

Jebeddo Male Gnome Clr15

NAME

Clr15

CLASS

210000

EXPERIENCE

15

TCL

120000

NEXT LEVEL

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP SCORE	TEMP MODIFIER
STR Strength	17	+3	17	+3
DEX Dexterity	12	+1	12	+1
CON Constitution	14	+2	14	+2
INT Intelligence	12	+1	12	+1
WIS Wisdom	19	+4	19	+4
CHA Charisma	13	+1	13	+1

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC MODIFIER	TEMP MODIFIER	conditional modifiers
FORTITUDE (constitution)	+11	= +9	+2	+0	+0		
REFLEX (dexterity)	+6	= +5	+1	+0	+0		
WILLPOWER (wisdom)	+13	= +9	+4	+0	+0		

TOTAL	BASE ATTACK BONUS	STAT MODIFIER	SIZE MODIFIER	MISC MODIFIER	TEMP MODIFIER
MELEE attack bonus	+15/+10/+5	= +11/+6/+1	+3	+1	+0
RANGED attack bonus	+13/+8/+3	= +11/+6/+1	+1	+1	+0
GRAPPLE attack bonus	+15/+10/+5	= +11/+6/+1	+3	+1	+0

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
	+15/+10/+5	1d2+3	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	65.0	Medium	130.0	Heavy	195.0
Lift over head	195.0	Lift off ground	390.0	Push / Drag	975.0

FEATS	
Brew Potion	See Text
Craft Staff	See Text
Diligent	See Text
Forge Ring	See Text
Negotiator	See Text
Widen Spell	See Text

DOMAINS	
Protection	You can generate a protective ward as a supernatural ability. Grant someone you touch a resistance bonus equal to your cleric level on his or her next saving throw. Activating this power is a standard action. The protective ward is an abjuration effect with a duration of 1 hour that is usable once per day.
Air	Turn or destroy earth creatures as a good cleric turns undead. Rebuke, command, or bolster air creatures as an evil cleric rebukes undead. Use these abilities a total number of times per day equal to 3 + your Charisma modifier. This granted power is a supernatural ability

NPC

PLAYERNAME

Gnome

RACE

Small

SIZE

0

AGE

Male

GENDER

HP hit points	101	WOUNDS/CURRENT HP	
AC armor class	12	11	12
TOTAL		FLAT	TOUCH

INITIATIVE modifier	+1	= +1	+0
TOTAL		DEX MODIFIER	MISC MODIFIER
BASE ATTACK bonus	+11/+6/+1		

None

DEITY

3'3"

43 lbs

HEIGHT

WEIGHT

EYES

HAIR

SUBDUAL DAMAGE		DAMAGE REDUCTION	
ARMOR BONUS	0	SHIELD BONUS	0
STAT MODIFIER	1	SIZE MODIFIER	1
NATURAL ARMOR	0	MISC MODIFIER	0

SKILLS		MAX RANKS	18/9
SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER
Craft (Stonemasonry)	INT	3	= 1 + 2.0 +
Knowledge (Arcana)	INT	16	= 1 + 15.0 +
Knowledge (Religion)	INT	11	= 1 + 10.0 +
Knowledge (The Planes)	INT	13	= 1 + 12.0 +
Profession (Miner)	WIS	20	= 4 + 16.0 +

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

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

SPECIAL ABILITIES	
+1 racial bonus on attack rolls against kobalds and goblinoids.	
+2 racial bonus on saving throws against illusions.	
+4 Dodge bonus to Armor Class against monsters of the giant type.	
Speak with Animals (burrowing mammal only, duration 1 minute).	
Spontaneous casting	
Turn Undead 4/day (turn level 15) (turn damage 2d6+16)	

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

LANGUAGES	
Common, Gnome, Orc	

Innate Racial Spells

	Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
☐	Speak with Animals <i>Effect:</i> You can communicate with animals.	10	None	1 standard action	(CASTERLEVEL) minutes	Personal	V, S	No	Divination
☐	Dancing Lights <i>Effect:</i> Creates torches or other lights.	10	None	1 standard action	<i>Target:</i> You (CASTERLEVEL) minute [D]	Medium (100 Feet)	V, S	No	Evocation [Light]
☐	Ghost Sound <i>Effect:</i> Figment sounds.	11	Will disbelief (if interacted with)	1 standard action	<i>Target:</i> Up to four lights, all within a 10-ft.-radius area (CASTERLEVEL) rounds [D]	Close (25 Feet)	V, S, M	No	Illusion (Figment)
☐	Prestidigitation <i>Effect:</i> Performs minor tricks.	10	See text	1 standard action	<i>Target:</i> Illusory sounds (CASTERLEVEL) hour	10 ft.	V, S	No	Universal
					<i>Target:</i> See text				

* =Domain/Specialty Spell

Cleric Spells

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

LEVEL 0

	Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
☐☐☐☐☐	Create Water <i>Effect:</i> Creates 30 gallons of pure water.	14	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.	14	Will half (harmless); see text	1 standard action	Instantaneous	Touch	V, S	Yes (harmless); see text	Conjuration (Healing)
☐☐☐☐☐	Detect Magic <i>Effect:</i> Detects spells and magic items within 60 ft.	14	None	1 standard action	<i>Target:</i> Creature touched Concentration, up to 15 minutes [D]	60 ft.	V, S	No	Divination
☐☐☐☐☐	Detect Poison <i>Effect:</i> Detects poison in one creature or small object.	14	None	1 standard action	<i>Target:</i> Cone-shaped emanation Instantaneous	Close (60 Feet)	V, S	No	Divination
☐☐☐☐☐	Guidance <i>Effect:</i> +1 on one attack roll, saving throw, or skill check.	14	Will negates (harmless)	1 standard action	<i>Target:</i> One creature, one object, or a 5-ft. cube 15 minute or until discharged	Touch	V, S	Yes	Divination
☐☐☐☐☐	Inflict Minor Wounds <i>Effect:</i> Touch attack, 1 point of damage.	14	Will negates	1 standard action	<i>Target:</i> Creature touched Instantaneous	Touch	V, S	Yes	Necromancy
☐☐☐☐☐	Light <i>Effect:</i> Object shines like a torch.	14	None	1 standard action	150 minutes [D]	Touch	V, M/DF	No	Evocation [Light]
☐☐☐☐☐	Mending <i>Effect:</i> Makes minor repairs on an object.	14	Will negates (harmless, object)	1 standard action	<i>Target:</i> Object touched Instantaneous	10 ft.	V, S	Yes (harmless, object)	Transmutation
☐☐☐☐☐	Purify Food and Drink <i>Effect:</i> Purifies 15 cu. ft. of food or water.	14	Will negates (object)	1 standard action	Instantaneous	10 ft.	V, S	Yes (object)	Transmutation
☐☐☐☐☐	Read Magic <i>Effect:</i> Read scrolls and spellbooks.	14	None	1 standard action	<i>Target:</i> 15 cu. ft. of contaminated food and water 150 minutes	Personal	V, S, F	No	Divination
☐☐☐☐☐	Resistance <i>Effect:</i> Subject gains +1 on saving throws.	14	Will negates (harmless)	1 standard action	<i>Target:</i> You 15 minute	Touch	V, S, M/DF	Yes (harmless)	Abjuration
☐☐☐☐☐	Virtue <i>Effect:</i> Subject gains 1 temporary hp.	14	Fortitude negates (harmless)	1 standard action	<i>Target:</i> Creature touched 15 minutes	Touch	V, S, DF	Yes (harmless)	Transmutation
					<i>Target:</i> Creature touched				

LEVEL 1

	Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
☐☐☐☐☐	Bane <i>Effect:</i> Enemies take -1 on attack rolls and saves against fear.	15	Will negates	1 standard action	15 minutes	50 ft.	V, S, DF	Yes	Enchantment (Compulsion) [Fear, Mind-Affecting]
☐☐☐☐☐	Bless <i>Effect:</i> Allies gain +1 on attack rolls and +1 on saves against fear.	15	None	1 standard action	15 minutes	50 ft.	V, S, DF	Yes (harmless)	Enchantment (Compulsion) [Mind-Affecting]
☐☐☐☐☐	Bless Water <i>Effect:</i> Makes holy water.	15	Will negates (object)	1 minute	<i>Target:</i> The caster and all allies within a 50-ft. burst, centered on the caster Instantaneous	Touch	V, S, M	Yes (object)	Transmutation [Good]
☐☐☐☐☐	Cause Fear <i>Effect:</i> One creature of 5 HD or less flees for 1d4 rounds.	15	Will partial	1 standard action	<i>Target:</i> Flask of water touched 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 15 round	Close (60 Feet)	V	Yes	Enchantment (Compulsion) [Language-Dependent, Mind-Affecting]
☐☐☐☐☐	Comprehend Languages <i>Effect:</i> You understand all spoken and written languages.	15	None	1 standard action	150 minutes	Personal	V, S, M/DF	No	Divination
☐☐☐☐☐	Cure Light Wounds <i>Effect:</i> Cures 1d8+5 damage	15	Will half (harmless); see text	1 standard action	<i>Target:</i> You Instantaneous	Touch	V, S	Yes (harmless); see text	Conjuration (Healing)
☐☐☐☐☐	Curse Water <i>Effect:</i> Makes unholy water.	15	Will negates (object)	1 minute	<i>Target:</i> Creature touched Instantaneous	Touch	V, S, M	Yes (object)	Necromancy [Evil]
☐☐☐☐☐	Deathwatch <i>Effect:</i> Reveals how near death subjects within 30 ft. are.	15	None	1 standard action	<i>Target:</i> Flask of water touched 150 minutes	30 ft.	V, S	No	Necromancy [Evil]
☐☐☐☐☐	Detect Chaos <i>Effect:</i> Reveals creatures, spells, or objects of selected alignment.	15	None	1 standard action	<i>Target:</i> Cone-shaped emanation Concentration, up to 10 minutes [D]	60 ft.	V, S, DF	No	Divination
☐☐☐☐☐	Detect Evil <i>Effect:</i> Reveals creatures, spells, or objects of selected alignment.	15	None	1 standard action	<i>Target:</i> Cone-shaped emanation Concentration, up to 10 minutes [D]	60 ft.	V, S, DF	No	Divination
☐☐☐☐☐	Detect Good <i>Effect:</i> Reveals creatures, spells, or objects of selected alignment.	15	None	1 standard action	<i>Target:</i> Cone-shaped emanation Concentration, up to 10 minutes [D]	60 ft.	V, S, DF	No	Divination
☐☐☐☐☐	Detect Law <i>Effect:</i> Reveals creatures, spells, or objects of selected alignment.	15	None	1 standard action	<i>Target:</i> Cone-shaped emanation Concentration, up to 10 minutes [D]	60 ft.	V, S, DF	No	Divination
☐☐☐☐☐	Detect Undead <i>Effect:</i> Reveals undead within 60 ft.	15	None	1 standard action	<i>Target:</i> Cone-shaped emanation Concentration, up to 15 minutes [D]	60 ft.	V, S, M/DF	No	Divination
☐☐☐☐☐	Divine Favor <i>Effect:</i> You gain +5 on attack and damage rolls.	15	None	1 standard action	1 minute	Personal	V, S, DF	No	Evocation
☐☐☐☐☐	Doom <i>Effect:</i> One subject takes -2 on attack rolls, damage rolls, saves, and checks.	15	Will negates	1 standard action	<i>Target:</i> You 15 minutes	Medium (250 Feet)	V, S, DF	Yes	Necromancy [Fear, Mind-Affecting]
☐☐☐☐☐	Endure Elements <i>Effect:</i> Exist comfortably in hot or cold environments.	15	Will negates (harmless)	1 standard action	<i>Target:</i> One living creature 24 hours	Touch	V, S	Yes (harmless)	Abjuration
☐☐☐☐☐	Entropic Shield <i>Effect:</i> Ranged attacks against you have 20% miss chance.	15	None	1 standard action	<i>Target:</i> Creature touched 15 minutes [D]	Personal	V, S	No	Abjuration
☐☐☐☐☐	Hide from Undead <i>Effect:</i> Undead can't perceive 15 subjects.	15	Will negates (harmless); see text	1 standard action	<i>Target:</i> You 150 minutes [D]	Touch	V, S, DF	Yes	Abjuration
					<i>Target:</i> 15 touched creatures				

* =Domain/Specialty Spell

Cleric Spells

Inflict Light Wounds	15	Will half	1 standard action	Instantaneous	Touch	V, S	Yes	Necromancy
<i>Effect:</i> Touch deals 1d8+5 damage				<i>Target:</i> Creature touched				
Magic Stone	15	Will negates (harmless, object)	1 standard action	30 minutes or until discharged	Touch	V, S, DF	Yes (harmless, object)	Transmutation
<i>Effect:</i> Three stones gain +1 on attack rolls, deal 1d6+1 damage.				<i>Target:</i> Up to three pebbles touched				
Magic Weapon	15	Will negates (harmless, object)	1 standard action	15 minutes	Touch	V, S, DF	Yes (harmless, object)	Transmutation
<i>Effect:</i> Weapon gains +1 bonus.				<i>Target:</i> Weapon touched				
*Obscuring Mist	15	None	1 standard action	15 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				
Obscuring Mist	15	None	1 standard action	15 minutes [D]	20 ft.	V, S	No	Conjuration (Creation)
<i>Effect:</i> Fog surrounds you.				<i>Target:</i> Cloud spreads in 20-ft. radius from you, 20 ft. high				
Protection from Chaos	15	Will negates (harmless)	1 standard action	15 minutes [D]	Touch	V, S, M/DF No; see text		Abjuration [Lawful]
<i>Effect:</i> +2 to AC and saves, counter mind control, hedge out elementals and outsiders.				<i>Target:</i> Creature touched				
Protection from Evil	15	Will negates (harmless)	1 standard action	15 minutes [D]	Touch	V, S, M/DF No; see text		Abjuration [Good]
<i>Effect:</i> +2 to AC and saves, counter mind control, hedge out elementals and outsiders.				<i>Target:</i> Creature touched				
Protection from Good	15	Will negates (harmless)	1 standard action	15 minutes [D]	Touch	V, S, M/DF No; see text		Abjuration [Evil]
<i>Effect:</i> +2 to AC and saves, counter mind control, hedge out elementals and outsiders.				<i>Target:</i> Creature touched				
Protection from Law	15	Will negates (harmless)	1 standard action	15 minutes [D]	Touch	V, S, M/DF No; see text		Abjuration [Chaotic]
<i>Effect:</i> +2 to AC and saves, counter mind control, hedge out elementals and outsiders.				<i>Target:</i> Creature touched				
Remove Fear	15	Will negates (harmless)	1 standard action	150 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	15	Will negates	1 standard action	15 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				
Sanctuary	15	Will negates	1 standard action	15 rounds	Touch	V, S, DF	No	Abjuration
<i>Effect:</i> Opponents can't attack you, and you can't attack.				<i>Target:</i> Creature touched				
Shield of Faith	15	Will negates (harmless)	1 standard action	15 minutes	Touch	V, S, M	Yes (harmless)	Abjuration
<i>Effect:</i> Aura grants +4 deflection bonus.				<i>Target:</i> Creature touched				
Summon Monster I	15	None	1 round	15 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	16	None	1 standard action	15 minutes	Touch	V, S, DF	Yes (harmless)	Enchantment (Compulsion) [Mind-Affecting]
<i>Effect:</i> +1 on attack rolls, +1 against fear, 1d8+10 temporary hp.				<i>Target:</i> Living creature touched				
Align Weapon	16	Will negates (harmless, object)	1 standard action	15 minutes	Touch	V, S, DF	Yes (harmless, object)	Transmutation
<i>Effect:</i> Weapon becomes good, evil, lawful, or chaotic.				<i>Target:</i> Weapon touched or fifty projectiles [all of which must be in contact with each other at the time of casting]				
Augury	16	None	1 minute	Instantaneous	Personal	V, S, M, F	No	Divination
<i>Effect:</i> Learns whether an action will be good or bad.				<i>Target:</i> You				
Bear's Endurance	16	Will negates (harmless)	1 standard action	15 minutes	Touch	V, S, DF	Yes	Transmutation
<i>Effect:</i> Subject gains +4 to Con for 15 minutes.				<i>Target:</i> Creature touched				
Bull's Strength	16	Will negates (harmless)	1 standard action	15 minutes	Touch	V, S, M/DF	Yes (harmless)	Transmutation
<i>Effect:</i> Subject gains +4 to Str for 15 minutes.				<i>Target:</i> Creature touched				
Calm Emotions	16	Will negates	1 standard action	Concentration, up to 15 rounds [D]	Medium (250 Feet)	V, S, DF	Yes	Enchantment (Compulsion) [Mind-Affecting]
<i>Effect:</i> Calms creatures, negating emotion effects.				<i>Target:</i> Creatures in a 20-ft.-radius spread				
Consecrate	16	None	1 standard action	30 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	16	Will half (harmless); see text	1 standard action	Instantaneous	Touch	V, S	Yes (harmless); see text	Conjuration (Healing)
<i>Effect:</i> Cures 2d8+10 damage				<i>Target:</i> Creature touched				
Darkness	16	None	1 standard action	150 minutes [D]	Touch	V, M/DF	No	Evocation [Darkness]
<i>Effect:</i> 20-ft. radius of supernatural shadow.				<i>Target:</i> Object touched				
Death Knell	16	Will negates	1 standard action	Instantaneous/10 minutes per HD of subject; see text	Touch	V, S	Yes	Necromancy [Death, Evil]
<i>Effect:</i> Kill dying creature and gain 1d8 temporary hp, +2 to Str, and +1 caster level.				<i>Target:</i> Living creature touched				
Delay Poison	16	Fortitude negates (harmless)	1 standard action	15 hours	Touch	V, S, DF	Yes (harmless)	Conjuration (Healing)
<i>Effect:</i> Stops poison from harming subject for 15 hours.				<i>Target:</i> Creature touched				
Desecrate	16	None	1 standard action	30 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	16	Will negates (harmless)	1 standard action	15 minutes	Touch	V, S, M/DF	Yes	Transmutation
<i>Effect:</i> Subject gains +4 to Cha for 15 minutes.				<i>Target:</i> Creature touched				
Enthrall	16	Will negates; see text	1 round	15 hour or less	Medium (250 Feet)	V, S	Yes	Enchantment (Charm)
<i>Effect:</i> Captivates all within 250 ft.				<i>Target:</i> Any number of creatures				
Find Traps	16	None	1 standard action	15 minutes	Personal	V, S	No	Divination
<i>Effect:</i> Notice traps as a rogue does.				<i>Target:</i> You				
Gentle Repose	16	Will negates (object)	1 standard action	15 days	Touch	V, S, M/DF	Yes (object)	Necromancy
<i>Effect:</i> Preserves one corpse.				<i>Target:</i> Corpse touched				
Hold Person	16	Will negates; see text	1 standard action	15 rounds [D]; see text	Medium (250 Feet)	V, S, F/DF	Yes	Enchantment (Compulsion) [Mind-Affecting]
<i>Effect:</i> Paralyzes one humanoid for 15 rounds.				<i>Target:</i> One humanoid creature				
Inflict Moderate Wounds	16	Will half	1 standard action	Instantaneous	Touch	V, S	Yes	Necromancy
<i>Effect:</i> Touch attack, 2d8+10 damage				<i>Target:</i> Creature touched				
Make Whole	16	Will negates (harmless, object)	1 standard action	Instantaneous	Close (60 Feet)	V, S	Yes (harmless, object)	Transmutation
<i>Effect:</i> Repairs an object.				<i>Target:</i> One object of up to 150 cu. ft				
Owl's Wisdom	16	Will negates (harmless)	1 standard action	15 minutes	Touch	V, S, M/DF	Yes	Transmutation
<i>Effect:</i> Subject gains +4 to Wis for 15 minutes.				<i>Target:</i> Creature touched				
Remove Paralysis	16	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	16	Fortitude negates (harmless)	1 standard action	150 minutes	Touch	V, S, DF	Yes (harmless)	Abjuration
<i>Effect:</i> Ignores first 10 [or more] points of damage/attack from specified energy type.				<i>Target:</i> Creature touched				
Restoration, Lesser	16	Will negates (harmless)	3 rounds	Instantaneous	Touch	V, S	Yes (harmless)	Conjuration (Healing)
<i>Effect:</i> Dispels magical ability penalty or repairs 1d4 ability damage.				<i>Target:</i> Creature touched				
Shatter	16	Will negates (object); Will negates (object) or Fortitude half; see text	1 standard action	Instantaneous	Close (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	16	Will negates (harmless)	1 standard action	15 hours [D]	Close (25 Feet)	V, S, F	Yes (harmless)	Abjuration
<i>Effect:</i> You take half of subject's damage.				<i>Target:</i> One creature				
Shield Other	16	Will negates (harmless)	1 standard action	15 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	17	Will negates; see text or none (object)	1 standard action	15 minutes [D]	Long (1000 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				

* =Domain/Specialty Spell

Cleric Spells

Sound Burst	16	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.								
Spiritual Weapon	16	None	1 standard action	15 rounds [D]	Medium (250 Feet)	V, S, DF	Yes	Evocation [Force]
<i>Effect:</i> Magical weapon attacks on its own.								
Status	16	Will negates (harmless)	1 standard action	15 hours	Touch	V, S	Yes (harmless)	Divination
<i>Effect:</i> Monitors condition, position of allies.								
Summon Monster II	16	None	1 round	15 rounds [D]	Close (60 Feet)	V, S, F/DF	No	Conjuration (Summoning)
<i>Effect:</i> Calls extraplanar creature to fight for you.								
Undetectable Alignment	16	Will negates (object)	1 standard action	24 hours	Close (60 Feet)	V, S	Yes (object)	Abjuration
<i>Effect:</i> Conceals alignment for 24 hours.								
**Wind Wall	16	None; see text	1 standard action	15 rounds	Medium (100 Feet)	V, S, M/DF	Yes	Evocation [Air]
<i>Effect:</i> Deflects arrows, smaller creatures, and gases.								
Zone of Truth	16	Will negates	1 standard action	15 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	17	None	1 standard action	Instantaneous	Touch	V, S, M	No	Necromancy [Evil]
<i>Effect:</i> Creates undead skeletons and zombies.								
Bestow Curse	17	Will negates	1 standard action	Permanent	Touch	V, S	Yes	Necromancy
<i>Effect:</i> -6 to an ability score; -4 on attack rolls, saves, and checks; or 50% chance of losing each action.								
Blindness/Deafness	17	Fortitude negates	1 standard action	Permanent [D]	Medium (250 Feet)	V	Yes	Necromancy
<i>Effect:</i> Makes subject blinded or deafened.								
Contagion	17	Fortitude negates	1 standard action	Instantaneous	Touch	V, S	Yes	Necromancy [Evil]
<i>Effect:</i> Infects subject with chosen disease.								
Continual Flame	17	None	1 standard action	Permanent	Touch	V, S, M	No	Evocation [Light]
<i>Effect:</i> Makes a permanent, heatless torch.								
Create Food and Water	17	None	10 minutes	24 hours; see text	Close (60 Feet)	V, S	No	Conjuration (Creation)
<i>Effect:</i> Feeds 45 humans or 15 horse.								
Cure Serious Wounds	17	Will half (harmless); see text	1 standard action	Instantaneous	Touch	V, S	Yes (harmless); see text	Conjuration (Healing)
<i>Effect:</i> Cures 3d8+15 damage								
Daylight	17	None	1 standard action	150 minutes [D]	Touch	V, S	No	Evocation [Light]
<i>Effect:</i> 60-ft. radius of bright light.								
Deeper Darkness	17	None	1 standard action	15 days [D]	Touch	V, M/DF	No	Evocation [Darkness]
<i>Effect:</i> Object sheds supernatural shadow in 60-ft. radius.								
Dispel Magic	17	None	1 standard action	Instantaneous	Medium (250 Feet)	V, S	No	Abjuration
<i>Effect:</i> Cancels magical spells and effects.								
**Gaseous Form	17	None	1 standard action	30 minutes [D]	Touch	S, M/DF	No	Transmutation
<i>Effect:</i> Subject becomes insubstantial and can fly slowly.								
Glyph of Warding	17	See text	10 minutes	Permanent until discharged [D]	Touch	V, S, M	No (object) and Yes; see text	Abjuration
<i>Effect:</i> Inscription harms those who pass it.								
Helping Hand	17	None	1 standard action	15 hours	5 miles	V, S, DF	No	Evocation
<i>Effect:</i> Ghostly hand leads subject to you.								
Inflict Serious Wounds	17	Will half	1 standard action	Instantaneous	Touch	V, S	Yes	Necromancy
<i>Effect:</i> Touch attack, 3d8+15 damage								
Invisibility Purge	17	None	1 standard action	15 minutes [D]	Personal	V, S	No	Evocation
<i>Effect:</i> Dispels invisibility within 75 ft								
Locate Object	17	None	1 standard action	15 minutes	Long (1000 Feet)	V, S, F/DF	No	Divination
<i>Effect:</i> Senses direction toward object [specific or type].								
Magic Circle against Chaos	17	Will negates (harmless)	1 standard action	150 minutes	Touch	V, S, M/DF	No; see text	Abjuration [Lawful]
<i>Effect:</i> As protection spells, but 10-ft. radius and 150 minutes.								
Magic Circle against Evil	17	Will negates (harmless)	1 standard action	150 minutes	Touch	V, S, M/DF	No; see text	Abjuration [Good]
<i>Effect:</i> As protection spells, but 10-ft. radius and 150 minutes.								
Magic Circle against Good	17	Will negates (harmless)	1 standard action	150 minutes	Touch	V, S, M/DF	No; see text	Abjuration [Evil]
<i>Effect:</i> As protection spells, but 10-ft. radius and 150 minutes.								
Magic Circle against Law	17	Will negates (harmless)	1 standard action	150 minutes	Touch	V, S, M/DF	No; see text	Abjuration [Chaotic]
<i>Effect:</i> As protection spells, but 10-ft. radius and 150 minutes.								
Magic Vestment	17	Will negates (harmless, object)	1 standard action	15 hours	Touch	V, S, DF	Yes (harmless, object)	Transmutation
<i>Effect:</i> Armor or shield gains 3 enhancement								
Meld into Stone	17	None	1 standard action	150 minutes	Personal	V, S, DF	No	Transmutation [Earth]
<i>Effect:</i> You and your gear merge with stone.								
Obscure Object	17	Will negates (object)	1 standard action	8 hours [D]	Touch	V, S, M/DF	Yes (object)	Abjuration
<i>Effect:</i> Masks object against scrying.								
Prayer	17	None	1 standard action	15 rounds	40 ft.	V, S, DF	Yes	Enchantment (Compulsion) [Mind-Affecting]
<i>Effect:</i> Allies +1 bonus on most rolls, enemies -1 penalty.								
*Protection from Energy	17	Fortitude negates (harmless)	1 standard action	150 minutes or until discharged	Touch	V, S, DF	Yes (harmless)	Abjuration
<i>Effect:</i> Absorb 180 points of damage from one kind of energy.								
Protection from Energy	17	Fortitude negates (harmless)	1 standard action	150 minutes or until discharged	Touch	V, S, DF	Yes (harmless)	Abjuration
<i>Effect:</i> Absorb 180 points of damage from one kind of energy.								
Remove Blindness/Deafness	17	Fortitude negates (harmless)	1 standard action	Instantaneous	Touch	V, S	Yes (harmless)	Conjuration (Healing)
<i>Effect:</i> Cures normal or magical conditions.								
Remove Curse	17	Will negates (harmless)	1 standard action	Instantaneous	Touch	V, S	Yes (harmless)	Abjuration
<i>Effect:</i> Frees object or person from curse.								
Remove Disease	17	Fortitude negates (harmless)	1 standard action	Instantaneous	Touch	V, S	Yes (harmless)	Conjuration (Healing)
<i>Effect:</i> Cures all diseases affecting subject.								
Searing Light	17	None	1 standard action	Instantaneous	Medium (250 Feet)	V, S	Yes	Evocation
<i>Effect:</i> Ray deals 1d8/two levels, more against undead.								
Speak with Dead	17	Will negates; see text	10 minutes	15 minutes	10 ft.	V, S, DF	No	Necromancy [Language-Dependent]
<i>Effect:</i> Corpse answers one question/two levels.								
Stone Shape	17	None	1 standard action	Instantaneous	Touch	V, S, M/DF	No	Transmutation [Earth]
<i>Effect:</i> Sculpts stone into any shape.								
Summon Monster III	17	None	1 round	15 rounds [D]	Close (60 Feet)	V, S, F/DF	No	Conjuration (Summoning)
<i>Effect:</i> Calls extraplanar creature to fight for you.								
Water Breathing	17	Will negates (harmless)	1 standard action	30 hours; see text	Touch	V, S, M/DF	Yes (harmless)	Transmutation
<i>Effect:</i> Subjects can breathe underwater.								
Water Walk	17	Will negates (harmless)	1 standard action	150 minutes [D]	Touch	V, S, DF	Yes (harmless)	Transmutation [Water]
<i>Effect:</i> Subject treads on water as if solid.								
Wind Wall	17	None; see text	1 standard action	15 rounds	Medium (250 Feet)	V, S, M/DF	Yes	Evocation [Air]
<i>Effect:</i> Deflects arrows, smaller creatures, and gases.								
<i>Target:</i> Wall up to 150 ft. long and 75 ft. high [S]								

* =Domain/Specialty Spell

Cleric Spells

LEVEL 4

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□□*Air Walk	18	None	1 standard action	150 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				
□□□□□Air Walk	18	None	1 standard action	150 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	18	None; see text	1 standard action	150 minutes [D]	Long (1000 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 150 ft by 150 ft by 30 ft [S]				
□□□□□Cure Critical Wounds	18	Will half (harmless); see text	1 standard action	Instantaneous	Touch	V, S	Yes (harmless); see text	Conjuration (Healing)
<i>Effect:</i> Cures 4d8+15 damage.				<i>Target:</i> Creature touched				
□□□□□Death Ward	18	Will negates (harmless)	1 standard action	15 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	18	None	1 standard action	15 minutes	Medium (250 Feet)	V, S	Yes (object)	Abjuration
<i>Effect:</i> Bars extradimensional movement.				<i>Target:</i> Ray				
□□□□□Discern Lies	18	Will negates	1 standard action	Concentration, up to 15 rounds	Close (60 Feet)	V, S, DF	No	Divination
<i>Effect:</i> Reveals deliberate falsehoods.				<i>Target:</i> 15 creatures, no two of which can be more than 30 ft. apart				
□□□□□Dismissal	18	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	18	None	10 minutes	Instantaneous	Personal	V, S, M	No	Divination
<i>Effect:</i> Provides useful advice for specific proposed actions.				<i>Target:</i> You				
□□□□□Divine Power	18	None	1 standard action	15 rounds	Personal	V, S, DF	No	Evocation
<i>Effect:</i> You gain attack bonus, +6 to Str, and 15 hps.				<i>Target:</i> You				
□□□□□Freedom of Movement	18	Will negates (harmless)	1 standard action	150 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	18	None	1 standard action	15 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	18	Will negates (harmless)	10 minutes	Permanent until discharged [D]	Touch	V, S, DF	Yes (harmless)	Evocation
<i>Effect:</i> Transfer spells to subject.				<i>Target:</i> Creature touched; see text				
□□□□□Inflict Critical Wounds	18	Will half	1 standard action	Instantaneous	Touch	V, S	Yes	Necromancy
<i>Effect:</i> Touch attack, 4d8+15 damage				<i>Target:</i> Creature touched				
□□□□□Magic Weapon, Greater	18	Will negates (harmless, object)	1 standard action	15 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	18	Will negates (harmless, object)	1 standard action	150 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 15 cu. ft. touched				
□□□□□Poison	18	Fortitude negates; see text	1 standard action	Instantaneous; see text	Touch	V, S, DF	Yes	Necromancy
<i>Effect:</i> Touch deals 1d10 Con damage, repeats in 1 minute.				<i>Target:</i> Living creature touched				
□□□□□Repel Vermin	18	None or Will negates; see text	1 standard action	150 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	18	Will negates (harmless)	3 rounds	Instantaneous	Touch	V, S, M	Yes (harmless)	Conjuration (Healing)
<i>Effect:</i> Restores level and ability score drains.				<i>Target:</i> Creature touched				
□□□□□Sending	18	None	10 minutes	15 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	18	Will negates (harmless)	1 standard action	150 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	18	Will negates (harmless)	1 standard action	150 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	18	None	1 round	15 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	18	Will negates (harmless)	1 standard action	150 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	19	None	1 hour	Instantaneous	Touch	V, S, M, F, DF, XP	Yes	Abjuration
<i>Effect:</i> Removes burden of misdeeds from subject.				<i>Target:</i> Living creature touched				
□□□□□Break Enchantment	19	See text	1 minute	Instantaneous	Close (60 Feet)	V, S	No	Abjuration
<i>Effect:</i> Frees subjects from enchantments, alterations, curses, and petrification.				<i>Target:</i> Up to 15 creatures, all within 30 ft. of each other				
□□□□□Command, Greater	19	Will negates	1 standard action	15 rounds	Close (60 Feet)	V	Yes	Enchantment (Compulsion)
<i>Effect:</i> As command, but affects 15 subjects.				<i>Target:</i> 15 creatures, no two of which can be more than 30 ft. apart				
□□□□□Commune	19	None	10 minutes	15 rounds	Personal	V, S, M, DF, XP	No	Divination
<i>Effect:</i> Deity answers 15 yes-or-no questions.				<i>Target:</i> You				
□□□□□**Control Winds	19	Fortitude negates	1 standard action	150 minutes	40 ft./level	V, S	No	Transmutation [Air]
<i>Effect:</i> Change wind direction and speed.				<i>Target:</i> 600 ft radius cylinder 40 ft. high				
□□□□□Cure Light 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 1d8+15 damage for many creatures.				<i>Target:</i> 15 creatures, no two of which can be more than 30 ft. apart				
□□□□□Dispel Chaos	19	See text	1 standard action	15 rounds or until discharged, whichever comes first	Touch	V, S, DF	See text	Abjuration [Lawful]
<i>Effect:</i> +4 bonus against attacks.				<i>Target:</i> You and a touched evil creature from another plane; or you and an enchantment or evil spell on a touched creature or object				
□□□□□Dispel Evil	19	See text	1 standard action	15 rounds or until discharged, whichever comes first	Touch	V, S, DF	See text	Abjuration [Good]
<i>Effect:</i> +4 bonus against attacks.				<i>Target:</i> You and a touched evil creature from another plane; or you and an enchantment or evil spell on a touched creature or object				
□□□□□Dispel Good	19	See text	1 standard action	15 rounds or until discharged, whichever comes first	Touch	V, S, DF	See text	Abjuration [Evil]
<i>Effect:</i> +4 bonus against attacks.				<i>Target:</i> You and a touched evil creature from another plane; or you and an enchantment or evil spell on a touched creature or object				
□□□□□Dispel Law	19	See text	1 standard action	15 rounds or until discharged, whichever comes first	Touch	V, S, DF	See text	Abjuration [Chaotic]
<i>Effect:</i> +4 bonus against attacks.				<i>Target:</i> You and a touched evil creature from another plane; or you and an enchantment or evil spell on a touched creature or object				
□□□□□Disrupting Weapon	19	Will negates (harmless, object); see text	1 standard action	15 rounds	Touch	V, S	Yes (harmless, object)	Transmutation
<i>Effect:</i> Melee weapon destroys undead.				<i>Target:</i> One melee weapon				
□□□□□Flame Strike	19	Reflex half	1 standard action	Instantaneous	Medium (250 Feet)	V, S, DF	Yes	Evocation [Fire]
<i>Effect:</i> Smite foes with divine fire for 15d6 damage.				<i>Target:</i> Cylinder 10				
□□□□□Hallow	19	See text	24 hours	Instantaneous	Touch	V, S, M, DF	See text	Evocation [Good]
<i>Effect:</i> Designates location as holy.				<i>Target:</i> 40-ft. radius emanating from the touched point				
□□□□□Inflict Light Wounds, Mass	19	Will half	1 standard action	Instantaneous	Close (60 Feet)	V, S	Yes	Necromancy
<i>Effect:</i> Deals 1d8+15 damage to many creatures.				<i>Target:</i> 15 creatures, no two of which can be more than 30 ft. apart				
□□□□□Insect Plague	19	None	1 round	15 minutes	Long (1000 Feet)	V, S, DF	No	Conjuration (Summoning)
<i>Effect:</i> Locust swarms attack creatures.				<i>Target:</i> 5 swarms of locust, each of which must be adjacent to at least one other swarm				

* =Domain/Specialty Spell

Cleric Spells

☐☐☐☐☐	Mark of Justice	19	None	10 minutes	Permanent;see text	Touch	V, S, DF	Yes	Necromancy
	<i>Effect:</i> Designates action that will trigger curse on subject.				<i>Target:</i> Creature touched				
☐☐☐☐☐	Plane Shift	19	Will negates	1 standard action	Instantaneous	Touch	V, S, F	Yes	Conjuration (Teleportation)
	<i>Effect:</i> As many as eight subjects travel to another plane.				<i>Target:</i> Creature touched, or up to eight willing creatures joining hands				
☐☐☐☐☐	Raise Dead	19	None; see text	1 minute	Instantaneous	Touch	V, S, M, DF	Yes (harmless)	Conjuration (Healing)
	<i>Effect:</i> Restores life to subject who died as long as 15 days ago.				<i>Target:</i> Dead creature touched				
☐☐☐☐☐	Righteous Might	19	None	1 standard action	15 rounds [D]	Personal	V, S, DF	No	Transmutation
	<i>Effect:</i> Your size increases, and you gain combat bonuses.				<i>Target:</i> You				
☐☐☐☐☐	Scrying	19	Will negates	1 hour	15 minutes	See text	V, S, M/DF, F	Yes	Divination (Scrying)
	<i>Effect:</i> Spies on subject from a distance.				<i>Target:</i> Magical sensor				
☐☐☐☐☐	Slay Living	19	Fortitude partial	1 standard action	Instantaneous	Touch	V, S	Yes	Necromancy [Death]
	<i>Effect:</i> Touch attack kills subject.				<i>Target:</i> Living creature touched				
☐☐☐☐☐	*Spell Resistance	19	Will negates (harmless)	1 standard action	15 minutes	Touch	V, S, DF	Yes (harmless)	Abjuration
	<i>Effect:</i> Subject gains SR 12 + level.				<i>Target:</i> Creature touched				
☐☐☐☐☐	Spell Resistance	19	Will negates (harmless)	1 standard action	15 minutes	Touch	V, S, DF	Yes (harmless)	Abjuration
	<i>Effect:</i> Subject gains SR 12 + level.				<i>Target:</i> Creature touched				
☐☐☐☐☐	Summon Monster V	19	None	1 round	15 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	19	Fortitude negates	10 minutes	See text	0 ft.; see text	V, S, M	Yes	Necromancy [Evil]
	<i>Effect:</i> Triggered rune wracks nearby creatures with pain.				<i>Target:</i> One symbol				
☐☐☐☐☐	Symbol of Sleep	19	Will negates	10 minutes	See text	0 ft.; see text	V, S, M	Yes	Enchantment (Compulsion) [Mind-Affecting]
	<i>Effect:</i> Triggered rune puts nearby creatures into catatonic slumber.				<i>Target:</i> One symbol				
☐☐☐☐☐	True Seeing	19	Will negates (harmless)	1 standard action	15 minutes	Touch	V, S, M	Yes (harmless)	Divination
	<i>Effect:</i> Lets you see all things as they really are.				<i>Target:</i> Creature touched				
☐☐☐☐☐	Unhallow	19	See text	24 hours	Instantaneous	Touch	V, S, M	See text	Evocation [Evil]
	<i>Effect:</i> Designates location as unholy.				<i>Target:</i> 40-ft.-radius emanating from the touched point				
☐☐☐☐☐	Wall of Stone	19	See text	1 standard action	Instantaneous	Medium (250 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 15 5-ft. squares [S]				

LEVEL 6

	Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
☐☐☐☐☐	Animate Objects	20	None	1 standard action	15 rounds	Medium (250 Feet)	V, S	No	Transmutation
	Effect: Objects attack your foes.				Target: 15 Small objects; see text				
☐☐☐☐☐	Antilife Shell	20	None	1 round	150 minutes [D]	10 ft.	V, S, DF	Yes	Abjuration
	Effect: 10-ft. field hedges out living creatures.				Target: 10-ft.-radius emanation, centered on you				
☐☐☐☐☐	**Antimagic Field	20	None	1 standard action	150 minutes [D]	10 ft.	V, S, M/DF	See text	Abjuration
	Effect: Negates magic within 10 ft.				Target: 10-ft.-radius emanation, centered on you				
☐☐☐☐☐	Banishment	20	Will negates	1 standard action	Instantaneous	Close (60 Feet)	V, S, F	Yes	Abjuration
	Effect: Banishes 30 HD of extraplanar creatures.				Target: One or more extraplanar creatures, no two of which can be more than 30 ft. apart				
☐☐☐☐☐	Bear's Endurance, Mass	20	Will negates (harmless)	1 standard action	15 minutes	Close (60 Feet)	V, S, DF	Yes	Transmutation
	Effect: As bear's endurance, affects 15 subjects.				Target: 15 creatures, no two of which can be more than 30 ft. apart				
☐☐☐☐☐	Blade Barrier	20	Reflex half or Reflex negates; see text	1 standard action	15 minutes [D]	Medium (250 Feet)	V, S	Yes	Evocation [Force]
	Effect: Wall of blades deals 15d6 damage.				Target: Wall of whirling blades up to 300 ft. long, or a ringed wall of whirling blades with a radius of up to 37 ft; either form 20 ft. high				
☐☐☐☐☐	Bull's Strength, Mass	20	Will negates (harmless)	1 standard action	15 minutes	Close (60 Feet)	V, S, M/DF	Yes (harmless)	Transmutation
	Effect: As bull's strength, affects one subject/ level.				Target: 15 creatures, no two of which can be more than 30 ft. apart				
☐☐☐☐☐	**Chain Lightning	20	Reflex half	1 standard action	Instantaneous	Long (400 Feet)	V, S, F	Yes	Evocation [Electricity]
	Effect: 15d6 damage; 15 secondary bolts each deal half damage.				Target: One primary target, plus 15 secondary targets [each of which must be within 30 ft. of the primary target]				
☐☐☐☐☐	Create Undead	20	None	1 hour	Instantaneous	Close (60 Feet)	V, S, M	No	Necromancy [Evil]
	Effect: Creates ghouls, ghosts, mummies, or mohrgs.				Target: One corpse				
☐☐☐☐☐	Cure Moderate Wounds, Mass	20	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 2d8+15 damage for many creatures.				Target: 15 creatures, no two of which can be more than 30 ft. apart				
☐☐☐☐☐	Dispel Magic, Greater	20	None	1 standard action	Instantaneous	Medium (250 Feet)	V, S	No	Abjuration
	Effect: As dispel magic, but +20 on check.				Target: One spellcaster, creature, or object; or 20-ft.-radius burst				
☐☐☐☐☐	Eagle's Splendor, Mass	20	Will negates (harmless)	1 standard action	15 minutes	Close (60 Feet)	V, S, M/DF	Yes	Transmutation
	Effect: As eagle's splendor, affects 15 subjects.				Target: 15 creatures, no two of which can be more than 30 ft. apart				
☐☐☐☐☐	Find the Path	20	None or Will negates (harmless)	3 rounds	150 minutes	Personal or touch	V, S, F	No or Yes (harmless)	Divination
	Effect: Shows most direct way to a location.				Target: You or creature touched				
☐☐☐☐☐	Forbiddance	20	See text	6 rounds	Permanent	Medium (250 Feet)	V, S, M, DF	Yes	Abjuration
	Effect: Blocks planar travel, damages creatures of different alignment.				Target: 15 60-ft. cubes [S]				
☐☐☐☐☐	Geas/Quest	20	None	10 minutes	15 days or until discharged [D]	Close (60 Feet)	V	Yes	Enchantment (Compulsion) [Language-Dependent, Mind-Affecting]
	Effect: As lesser geas, plus it affects any creature.				Target: One living creature				
☐☐☐☐☐	Glyph of Warding, Greater	20	See text	10 minutes	Permanent until discharged [D]	Touch	V, S, M	No (object) and Yes; see text	Abjuration
	Effect: As glyph of warding, but up to 10d8 damage or 6th-level spell.				Target: Object touched or up to 75 sq. ft				
☐☐☐☐☐	Harm	20	Will half; see text	1 standard action	Instantaneous	Touch	V, S	Yes	Necromancy
	Effect: Deals 150 points damage to target.				Target: Creature touched				
☐☐☐☐☐	Heal	20	Will negates (harmless)	1 standard action	Instantaneous	Touch	V, S	Yes (harmless)	Conjuration (Healing)
	Effect: Cures 150 points of damage, all diseases and mental conditions.				Target: Creature touched				
☐☐☐☐☐	Heroes' Feast	20	None	10 minutes	15 hour plus 12 hours; see text	Close (60 Feet)	V, S, DF	No	Conjuration (Creation) [Creation]
	Effect: Food for 15 creatures cures and grants combat bonuses.				Target: Feast for 15 creatures				
☐☐☐☐☐	Inflict Moderate Wounds, Mass	20	Will half	1 standard action	Instantaneous	Close (60 Feet)	V, S	Yes	Necromancy
	Effect: Deals 2d8+15 damage to many creatures.				Target: 15 creatures, no two of which can be more than 30 ft. apart				
☐☐☐☐☐	Owl's Wisdom, Mass	20	Will negates (harmless)	1 standard action	15 minutes	Close (60 Feet)	V, S, M/DF	Yes	Transmutation
	Effect: As owl's wisdom, affects one subject/ level.				Target: 15 creatures, no two of which can be more than 30 ft. apart				
☐☐☐☐☐	Planar Ally	20	None	10 minutes	Instantaneous	Close (60 Feet)	V, S, DF, XP	No	Conjuration (Calling)
	Effect: As lesser planar ally, but up to 12 HD.				Target: 1-2 called elementals or outsiders totaling no more than 12 HD, which cannot be more than 30 ft. apart when they appear				
☐☐☐☐☐	Summon Monster VI	20	None	1 round	15 rounds [D]	Close (60 Feet)	V, S, F/DF	No	Conjuration (Summoning)
	Effect: Calls extraplanar creature to fight for you.				Target: One or more summoned creatures, no two of which can be more than 30 ft. apart				
☐☐☐☐☐	Symbol of Fear	20	Will negates	10 minutes	See text	0 ft.; see text	V, S, M	Yes	Necromancy [Fear, Mind-Affecting]
	Effect: Triggered rune panics nearby creatures.				Target: One symbol				
☐☐☐☐☐	Symbol of Persuasion	20	Will negates	10 minutes	See text	0 ft.; see text	V, S, M	Yes	Enchantment (Charm) [Mind-Affecting]
	Effect: Triggered rune charms nearby creatures.				Target: One symbol				
☐☐☐☐☐	Undeath to Death	20	Will negates	1 standard action	Instantaneous	Medium (250 Feet)	V, S, M/DF	Yes	Necromancy [Death]
	Effect: Destroys 15d4 HD of undead.				Target: Several undead creatures within a 40-ft.-radius burst				
	* =Domain/Specialty Spell								

Cleric Spells

Wind Walk	20	No and Will negates (harmless)	1 standard action	15 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.								
Word of Recall	20	None or Will negates (harmless, object)	1 standard action	Instantaneous	Unlimited	V	No or Yes (harmless, object)	Conjuration (Teleportation)
<i>Effect:</i> Teleports you back to designated place.								
<i>Target:</i> You and touched objects or other willing creatures								
LEVEL 7								
Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
Blasphemy	21	None or Will negates; see text	1 standard action	Instantaneous	30 ft.	V	Yes	Evocation [Evil, Sonic]
<i>Effect:</i> Kills, paralyzes, weakens, or dazes nonevil subjects.								
*Control Weather	21	None	10 minutes; see text	4d12 hours; see text	2 miles	V, S	No	Transmutation
<i>Effect:</i> Changes weather in local area.								
Control Weather	21	None	10 minutes; see text	4d12 hours; see text	2 miles	V, S	No	Transmutation
<i>Effect:</i> Changes weather in local area.								
Cure Serious Wounds, Mass	21	Will half (harmless) or Will half; see text	1 standard action	Instantaneous	Close (60 Feet)	V, S	Yes (harmless) or Yes; see text	Conjuration (Healing)
<i>Effect:</i> Cures 3d8+15 damage for many creatures.								
Destruction	21	Fortitude partial	1 standard action	Instantaneous	Close (60 Feet)	V, S, F	Yes	Necromancy [Death]
<i>Effect:</i> Kills subject and destroys remains.								
Dictum	21	None or Will negates; see text	1 standard action	Instantaneous	40 ft.	V	Yes	Evocation [Lawful, Sonic]
<i>Effect:</i> Kills, paralyzes, slows, or deafens nonlawful subjects.								
Ethereal Jaunt	21	None	1 standard action	15 rounds [D]	Personal	V, S	No	Transmutation
<i>Effect:</i> You become ethereal for 15 rounds.								
Holy Word	21	None or Will negates; see text	1 standard action	Instantaneous	40 ft.	V	Yes	Evocation [Good, Sonic]
<i>Effect:</i> Kills, paralyzes, slows, or deafens nongood subjects.								
Inflict Serious Wounds, Mass	21	Will half	1 standard action	Instantaneous	Close (60 Feet)	V, S	Yes	Necromancy
<i>Effect:</i> Deals 3d8+15 damage to many creatures.								
Refuge	21	None	1 standard action	Permanent until discharged	Touch	V, S, M	No	Conjuration (Teleportation)
<i>Effect:</i> Alters item to transport its possessor to you.								
Regenerate	21	Fortitude negates (harmless)	3 full rounds	Instantaneous	Touch	V, S, DF	Yes (harmless)	Conjuration (Healing)
<i>Effect:</i> Subject's severed limbs grow back, cures 4d8+15								
*Repulsion	21	Will negates	1 standard action	15 rounds [D]	Up to 10 ft./level	V, S, F/DF	Yes	Abjuration
<i>Effect:</i> Creatures can't approach you.								
Repulsion	21	Will negates	1 standard action	15 rounds [D]	Up to 10 ft./level	V, S, F/DF	Yes	Abjuration
<i>Effect:</i> Creatures can't approach you.								
Restoration, Greater	21	Will negates (harmless)	10 minutes	Instantaneous	Touch	V, S, XP	Yes (harmless)	Conjuration (Healing)
<i>Effect:</i> As restoration, plus restores all levels and ability scores.								
Resurrection	21	None; see text	10 minutes	Instantaneous	Touch	V, S, M, DF	Yes (harmless)	Conjuration (Healing)
<i>Effect:</i> Fully restore dead subject.								
Scrying, Greater	21	Will negates	1 standard action	15 hours	See text	V, S	Yes	Divination (Scrying)
<i>Effect:</i> As scrying, but faster and longer.								
Summon Monster VII	21	None	1 round	15 rounds [D]	Close (60 Feet)	V, S, F/DF	No	Conjuration (Summoning)
<i>Effect:</i> Calls extraplanar creature to fight for you.								
Symbol of Stunning	21	Will negates	10 minutes	See text	0 ft.; see text	V, S, M	Yes	Enchantment (Compulsion) [Mind-Affecting]
<i>Effect:</i> Triggered rune stuns nearby creatures.								
Symbol of Weakness	21	Fortitude negates	10 minutes	See text	0 ft.; see text	V, S, M	Yes	Necromancy [Death]
<i>Effect:</i> Triggered rune weakens nearby creatures.								
Word of Chaos	21	None or Will negates; see text	1 standard action	Instantaneous	40 ft.	V	Yes	Evocation [Chaotic, Sonic]
<i>Effect:</i> Kills, confuses, stuns, or deafens nonchaotic subjects.								
<i>Target:</i> Nonchaotic creatures in a 40-ft.- radius spread centered on you								
LEVEL 8								
Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
Antimagic Field	22	None	1 standard action	150 minutes [D]	10 ft.	V, S, M/DF	See text	Abjuration
<i>Effect:</i> Negates magic within 10 ft.								
Cloak of Chaos	22	See text	1 standard action	15 rounds [D]	20 ft.	V, S, F	Yes (harmless)	Abjuration [Chaotic]
<i>Effect:</i> +4 to AC, +4 resistance, and SR 25 against lawful spells.								
Create Greater Undead	22	None	1 hour	Instantaneous	Close (60 Feet)	V, S, M	No	Necromancy [Evil]
<i>Effect:</i> Create shadows, wraiths, spectres, or devourers.								
Cure Critical Wounds, Mass	22	Will half (harmless) or Will half; see text	1 standard action	Instantaneous	Close (60 Feet)	V, S	Yes (harmless) or Yes; see text	Conjuration (Healing)
<i>Effect:</i> Cures 4d8+15 damage for many creatures.								
Dimensional Lock	22	None	1 standard action	15 days	Medium (250 Feet)	V, S	Yes	Abjuration
<i>Effect:</i> Teleportation and interplanar travel blocked for 15 days.								
Discern Location	22	None	10 minutes	Instantaneous	Unlimited	V, S, DF	No	Divination
<i>Effect:</i> Reveals exact location of creature or object.								
Earthquake	22	See text	1 standard action	15 round	Long (1000 Feet)	V, S, DF	No	Evocation [Earth]
<i>Effect:</i> Intense tremor shakes 75 ft radius.								
Fire Storm	22	Reflex half	1 round	Instantaneous	Medium (250 Feet)	V, S	Yes	Evocation [Fire]
<i>Effect:</i> Deals 15d6 fire damage.								
Holy Aura	22	See text	1 standard action	15 rounds [D]	20 ft.	V, S, F	Yes (harmless)	Abjuration [Good]
<i>Effect:</i> +4 to AC, +4 resistance, and SR 25 against evil spells.								
Inflict Critical Wounds, Mass	22	Will half	1 standard action	Instantaneous	Close (60 Feet)	V, S	Yes	Necromancy
<i>Effect:</i> Deals 4d8+15 damage to many creatures.								
**Mind Blank	22	Will negates (harmless)	1 standard action	24 hours	Close (25 Feet)	V, S	Yes (harmless)	Abjuration
<i>Effect:</i> Subject is immune to mental/emotional magic and scrying.								
Planar Ally, Greater	22	None	10 minutes	Instantaneous	Close (60 Feet)	V, S, DF, XP	No	Conjuration (Calling)
<i>Effect:</i> As lesser planar ally, but up to 18 HD.								
Planar Ally (Lesser)	22	None	10 minutes	Instantaneous	Close (60 Feet)	V, S, DF, XP	No	Conjuration (Calling)
<i>Effect:</i> As lesser planar ally, but up to 18 HD.								
Shield of Law	22	See text	1 standard action	15 rounds [D]	20 ft.	V, S, F	Yes (harmless)	Abjuration [Lawful]
<i>Effect:</i> +4 to AC, +4 resistance, and SR 25 against chaotic spells.								
Spell Immunity, Greater	22	Will negates (harmless)	1 standard action	150 minutes	Touch	V, S, DF	Yes (harmless)	Abjuration
<i>Effect:</i> As spell immunity, but up to 8th-level spells.								
Summon Monster VIII	22	None	1 round	15 rounds [D]	Close (60 Feet)	V, S, F/DF	No	Conjuration (Summoning)
<i>Effect:</i> Calls extraplanar creature to fight for you.								
Symbol of Death	22	Fortitude negates	10 minutes	See text	0 ft.; see text	V, S, M	Yes	Necromancy [Death]
<i>Effect:</i> Triggered rune slays nearby creatures.								
Symbol of Insanity	22	Will negates	10 minutes	See text	0 ft.; see text	V, S, M	Yes	Enchantment (Compulsion) [Mind-Affecting]
<i>Effect:</i> Triggered rune renders nearby creatures insane.								
<i>Target:</i> One symbol								
* =Domain/Specialty Spell								

Cleric Spells

□□□□□	Unholy Aura	22	See text	1 standard action	15 rounds [D]	20 ft.	V, S, F	Yes (harmless)	Abjuration [Evil]
	Effect: +4 to AC, +4 resistance, and SR 25 against good spells.				Target: 15 creatures in a 20-ft.-radius burst centered on you				
□□□□□	**Whirlwind	22	Reflex negates; see text	1 standard action	15 rounds [D]	Long (400 Feet)	V, S, DF	Yes	Evocation [Air]
	Effect: Cyclone deals damage and can pick up creatures.				Target: Cyclone 10 ft. wide at base, 30 ft. wide at top, and 30 ft. tall				
* =Domain/Speciality Spell									