

# Thormod Male Half-Elf Clr12

NAME  
Clr12  
CLASS  
12  
TCL  
132000  
EXPERIENCE  
78000  
NEXT LEVEL

# NPC

PLAYERNAME  
Half-Elf  
RACE  
0  
AGE  
Medium  
SIZE  
Male  
GENDER

None  
DEITY  
5'9"  
HEIGHT  
156 lbs  
WEIGHT  
EYES  
HAIR

Lawful Evil  
ALIGNMENT  
Low-Light, Normal  
VISION  
0  
POINTS

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP SCORE	TEMP MODIFIER
<b>STR</b> Strength	20	+5	20	+5
<b>DEX</b> Dexterity	12	+1	12	+1
<b>CON</b> Constitution	12	+1	12	+1
<b>INT</b> Intelligence	12	+1	12	+1
<b>WIS</b> Wisdom	19	+4	19	+4
<b>CHA</b> Charisma	14	+2	14	+2

<b>HP</b> hit points	71	WOUNDS/CURRENT HP			
<b>AC</b> armor class	11	10	11	10	0
TOTAL		FLAT	TOUCH	BASE	ARMOR BONUS

<b>INITIATIVE</b> modifier	+1	+1	+0
TOTAL		DEX MODIFIER	MISC MODIFIER
<b>BASE ATTACK</b> bonus	+9/+4		

SUBDUAL DAMAGE		DAMAGE REDUCTION		SPEED	
Walk 30'					
0	+0	0	+0	0	0
ARCANE SPELL FAILURE	ARMOR CHECK PENALTY	SPELL RESISTANCE			

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC MODIFIER	TEMP MODIFIER	conditional modifiers
<b>FORTITUDE</b> (constitution)	+9	+8	+1	+0	+0		
<b>REFLEX</b> (dexterity)	+5	+4	+1	+0	+0		
<b>WILLPOWER</b> (wisdom)	+12	+8	+4	+0	+0		

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

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
	+14/+9	1d3+5	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	133.0	Medium	266.0
Lift over head	400.0	Lift off ground	800.0
		Heavy	400.0
		Push / Drag	2000.0

FEATS	
Brew Potion	See Text
Combat Casting	See Text
Craft Magic Arms and Armor	See Text
Extend Spell	See Text
Improved Unarmed Strike	See Text

DOMAINS	
Knowledge	All knowledge skills are class skills. You cast divinations at +1 caster level.
Plant	Rebuke or command plant creatures as an evil cleric rebukes or commands undead. Use this ability a total number of times per day equal to 3 + your Charisma modifier. This granted power is a supernatural ability.

SKILLS					
SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
Craft (Leatherworking)	INT	10	= 1	+ 9.0	+
Craft (Trapmaking)	INT	5	= 1	+ 4.0	+
Heal	WIS	16	= 4	+ 12.0	+
Knowledge (History)	INT	14	= 1	+ 13.0	+
Knowledge (The Planes)	INT	9	= 1	+ 8.0	+

MAX RANKS 15/7.5  
✓ : can be used untrained. X : exclusive skills

TURN/REBUKE UNDEAD			
TURNING CHECK RESULT	UNDEAD AFFECTED (MAXIMUM HIT DICE)	Turn level	12
Up to 0	8	Turn damage	2d6+14
1 - 3	9	Turns/day	5
4 - 6	10	□□□□□	
7 - 9	11	NOTE: You destroy undead if you have twice as many turning levels as they have Hit Dice	
10 - 12	12		
13 - 15	13		
16 - 18	14		
19 - 21	15		
22 +	16		

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TURNING CHECK RESULT	UNDEAD AFFECTED (MAXIMUM HIT DICE)	Turn level	12
Up to 0	8	Turn damage	2d6+14
1 - 3	9	Turns/day	5
4 - 6	10	□□□□□	
7 - 9	11	NOTE: You destroy undead if you have twice as many turning levels as they have Hit Dice	
10 - 12	12		
13 - 15	13		
16 - 18	14		
19 - 21	15		
22 +	16		

SPECIAL ABILITIES	
+2 racial bonus on saving throws against enchantment spells or effects.	
+4 to Concentration to use spll or spelllike ability	
Elven Blood	
Immunity to sleep spells and similar magical effects.	
Spontaneous casting	
Turn Undead 5/day (turn level 12) (turn damage 2d6+14)	

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

LANGUAGES	
Common, Draconic, Elven	

# Cleric Spells

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

## LEVEL 0

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□ Create Water <i>Effect:</i> Creates 24 gallons of pure water.	14	None	1 standard action	Instantaneous	Close (55 Feet)	V, S	No	Conjuration (Creation) [Water]
□□□□ Cure Minor Wounds <i>Effect:</i> Cures 1 point of damage.	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	Instantaneous	60 ft.	V, S	No	Divination
□□□□ Detect Poison <i>Effect:</i> Detects poison in one creature or small object.	14	None	1 standard action	Instantaneous	Close (55 Feet)	V, S	No	Divination
□□□□ Guidance <i>Effect:</i> +1 on one attack roll, saving throw, or skill check.	14	Will negates (harmless)	1 standard action	Instantaneous	Touch	V, S	Yes	Divination
□□□□ Inflict Minor Wounds <i>Effect:</i> Touch attack, 1 point of damage.	14	Will negates	1 standard action	Instantaneous	Touch	V, S	Yes	Necromancy
□□□□ Light <i>Effect:</i> Object shines like a torch.	14	None	1 standard action	120 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	Instantaneous	10 ft.	V, S	Yes (harmless, object)	Transmutation
□□□□ Purify Food and Drink <i>Effect:</i> Purifies 12 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	120 minutes	Personal	V, S, F	No	Divination
□□□□ Resistance <i>Effect:</i> Subject gains +1 on saving throws.	14	Will negates (harmless)	1 standard action	12 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	12 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.	15	Will negates	1 standard action	12 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	12 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	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	1d4 rounds or 1 round; see text	Close (55 Feet)	V, S	Yes	Necromancy [Fear, Mind-Affecting]
□□□□ Command <i>Effect:</i> One subject obeys selected command for 1 round.	15	Will negates	1 standard action	12 round	Close (55 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	120 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	Instantaneous	Touch	V, S	Yes (harmless); see text	Conjuration (Healing)
□□□□ Curse Water <i>Effect:</i> Makes unholy water.	15	Will negates (object)	1 minute	Instantaneous	Touch	V, S, M	Yes (object)	Necromancy [Evil]
□□□□ Deathwatch <i>Effect:</i> Reveals how near death subjects within 30 ft. are.	15	None	1 standard action	120 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	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	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	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	Concentration, up to 10 minutes [D]	60 ft.	V, S, DF	No	Divination
□□□□ **Detect Secret Doors <i>Effect:</i> Reveals hidden doors within 60 ft.	15	None	1 standard action	Concentration, up to 12 minutes [D]	60 ft.	V, S	No	Divination
□□□□ Detect Undead <i>Effect:</i> Reveals undead within 60 ft.	15	None	1 standard action	Concentration, up to 12 minutes [D]	60 ft.	V, S, M/DF	No	Divination
□□□□ Divine Favor <i>Effect:</i> You gain +4 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	12 minutes	Medium (220 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	24 hours	Touch	V, S	Yes (harmless)	Abjuration
□□□□ **Entangle <i>Effect:</i> Plants entangle everyone in 40-ft.-radius circle.	15	Reflex partial; see text	1 standard action	12 minutes [D]	Long (400 Feet)	V, S, DF	No	Transmutation
□□□□ Entropic Shield <i>Effect:</i> Ranged attacks against you have 20% miss chance.	15	None	1 standard action	12 minutes [D]	Personal	V, S	No	Abjuration
□□□□ Hide from Undead <i>Effect:</i> Undead can't perceive 12 subjects.	15	Will negates (harmless); see text	1 standard action	120 minutes [D]	Touch	V, S, DF	Yes	Abjuration
□□□□ Inflict Light Wounds <i>Effect:</i> Touch deals 1d8+5 damage	15	Will half	1 standard action	Instantaneous	Touch	V, S	Yes	Necromancy
□□□□ Magic Stone <i>Effect:</i> Three stones gain +1 on attack rolls, deal 1d6+1 damage.	15	Will negates (harmless, object)	1 standard action	30 minutes or until discharged	Touch	V, S, DF	Yes (harmless, object)	Transmutation
□□□□ Magic Weapon <i>Effect:</i> Weapon gains +1 bonus.	15	Will negates (harmless, object)	1 standard action	12 minutes	Touch	V, S, DF	Yes (harmless, object)	Transmutation

\* =Domain/Specialty Spell

## Cleric Spells

Obscuring Mist	15	None	1 standard action	12 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	15	Will negates (harmless)	1 standard action	12 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	12 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	12 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	12 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	120 minutes; see text	Close (55 Feet)	V, S	Yes (harmless)	Abjuration
<i>Effect:</i> Suppresses fear or gives +4 on saves against fear for 4 subjects				<i>Target:</i> 4 creatures, no two of which can be more than 30 ft. apart				
Sanctuary	15	Will negates	1 standard action	12 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	12 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	12 rounds [D]	Close (55 Feet)	V, S, F/DF	No	Conjuration (Summoning)
<i>Effect:</i> Calls extraplanar creature to fight for you.				<i>Target:</i> One summoned creature				

## LEVEL 2

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
Aid	16	None	1 standard action	12 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	12 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				
**Barkskin	16	None	1 standard action	120 minutes	Touch	V, S, DF	Yes (harmless)	Transmutation
<i>Effect:</i> Grants +5 enhancement to natural armor.				<i>Target:</i> Living creature touched				
Bear's Endurance	16	Will negates (harmless)	1 standard action	12 minutes	Touch	V, S, DF	Yes	Transmutation
<i>Effect:</i> Subject gains +4 to Con for 12 minutes.				<i>Target:</i> Creature touched				
Bull's Strength	16	Will negates (harmless)	1 standard action	12 minutes	Touch	V, S, M/DF	Yes (harmless)	Transmutation
<i>Effect:</i> Subject gains +4 to Str for 12 minutes.				<i>Target:</i> Creature touched				
Calm Emotions	16	Will negates	1 standard action	Concentration, up to 12 rounds [D]	Medium (220 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	24 hours	Close (55 Feet)	V, S, M, DF	No	Evocation [Good]
<i>Effect:</i> Fills area with positive energy, making undead weaker.				<i>Target:</i> 20-ft.-radius emanation				
Cure Moderate Wounds	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	120 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	12 hours	Touch	V, S, DF	Yes (harmless)	Conjuration (Healing)
<i>Effect:</i> Stops poison from harming subject for 12 hours.				<i>Target:</i> Creature touched				
Desecrate	16	None	1 standard action	24 hours	Close (55 Feet)	V, S, M, DF	Yes	Evocation [Evil]
<i>Effect:</i> Fills area with negative energy, making undead stronger.				<i>Target:</i> 20-ft.-radius emanation				
**Detect Thoughts	16	Will negates; see text	1 standard action	Concentration, up to 12 minutes [D]	60 ft.	V, S, F/DF	No	Divination [Mind-Affecting]
<i>Effect:</i> Allows 'listening' to surface thoughts.				<i>Target:</i> Cone-shaped emanation				
Eagle's Splendor	16	Will negates (harmless)	1 standard action	12 minutes	Touch	V, S, M/DF	Yes	Transmutation
<i>Effect:</i> Subject gains +4 to Cha for 12 minutes.				<i>Target:</i> Creature touched				
Enthrall	16	Will negates; see text	1 round	12 hour or less	Medium (220 Feet)	V, S	Yes	Enchantment (Charm)
<i>Effect:</i> Captivates all within 220 ft.				<i>Target:</i> Any number of creatures				
Find Traps	16	None	1 standard action	12 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	12 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	12 rounds [D]; see text	Medium (220 Feet)	V, S, F/DF	Yes	Enchantment (Compulsion) [Mind-Affecting]
<i>Effect:</i> Paralyzes one humanoid for 12 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 (55 Feet)	V, S	Yes (harmless, object)	Transmutation
<i>Effect:</i> Repairs an object.				<i>Target:</i> One object of up to 120 cu. ft				
Owl's Wisdom	16	Will negates (harmless)	1 standard action	12 minutes	Touch	V, S, M/DF	Yes	Transmutation
<i>Effect:</i> Subject gains +4 to Wis for 12 minutes.				<i>Target:</i> Creature touched				
Remove Paralysis	16	Will negates (harmless)	1 standard action	Instantaneous	Close (55 Feet)	V, S	Yes (harmless)	Conjuration (Healing)
<i>Effect:</i> Frees one or more creatures from paralysis or slow effect.				<i>Target:</i> Up to four creatures, no two of which can be more than 30 ft. apart				
Resist Energy	16	Fortitude negates (harmless)	1 standard action	120 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 (55 Feet)	V, S, M/DF	Yes (object)	Evocation [Sonic]
<i>Effect:</i> Sonic vibration damages objects or crystalline creatures.				<i>Target:</i> 5-ft.-radius spread; or one solid object or one crystalline creature				
Shield Other	16	Will negates (harmless)	1 standard action	12 hours [D]	Close (55 Feet)	V, S, F	Yes (harmless)	Abjuration
<i>Effect:</i> You take half of subject's damage.				<i>Target:</i> One creature				
Silence	16	Will negates; see text or none (object)	1 standard action	12 minutes [D]	Long (880 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	16	Fortitude partial	1 standard action	Instantaneous	Close (55 Feet)	V, S, F/DF	Yes	Evocation [Sonic]
<i>Effect:</i> Deals 1d8 sonic damage to subjects; may stun them.				<i>Target:</i> 10-ft.-radius spread				
Spiritual Weapon	16	None	1 standard action	12 rounds [D]	Medium (220 Feet)	V, S, DF	Yes	Evocation [Force]
<i>Effect:</i> Magical weapon attacks on its own.				<i>Target:</i> Magic weapon of force				
Status	16	Will negates (harmless)	1 standard action	12 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	16	None	1 round	12 rounds [D]	Close (55 Feet)	V, S, F/DF	No	Conjuration (Summoning)
<i>Effect:</i> Calls extraplanar creature to fight for you.				<i>Target:</i> One or more summoned creatures, no two of which can be more than 30 ft. apart				

\* =Domain/Specialty Spell

# Cleric Spells

☐☐☐☐	<b>Undetectable Alignment</b>	16	Will negates (object)	1 standard action	24 hours	Close (55 Feet)	V, S	Yes (object)	Abjuration
	<i>Effect:</i> Conceals alignment for 24 hours.				<i>Target:</i> One creature or object				
☐☐☐☐	<b>Zone of Truth</b>	16	Will negates	1 standard action	12 minutes	Close (55 Feet)	V, S, DF	Yes	Enchantment (Compulsion) [Mind-Affecting]
	<i>Effect:</i> Subjects within range cannot lie.				<i>Target:</i> 20-ft.-radius emanation				

## LEVEL 3

	Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
☐☐☐☐	<b>Animate Dead</b>	17	None	1 standard action	Instantaneous	Touch	V, S, M	No	Necromancy [Evil]
	<i>Effect:</i> Creates undead skeletons and zombies.				<i>Target:</i> One or more corpses touched				
☐☐☐☐	<b>Bestow Curse</b>	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.				<i>Target:</i> Creature touched				
☐☐☐☐	<b>Blindness/Deafness</b>	17	Fortitude negates	1 standard action	Permanent [D]	Medium (220 Feet)	V	Yes	Necromancy
	<i>Effect:</i> Makes subject blinded or deafened.				<i>Target:</i> One living creature				
☐☐☐☐	<b>**Clairaudience/Clairvoyance</b>	17	None	10 minutes	12 minutes [D]	Long (400 Feet)	V, S, F/DF	No	Divination (Scrying)
	<i>Effect:</i> Hear or see at a distance for 12 minutes.				<i>Target:</i> Magical sensor				
☐☐☐☐	<b>Contagion</b>	17	Fortitude negates	1 standard action	Instantaneous	Touch	V, S	Yes	Necromancy [Evil]
	<i>Effect:</i> Infects subject with chosen disease.				<i>Target:</i> Living creature touched				
☐☐☐☐	<b>Continual Flame</b>	17	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	Magical, heatless flame			
☐☐☐☐	<b>Create Food and Water</b>	17	None	10 minutes	24 hours; see text	Close (55 Feet)	V, S	No	Conjuration (Creation)
	<i>Effect:</i> Feeds 36 humans or 12 horse.				<i>Target:</i> Food and water to sustain 36 humans or 12 horses for 24 hours				
☐☐☐☐	<b>Cure Serious Wounds</b>	17	Will half (harmless); see text	1 standard action	Instantaneous	Touch	V, S	Yes (harmless); see text	Conjuration (Healing)
	<i>Effect:</i> Cures 3d8+12 damage				<i>Target:</i> Creature touched				
☐☐☐☐	<b>Daylight</b>	17	None	1 standard action	120 minutes [D]	Touch	V, S	No	Evocation [Light]
	<i>Effect:</i> 60-ft. radius of bright light.				<i>Target:</i> Object touched				
☐☐☐☐	<b>Deeper Darkness</b>	17	None	1 standard action	12 days [D]	Touch	V, M/DF	No	Evocation [Darkness]
	<i>Effect:</i> Object sheds supernatural shadow in 60-ft. radius.				<i>Target:</i> Object touched				
☐☐☐☐	<b>Dispel Magic</b>	17	None	1 standard action	Instantaneous	Medium (220 Feet)	V, S	No	Abjuration
	<i>Effect:</i> Cancels magical spells and effects.				<i>Target:</i> One spellcaster, creature, or object; or 20-ft.-radius burst				
☐☐☐☐	<b>Glyph of Warding</b>	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.				<i>Target:</i> Object touched or up to 60 sq. ft				
☐☐☐☐	<b>Helping Hand</b>	17	None	1 standard action	12 hours	5 miles	V, S, DF	No	Evocation
	<i>Effect:</i> Ghostly hand leads subject to you.				<i>Target:</i> Ghostly hand				
☐☐☐☐	<b>Inflict Serious Wounds</b>	17	Will half	1 standard action	Instantaneous	Touch	V, S	Yes	Necromancy
	<i>Effect:</i> Touch attack, 3d8+12 damage				<i>Target:</i> Creature touched				
☐☐☐☐	<b>Invisibility Purge</b>	17	None	1 standard action	12 minutes [D]	Personal	V, S	No	Evocation
	<i>Effect:</i> Dispels invisibility within 60 ft				<i>Target:</i> You				
☐☐☐☐	<b>Locate Object</b>	17	None	1 standard action	12 minutes	Long (880 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 880 ft.				
☐☐☐☐	<b>Magic Circle against Chaos</b>	17	Will negates (harmless)	1 standard action	120 minutes	Touch	V, S, M/DF	No; see text	Abjuration [Lawful]
	<i>Effect:</i> As protection spells, but 10-ft. radius and 120 minutes.				<i>Target:</i> 10-ft.-radius emanation from touched creature				
☐☐☐☐	<b>Magic Circle against Evil</b>	17	Will negates (harmless)	1 standard action	120 minutes	Touch	V, S, M/DF	No; see text	Abjuration [Good]
	<i>Effect:</i> As protection spells, but 10-ft. radius and 120 minutes.				<i>Target:</i> 10-ft.-radius emanation from touched creature				
☐☐☐☐	<b>Magic Circle against Good</b>	17	Will negates (harmless)	1 standard action	120 minutes	Touch	V, S, M/DF	No; see text	Abjuration [Evil]
	<i>Effect:</i> As protection spells, but 10-ft. radius and 120 minutes.				<i>Target:</i> 10-ft.-radius emanation from touched creature				
☐☐☐☐	<b>Magic Circle against Law</b>	17	Will negates (harmless)	1 standard action	120 minutes	Touch	V, S, M/DF	No; see text	Abjuration [Chaotic]
	<i>Effect:</i> As protection spells, but 10-ft. radius and 120 minutes.				<i>Target:</i> 10-ft.-radius emanation from touched creature				
☐☐☐☐	<b>Magic Vestment</b>	17	Will negates (harmless, object)	1 standard action	12 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				
☐☐☐☐	<b>Meld into Stone</b>	17	None	1 standard action	120 minutes	Personal	V, S, DF	No	Transmutation [Earth]
	<i>Effect:</i> You and your gear merge with stone.				<i>Target:</i> You				
☐☐☐☐	<b>Obscure Object</b>	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.				<i>Target:</i> One object touched of up to 1200 lbs				
☐☐☐☐	<b>**Plant Growth</b>	17	None	1 standard action	Instantaneous	See text	V, S, DF	No	Transmutation
	<i>Effect:</i> Grows vegetation, improves crops.				<i>Target:</i> See text				
☐☐☐☐	<b>Prayer</b>	17	None	1 standard action	12 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				
☐☐☐☐	<b>Protection from Energy</b>	17	Fortitude negates (harmless)	1 standard action	120 minutes or until discharged	Touch	V, S, DF	Yes (harmless)	Abjuration
	<i>Effect:</i> Absorb 144 points of damage from one kind of energy.				<i>Target:</i> Creature touched				
☐☐☐☐	<b>Remove Blindness/Deafness</b>	17	Fortitude negates (harmless)	1 standard action	Instantaneous	Touch	V, S	Yes (harmless)	Conjuration (Healing)
	<i>Effect:</i> Cures normal or magical conditions.				<i>Target:</i> Creature touched				
☐☐☐☐	<b>Remove Curse</b>	17	Will negates (harmless)	1 standard action	Instantaneous	Touch	V, S	Yes (harmless)	Abjuration
	<i>Effect:</i> Frees object or person from curse.				<i>Target:</i> Creature or item touched				
☐☐☐☐	<b>Remove Disease</b>	17	Fortitude negates (harmless)	1 standard action	Instantaneous	Touch	V, S	Yes (harmless)	Conjuration (Healing)
	<i>Effect:</i> Cures all diseases affecting subject.				<i>Target:</i> Creature touched				
☐☐☐☐	<b>Searing Light</b>	17	None	1 standard action	Instantaneous	Medium (220 Feet)	V, S	Yes	Evocation
	<i>Effect:</i> Ray deals 1d8/two levels, more against undead.				<i>Target:</i> Ray				
☐☐☐☐	<b>Speak with Dead</b>	17	Will negates; see text	10 minutes	12 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				
☐☐☐☐	<b>Stone Shape</b>	17	None	1 standard action	Instantaneous	Touch	V, S, M/DF	No	Transmutation [Earth]
	<i>Effect:</i> Sculpt stone into any shape.				<i>Target:</i> Stone or stone object touched, up to 22 cu. ft.				
☐☐☐☐	<b>Summon Monster III</b>	17	None	1 round	12 rounds [D]	Close (55 Feet)	V, S, F/DF	No	Conjuration (Summoning)
	<i>Effect:</i> Calls extraplanar creature to fight for you.				<i>Target:</i> One or more summoned creatures, no two of which can be more than 30 ft. apart				
☐☐☐☐	<b>Water Breathing</b>	17	Will negates (harmless)	1 standard action	24 hours; see text	Touch	V, S, M/DF	Yes (harmless)	Transmutation
	<i>Effect:</i> Subjects can breathe underwater.				<i>Target:</i> Living creatures touched				
☐☐☐☐	<b>Water Walk</b>	17	Will negates (harmless)	1 standard action	120 minutes [D]	Touch	V, S, DF	Yes (harmless)	Transmutation [Water]
	<i>Effect:</i> Subject treads on water as if solid.				<i>Target:</i> 12 touched creatures				
☐☐☐☐	<b>Wind Wall</b>	17	None; see text	1 standard action	12 rounds	Medium (220 Feet)	V, S, M/DF	Yes	Evocation [Air]
	<i>Effect:</i> Deflects arrows, smaller creatures, and gases.				<i>Target:</i> Wall up to 120 ft. long and 60 ft. high [S]				

## LEVEL 4

	Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
☐☐☐☐	<b>Air Walk</b>	18	None	1 standard action	120 minutes	Touch	V, S, DF	Yes (harmless)	Transmutation [Air]
	<i>Effect:</i> Subject treads on air as if solid [climb at 45-degree angle].				<i>Target:</i> Creature [Gargantuan or smaller] touched				
☐☐☐☐	<b>**Command Plants</b>	18	Will negates	1 standard action	12 days	Close (25 Feet)	V	Yes	Transmutation
	<i>Effect:</i> Sway the actions of one or more plant creatures.				<i>Target:</i> Up to 12 HD of plant creatures, no two of which can be more than 30 ft. apart				
☐☐☐☐	<b>Control Water</b>	18	None; see text	1 standard action	120 minutes [D]	Long (880 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 120 ft by 120 ft by 24 ft [S]				
☐☐☐☐	<b>Cure Critical Wounds</b>	18	Will half (harmless); see text	1 standard action	Instantaneous	Touch	V, S	Yes (harmless); see text	Conjuration (Healing)

\* =Domain/Specialty Spell

# Cleric Spells

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
<b>Death Ward</b> <i>Effect:</i> Grants immunity to death spells and negative energy effects.	18	Will negates (harmless)	1 standard action	12 minutes	Touch	V, S, DF	Yes (harmless)	Necromancy
<b>Dimensional Anchor</b> <i>Effect:</i> Bars extradimensional movement.	18	None	1 standard action	12 minutes	Medium (220 Feet)	V, S	Yes (object)	Abjuration
<b>Discern Lies</b> <i>Effect:</i> Reveals deliberate falsehoods.	18	Will negates	1 standard action	Concentration, up to 12 rounds	Close (55 Feet)	V, S, DF	No	Divination
<b>Dismissal</b> <i>Effect:</i> Forces a creature to return to native plane.	18	Will negates; see text	1 standard action	Instantaneous	Close (55 Feet)	V, S, DF	Yes	Abjuration
<b>Divination</b> <i>Effect:</i> Provides useful advice for specific proposed actions.	18	None	10 minutes	Instantaneous	Personal	V, S, M	No	Divination
<b>Divine Power</b> <i>Effect:</i> You gain attack bonus, +6 to Str, and 12 hps.	18	None	1 standard action	12 rounds	Personal	V, S, DF	No	Evocation
<b>Freedom of Movement</b> <i>Effect:</i> Subject moves normally despite impediments.	18	Will negates (harmless)	1 standard action	120 minutes	Personal or touch	V, S, M, DF	Yes (harmless)	Abjuration
<b>Giant Vermin</b> <i>Effect:</i> Turns centipedes, scorpions, or spiders into giant vermin.	18	None	1 standard action	12 minutes	Close (55 Feet)	V, S, DF	Yes	Transmutation
<b>Imbue with Spell Ability</b> <i>Effect:</i> Transfer spells to subject.	18	Will negates (harmless)	10 minutes	Permanent until discharged [D]	Touch	V, S, DF	Yes (harmless)	Evocation
<b>Inflict Critical Wounds</b> <i>Effect:</i> Touch attack, 4d8+12 damage	18	Will half	1 standard action	Instantaneous	Touch	V, S	Yes	Necromancy
<b>Magic Weapon, Greater</b> <i>Effect:</i> +1/four levels 5.	18	Will negates (harmless, object)	1 standard action	12 hours	Close (55 Feet)	V, S, M/DF	Yes (harmless, object)	Transmutation
<b>Neutralize Poison</b> <i>Effect:</i> Immunizes subject against poison, detoxifies venom in or on subject.	18	Will negates (harmless, object)	1 standard action	120 minutes	Touch	V, S, M/DF	Yes (harmless, object)	Conjuration (Healing)
<b>Poison</b> <i>Effect:</i> Touch deals 1d10 Con damage, repeats in 1 minute.	18	Fortitude negates; see text	1 standard action	Instantaneous; see text	Touch	V, S, DF	Yes	Necromancy
<b>Repel Vermin</b> <i>Effect:</i> Insects, spiders, and other vermin stay 10 ft. away.	18	None or Will negates; see text	1 standard action	120 minutes [D]	10 ft.	V, S, DF	Yes	Abjuration
<b>Restoration</b> <i>Effect:</i> Restores level and ability score drains.	18	Will negates (harmless)	3 rounds	Instantaneous	Touch	V, S, M	Yes (harmless)	Conjuration (Healing)
<b>Sending</b> <i>Effect:</i> Delivers short message anywhere, instantly.	18	None	10 minutes	12 round; see text	See text	V, S, M/DF	No	Evocation
<b>Spell Immunity</b> <i>Effect:</i> Subject is immune to one spell per four levels.	18	Will negates (harmless)	1 standard action	120 minutes	Touch	V, S, DF	Yes (harmless)	Abjuration
<b>Summon Monster IV</b> <i>Effect:</i> Calls extraplanar creature to fight for you.	18	None	1 round	12 rounds [D]	Close (55 Feet)	V, S, F/DF	No	Conjuration (Summoning)
<b>Tongues</b> <i>Effect:</i> Speak any language.	18	Will negates (harmless)	1 standard action	120 minutes	Touch	V, M/DF	No	Divination

## LEVEL 5

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
<b>Atonement</b> <i>Effect:</i> Removes burden of misdeeds from subject.	19	None	1 hour	Instantaneous	Touch	V, S, M, F, DF, XP	Yes	Abjuration
<b>Break Enchantment</b> <i>Effect:</i> Frees subjects from enchantments, alterations, curses, and petrification.	19	See text	1 minute	Instantaneous	Close (55 Feet)	V, S	No	Abjuration
<b>Command, Greater</b> <i>Effect:</i> As command, but affects 12 subjects.	19	Will negates	1 standard action	12 rounds	Close (55 Feet)	V	Yes	Enchantment (Compulsion)
<b>Commune</b> <i>Effect:</i> Deity answers 12 yes-or-no questions.	19	None	10 minutes	12 rounds	Personal	V, S, M, DF, XP	No	Divination
<b>Cure Light Wounds, Mass</b> <i>Effect:</i> Cures 1d8+12 damage for many creatures.	19	Will half (harmless) or Will half; see text	1 standard action	Instantaneous	Close (55 Feet)	V, S	Yes (harmless) or Yes; see text	Conjuration (Healing)
<b>Dispel Chaos</b> <i>Effect:</i> +4 bonus against attacks.	19	See text	1 standard action	12 rounds or until discharged, whichever comes first	Touch	V, S, DF	See text	Abjuration [Lawful]
<b>Dispel Evil</b> <i>Effect:</i> +4 bonus against attacks.	19	See text	1 standard action	12 rounds or until discharged, whichever comes first	Touch	V, S, DF	See text	Abjuration [Good]
<b>Dispel Good</b> <i>Effect:</i> +4 bonus against attacks.	19	See text	1 standard action	12 rounds or until discharged, whichever comes first	Touch	V, S, DF	See text	Abjuration [Evil]
<b>Dispel Law</b> <i>Effect:</i> +4 bonus against attacks.	19	See text	1 standard action	12 rounds or until discharged, whichever comes first	Touch	V, S, DF	See text	Abjuration [Chaotic]
<b>Disrupting Weapon</b> <i>Effect:</i> Melee weapon destroys undead.	19	Will negates (harmless, object); see text	1 standard action	12 rounds	Touch	V, S	Yes (harmless, object)	Transmutation
<b>Flame Strike</b> <i>Effect:</i> Smite foes with divine fire for 12d6 damage.	19	Reflex half	1 standard action	Instantaneous	Medium (220 Feet)	V, S, DF	Yes	Evocation [Fire]
<b>Hallow</b> <i>Effect:</i> Designates location as holy.	19	See text	24 hours	Instantaneous	Touch	V, S, M, DF	See text	Evocation [Good]
<b>Inflict Light Wounds, Mass</b> <i>Effect:</i> Deals 1d8+12 damage to many creatures.	19	Will half	1 standard action	Instantaneous	Close (55 Feet)	V, S	Yes	Necromancy
<b>Insect Plague</b> <i>Effect:</i> Locust swarms attack creatures.	19	None	1 round	12 minutes	Long (880 Feet)	V, S, DF	No	Conjuration (Summoning)
<b>Mark of Justice</b> <i>Effect:</i> Designates action that will trigger curse on subject.	19	None	10 minutes	Permanent; see text	Touch	V, S, DF	Yes	Necromancy
<b>Plane Shift</b> <i>Effect:</i> As many as eight subjects travel to another plane.	19	Will negates	1 standard action	Instantaneous	Touch	V, S, F	Yes	Conjuration (Teleportation)
<b>Raise Dead</b> <i>Effect:</i> Restores life to subject who died as long as 12 days ago.	19	None; see text	1 minute	Instantaneous	Touch	V, S, M, DF	Yes (harmless)	Conjuration (Healing)
<b>Righteous Might</b> <i>Effect:</i> Your size increases, and you gain combat bonuses.	19	None	1 standard action	12 rounds [D]	Personal	V, S, DF	No	Transmutation
<b>Scrying</b> <i>Effect:</i> Spies on subject from a distance.	19	Will negates	1 hour	12 minutes	See text	V, S, M/DF, F	Yes	Divination (Scrying)

\* =Domain/Specialty Spell

## Cleric Spells

□□□□	<b>Slay Living</b>	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				
□□□□	<b>Spell Resistance</b>	19	Will negates (harmless)	1 standard action	12 minutes	Touch	V, S, DF	Yes (harmless)	Abjuration
	<i>Effect:</i> Subject gains SR 12 + level.				<i>Target:</i> Creature touched				
□□□□	<b>Summon Monster V</b>	19	None	1 round	12 rounds [D]	Close (55 Feet)	V, S, F/DF	No	Conjuration (Summoning)
	<i>Effect:</i> Calls extraplanar creature to fight for you.				<i>Target:</i> One or more summoned creatures, no two of which can be more than 30 ft. apart				
□□□□	<b>Symbol of Pain</b>	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				
□□□□	<b>Symbol of Sleep</b>	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				
□□□□	<b>*True Seeing</b>	19	Will negates (harmless)	1 standard action	12 minutes	Touch	V, S, M	Yes (harmless)	Divination
	<i>Effect:</i> Lets you see all things as they really are.				<i>Target:</i> Creature touched				
□□□□	<b>True Seeing</b>	19	Will negates (harmless)	1 standard action	12 minutes	Touch	V, S, M	Yes (harmless)	Divination
	<i>Effect:</i> Lets you see all things as they really are.				<i>Target:</i> Creature touched				
□□□□	<b>Unhallow</b>	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				
□□□□	<b>Wall of Stone</b>	19	See text	1 standard action	Instantaneous	Medium (220 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 12.5-ft. squares [S]				
□□□□	<b>**Wall of Thorns</b>	19	None	1 standard action	120 minutes [D]	Medium (100 Feet)	V, S	No	Conjuration (Creation)
	<i>Effect:</i> Thorns damage anyone who tries to pass.				<i>Target:</i> Wall of thorny brush, up to 12 10-ft. cubes [S]				

## LEVEL 6

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	
□□□□	<b>Animate Objects</b>	20	None	1 standard action	12 rounds	Medium (220 Feet)	V, S	No	Transmutation
	<i>Effect:</i> Objects attack your foes.				<i>Target:</i> 12 Small objects; see text				
□□□□	<b>Antilife Shell</b>	20	None	1 round	120 minutes [D]	10 ft.	V, S, DF	Yes	Abjuration
	<i>Effect:</i> 10-ft. field hedges out living creatures.				<i>Target:</i> 10-ft.-radius emanation, centered on you				
□□□□	<b>Banishment</b>	20	Will negates	1 standard action	Instantaneous	Close (55 Feet)	V, S, F	Yes	Abjuration
	<i>Effect:</i> Banishes 24 HD of extraplanar creatures.				<i>Target:</i> One or more extraplanar creatures, no two of which can be more than 30 ft. apart				
□□□□	<b>Bear's Endurance, Mass</b>	20	Will negates (harmless)	1 standard action	12 minutes	Close (55 Feet)	V, S, DF	Yes	Transmutation
	<i>Effect:</i> As bear's endurance, affects 12 subjects.				<i>Target:</i> 12 creatures, no two of which can be more than 30 ft. apart				
□□□□	<b>Blade Barrier</b>	20	Reflex half or Reflex negates; see text	1 standard action	12 minutes [D]	Medium (220 Feet)	V, S	Yes	Evocation [Force]
	<i>Effect:</i> Wall of blades deals 12d6 damage.				<i>Target:</i> Wall of whirling blades up to 240 ft. long, or a ringed wall of whirling blades with a radius of up to 30 ft; either form 20 ft. high				
□□□□	<b>Bull's Strength, Mass</b>	20	Will negates (harmless)	1 standard action	12 minutes	Close (55 Feet)	V, S, M/DF	Yes (harmless)	Transmutation
	<i>Effect:</i> As bull's strength, affects one subject/ level.				<i>Target:</i> 12 creatures, no two of which can be more than 30 ft. apart				
□□□□	<b>Create Undead</b>	20	None	1 hour	Instantaneous	Close (55 Feet)	V, S, M	No	Necromancy [Evil]
	<i>Effect:</i> Creates ghouls, ghosts, mummies, or mohrgs.				<i>Target:</i> One corpse				
□□□□	<b>Cure Moderate Wounds, Mass</b>	20	Will half (harmless) or Will half; see text	1 standard action	Instantaneous	Close (55 Feet)	V, S	Yes (harmless) or Yes; see text	Conjuration (Healing)
	<i>Effect:</i> Cures 2d8+12 damage for many creatures.				<i>Target:</i> 12 creatures, no two of which can be more than 30 ft. apart				
□□□□	<b>Dispel Magic, Greater</b>	20	None	1 standard action	Instantaneous	Medium (220 Feet)	V, S	No	Abjuration
	<i>Effect:</i> As dispel magic, but +20 on check.				<i>Target:</i> One spellcaster, creature, or object; or 20-ft.-radius burst				
□□□□	<b>Eagle's Splendor, Mass</b>	20	Will negates (harmless)	1 standard action	12 minutes	Close (55 Feet)	V, S, M/DF	Yes	Transmutation
	<i>Effect:</i> As eagle's splendor, affects 12 subjects.				<i>Target:</i> 12 creatures, no two of which can be more than 30 ft. apart				
□□□□	<b>*Find the Path</b>	20	None or Will negates (harmless)	3 rounds	120 minutes	Personal or touch	V, S, F	No or Yes (harmless)	Divination
	<i>Effect:</i> Shows most direct way to a location.				<i>Target:</i> You or creature touched				
□□□□	<b>Find the Path</b>	20	None or Will negates (harmless)	3 rounds	120 minutes	Personal or touch	V, S, F	No or Yes (harmless)	Divination
	<i>Effect:</i> Shows most direct way to a location.				<i>Target:</i> You or creature touched				
□□□□	<b>Forbiddance</b>	20	See text	6 rounds	Permanent	Medium (220 Feet)	V, S, M, DF	Yes	Abjuration
	<i>Effect:</i> Blocks planar travel, damages creatures of different alignment.				<i>Target:</i> 12 60-ft. cubes [S]				
□□□□	<b>Geas/Quest</b>	20	None	10 minutes	12 days or until discharged [D]	Close (55 Feet)	V	Yes	Enchantment (Compulsion) [Language-Dependent, Mind-Affecting]
	<i>Effect:</i> As lesser geas, plus it affects any creature.				<i>Target:</i> One living creature				
□□□□	<b>Glyph of Warding, Greater</b>	20	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 60 sq. ft				
□□□□	<b>Harm</b>	20	Will half; see text	1 standard action	Instantaneous	Touch	V, S	Yes	Necromancy
	<i>Effect:</i> Deals 120 points damage to target.				<i>Target:</i> Creature touched				
□□□□	<b>Heal</b>	20	Will negates (harmless)	1 standard action	Instantaneous	Touch	V, S	Yes (harmless)	Conjuration (Healing)
	<i>Effect:</i> Cures 120 points of damage, all diseases and mental conditions.				<i>Target:</i> Creature touched				
□□□□	<b>Heroes' Feast</b>	20	None	10 minutes	12 hour plus 12 hours; see text	Close (55 Feet)	V, S, DF	No	Conjuration (Creation) [Creation]
	<i>Effect:</i> Food for 12 creatures cures and grants combat bonuses.				<i>Target:</i> Feast for 12 creatures				
□□□□	<b>Inflict Moderate Wounds, Mass</b>	20	Will half	1 standard action	Instantaneous	Close (55 Feet)	V, S	Yes	Necromancy
	<i>Effect:</i> Deals 2d8+12 damage to many creatures.				<i>Target:</i> 12 creatures, no two of which can be more than 30 ft. apart				
□□□□	<b>Owl's Wisdom, Mass</b>	20	Will negates (harmless)	1 standard action	12 minutes	Close (55 Feet)	V, S, M/DF	Yes	Transmutation
	<i>Effect:</i> As owl's wisdom, affects one subject/ level.				<i>Target:</i> 12 creatures, no two of which can be more than 30 ft. apart				
□□□□	<b>Planar Ally</b>	20	None	10 minutes	Instantaneous	Close (55 Feet)	V, S, DF, XP	No	Conjuration (Calling)
	<i>Effect:</i> As lesser planar ally, but up to 12 HD.				<i>Target:</i> 1-2 called elementals or outsiders totaling no more than 12 HD, which cannot be more than 30 ft. apart when they appear				
□□□□	<b>**Repel Wood</b>	20	None	1 standard action	12 minutes [D]	60 ft.	V, S	No	Transmutation
	<i>Effect:</i> Pushes away wooden objects.				<i>Target:</i> 60 ft. line-shaped emanation from you				
□□□□	<b>Summon Monster VI</b>	20	None	1 round	12 rounds [D]	Close (55 Feet)	V, S, F/DF	No	Conjuration (Summoning)
	<i>Effect:</i> Calls extraplanar creature to fight for you.				<i>Target:</i> One or more summoned creatures, no two of which can be more than 30 ft. apart				
□□□□	<b>Symbol of Fear</b>	20	Will negates	10 minutes	See text	0 ft.; see text	V, S, M	Yes	Necromancy [Fear, Mind-Affecting]
	<i>Effect:</i> Triggered rune panics nearby creatures.				<i>Target:</i> One symbol				
□□□□	<b>Symbol of Persuasion</b>	20	Will negates	10 minutes	See text	0 ft.; see text	V, S, M	Yes	Enchantment (Charm) [Mind-Affecting]
	<i>Effect:</i> Triggered rune charms nearby creatures.				<i>Target:</i> One symbol				
□□□□	<b>Undeath to Death</b>	20	Will negates	1 standard action	Instantaneous	Medium (220 Feet)	V, S, M/DF	Yes	Necromancy [Death]
	<i>Effect:</i> Destroys 12d4 HD of undead.				<i>Target:</i> Several undead creatures within a 40-ft.-radius burst				
□□□□	<b>Wind Walk</b>	20	No and Will negates (harmless)	1 standard action	12 hours [D]; see text	Touch	V, S, DF	No and Yes (harmless)	Transmutation [Air]
	<i>Effect:</i> You and your allies turn vaporous and travel fast.				<i>Target:</i> You and 4 touched creatures				
□□□□	<b>Word of Recall</b>	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				

\* =Domain/Specialty Spell