

Cade Male Halfling Clr18

NAME	
Clr18	306000
CLASS	EXPERIENCE
18	171000
TCL	NEXT LEVEL

NPC

PLAYERNAME	
Halfling	Small
RACE	SIZE
0	Male
AGE	GENDER

None	
DEITY	
2'10"	32 lbs
HEIGHT	WEIGHT
EYES	HAIR
	POINTS

Chaotic Neutral
ALIGNMENT
Normal
VISION
0

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP SCORE	TEMP MODIFIER
STR Strength	11	+0	11	+0
DEX Dexterity	20	+5	20	+5
CON Constitution	12	+1	12	+1
INT Intelligence	12	+1	12	+1
WIS Wisdom	19	+4	19	+4
CHA Charisma	18	+4	18	+4

HP hit points	88	WOUNDS/CURRENT HP			
AC armor class	16	TOTAL	FLAT	TOUCH	= BASE

INITIATIVE modifier	+5	=	+5	+ +0
	TOTAL		DEX MODIFIER	MISC MODIFIER
BASE ATTACK bonus	+13/+8/+3			

SUBDUAL DAMAGE										DAMAGE REDUCTION			SPEED		
													Walk 20'		

SKILL NAME		KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
MAX RANKS 21/10.5						
✓ Concentration	CON	20	=	1	+ 19.0	+
Craft (Bowmaking)	INT	11	=	1	+ 10.0	+
✓ Heal	WIS	18	=	4	+ 14.0	+
Knowledge (History)	INT	21	=	1	+ 20.0	+
✓ : can be used untrained. X : exclusive skills						

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC MODIFIER	TEMP MODIFIER	conditional modifiers
FORTITUDE (constitution)	+13	= +11	+ +1	+ +0	+ +1	+	
REFLEX (dexterity)	+12	= +6	+ +5	+ +0	+ +1	+	
WILLPOWER (wisdom)	+16	= +11	+ +4	+ +0	+ +1	+	

	TOTAL	BASE ATTACK BONUS	STAT MODIFIER	SIZE MODIFIER	MISC MODIFIER	TEMP MODIFIER
MELEE attack bonus	+14/+9/+4	= +13/+8/+3	+ +0	+ +1	+ +0	+
RANGED attack bonus	+19/+14/+9	= +13/+8/+3	+ +5	+ +1	+ +0	+
GRAPPLE attack bonus	+14/+9/+4	= +13/+8/+3	+ +0	+ +1	+ +0	+

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
	+14/+9/+4	1d2	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	28.0	Medium	57.0	Heavy	86.0
Lift over head	86.0	Lift off ground	172.0	Push / Drag	430.0

FEATS	
Brew Potion	See Text
Combat Casting	See Text
Dodge	See Text
Extra Turning (1x)	See Text
Improved Turning	See Text
Scribe Scroll	See Text

DOMAINS	
Luck	You gain the power of good fortune, which is usable once per day. This extraordinary ability allows you to reroll one roll that you have just made before the DM declares whether the roll results in success or failure. You must take the result of the reroll, even if it's worse than the original roll.
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

TURN/REBUKE UNDEAD		
TURNING CHECK RESULT	UNDEAD AFFECTED (MAXIMUM HIT DICE)	Turn level
Up to 0	15	19
1 - 3	16	Turn damage
4 - 6	17	2d6+23
7 - 9	18	Turns/day
10 - 12	19	15
13 - 15	20	□□□□□ □□□□□
16 - 18	21	□□□□□
19 - 21	22	NOTE: You destroy undead if you have twice as many turning levels as they have Hit Dice
22 +	23	

TURN/REBUKE UNDEAD		
TURNING CHECK RESULT	UNDEAD AFFECTED (MAXIMUM HIT DICE)	Turn level
Up to 0	15	19
1 - 3	16	Turn damage
4 - 6	17	2d6 +22
7 - 9	18	Turns/day
10 - 12	19	15
13 - 15	20	□□□□□ □□□□□
16 - 18	21	□□□□□
19 - 21	22	NOTE: You destroy undead if you have twice as many turning levels as they have Hit Dice
22 +	23	

SPECIAL ABILITIES	
+1 racial bonus on all saving throws	
+2 morale bonus on saving throws against fear	
+4 to Concentration to use spll or spelllike ability	
Spontaneous casting	
Turn Undead 15/day (turn level 19) (turn damage 2d6+22)	













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

LANGUAGES	
Common, Elven, Halfling	

























# Cleric Spells

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

## LEVEL 0

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
 <b>Create Water</b> <i>Effect:</i> Creates 36 gallons of pure water.	14	None	1 standard action	Instantaneous	Close (70 Feet)	V, S	No	Conjuration (Creation) [Water]
 <b>Cure Minor Wounds</b> <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)
 <b>Detect Magic</b> <i>Effect:</i> Detects spells and magic items within 60 ft.	14	None	1 standard action	<i>Target:</i> Creature touched Instantaneous	60 ft.	V, S	No	Divination
 <b>Detect Poison</b> <i>Effect:</i> Detects poison in one creature or small object.	14	None	1 standard action	<i>Target:</i> Cone-shaped emanation Concentration, up to 18 minutes [D]	Close (70 Feet)	V, S	No	Divination
 <b>Guidance</b> <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 18 minute or until discharged	Touch	V, S	Yes	Divination
 <b>Inflict Minor Wounds</b> <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
 <b>Light</b> <i>Effect:</i> Object shines like a torch.	14	None	1 standard action	<i>Target:</i> Creature touched 180 minutes [D]	Touch	V, M/DF	No	Evocation [Light]
 <b>Mending</b> <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
 <b>Purify Food and Drink</b> <i>Effect:</i> Purifies 18 cu. ft. of food or water.	14	Will negates (object)	1 standard action	<i>Target:</i> One object of up to 1 lb. Instantaneous	10 ft.	V, S	Yes (object)	Transmutation
 <b>Read Magic</b> <i>Effect:</i> Read scrolls and spellbooks.	14	None	1 standard action	<i>Target:</i> 18 cu. ft. of contaminated food and water 180 minutes	Personal	V, S, F	No	Divination
 <b>Resistance</b> <i>Effect:</i> Subject gains +1 on saving throws.	14	Will negates (harmless)	1 standard action	<i>Target:</i> You 18 minute	Touch	V, S, M/DF	Yes (harmless)	Abjuration
 <b>Virtue</b> <i>Effect:</i> Subject gains 1 temporary hp.	14	Fortitude negates (harmless)	1 standard action	<i>Target:</i> Creature touched 18 minutes	Touch	V, S, DF	Yes (harmless)	Transmutation

## LEVEL 1

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
 <b>Bane</b> <i>Effect:</i> Enemies take -1 on attack rolls and saves against fear.	15	Will negates	1 standard action	<i>Target:</i> All enemies within 50 ft. 18 minutes	50 ft.	V, S, DF	Yes	Enchantment (Compulsion) [Fear, Mind-Affecting]
 <b>Bless</b> <i>Effect:</i> Allies gain +1 on attack rolls and +1 on saves against fear.	15	None	1 standard action	<i>Target:</i> The caster and all allies within a 50-ft. burst, centered on the caster Instantaneous	50 ft.	V, S, DF	Yes (harmless)	Enchantment (Compulsion) [Mind-Affecting]
 <b>Bless Water</b> <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]
 <b>Cause Fear</b> <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 (70 Feet)	V, S	Yes	Necromancy [Fear, Mind-Affecting]
 <b>Command</b> <i>Effect:</i> One subject obeys selected command for 1 round.	15	Will negates	1 standard action	<i>Target:</i> One living creature with 5 or fewer HD 18 round	Close (70 Feet)	V	Yes	Enchantment (Compulsion) [Language-Dependent, Mind-Affecting]
 <b>Comprehend Languages</b> <i>Effect:</i> You understand all spoken and written languages.	15	None	1 standard action	<i>Target:</i> One living creature 180 minutes	Personal	V, S, M/DF	No	Divination
 <b>Cure Light Wounds</b> <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)
 <b>Curse Water</b> <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]
 <b>Deathwatch</b> <i>Effect:</i> Reveals how near death subjects within 30 ft. are.	15	None	1 standard action	<i>Target:</i> Flask of water touched 180 minutes	30 ft.	V, S	No	Necromancy [Evil]
 <b>Detect Chaos</b> <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
 <b>Detect Evil</b> <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
 <b>Detect Good</b> <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
 <b>Detect Law</b> <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
 <b>Detect Undead</b> <i>Effect:</i> Reveals undead within 60 ft.	15	None	1 standard action	<i>Target:</i> Cone-shaped emanation Concentration, up to 18 minutes [D]	60 ft.	V, S, M/DF	No	Divination
 <b>Divine Favor</b> <i>Effect:</i> You gain +6 on attack and damage rolls.	15	None	1 standard action	<i>Target:</i> Cone-shaped emanation 1 minute	Personal	V, S, DF	No	Evocation
 <b>Doom</b> <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 18 minutes	Medium (280 Feet)	V, S, DF	Yes	Necromancy [Fear, Mind-Affecting]
 <b>Endure Elements</b> <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
 <b>*Entropic Shield</b> <i>Effect:</i> Ranged attacks against you have 20% miss chance.	15	None	1 standard action	<i>Target:</i> Creature touched 18 minutes [D]	Personal	V, S	No	Abjuration
 <b>Entropic Shield</b> <i>Effect:</i> Ranged attacks against you have 20% miss chance.	15	None	1 standard action	<i>Target:</i> You 18 minutes [D]	Personal	V, S	No	Abjuration
 <b>Hide from Undead</b> <i>Effect:</i> Undead can't perceive 18 subjects.	15	Will negates (harmless); see text	1 standard action	<i>Target:</i> You 180 minutes [D]	Touch	V, S, DF	Yes	Abjuration
 <b>Inflict Light Wounds</b> <i>Effect:</i> Touch deals 1d8+5 damage	15	Will half	1 standard action	<i>Target:</i> 18 touched creatures Instantaneous	Touch	V, S	Yes	Necromancy
 <b>Magic Stone</b> <i>Effect:</i> Three stones gain +1 on attack rolls, deal 1d6+1 damage.	15	Will negates (harmless, object)	1 standard action	<i>Target:</i> Creature touched 30 minutes or until discharged	Touch	V, S, DF	Yes (harmless, object)	Transmutation
 <b>Magic Weapon</b> <i>Effect:</i> Weapon gains +1 bonus.	15	Will negates (harmless, object)	1 standard action	<i>Target:</i> Up to three pebbles touched 18 minutes	Touch	V, S, DF	Yes (harmless, object)	Transmutation
 <b>*Obscuring Mist</b> <i>Effect:</i> Fog surrounds you.	15	None	1 standard action	<i>Target:</i> Weapon touched 18 minutes	20 ft.	V, S	No	Conjuration (Creation)

\* =Domain/Specialty Spell

## Cleric Spells

Obscuring Mist	15	None	1 standard action	18 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	18 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	18 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	18 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	18 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	180 minutes; see text	Close (70 Feet)	V, S	Yes (harmless)	Abjuration
<i>Effect:</i> Suppresses fear or gives +4 on saves against fear for 5 subjects				<i>Target:</i> 5 creatures, no two of which can be more than 30 ft. apart				
Sanctuary	15	Will negates	1 standard action	18 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	18 minutes	Touch	V, S, M	Yes (harmless)	Abjuration
<i>Effect:</i> Aura grants +5 deflection bonus.				<i>Target:</i> Creature touched				
Summon Monster I	15	None	1 round	18 rounds [D]	Close (70 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	18 minutes	Touch	V, S, DF	Yes (harmless)	Enchantment (Compulsion) [Mind-Affecting]
<i>Effect:</i> +1 on attack rolls, +1 against fear, 1d8+10 temporary hp.				<i>Target:</i> Living creature touched				
Aid	16	None	1 standard action	18 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	18 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	18 minutes	Touch	V, S, DF	Yes	Transmutation
<i>Effect:</i> Subject gains +4 to Con for 18 minutes.				<i>Target:</i> Creature touched				
Bull's Strength	16	Will negates (harmless)	1 standard action	18 minutes	Touch	V, S, M/DF	Yes (harmless)	Transmutation
<i>Effect:</i> Subject gains +4 to Str for 18 minutes.				<i>Target:</i> Creature touched				
Calm Emotions	16	Will negates	1 standard action	Concentration, up to 18 rounds [D]	Medium (280 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	36 hours	Close (70 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	180 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	18 hours	Touch	V, S, DF	Yes (harmless)	Conjuration (Healing)
<i>Effect:</i> Stops poison from harming subject for 18 hours.				<i>Target:</i> Creature touched				
Desecrate	16	None	1 standard action	36 hours	Close (70 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	18 minutes	Touch	V, S, M/DF	Yes	Transmutation
<i>Effect:</i> Subject gains +4 to Cha for 18 minutes.				<i>Target:</i> Creature touched				
Enthrall	16	Will negates; see text	1 round	18 hour or less	Medium (280 Feet)	V, S	Yes	Enchantment (Charm)
<i>Effect:</i> Captivates all within 280 ft.				<i>Target:</i> Any number of creatures				
Find Traps	16	None	1 standard action	18 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	18 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	18 rounds [D]; see text	Medium (280 Feet)	V, S, F/DF	Yes	Enchantment (Compulsion) [Mind-Affecting]
<i>Effect:</i> Paralyzes one humanoid for 18 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 (70 Feet)	V, S	Yes (harmless, object)	Transmutation
<i>Effect:</i> Repairs an object.				<i>Target:</i> One object of up to 180 cu. ft				
Owl's Wisdom	16	Will negates (harmless)	1 standard action	18 minutes	Touch	V, S, M/DF	Yes	Transmutation
<i>Effect:</i> Subject gains +4 to Wis for 18 minutes.				<i>Target:</i> Creature touched				
Remove Paralysis	16	Will negates (harmless)	1 standard action	Instantaneous	Close (70 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	180 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 (70 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	18 hours [D]	Close (70 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	18 minutes [D]	Long (1120 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 (70 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	18 rounds [D]	Medium (280 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	18 hours	Touch	V, S	Yes (harmless)	Divination
<i>Effect:</i> Monitors condition, position of allies.				<i>Target:</i> 6 living creatures touched				
Summon Monster II	16	None	1 round	18 rounds [D]	Close (70 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				
Undetectable Alignment	16	Will negates (object)	1 standard action	24 hours	Close (70 Feet)	V, S	Yes (object)	Abjuration
<i>Effect:</i> Conceals alignment for 24 hours.				<i>Target:</i> One creature or object				

\* =Domain/Specialty Spell

## Cleric Spells

*****Wind Wall	16	None; see text	1 standard action	18 rounds	Medium (100 Feet)	V, S, M/DF	Yes	Evocation [Air]
<i>Effect:</i> Deflects arrows, smaller creatures, and gases.				<i>Target:</i> Wall up to 180 ft. long and 90 ft. high [S]				
*****Zone of Truth	16	Will negates	1 standard action	18 minutes	Close (70 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.				<i>Target:</i> One or more corpses touched				
*****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.				<i>Target:</i> Creature touched				
*****Blindness/Deafness	17	Fortitude negates	1 standard action	Permanent [D]	Medium (280 Feet)	V	Yes	Necromancy
<i>Effect:</i> Makes subject blinded or deafened.				<i>Target:</i> One living creature				
*****Contagion	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				
*****Continual Flame	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				
*****Create Food and Water	17	None	10 minutes	24 hours; see text	Close (70 Feet)	V, S	No	Conjuration (Creation)
<i>Effect:</i> Feeds 54 humans or 18 horse.				<i>Target:</i> Food and water to sustain 54 humans or 18 horses for 24 hours				
*****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				<i>Target:</i> Creature touched				
*****Daylight	17	None	1 standard action	180 minutes [D]	Touch	V, S	No	Evocation [Light]
<i>Effect:</i> 60-ft. radius of bright light.				<i>Target:</i> Object touched				
*****Deeper Darkness	17	None	1 standard action	18 days [D]	Touch	V, M/DF	No	Evocation [Darkness]
<i>Effect:</i> Object sheds supernatural shadow in 60-ft. radius.				<i>Target:</i> Object touched				
*****Dispel Magic	17	None	1 standard action	Instantaneous	Medium (280 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				
*****Gaseous Form	17	None	1 standard action	36 minutes [D]	Touch	S, M/DF	No	Transmutation
<i>Effect:</i> Subject becomes insubstantial and can fly slowly.				<i>Target:</i> Willing corporeal creature touched				
*****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.				<i>Target:</i> Object touched or up to 90 sq. ft				
*****Helping Hand	17	None	1 standard action	18 hours	5 miles	V, S, DF	No	Evocation
<i>Effect:</i> Ghostly hand leads subject to you.				<i>Target:</i> Ghostly hand				
*****Inflict Serious Wounds	17	Will half	1 standard action	Instantaneous	Touch	V, S	Yes	Necromancy
<i>Effect:</i> Touch attack, 3d8+15 damage				<i>Target:</i> Creature touched				
*****Invisibility Purge	17	None	1 standard action	18 minutes [D]	Personal	V, S	No	Evocation
<i>Effect:</i> Dispel invisibility within 90 ft				<i>Target:</i> You				
*****Locate Object	17	None	1 standard action	18 minutes	Long (1120 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 1120 ft.				
*****Magic Circle against Chaos	17	Will negates (harmless)	1 standard action	180 minutes	Touch	V, S, M/DF	No; see text	Abjuration [Lawful]
<i>Effect:</i> As protection spells, but 10-ft. radius and 180 minutes.				<i>Target:</i> 10-ft.-radius emanation from touched creature				
*****Magic Circle against Evil	17	Will negates (harmless)	1 standard action	180 minutes	Touch	V, S, M/DF	No; see text	Abjuration [Good]
<i>Effect:</i> As protection spells, but 10-ft. radius and 180 minutes.				<i>Target:</i> 10-ft.-radius emanation from touched creature				
*****Magic Circle against Good	17	Will negates (harmless)	1 standard action	180 minutes	Touch	V, S, M/DF	No; see text	Abjuration [Evil]
<i>Effect:</i> As protection spells, but 10-ft. radius and 180 minutes.				<i>Target:</i> 10-ft.-radius emanation from touched creature				
*****Magic Circle against Law	17	Will negates (harmless)	1 standard action	180 minutes	Touch	V, S, M/DF	No; see text	Abjuration [Chaotic]
<i>Effect:</i> As protection spells, but 10-ft. radius and 180 minutes.				<i>Target:</i> 10-ft.-radius emanation from touched creature				
*****Magic Vestment	17	Will negates (harmless, object)	1 standard action	18 hours	Touch	V, S, DF	Yes (harmless, object)	Transmutation
<i>Effect:</i> Armor or shield gains 4 enhancement				<i>Target:</i> Armor or shield touched				
*****Meld into Stone	17	None	1 standard action	180 minutes	Personal	V, S, DF	No	Transmutation [Earth]
<i>Effect:</i> You and your gear merge with stone.				<i>Target:</i> You				
*****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.				<i>Target:</i> One object touched of up to 1800 lbs				
*****Prayer	17	None	1 standard action	18 rounds	40 ft.	V, S, DF	Yes	Enchantment (Compulsion) [Mind-Affecting]
<i>Effect:</i> Allies +1 bonus on most rolls, enemies -1 penalty.				<i>Target:</i> All allies and foes within a 40-ft.-radius burst centered on you				
*****Protection from Energy	17	Fortitude negates (harmless)	1 standard action	180 minutes or until discharged	Touch	V, S, DF	Yes (harmless)	Abjuration
<i>Effect:</i> Absorb 216 points of damage from one kind of energy.				<i>Target:</i> Creature touched				
*****Protection from Energy	17	Fortitude negates (harmless)	1 standard action	180 minutes or until discharged	Touch	V, S, DF	Yes (harmless)	Abjuration
<i>Effect:</i> Absorb 216 points of damage from one kind of energy.				<i>Target:</i> Creature touched				
*****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.				<i>Target:</i> Creature touched				
*****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.				<i>Target:</i> Creature or item touched				
*****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.				<i>Target:</i> Creature touched				
*****Searing Light	17	None	1 standard action	Instantaneous	Medium (280 Feet)	V, S	Yes	Evocation
<i>Effect:</i> Ray deals 1d8/two levels, more against undead.				<i>Target:</i> Ray				
*****Speak with Dead	17	Will negates; see text	10 minutes	18 minutes	10 ft.	V, S, DF	No	Necromancy [Language-Dependent]
<i>Effect:</i> Corpse answers one question/two levels.				<i>Target:</i> One dead creature				
*****Stone Shape	17	None	1 standard action	Instantaneous	Touch	V, S, M/DF	No	Transmutation [Earth]
<i>Effect:</i> Sculpts stone into any shape.				<i>Target:</i> Stone or stone object touched, up to 28 cu. ft.				
*****Summon Monster III	17	None	1 round	18 rounds [D]	Close (70 Feet)	V, S, F/DF	No	Conjuration (Summoning)
<i>Effect:</i> Calls extraplanar creature to fight for you.				<i>Target:</i> One or more summoned creatures, no two of which can be more than 30 ft. apart				
*****Water Breathing	17	Will negates (harmless)	1 standard action	36 hours; see text	Touch	V, S, M/DF	Yes (harmless)	Transmutation
<i>Effect:</i> Subjects can breathe underwater.				<i>Target:</i> Living creatures touched				
*****Water Walk	17	Will negates (harmless)	1 standard action	180 minutes [D]	Touch	V, S, DF	Yes (harmless)	Transmutation [Water]
<i>Effect:</i> Subject treads on water as if solid.				<i>Target:</i> 18 touched creatures				
*****Wind Wall	17	None; see text	1 standard action	18 rounds	Medium (280 Feet)	V, S, M/DF	Yes	Evocation [Air]
<i>Effect:</i> Deflects arrows, smaller creatures, and gases.				<i>Target:</i> Wall up to 180 ft. long and 90 ft. high [S]				

## LEVEL 4

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
*****Air Walk	18	None	1 standard action	180 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	180 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	180 minutes [D]	Long (1120 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 180 ft by 180 ft by 36 ft [S]				
*****Cure Critical Wounds	18	Will half (harmless); see text	1 standard action	Instantaneous	Touch	V, S	Yes (harmless); see text	Conjuration (Healing)

\* =Domain/Specialty Spell

# Cleric Spells

									text
	<i>Effect:</i> Cures 4d8+18 damage.				<i>Target:</i> Creature touched				
☐☐☐☐	<b>Death Ward</b>	18	Will negates (harmless)	1 standard action	18 minutes	Touch	V, S, DF	Yes (harmless)	Necromancy
	<i>Effect:</i> Grants immunity to death spells and negative energy effects.				<i>Target:</i> Living creature touched				
☐☐☐☐☐	<b>Dimensional Anchor</b>	18	None	1 standard action	18 minutes	Medium (280 Feet)	V, S	Yes (object)	Abjuration
	<i>Effect:</i> Bars extradimensional movement.				<i>Target:</i> Ray				
☐☐☐☐	<b>Discern Lies</b>	18	Will negates	1 standard action	Concentration, up to 18 rounds	Close (70 Feet)	V, S, DF	No	Divination
	<i>Effect:</i> Reveals deliberate falsehoods.				<i>Target:</i> 18 creatures, no two of which can be more than 30 ft. apart				
☐☐☐☐	<b>Dismissal</b>	18	Will negates; see text	1 standard action	Instantaneous	Close (70 Feet)	V, S, DF	Yes	Abjuration
	<i>Effect:</i> Forces a creature to return to native plane.				<i>Target:</i> One extraplanar creature				
☐☐☐☐	<b>Divination</b>	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				
☐☐☐☐☐	<b>Divine Power</b>	18	None	1 standard action	18 rounds	Personal	V, S, DF	No	Evocation
	<i>Effect:</i> You gain attack bonus, +6 to Str, and 18 hps.				<i>Target:</i> You				
☐☐☐☐	<b>*Freedom of Movement</b>	18	Will negates (harmless)	1 standard action	180 minutes	Personal or touch	V, S, M, DF	Yes (harmless)	Abjuration
	<i>Effect:</i> Subject moves normally despite impediments.				<i>Target:</i> You or creature touched				
☐☐☐☐	<b>Freedom of Movement</b>	18	Will negates (harmless)	1 standard action	180 minutes	Personal or touch	V, S, M, DF	Yes (harmless)	Abjuration
	<i>Effect:</i> Subject moves normally despite impediments.				<i>Target:</i> You or creature touched				
☐☐☐☐	<b>Giant Vermin</b>	18	None	1 standard action	18 minutes	Close (70 Feet)	V, S, DF	Yes	Transmutation
	<i>Effect:</i> Turns centipedes, scorpions, or spiders into giant vermin.				<i>Target:</i> Up to three vermin, no two of which can be more than 30 ft. apart				
☐☐☐☐☐	<b>Imbue with Spell Ability</b>	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				
☐☐☐☐	<b>Inflict Critical Wounds</b>	18	Will half	1 standard action	Instantaneous	Touch	V, S	Yes	Necromancy
	<i>Effect:</i> Touch attack, 4d8+18 damage				<i>Target:</i> Creature touched				
☐☐☐☐	<b>Magic Weapon, Greater</b>	18	Will negates (harmless, object)	1 standard action	18 hours	Close (70 Feet)	V, S, M/DF	Yes (harmless, object)	Transmutation
	<i>Effect:</i> +1/four levels 5.				<i>Target:</i> One weapon or fifty projectiles [all of which must be in contact with each other at the time of casting]				
☐☐☐☐	<b>Neutralize Poison</b>	18	Will negates (harmless, object)	1 standard action	180 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 18 cu. ft. touched				
☐☐☐☐	<b>Poison</b>	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				
☐☐☐☐	<b>Repel Vermin</b>	18	None or Will negates; see text	1 standard action	180 minutes [D]	10 ft.	V, S, DF	Yes	Abjuration
	<i>Effect:</i> Insects, spiders, and other vermin stay 10 ft. away.				<i>Target:</i> 10 ft. radius emanation centered on you				
☐☐☐☐	<b>Restoration</b>	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				
☐☐☐☐	<b>Sending</b>	18	None	10 minutes	18 round; see text	See text	V, S, M/DF	No	Evocation
	<i>Effect:</i> Delivers short message anywhere, instantly.				<i>Target:</i> One creature				
☐☐☐☐	<b>Spell Immunity</b>	18	Will negates (harmless)	1 standard action	180 minutes	Touch	V, S, DF	Yes (harmless)	Abjuration
	<i>Effect:</i> Subject is immune to one spell per four levels.				<i>Target:</i> Creature touched				
☐☐☐☐	<b>Summon Monster IV</b>	18	None	1 round	18 rounds [D]	Close (70 Feet)	V, S, F/DF	No	Conjuration (Summoning)
	<i>Effect:</i> Calls extraplanar creature to fight for you.				<i>Target:</i> One or more summoned creatures, no two of which can be more than 30 ft. apart				
☐☐☐☐	<b>Tongues</b>	18	Will negates (harmless)	1 standard action	180 minutes	Touch	V, M/DF	No	Divination
	<i>Effect:</i> Speak any language.				<i>Target:</i> Creature touched				

## LEVEL 5

	Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
☐☐☐☐	<b>Atonement</b>	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				
☐☐☐☐	<b>*Break Enchantment</b>	19	See text	1 minute	Instantaneous	Close (25 Feet)	V, S	No	Abjuration
	<i>Effect:</i> Frees subjects from enchantments, alterations, curses, and petrification.				<i>Target:</i> Up to 18 creatures, all within 30 ft. of each other				
☐☐☐☐	<b>Break Enchantment</b>	19	See text	1 minute	Instantaneous	Close (70 Feet)	V, S	No	Abjuration
	<i>Effect:</i> Frees subjects from enchantments, alterations, curses, and petrification.				<i>Target:</i> Up to 18 creatures, all within 30 ft. of each other				
☐☐☐☐	<b>Command, Greater</b>	19	Will negates	1 standard action	18 rounds	Close (70 Feet)	V	Yes	Enchantment (Compulsion)
	<i>Effect:</i> As command, but affects 18 subjects.				<i>Target:</i> 18 creatures, no two of which can be more than 30 ft. apart				
☐☐☐☐	<b>Commune</b>	19	None	10 minutes	18 rounds	Personal	V, S, M, DF, XP	No	Divination
	<i>Effect:</i> Deity answers 18 yes-or-no questions.				<i>Target:</i> You				
☐☐☐☐	<b>**Control Winds</b>	19	Fortitude negates	1 standard action	180 minutes	40 ft./level	V, S	No	Transmutation [Air]
	<i>Effect:</i> Change wind direction and speed.				<i>Target:</i> 720 ft radius cylinder 40 ft. high				
☐☐☐☐	<b>Cure Light Wounds, Mass</b>	19	Will half (harmless) or Will half; see text	1 standard action	Instantaneous	Close (70 Feet)	V, S	Yes (harmless) or Yes; see text	Conjuration (Healing)
	<i>Effect:</i> Cures 1d8+18 damage for many creatures.				<i>Target:</i> 18 creatures, no two of which can be more than 30 ft. apart				
☐☐☐☐	<b>Dispel Chaos</b>	19	See text	1 standard action	18 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				
☐☐☐☐	<b>Dispel Evil</b>	19	See text	1 standard action	18 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				
☐☐☐☐	<b>Dispel Good</b>	19	See text	1 standard action	18 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				
☐☐☐☐	<b>Dispel Law</b>	19	See text	1 standard action	18 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				
☐☐☐☐	<b>Disrupting Weapon</b>	19	Will negates (harmless, object); see text	1 standard action	18 rounds	Touch	V, S	Yes (harmless, object)	Transmutation
	<i>Effect:</i> Melee weapon destroys undead.				<i>Target:</i> One melee weapon				
☐☐☐☐	<b>Flame Strike</b>	19	Reflex half	1 standard action	Instantaneous	Medium (280 Feet)	V, S, DF	Yes	Evocation [Fire]
	<i>Effect:</i> Smite foes with divine fire for 18d6 damage.				<i>Target:</i> Cylinder 10				
☐☐☐☐	<b>Hallow</b>	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				
☐☐☐☐	<b>Inflict Light Wounds, Mass</b>	19	Will half	1 standard action	Instantaneous	Close (70 Feet)	V, S	Yes	Necromancy
	<i>Effect:</i> Deals 1d8+18 damage to many creatures.				<i>Target:</i> 18 creatures, no two of which can be more than 30 ft. apart				
☐☐☐☐	<b>Insect Plague</b>	19	None	1 round	18 minutes	Long (1120 Feet)	V, S, DF	No	Conjuration (Summoning)
	<i>Effect:</i> Locust swarms attack creatures.				<i>Target:</i> 6 swarms of locust, each of which must be adjacent to at least one other swarm				
☐☐☐☐	<b>Mark of Justice</b>	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				
☐☐☐☐	<b>Plane Shift</b>	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				
☐☐☐☐	<b>Raise Dead</b>	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 18 days ago.				<i>Target:</i> Dead creature touched				

\* =Domain/Specialty Spell

## Cleric Spells

Righteous Might	19	None	1 standard action	18 rounds [D]	Personal	V, S, DF	No	Transmutation
<i>Effect:</i> Your size increases, and you gain combat bonuses.								
Scrying	19	Will negates	1 hour	18 minutes	See text	V, S, M/DF, F	Yes	Divination (Scrying)
<i>Effect:</i> Spies on subject from a distance.								
Slay Living	19	Fortitude partial	1 standard action	Instantaneous	Touch	V, S	Yes	Necromancy [Death]
<i>Effect:</i> Touch attack kills subject.								
Spell Resistance	19	Will negates (harmless)	1 standard action	18 minutes	Touch	V, S, DF	Yes (harmless)	Abjuration
<i>Effect:</i> Subject gains SR 12 + level.								
Summon Monster V	19	None	1 round	18 rounds [D]	Close (70 Feet)	V, S, F/DF	No	Conjuration (Summoning)
<i>Effect:</i> Calls extraplanar creature to fight for you.								
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.								
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.								
True Seeing	19	Will negates (harmless)	1 standard action	18 minutes	Touch	V, S, M	Yes (harmless)	Divination
<i>Effect:</i> Lets you see all things as they really are.								
Unhallow	19	See text	24 hours	Instantaneous	Touch	V, S, M	See text	Evocation [Evil]
<i>Effect:</i> Designates location as unholy.								
Wall of Stone	19	See text	1 standard action	Instantaneous	Medium (280 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 18 5-ft. squares [S]								

## LEVEL 6

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
Animate Objects	20	None	1 standard action	18 rounds	Medium (280 Feet)	V, S	No	Transmutation
<i>Effect:</i> Objects attack your foes.								
Antilife Shell	20	None	1 round	180 minutes [D]	10 ft.	V, S, DF	Yes	Abjuration
<i>Effect:</i> 10-ft. field hedges out living creatures.								
Banishment	20	Will negates	1 standard action	Instantaneous	Close (70 Feet)	V, S, F	Yes	Abjuration
<i>Effect:</i> Banishes 36 HD of extraplanar creatures.								
Bear's Endurance, Mass	20	Will negates (harmless)	1 standard action	18 minutes	Close (70 Feet)	V, S, DF	Yes	Transmutation
<i>Effect:</i> As bear's endurance, affects 18 subjects.								
Blade Barrier	20	Reflex half or Reflex negates; see text	1 standard action	18 minutes [D]	Medium (280 Feet)	V, S	Yes	Evocation [Force]
<i>Effect:</i> Wall of blades deals 18d6 damage.								
<i>Target:</i> Wall of whirling blades up to 360 ft. long, or a ringed wall of whirling blades with a radius of up to 45 ft; either form 20 ft. high								
Bull's Strength, Mass	20	Will negates (harmless)	1 standard action	18 minutes	Close (70 Feet)	V, S, M/DF	Yes (harmless)	Transmutation
<i>Effect:</i> As bull's strength, affects one subject/ level.								
**Chain Lightning	20	Reflex half	1 standard action	Instantaneous	Long (400 Feet)	V, S, F	Yes	Evocation [Electricity]
<i>Effect:</i> 18d6 damage; 18 secondary bolts each deal half damage.								
Create Undead	20	None	1 hour	Instantaneous	Close (70 Feet)	V, S, M	No	Necromancy [Evil]
<i>Effect:</i> Creates ghouls, ghosts, mummies, or mohrgs.								
Cure Moderate Wounds, Mass	20	Will half (harmless) or Will half; see text	1 standard action	Instantaneous	Close (70 Feet)	V, S	Yes (harmless) or Yes; see text	Conjuration (Healing)
<i>Effect:</i> Cures 2d8+18 damage for many creatures.								
Dispel Magic, Greater	20	None	1 standard action	Instantaneous	Medium (280 Feet)	V, S	No	Abjuration
<i>Effect:</i> As dispel magic, but +20 on check.								
Eagle's Splendor, Mass	20	Will negates (harmless)	1 standard action	18 minutes	Close (70 Feet)	V, S, M/DF	Yes	Transmutation
<i>Effect:</i> As eagle's splendor, affects 18 subjects.								
Find the Path	20	None or Will negates (harmless)	3 rounds	180 minutes	Personal or touch	V, S, F	No or Yes (harmless)	Divination
<i>Effect:</i> Shows most direct way to a location.								
Forbiddance	20	See text	6 rounds	Permanent	Medium (280 Feet)	V, S, M, DF	Yes	Abjuration
<i>Effect:</i> Blocks planar travel, damages creatures of different alignment.								
Geas/Quest	20	None	10 minutes	18 days or until discharged [D]	Close (70 Feet)	V	Yes	Enchantment (Compulsion) [Language-Dependent, Mind-Affecting]
<i>Effect:</i> As lesser geas, plus it affects any 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
<i>Effect:</i> As glyph of warding, but up to 10d8 damage or 6th-level spell.								
Harm	20	Will half; see text	1 standard action	Instantaneous	Touch	V, S	Yes	Necromancy
<i>Effect:</i> Deals 180 points damage to target.								
Heal	20	Will negates (harmless)	1 standard action	Instantaneous	Touch	V, S	Yes (harmless)	Conjuration (Healing)
<i>Effect:</i> Cures 180 points of damage, all diseases and mental conditions.								
Heroes' Feast	20	None	10 minutes	18 hour plus 12 hours; see text	Close (70 Feet)	V, S, DF	No	Conjuration (Creation) [Creation]
<i>Effect:</i> Food for 18 creatures cures and grants combat bonuses.								
Inflict Moderate Wounds, Mass	20	Will half	1 standard action	Instantaneous	Close (70 Feet)	V, S	Yes	Necromancy
<i>Effect:</i> Deals 2d8+18 damage to many creatures.								
**Mislead	20	None or Will disbelief (if interacted with); see text	1 standard action	18 rounds [D] and concentration + 3 rounds; see text	Close (25 Feet)	S	No	Illusion (Figment)[Glamer]
<i>Effect:</i> Turns you invisible and creates illusory double.								
Owl's Wisdom, Mass	20	Will negates (harmless)	1 standard action	18 minutes	Close (70 Feet)	V, S, M/DF	Yes	Transmutation
<i>Effect:</i> As owl's wisdom, affects one subject/ level.								
Planar Ally	20	None	10 minutes	Instantaneous	Close (70 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								
Summon Monster VI	20	None	1 round	18 rounds [D]	Close (70 Feet)	V, S, F/DF	No	Conjuration (Summoning)
<i>Effect:</i> Calls extraplanar creature to fight for you.								
Symbol of Fear	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.								
Symbol of Persuasion	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.								
Undeath to Death	20	Will negates	1 standard action	Instantaneous	Medium (280 Feet)	V, S, M/DF	Yes	Necromancy [Death]
<i>Effect:</i> Destroys 18d4 HD of undead.								
Wind Walk	20	No and Will negates (harmless)	1 standard action	18 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								

\* =Domain/Specialty Spell

# Cleric Spells

## 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.				<i>Target:</i> Nonevil creatures in a 40-ft.-radius spread centered on you				
*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.				<i>Target:</i> 2-mile-radius circle, centered on you; see text				
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.				<i>Target:</i> 2-mile-radius circle, centered on you; see text				
Cure Serious Wounds, Mass	21	Will half (harmless) or Will half; see text	1 standard action	Instantaneous	Close (70 Feet)	V, S	Yes (harmless) or Yes; see text	Conjuration (Healing)
<i>Effect:</i> Cures 3d8+18 damage for many creatures.				<i>Target:</i> 18 creatures, no two of which can be more than 30 ft. apart				
Destruction	21	Fortitude partial	1 standard action	Instantaneous	Close (70 Feet)	V, S, F	Yes	Necromancy [Death]
<i>Effect:</i> Kills subject and destroys remains.				<i>Target:</i> One creature				
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.				<i>Target:</i> Nonlawful creatures in a 40-ft.-radius spread centered on you				
Ethereal Jaunt	21	None	1 standard action	18 rounds [D]	Personal	V, S	No	Transmutation
<i>Effect:</i> You become ethereal for 18 rounds.				<i>Target:</i> You				
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.				<i>Target:</i> Nongood creatures in a 40-ft.-radius spread centered on you				
Inflict Serious Wounds, Mass	21	Will half	1 standard action	Instantaneous	Close (70 Feet)	V, S	Yes	Necromancy
<i>Effect:</i> Deals 3d8+18 damage to many creatures.				<i>Target:</i> 18 creatures, no two of which can be more than 30 ft. apart				
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.				<i>Target:</i> Object touched				
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+18				<i>Target:</i> Living creature touched				
Repulsion	21	Will negates	1 standard action	18 rounds [D]	Up to 10 ft./level	V, S, F/DF	Yes	Abjuration
<i>Effect:</i> Creatures can't approach you.				<i>Target:</i> 180 ft. radius emanation centered on 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.				<i>Target:</i> Creature touched				
Resurrection	21	None; see text	10 minutes	Instantaneous	Touch	V, S, M, DF	Yes (harmless)	Conjuration (Healing)
<i>Effect:</i> Fully restore dead subject.				<i>Target:</i> Dead creature touched				
Scrying, Greater	21	Will negates	1 standard action	18 hours	See text	V, S	Yes	Divination (Scrying)
<i>Effect:</i> As scrying, but faster and longer.				<i>Target:</i> Magical sensor				
**Spell Turning	21	None	1 standard action	Until expended or 180 minutes	Personal	V, S, M/DF	No	Abjuration
<i>Effect:</i> Reflect 1d4+6 spell levels back at caster.				<i>Target:</i> You				
Summon Monster VII	21	None	1 round	18 rounds [D]	Close (70 Feet)	V, S, F/DF	No	Conjuration (Summoning)
<i>Effect:</i> Calls extraplanar creature to fight for you.				<i>Target:</i> One or more summoned creatures, no two of which can be more than 30 ft. apart				
Symbol of Stunning	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.				<i>Target:</i> One symbol				
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.				<i>Target:</i> One symbol				
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	180 minutes [D]	10 ft.	V, S, M/DF	See text	Abjuration
<i>Effect:</i> Negates magic within 10 ft.				<i>Target:</i> 10-ft.-radius emanation, centered on you				
Cloak of Chaos	22	See text	1 standard action	18 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.				<i>Target:</i> 18 creatures in a 20-ft.-radius burst centered on you				
Create Greater Undead	22	None	1 hour	Instantaneous	Close (70 Feet)	V, S, M	No	Necromancy [Evil]
<i>Effect:</i> Create shadows, wraiths, spectres, or devourers.				<i>Target:</i> One corpse				
Cure Critical Wounds, Mass	22	Will half (harmless) or Will half; see text	1 standard action	Instantaneous	Close (70 Feet)	V, S	Yes (harmless) or Yes; see text	Conjuration (Healing)
<i>Effect:</i> Cures 4d8+18 damage for many creatures.				<i>Target:</i> 18 creatures, no two of which can be more than 30 ft. apart				
Dimensional Lock	22	None	1 standard action	18 days	Medium (280 Feet)	V, S	Yes	Abjuration
<i>Effect:</i> Teleportation and interplanar travel blocked for 18 days.				<i>Target:</i> 20-ft.-radius emanation centered on a point in space				
Discern Location	22	None	10 minutes	Instantaneous	Unlimited	V, S, DF	No	Divination
<i>Effect:</i> Reveals exact location of creature or object.				<i>Target:</i> One creature or object				
Earthquake	22	See text	1 standard action	18 round	Long (1120 Feet)	V, S, DF	No	Evocation [Earth]
<i>Effect:</i> Intense tremor shakes 90 ft radius.				<i>Target:</i> 80-ft.-radius spread [S]				
Fire Storm	22	Reflex half	1 round	Instantaneous	Medium (280 Feet)	V, S	Yes	Evocation [Fire]
<i>Effect:</i> Deals 18d6 fire damage.				<i>Target:</i> 36 10-ft. cubes [S]				
Holy Aura	22	See text	1 standard action	18 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.				<i>Target:</i> 18 creatures in a 20-ft.-radius burst centered on you				
Inflict Critical Wounds, Mass	22	Will half	1 standard action	Instantaneous	Close (70 Feet)	V, S	Yes	Necromancy
<i>Effect:</i> Deals 4d8+18 damage to many creatures.				<i>Target:</i> 18 creatures, no two of which can be more than 30 ft. apart				
**Moment of Prescience	22	None	1 standard action	18 hours or until discharged	Personal	V, S	No	Divination
<i>Effect:</i> You gain insight bonus on single attack roll, check, or save.				<i>Target:</i> You				
Planar Ally, Greater	22	None	10 minutes	Instantaneous	Close (70 Feet)	V, S, DF, XP	No	Conjuration (Calling)
<i>Effect:</i> As lesser planar ally, but up to 18 HD.				<i>Target:</i> Up to three called elementals or outsiders, totaling no more than 18 HD, no two of which can be more than 30 ft. apart when they appear.				
Planar Ally (Lesser)	22	None	10 minutes	Instantaneous	Close (70 Feet)	V, S, DF, XP	No	Conjuration (Calling)
<i>Effect:</i> As lesser planar ally, but up to 18 HD.				<i>Target:</i> One called elemental or outsider of 6 HD or less				
Shield of Law	22	See text	1 standard action	18 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.				<i>Target:</i> 18 creatures in a 20-ft.-radius burst centered on you				
Spell Immunity, Greater	22	Will negates (harmless)	1 standard action	180 minutes	Touch	V, S, DF	Yes (harmless)	Abjuration
<i>Effect:</i> As spell immunity, but up to 8th-level spells.				<i>Target:</i> Creature touched				
Summon Monster VIII	22	None	1 round	18 rounds [D]	Close (70 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 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.				<i>Target:</i> One symbol				
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				
Unholy Aura	22	See text	1 standard action	18 rounds [D]	20 ft.	V, S, F	Yes (harmless)	Abjuration [Evil]
<i>Effect:</i> +4 to AC, +4 resistance, and SR 25 against good spells.				<i>Target:</i> 18 creatures in a 20-ft.-radius burst centered on you				
**Whirlwind	22	Reflex negates; see text	1 standard action	18 rounds [D]	Long (400 Feet)	V, S, DF	Yes	Evocation [Air]
<i>Effect:</i> Cyclone deals damage and can pick up creatures.				<i>Target:</i> Cyclone 10 ft. wide at base, 30 ft. wide at top, and 30 ft. tall				

\* =Domain/Specialty Spell

# Cleric Spells

## LEVEL 9

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
☐☐☐☐ Astral Projection	23	None	30 minutes	See text	Touch	V, S, M	Yes	Necromancy
<i>Effect:</i> Projects you and companions onto Astral Plane.				<i>Target:</i> You plus one additional willing creature touched per two caster levels				
☐☐☐☐ **Elemental Swarm	23	None	10 minutes	180 minutes [D]	Medium (100 Feet)	V, S	No	Conjuration (Summoning)
<i>Effect:</i> Summons multiple elementals.				<i>Target:</i> Two or more summoned creatures, no two of which can be more than 30 ft. apart				
☐☐☐☐ Energy Drain	23	Fortitude partial; see text for enervation	1 standard action	Instantaneous	Close (70 Feet)	V, S	Yes	Necromancy
<i>Effect:</i> Subject gains 2d4 negative levels.				<i>Target:</i> Ray of negative energy				
☐☐☐☐ Etherealness	23	None	1 standard action	18 minutes [D]	Touch; see text	V, S	Yes	Transmutation
<i>Effect:</i> Travel to Ethereal Plane with companions.				<i>Target:</i> You and 6 other touched creatures				
☐☐☐☐ Gate	23	None	1 standard action	Instantaneous or concentration [up to 18 rounds]; see text	Medium (280 Feet)	V, S, XP; see text	No	Conjuration (Creation)Calling
<i>Effect:</i> Connects two planes for travel or summoning.				<i>Target:</i> See text				
☐☐☐☐ Heal, Mass	23	Will negates (harmless)	1 standard action	Instantaneous	Close (70 Feet)	V, S	Yes (harmless)	Conjuration (Healing)
<i>Effect:</i> As heal, but with several subjects.				<i>Target:</i> One or more creatures, no two of which can be more than 30 ft. apart				
☐☐☐☐ Implosion	23	Fortitude negates	1 standard action	Concentration [up to 4 rounds]	Close (70 Feet)	V, S	Yes	Evocation
<i>Effect:</i> Kills one creature/round.				<i>Target:</i> One corporeal creature/round				
☐☐☐☐ *Miracle	23	See text	1 standard action	See text	See text	V, S, XP; see text	Yes	Evocation
<i>Effect:</i> Requests a deity's intercession.				<i>Target:</i> See text				
☐☐☐☐ Miracle	23	See text	1 standard action	See text	See text	V, S, XP; see text	Yes	Evocation
<i>Effect:</i> Requests a deity's intercession.				<i>Target:</i> See text				
☐☐☐☐ Soul Bind	23	Will negates	1 standard action	Permanent	Close (70 Feet)	V, S, F	No	Necromancy
<i>Effect:</i> Traps newly dead soul to prevent resurrection.				<i>Target:</i> Corpse				
☐☐☐☐ Storm of Vengeance	23	See text	1 round	Concentration [maximum 10 rounds] [D]	Long (1120 Feet)	V, S	Yes	Conjuration (Summoning)
<i>Effect:</i> Storm rains acid, lightning, and hail.				<i>Target:</i> 360-ft.-radius storm cloud				
☐☐☐☐ Summon Monster IX	23	None	1 round	18 rounds [D]	Close (70 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				
☐☐☐☐ True Resurrection	23	None; see text	10 minutes	Instantaneous	Touch	V, S, M, DF	Yes (harmless)	Conjuration (Healing)
<i>Effect:</i> As resurrection, plus remains aren't needed.				<i>Target:</i> Dead creature touched				

\* =Domain/Speciality Spell