

Thurid Female Human Clr14

NAME

Clr14

CLASS

182000

EXPERIENCE

14

TCL

105000

NEXT LEVEL

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

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

	TOTAL		BASE ATTACK BONUS		STAT MODIFIER		SIZE MODIFIER		MISC MODIFIER		TEMP MODIFIER
MELEE attack bonus	+14/+9	=	+10/+5	+	+4		+0		+0	+	
RANGED attack bonus	+11/+6	=	+10/+5	+	+1		+0		+0	+	
GRAPPLE 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
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EQUIPMENT					
ITEM	LOCATION	QTY	WT	COST	
Outfit (Explorer's)	Equipped	1	8.0	0.0	
TOTAL WEIGHT CARRIED/VALUE			0.0 lbs	0.0 gp	

WEIGHT ALLOWANCE					
Light	116.0	Medium	233.0	Heavy	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.

NPC

PLAYERNAME

Human

RACE

Medium

SIZE

5'6"

HEIGHT

176 lbs

WEIGHT

0

Female

GENDER

None

DEITY

HP hit points	86	WOUNDS/CURRENT HP		SUBDUAL DAMAGE		DAMAGE REDUCTION	
AC armor class	11	: 10	: 11	= 10	+ 0	+ 0	+ 1
TOTAL		FLAT	TOUCH	BASE	ARMOR BONUS	SHIELD BONUS	STAT MODIFIER

INITIATIVE modifier	+1	= +1	+ +0
TOTAL		DEX MODIFIER	MISC MODIFIER
BASE ATTACK bonus	+10/+5		

None

DEITY

5'6"

HEIGHT

176 lbs

WEIGHT

0

Female

GENDER

None

DEITY

ARMOR BONUS	SHIELD BONUS	STAT MODIFIER	SIZE MODIFIER	NATURAL ARMOR MODIFIER	MISC MODIFIER	MISS CHANCE
0	0	1	0	0	0	

SKILLS		MAX RANKS		17/8.5	
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	+

✓ : can be used untrained. ✗ : exclusive skills

TURN/REBUKE UNDEAD		Turn level	14
TURNING CHECK RESULT	UNDEAD AFFECTED (MAXIMUM HIT DICE)	Turn damage	2d6+18
Up to 0	10	Turns/day	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

TURN/REBUKE UNDEAD		Turn level	14
TURNING CHECK RESULT	UNDEAD AFFECTED (MAXIMUM HIT DICE)	Turn damage	2d6+18
Up to 0	10	Turns/day	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

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
KNOWN	0	0	0	0	0	0	0	0	0	0
PER DAY	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	<i>Target:</i> Creature touched Instantaneous	60 ft.	V, S	No	Divination
 Detect Poison <i>Effect:</i> Detects poison in one creature or small object.	13	None	1 standard action	<i>Target:</i> Cone-shaped emanation 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	<i>Target:</i> One creature, one object, or a 5-ft. cube 14 minute or until discharged	Touch	V, S	Yes	Divination
 Inflict Minor Wounds <i>Effect:</i> Touch attack, 1 point of damage.	13	Will negates	1 standard action	<i>Target:</i> Creature touched Instantaneous	Touch	V, S	Yes	Necromancy
 Light <i>Effect:</i> Object shines like a torch.	13	None	1 standard action	<i>Target:</i> Creature touched 140 minutes [D]	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	<i>Target:</i> Object touched 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	<i>Target:</i> One object of up to 1 lb. Instantaneous	10 ft.	V, S	Yes (object)	Transmutation
 Read Magic <i>Effect:</i> Read scrolls and spellbooks.	13	None	1 standard action	<i>Target:</i> 14 cu. ft. of contaminated food and water 140 minutes	Personal	V, S, F	No	Divination
 Resistance <i>Effect:</i> Subject gains +1 on saving throws.	13	Will negates (harmless)	1 standard action	<i>Target:</i> You 14 minute	Touch	V, S, M/DF	Yes (harmless)	Abjuration
 Virtue <i>Effect:</i> Subject gains 1 temporary hp.	13	Fortitude negates (harmless)	1 standard action	<i>Target:</i> Creature touched 14 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.	14	Will negates	1 standard action	<i>Target:</i> All enemies within 50 ft. 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	<i>Target:</i> The caster and all allies within a 50-ft. burst, centered on the caster 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	<i>Target:</i> One living creature with 5 or fewer HD 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	<i>Target:</i> One living creature with 5 or fewer HD 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	<i>Target:</i> One living creature 14 minutes	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	<i>Target:</i> One living creature 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	<i>Target:</i> You Instantaneous	Touch	V, S	Yes (harmless); see text	Conjuration (Healing)
 Curse Water <i>Effect:</i> Makes unholy water.	14	Will negates (object)	1 minute	<i>Target:</i> Creature touched Instantaneous	Touch	V, S, M	Yes (object)	Necromancy [Evil]
 Deathwatch <i>Effect:</i> Reveals how near death subjects within 30 ft. are.	14	None	1 standard action	<i>Target:</i> Flask of water touched 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	<i>Target:</i> Cone-shaped emanation Concentration, up to 10 minutes [D]	60 ft.	V, S, DF	No	Divination
 Detect Evil <i>Effect:</i> Reveals creatures, spells, or objects of selected alignment.	14	None	1 standard action	<i>Target:</i> Cone-shaped emanation Concentration, up to 10 minutes [D]	60 ft.	V, S, DF	No	Divination
 Detect Good <i>Effect:</i> Reveals creatures, spells, or objects of selected alignment.	14	None	1 standard action	<i>Target:</i> Cone-shaped emanation Concentration, up to 10 minutes [D]	60 ft.	V, S, DF	No	Divination
 Detect Law <i>Effect:</i> Reveals creatures, spells, or objects of selected alignment.	14	None	1 standard action	<i>Target:</i> Cone-shaped emanation Concentration, up to 10 minutes [D]	60 ft.	V, S, DF	No	Divination
 Detect Undead <i>Effect:</i> Reveals undead within 60 ft.	14	None	1 standard action	<i>Target:</i> Cone-shaped emanation 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	<i>Target:</i> Cone-shaped emanation 1 minute	Personal	V, S, DF	No	Evocation
 Doom <i>Effect:</i> One subject takes -2 on attack rolls, damage rolls, saves, and checks.	14	Will negates	1 standard action	<i>Target:</i> You 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	<i>Target:</i> One living creature 24 hours	Touch	V, S	Yes (harmless)	Abjuration
 **Enlarge Person <i>Effect:</i> Creatures size increases to next category	14	Fortitude negates	1 round	<i>Target:</i> Creature touched 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	<i>Target:</i> One humanoid creature 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	<i>Target:</i> You 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	<i>Target:</i> You 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	<i>Target:</i> 14 touched creatures 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	<i>Target:</i> Creature touched 30 minutes or until discharged	Touch	V, S, DF	Yes (harmless, object)	Transmutation
 Magic Weapon <i>Effect:</i> Weapon gains +1 bonus.	14	Will negates (harmless, object)	1 standard action	<i>Target:</i> Up to three pebbles touched 14 minutes	Touch	V, S, DF	Yes (harmless, object)	Transmutation

* =Domain/Specialty Spell

Cleric Spells

Obscuring Mist	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				
Protection from Chaos	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				
Protection from Evil	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				
Protection from Good	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				
Protection from Law	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				
Remove Fear	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				
Sanctuary	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				
Shield of Faith	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				
Summon Monster I	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
*Aid	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				
Aid	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				
Align Weapon	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]				
Augury	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				
Bear's Endurance	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				
*Bull's Strength	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				
Bull's Strength	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				
Calm Emotions	15	Will negates	1 standard action	Instantaneous	Concentration, up to 14 rounds	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	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				
Cure Moderate Wounds	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				
Darkness	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				
Death Knell	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				
Delay Poison	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				
Desecrate	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				
Eagle's Splendor	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				
Enthrall	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				
Find Traps	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				
Gentle Repose	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				
Hold Person	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				
Inflict Moderate Wounds	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				
Make Whole	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				
Owl's Wisdom	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				
Remove Paralysis	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				
Resist Energy	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				
Restoration, Lesser	15	Will negates (harmless)	3 rounds	Instantaneous	Touch	V, S	Yes (harmless)	Conjuration (Healing)
<i>Effect:</i> Dispers magical ability penalty or repairs 1d4 ability damage.				<i>Target:</i> Creature touched				
Shatter	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				
Shield Other	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				
Silence	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				
Sound Burst	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				
Spiritual Weapon	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				
Status	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				
Summon Monster II	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

☐☐☐☐☐	Death Ward	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				
☐☐☐☐☐	Dimensional Anchor	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				
☐☐☐☐☐	Discern Lies	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				
☐☐☐☐☐	Dismissal	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				
☐☐☐☐☐	Divination	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				
☐☐☐☐☐	Divine Power	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				
☐☐☐☐☐	*Freedom of Movement	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				
☐☐☐☐☐	Freedom of Movement	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				
☐☐☐☐☐	Giant Vermin	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				
☐☐☐☐☐	Imbue with Spell Ability	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				
☐☐☐☐☐	Inflict Critical Wounds	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				
☐☐☐☐☐	Magic Weapon, Greater	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]				
☐☐☐☐☐	Neutralize Poison	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				
☐☐☐☐☐	Poison	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				
☐☐☐☐☐	Repel Vermin	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				
☐☐☐☐☐	Restoration	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				
☐☐☐☐☐	Sending	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				
☐☐☐☐☐	*Spell Immunity	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				
☐☐☐☐☐	Spell Immunity	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				
☐☐☐☐☐	Summon Monster IV	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				
☐☐☐☐☐	Tongues	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
☐☐☐☐☐Atonement	18	None	1 hour	Instantaneous	Touch	V, S, M, F, DF, XP	Yes	Abjuration
Effect: Removes burden of misdeeds from subject.				Target: Living creature touched				
☐☐☐☐☐*Break Enchantment	18	See text	1 minute	Instantaneous	Close (25 Feet)	V, S	No	Abjuration
Effect: Frees subjects from enchantments, alterations, curses, and petrification.				Target: Up to 14 creatures, all within 30 ft. of each other				
☐☐☐☐☐Break Enchantment	18	See text	1 minute	Instantaneous	Close (60 Feet)	V, S	No	Abjuration
Effect: Frees subjects from enchantments, alterations, curses, and petrification.				Target: Up to 14 creatures, all within 30 ft. of each other				
☐☐☐☐☐Command, Greater	18	Will negates	1 standard action	14 rounds	Close (60 Feet)	V	Yes	Enchantment (Compulsion)
Effect: As command, but affects 14 subjects.				Target: 14 creatures, no two of which can be more than 30 ft. apart				
☐☐☐☐☐Commune	18	None	10 minutes	14 rounds	Personal	V, S, M, DF, XP	No	Divination
Effect: Deity answers 14 yes-or-no questions.				Target: You				
☐☐☐☐☐Cure Light Wounds, Mass	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)
Effect: Cures 1d8+14 damage for many creatures.				Target: 14 creatures, no two of which can be more than 30 ft. apart				
☐☐☐☐☐Dispel Chaos	18	See text	1 standard action	14 rounds or until discharged, whichever comes first	Touch	V, S, DF	See text	Abjuration [Lawful]
Effect: +4 bonus against attacks.				Target: You and a touched evil creature from another plane; or you and an enchantment or evil spell on a touched creature or object				
☐☐☐☐☐Dispel Evil	18	See text	1 standard action	14 rounds or until discharged, whichever comes first	Touch	V, S, DF	See text	Abjuration [Good]
Effect: +4 bonus against attacks.				Target: You and a touched evil creature from another plane; or you and an enchantment or evil spell on a touched creature or object				
☐☐☐☐☐Dispel Good	18	See text	1 standard action	14 rounds or until discharged, whichever comes first	Touch	V, S, DF	See text	Abjuration [Evil]
Effect: +4 bonus against attacks.				Target: You and a touched evil creature from another plane; or you and an enchantment or evil spell on a touched creature or object				
☐☐☐☐☐Dispel Law	18	See text	1 standard action	14 rounds or until discharged, whichever comes first	Touch	V, S, DF	See text	Abjuration [Chaotic]
Effect: +4 bonus against attacks.				Target: You and a touched evil creature from another plane; or you and an enchantment or evil spell on a touched creature or object				
☐☐☐☐☐Disrupting Weapon	18	Will negates (harmless, object); see text	1 standard action	14 rounds	Touch	V, S	Yes (harmless, object)	Transmutation
Effect: Melee weapon destroys undead.				Target: One melee weapon				
☐☐☐☐☐Flame Strike	18	Reflex half	1 standard action	Instantaneous	Medium (240 Feet)	V, S, DF	Yes	Evocation [Fire]
Effect: Smite foes with divine fire for 14d6 damage.				Target: Cylinder 10				
☐☐☐☐☐Hallow	18	See text	24 hours	Instantaneous	Touch	V, S, M, DF	See text	Evocation [Good]
Effect: Designates location as holy.				Target: 40-ft. radius emanating from the touched point				
☐☐☐☐☐Inflict Light Wounds, Mass	18	Will half	1 standard action	Instantaneous	Close (60 Feet)	V, S	Yes	Necromancy
Effect: Deals 1d8+14 damage to many creatures.				Target: 14 creatures, no two of which can be more than 30 ft. apart				
☐☐☐☐☐Insect Plague	18	None	1 round	14 minutes	Long (960 Feet)	V, S, DF	No	Conjuration (Summoning)
Effect: Locust swarms attack creatures.				Target: 4 swarms of locust, each of which must be adjacent to at least one other swarm				
☐☐☐☐☐Mark of Justice	18	None	10 minutes	Permanent; see text	Touch	V, S, DF	Yes	Necromancy
Effect: Designates action that will trigger curse on subject.				Target: Creature touched				
☐☐☐☐☐Plane Shift	18	Will negates	1 standard action	Instantaneous	Touch	V, S, F	Yes	Conjuration (Teleportation)
Effect: As many as eight subjects travel to another plane.				Target: Creature touched, or up to eight willing creatures joining hands				
☐☐☐☐☐Raise Dead	18	None; see text	1 minute	Instantaneous	Touch	V, S, M, DF	Yes (harmless)	Conjuration (Healing)
Effect: Restores life to subject who died as long as 14 days ago.				Target: Dead creature touched				
☐☐☐☐☐*Righteous Might	18	None	1 standard action	14 rounds [D]	Personal	V, S, DF	No	Transmutation
Effect: Your size increases, and you gain combat bonuses.				Target: You				

* =Domain/Specialty Spell

Cleric Spells

Righteous Might	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				
Scrying	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				
Slay Living	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				
Spell Resistance	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				
Summon Monster V	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				
Symbol of Pain	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				
Symbol of Sleep	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				
True Seeing	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				
Unhallow	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				
Wall of Stone	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
Animate Objects	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				
Antilife Shell	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				
Banishment	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				
Bear's Endurance, Mass	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				
Blade Barrier	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				
Bull's Strength, Mass	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				
Create Undead	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				
Cure Moderate Wounds, Mass	19	Will half (harmless) or Will half; see text	1 standard action	Instantaneous	Close (60 Feet)	V, S	Yes (harmless) or Yes; see text	Conjuration (Healing)
<i>Effect:</i> Cures 2d8+14 damage for many creatures.				<i>Target:</i> 14 creatures, no two of which can be more than 30 ft. apart				
Dispel Magic, Greater	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				
Eagle's Splendor, Mass	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				
Find the Path	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				
Forbiddance	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]				
Geas/Quest	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				
Glyph of Warding, Greater	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				
Harm	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				
Heal	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				
Heroes' Feast	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				
Inflict Moderate Wounds, Mass	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				
**Mislead	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				
Owl's Wisdom, Mass	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				
Planar Ally	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				
**Stoneskin	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				
Summon Monster VI	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				
Symbol of Fear	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				
Symbol of Persuasion	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				
Undeath to Death	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				
Wind Walk	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				
Word of Recall	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