☐☐☐	Zone of Truth	15	Will negates	1 standard action	14 minutes	Close (60 Feet)	V, S, DF	Yes	Enchantment (Compulsion) [Mind-Affecting]
	<i>Effect:</i> Subjects within range cannot lie.				<i>Target:</i> 20-ft.-radius emanation				
LEVEL 3									
Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	
☐☐☐☐☐	Animate Dead	16	None	1 standard action	Instantaneous	Touch	V, S, M	No	Necromancy [Evil]
	<i>Effect:</i> Creates undead skeletons and zombies.				<i>Target:</i> One or more corpses touched				
☐☐☐☐☐	Bestow Curse	16	Will negates	1 standard action	Permanent	Touch	V, S	Yes	Necromancy
	<i>Effect:</i> -6 to an ability score; -4 on attack rolls, saves, and checks; or 50% chance of losing each action.				<i>Target:</i> Creature touched				
☐☐☐☐☐	Blindness/Deafness	16	Fortitude negates	1 standard action	Permanent [D]	Medium (240 Feet)	V	Yes	Necromancy
	<i>Effect:</i> Makes subject blinded or deafened.				<i>Target:</i> One living creature				
☐☐☐☐☐	Contagion	16	Fortitude negates	1 standard action	Instantaneous	Touch	V, S	Yes	Necromancy [Evil]
	<i>Effect:</i> Infects subject with chosen disease.				<i>Target:</i> Living creature touched				
☐☐☐☐☐	Continual Flame	16	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				
☐☐☐☐☐	Create Food and Water	16	None	10 minutes	24 hours; see text	Close (60 Feet)	V, S	No	Conjuration (Creation)
	<i>Effect:</i> Feeds 42 humans or 14 horse.				<i>Target:</i> Food and water to sustain 42 humans or 14 horses for 24 hours				
☐☐☐☐☐	Cure Serious Wounds	16	Will half (harmless); see text	1 standard action	Instantaneous	Touch	V, S	Yes (harmless); see text	Conjuration (Healing)
	<i>Effect:</i> Cures 3d8+14 damage				<i>Target:</i> Creature touched				
☐☐☐☐☐	Daylight	16	None	1 standard action	140 minutes [D]	Touch	V, S	No	Evocation [Light]
	<i>Effect:</i> 60-ft. radius of bright light.				<i>Target:</i> Object touched				
☐☐☐☐☐	Deeper Darkness	16	None	1 standard action	14 days [D]	Touch	V, M/DF	No	Evocation [Darkness]
	<i>Effect:</i> Object sheds supernatural shadow in 60-ft. radius.				<i>Target:</i> Object touched				
☐☐☐☐☐	Dispel Magic	16	None	1 standard action	Instantaneous	Medium (240 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				
☐☐☐☐☐	Glyph of Warding	16	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 70 sq. ft				
☐☐☐☐☐	Helping Hand	16	None	1 standard action	14 hours	5 miles	V, S, DF	No	Evocation
	<i>Effect:</i> Ghostly hand leads subject to you.				<i>Target:</i> Ghostly hand				
☐☐☐☐☐	Inflict Serious Wounds	16	Will half	1 standard action	Instantaneous	Touch	V, S	Yes	Necromancy
	<i>Effect:</i> Touch attack, 3d8+14 damage				<i>Target:</i> Creature touched				
☐☐☐☐☐	Invisibility Purge	16	None	1 standard action	14 minutes [D]	Personal	V, S	No	Evocation
	<i>Effect:</i> Dispel invisibility within 70 ft				<i>Target:</i> You				
☐☐☐☐☐	Locate Object	16	None	1 standard action	14 minutes	Long (960 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 960 ft.				
☐☐☐☐☐	Magic Circle against Chaos	16	Will negates (harmless)	1 standard action	140 minutes	Touch	V, S, M/DF	No; see text	Abjuration [Lawful]
	<i>Effect:</i> As protection spells, but 10-ft. radius and 140 minutes.				<i>Target:</i> 10-ft.-radius emanation from touched creature				
☐☐☐☐☐	Magic Circle against Evil	16	Will negates (harmless)	1 standard action	140 minutes	Touch	V, S, M/DF	No; see text	Abjuration [Good]
	<i>Effect:</i> As protection spells, but 10-ft. radius and 140 minutes.				<i>Target:</i> 10-ft.-radius emanation from touched creature				
☐☐☐☐☐	Magic Circle against Good	16	Will negates (harmless)	1 standard action	140 minutes	Touch	V, S, M/DF	No; see text	Abjuration [Evil]
	<i>Effect:</i> As protection spells, but 10-ft. radius and 140 minutes.				<i>Target:</i> 10-ft.-radius emanation from touched creature				
☐☐☐☐☐	Magic Circle against Law	16	Will negates (harmless)	1 standard action	140 minutes	Touch	V, S, M/DF	No; see text	Abjuration [Chaotic]
	<i>Effect:</i> As protection spells, but 10-ft. radius and 140 minutes.				<i>Target:</i> 10-ft.-radius emanation from touched creature				
☐☐☐☐☐	*Magic Vestment	16	Will negates (harmless, object)	1 standard action	14 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				
☐☐☐☐☐	Magic Vestment	16	Will negates (harmless, object)	1 standard action	14 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				
☐☐☐☐☐	Meld into Stone	16	None	1 standard action	140 minutes	Personal	V, S, DF	No	Transmutation [Earth]
	<i>Effect:</i> You and your gear merge with stone.				<i>Target:</i> You				
☐☐☐☐☐	Obscure Object	16	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 1400 lbs				
☐☐☐☐☐	Prayer	16	None	1 standard action	14 rounds	40 ft.	V, S, DF	Yes	Enchantment (Compulsion) [Mind-Affecting]
	<i>Effect:</i> Allies +1 bonus on most rolls, enemies -1 penalty.				<i>Target:</i> All allies and foes within a 40-ft.-radius burst centered on you				
☐☐☐☐☐	*Protection from Energy	16	Fortitude negates (harmless)	1 standard action	140 minutes or until discharged	Touch	V, S, DF	Yes (harmless)	Abjuration
	<i>Effect:</i> Absorb 168 points of damage from one kind of energy.				<i>Target:</i> Creature touched				
☐☐☐☐☐	Protection from Energy	16	Fortitude negates (harmless)	1 standard action	140 minutes or until discharged	Touch	V, S, DF	Yes (harmless)	Abjuration
	<i>Effect:</i> Absorb 168 points of damage from one kind of energy.				<i>Target:</i> Creature touched				
☐☐☐☐☐	Remove Blindness/Deafness	16	Fortitude negates (harmless)	1 standard action	Instantaneous	Touch	V, S	Yes (harmless)	Conjuration (Healing)
	<i>Effect:</i> Cures normal or magical conditions.				<i>Target:</i> Creature touched				
☐☐☐☐☐	Remove Curse	16	Will negates (harmless)	1 standard action	Instantaneous	Touch	V, S	Yes (harmless)	Abjuration
	<i>Effect:</i> Frees object or person from curse.				<i>Target:</i> Creature or item touched				
☐☐☐☐☐	Remove Disease	16	Fortitude negates (harmless)	1 standard action	Instantaneous	Touch	V, S	Yes (harmless)	Conjuration (Healing)
	<i>Effect:</i> Cures all diseases affecting subject.				<i>Target:</i> Creature touched				
☐☐☐☐☐	Searing Light	16	None	1 standard action	Instantaneous	Medium (240 Feet)	V, S	Yes	Evocation
	<i>Effect:</i> Ray deals 1d8/two levels, more against undead.				<i>Target:</i> Ray				
☐☐☐☐☐	Speak with Dead	16	Will negates; see text	10 minutes	14 minutes	10 ft.	V, S, DF	No	Necromancy [Language-Dependent]
	<i>Effect:</i> Corpse answers one question/two levels.				<i>Target:</i> One dead creature				
☐☐☐☐☐	Stone Shape	16	None	1 standard action	Instantaneous	Touch	V, S, M/DF	No	Transmutation [Earth]
	<i>Effect:</i> Sculpts stone into any shape.				<i>Target:</i> Stone or stone object touched, up to 24 cu. ft.				
☐☐☐☐☐	Summon Monster III	16	None	1 round	14 rounds [D]	Close (60 Feet)	V, S, F/DF	No	Conjuration (Summoning)
	<i>Effect:</i> Calls extraplanar creature to fight for you.				<i>Target:</i> One or more summoned creatures, no two of which can be more than 30 ft. apart				
☐☐☐☐☐	Water Breathing	16	Will negates (harmless)	1 standard action	28 hours; see text	Touch	V, S, M/DF	Yes (harmless)	Transmutation
	<i>Effect:</i> Subjects can breathe underwater.				<i>Target:</i> Living creatures touched				
☐☐☐☐☐	Water Walk	16	Will negates (harmless)	1 standard action	140 minutes [D]	Touch	V, S, DF	Yes (harmless)	Transmutation [Water]
	<i>Effect:</i> Subject treads on water as if solid.				<i>Target:</i> 14 touched creatures				
☐☐☐☐☐	Wind Wall	16	None; see text	1 standard action	14 rounds	Medium (240 Feet)	V, S, M/DF	Yes	Evocation [Air]
	<i>Effect:</i> Deflects arrows, smaller creatures, and gases.				<i>Target:</i> Wall up to 140 ft. long and 70 ft. high [S]				

# LEVEL 4

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	
☐☐☐☐☐	Air Walk	17	None	1 standard action	140 minutes	Touch	V, S, DF	Yes (harmless)	Transmutation [Air]
	<i>Effect:</i> Subject treads on air as if solid [climb at 45-degree angle].				<i>Target:</i> Creature [Gargantuan or smaller] touched				
☐☐☐☐☐	Control Water	17	None; see text	1 standard action	140 minutes [D]	Long (960 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 140 ft by 140 ft by 28 ft [S]				
☐☐☐☐☐	Cure Critical Wounds	17	Will half (harmless); see text	1 standard action	Instantaneous	Touch	V, S	Yes (harmless); see text	Conjuration (Healing)
	<i>Effect:</i> Cures 4d8+14 damage.				<i>Target:</i> Creature touched				

\* =Domain/Specialty Spell

## Cleric Spells

☐☐☐☐☐	<b>Death Ward</b>	17	Will negates (harmless)	1 standard action	14 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>	17	None	1 standard action	14 minutes	Medium (240 Feet)	V, S	Yes (object)	Abjuration
	<i>Effect:</i> Bars extradimensional movement.								<i>Target:</i> Ray
☐☐☐☐☐	<b>Discern Lies</b>	17	Will negates	1 standard action	Concentration, up to 14 rounds	Close (60 Feet)	V, S, DF	No	Divination
	<i>Effect:</i> Reveals deliberate falsehoods.								<i>Target:</i> 14 creatures, no two of which can be more than 30 ft. apart
☐☐☐☐☐	<b>Dismissal</b>	17	Will negates; see text	1 standard action	Instantaneous	Close (60 Feet)	V, S, DF	Yes	Abjuration
	<i>Effect:</i> Forces a creature to return to native plane.								<i>Target:</i> One extraplanar creature
☐☐☐☐☐	<b>Divination</b>	17	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>	17	None	1 standard action	14 rounds	Personal	V, S, DF	No	Evocation
	<i>Effect:</i> You gain attack bonus, +6 to Str, and 14 hps.								<i>Target:</i> You
☐☐☐☐☐	<b>*Freedom of Movement</b>	17	Will negates (harmless)	1 standard action	140 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>	17	Will negates (harmless)	1 standard action	140 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>	17	None	1 standard action	14 minutes	Close (60 Feet)	V, S, DF	Yes	Transmutation
	<i>Effect:</i> Turns centipedes, scorpions, or spiders into giant vermin.								<i>Target:</i> Up to three vermin, no two of which can be more than 30 ft. apart
☐☐☐☐☐	<b>Imbue with Spell Ability</b>	17	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>	17	Will half	1 standard action	Instantaneous	Touch	V, S	Yes	Necromancy
	<i>Effect:</i> Touch attack, 4d8+14 damage								<i>Target:</i> Creature touched
☐☐☐☐☐	<b>Magic Weapon, Greater</b>	17	Will negates (harmless, object)	1 standard action	14 hours	Close (60 Feet)	V, S, M/DF	Yes (harmless, object)	Transmutation
	<i>Effect:</i> +1/four levels 5.								<i>Target:</i> One weapon or fifty projectiles [all of which must be in contact with each other at the time of casting]
☐☐☐☐☐	<b>Neutralize Poison</b>	17	Will negates (harmless, object)	1 standard action	140 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 14 cu. ft. touched
☐☐☐☐☐	<b>Poison</b>	17	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>	17	None or Will negates; see text	1 standard action	140 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>	17	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>	17	None	10 minutes	14 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>	17	Will negates (harmless)	1 standard action	140 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>Spell Immunity</b>	17	Will negates (harmless)	1 standard action	140 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>	17	None	1 round	14 rounds [D]	Close (60 Feet)	V, S, F/DF	No	Conjuration (Summoning)
	<i>Effect:</i> Calls extraplanar creature to fight for you.								<i>Target:</i> One or more summoned creatures, no two of which can be more than 30 ft. apart
☐☐☐☐☐	<b>Tongues</b>	17	Will negates (harmless)	1 standard action	140 minutes	Touch	V, M/DF	No	Divination
	<i>Effect:</i> Speak any language.								<i>Target:</i> Creature touched

## LEVEL 5

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
☐☐☐☐☐ <b>Atonement</b>	18	None	1 hour	Instantaneous	Touch	V, S, M, F, Yes DF, XP	Yes	Abjuration
								<i>Effect:</i> Removes burden of misdeeds from subject.
☐☐☐☐☐ <b>*Break Enchantment</b>	18	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>	18	See text	1 minute	Instantaneous	Close (60 Feet)	V, S	No	Abjuration
								<i>Effect:</i> Frees subjects from enchantments, alterations, curses, and petrification.
☐☐☐☐☐ <b>Command, Greater</b>	18	Will negates	1 standard action	14 rounds	Close (60 Feet)	V	Yes	Enchantment (Compulsion)
								<i>Effect:</i> As command, but affects 14 subjects.
☐☐☐☐☐ <b>Commune</b>	18	None	10 minutes	14 rounds	Personal	V, S, M, DF, XP	No	Divination
								<i>Effect:</i> Deity answers 14 yes-or-no questions.
☐☐☐☐☐ <b>Cure Light Wounds, Mass</b>	18	Will half (harmless) or Will half; see text	1 standard action	Instantaneous	Close (60 Feet)	V, S	Yes (harmless) or Yes; see text	Conjuration (Healing)
								<i>Effect:</i> Cures 1d8+14 damage for many creatures.
☐☐☐☐☐ <b>Dispel Chaos</b>	18	See text	1 standard action	14 rounds or until discharged,	Touch	V, S, DF	See text	Abjuration [Lawful]
								<i>Effect:</i> +4 bonus against attacks.
☐☐☐☐☐ <b>Dispel Evil</b>	18	See text	1 standard action	14 rounds or until discharged,	Touch	V, S, DF	See text	Abjuration [Good]
								<i>Effect:</i> +4 bonus against attacks.
☐☐☐☐☐ <b>Dispel Good</b>	18	See text	1 standard action	14 rounds or until discharged,	Touch	V, S, DF	See text	Abjuration [Evil]
								<i>Effect:</i> +4 bonus against attacks.
☐☐☐☐☐ <b>Dispel Law</b>	18	See text	1 standard action	14 rounds or until discharged,	Touch	V, S, DF	See text	Abjuration [Chaotic]
								<i>Effect:</i> +4 bonus against attacks.
☐☐☐☐☐ <b>Disrupting Weapon</b>	18	Will negates (harmless, object); see text	1 standard action	14 rounds	Touch	V, S	Yes (harmless, object)	Transmutation
								<i>Effect:</i> Melee weapon destroys undead.
☐☐☐☐☐ <b>Flame Strike</b>	18	Reflex half	1 standard action	Instantaneous	Medium (240 Feet)	V, S, DF	Yes	Evocation [Fire]
								<i>Effect:</i> Smite foes with divine fire for 14d6 damage.
☐☐☐☐☐ <b>Hallow</b>	18	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>	18	Will half	1 standard action	Instantaneous	Close (60 Feet)	V, S	Yes	Necromancy
								<i>Effect:</i> Deals 1d8+14 damage to many creatures.
☐☐☐☐☐ <b>Insect Plague</b>	18	None	1 round	14 minutes	Long (960 Feet)	V, S, DF	No	Conjuration (Summoning)
								<i>Effect:</i> Locust swarms attack creatures.
☐☐☐☐☐ <b>Mark of Justice</b>	18	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>	18	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>	18	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 14 days ago.
☐☐☐☐☐ <b>*Righteous Might</b>	18	None	1 standard action	14 rounds [D]	Personal	V, S, DF	No	Transmutation
								<i>Effect:</i> Your size increases, and you gain combat bonuses.

\* =Domain/Speciality Spell

## Cleric Spells

□□□□□	<b>Righteous Might</b>	18	None	1 standard action	14 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>	18	Will negates	1 hour	14 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>	18	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>	18	Will negates (harmless)	1 standard action	14 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>	18	None	1 round	14 rounds [D]	Close (60 Feet)	V, S, F/DF	No	Conjuration (Summoning)
	<i>Effect:</i> Calls extraplanar creature to fight for you.				<i>Target:</i> One or more summoned creatures, no two of which can be more than 30 ft. apart				
□□□□□	<b>Symbol of Pain</b>	18	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>	18	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>	18	Will negates (harmless)	1 standard action	14 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>	18	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>	18	See text	1 standard action	Instantaneous	Medium (240 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 14 5-ft. squares [S]				

## LEVEL 6

	Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□□	<b>Animate Objects</b>	19	None	1 standard action	14 rounds	Medium (240 Feet)	V, S	No	Transmutation
	<i>Effect:</i> Objects attack your foes.				<i>Target:</i> 14 Small objects; see text				
□□□□□	<b>Antilife Shell</b>	19	None	1 round	140 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				
□□□□□	<b>Banishment</b>	19	Will negates	1 standard action	Instantaneous	Close (60 Feet)	V, S, F	Yes	Abjuration
	<i>Effect:</i> Banishes 28 HD of extraplanar creatures.				<i>Target:</i> One or more extraplanar creatures, no two of which can be more than 30 ft. apart				
□□□□□	<b>Bear's Endurance, Mass</b>	19	Will negates (harmless)	1 standard action	14 minutes	Close (60 Feet)	V, S, DF	Yes	Transmutation
	<i>Effect:</i> As bear's endurance, affects 14 subjects.				<i>Target:</i> 14 creatures, no two of which can be more than 30 ft. apart				
□□□□□	<b>Blade Barrier</b>	19	Reflex half or Reflex negates; see text	1 standard action	14 minutes [D]	Medium (240 Feet)	V, S	Yes	Evocation [Force]
	<i>Effect:</i> Wall of blades deals 14d6 damage.				<i>Target:</i> Wall of whirling blades up to 280 ft. long, or a ringed wall of whirling blades with a radius of up to 35 ft; either form 20 ft. high				
□□□□□	<b>Bull's Strength, Mass</b>	19	Will negates (harmless)	1 standard action	14 minutes	Close (60 Feet)	V, S, M/DF	Yes (harmless)	Transmutation
	<i>Effect:</i> As bull's strength, affects one subject/ level.				<i>Target:</i> 14 creatures, no two of which can be more than 30 ft. apart				
□□□□□	<b>Create Undead</b>	19	None	1 hour	Instantaneous	Close (60 Feet)	V, S, M	No	Necromancy [Evil]
	<i>Effect:</i> Creates ghouls, ghosts, mummies, or mohrgs.				<i>Target:</i> One corpse				
□□□□□	<b>Cure Moderate Wounds, Mass</b>	19	Will half (harmless) or Will half; see text	1 standard action	Instantaneous	Close (60 Feet)	V, S	Yes (harmless) or Yes; see text	Conjuration (Healing)
	<i>Effect:</i> Cures 2d8+14 damage for many creatures.				<i>Target:</i> 14 creatures, no two of which can be more than 30 ft. apart				
□□□□□	<b>Dispel Magic, Greater</b>	19	None	1 standard action	Instantaneous	Medium (240 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				
□□□□□	<b>Eagle's Splendor, Mass</b>	19	Will negates (harmless)	1 standard action	14 minutes	Close (60 Feet)	V, S, M/DF	Yes	Transmutation
	<i>Effect:</i> As eagle's splendor, affects 14 subjects.				<i>Target:</i> 14 creatures, no two of which can be more than 30 ft. apart				
□□□□□	<b>Find the Path</b>	19	None or Will negates (harmless)	3 rounds	140 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				
□□□□□	<b>Forbiddance</b>	19	See text	6 rounds	Permanent	Medium (240 Feet)	V, S, M, DF	Yes	Abjuration
	<i>Effect:</i> Blocks planar travel, damages creatures of different alignment.				<i>Target:</i> 14 60-ft. cubes [S]				
□□□□□	<b>Geas/Quest</b>	19	None	10 minutes	14 days or until discharged [D]	Close (60 Feet)	V	Yes	Enchantment (Compulsion) [Language-Dependent, Mind-Affecting]
	<i>Effect:</i> As lesser geas, plus it affects any creature.				<i>Target:</i> One living creature				
□□□□□	<b>Glyph of Warding, Greater</b>	19	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 70 sq. ft				
□□□□□	<b>Harm</b>	19	Will half; see text	1 standard action	Instantaneous	Touch	V, S	Yes	Necromancy
	<i>Effect:</i> Deals 140 points damage to target.				<i>Target:</i> Creature touched				
□□□□□	<b>Heal</b>	19	Will negates (harmless)	1 standard action	Instantaneous	Touch	V, S	Yes (harmless)	Conjuration (Healing)
	<i>Effect:</i> Cures 140 points of damage, all diseases and mental conditions.				<i>Target:</i> Creature touched				
□□□□□	<b>Heroes' Feast</b>	19	None	10 minutes	14 hour plus 12 hours; see text	Close (60 Feet)	V, S, DF	No	Conjuration (Creation) [Creation]
	<i>Effect:</i> Food for 14 creatures cures and grants combat bonuses.				<i>Target:</i> Feast for 14 creatures				
□□□□□	<b>Inflict Moderate Wounds, Mass</b>	19	Will half	1 standard action	Instantaneous	Close (60 Feet)	V, S	Yes	Necromancy
	<i>Effect:</i> Deals 2d8+14 damage to many creatures.				<i>Target:</i> 14 creatures, no two of which can be more than 30 ft. apart				
□□□□□	<b>**Mislead</b>	19	None or Will disbelief (if interacted with); see text	1 standard action	14 rounds [D] and concentration + 3 rounds; see text	Close (25 Feet)	S	No	Illusion (Figment)[Glamer]
	<i>Effect:</i> Turns you invisible and creates illusory double.				<i>Target:</i> You/one illusory double				
□□□□□	<b>Owl's Wisdom, Mass</b>	19	Will negates (harmless)	1 standard action	14 minutes	Close (60 Feet)	V, S, M/DF	Yes	Transmutation
	<i>Effect:</i> As owl's wisdom, affects one subject/ level.				<i>Target:</i> 14 creatures, no two of which can be more than 30 ft. apart				
□□□□□	<b>Planar Ally</b>	19	None	10 minutes	Instantaneous	Close (60 Feet)	V, S, DF, XP	No	Conjuration (Calling)
	<i>Effect:</i> As lesser planar ally, but up to 12 HD.				<i>Target:</i> 1-2 called elementals or outsiders totaling no more than 12 HD, which cannot be more than 30 ft. apart when they appear				
□□□□□	<b>**Stoneskin</b>	19	Will negates (harmless)	1 standard action	140 minutes or until discharged	Touch	V, S, M	Yes (harmless)	Abjuration
	<i>Effect:</i> Ignore 10 points of damage per attack.				<i>Target:</i> Creature touched				
□□□□□	<b>Summon Monster VI</b>	19	None	1 round	14 rounds [D]	Close (60 Feet)	V, S, F/DF	No	Conjuration (Summoning)
	<i>Effect:</i> Calls extraplanar creature to fight for you.				<i>Target:</i> One or more summoned creatures, no two of which can be more than 30 ft. apart				
□□□□□	<b>Symbol of Fear</b>	19	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				
□□□□□	<b>Symbol of Persuasion</b>	19	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				
□□□□□	<b>Undeath to Death</b>	19	Will negates	1 standard action	Instantaneous	Medium (240 Feet)	V, S, M/DF	Yes	Necromancy [Death]
	<i>Effect:</i> Destroys 14d4 HD of undead.				<i>Target:</i> Several undead creatures within a 40-ft.-radius burst				
□□□□□	<b>Wind Walk</b>	19	No and Will negates (harmless)	1 standard action	14 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				
□□□□□	<b>Word of Recall</b>	19	None or Will negates (harmless, object)	1 standard action	Instantaneous	Unlimited	V	No or Yes (harmless, object)	Conjuration (Teleportation)
	<i>Effect:</i> Teleports you back to designated place.				<i>Target:</i> You and touched objects or other willing creatures				

\* =Domain/Specialty Spell