

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	5+1	4+1	3+1	2+1	0	0	0	0

LEVEL 0

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
☐☐☐☐ Create Water <i>Effect:</i> Creates 18 gallons of pure water. <i>Target:</i> Up to 18 gallons of water	15	None	1 standard action	Instantaneous	Close (45 Feet)	V, S	No	Conjuration (Creation) [Water]
☐☐☐☐ Cure Minor Wounds <i>Effect:</i> Cures 1 point of damage. <i>Target:</i> Creature touched	15	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. <i>Target:</i> Cone-shaped emanation	15	None	1 standard action	Concentration, up to 9 minutes [D]	60 ft.	V, S	No	Divination
☐☐☐☐ Detect Poison <i>Effect:</i> Detects poison in one creature or small object. <i>Target:</i> One creature, one object, or a 5-ft. cube	15	None	1 standard action	Instantaneous	Close (45 Feet)	V, S	No	Divination
☐☐☐☐ Guidance <i>Effect:</i> +1 on one attack roll, saving throw, or skill check. <i>Target:</i> Creature touched	15	Will negates (harmless)	1 standard action	9 minutes or until discharged	Touch	V, S	Yes	Divination
☐☐☐☐ Inflict Minor Wounds <i>Effect:</i> Touch attack, 1 point of damage. <i>Target:</i> Creature touched	15	Will negates	1 standard action	Instantaneous	Touch	V, S	Yes	Necromancy
☐☐☐☐ Light <i>Effect:</i> Object shines like a torch. <i>Target:</i> Object touched	15	None	1 standard action	90 minutes [D]	Touch	V, M/DF	No	Evocation [Light]
☐☐☐☐ Mending <i>Effect:</i> Makes minor repairs on an object. <i>Target:</i> One object of up to 1 lb.	16	Will negates (harmless, object)	1 standard action	Instantaneous	10 ft.	V, S	Yes (harmless, object)	Transmutation
☐☐☐☐ Purify Food and Drink <i>Effect:</i> Purifies 9 cu. ft. of food or water. <i>Target:</i> 9 cu. ft. of contaminated food and water	16	Will negates (object)	1 standard action	Instantaneous	10 ft.	V, S	Yes (object)	Transmutation
☐☐☐☐ Read Magic <i>Effect:</i> Read scrolls and spellbooks. <i>Target:</i> You	15	None	1 standard action	90 minutes	Personal	V, S, F	No	Divination
☐☐☐☐ Resistance <i>Effect:</i> Subject gains +1 on saving throws. <i>Target:</i> Creature touched	15	Will negates (harmless)	1 standard action	9 minute	Touch	V, S, M/DF	Yes (harmless)	Abjuration
☐☐☐☐ Virtue <i>Effect:</i> Subject gains 1 temporary hp. <i>Target:</i> Creature touched	16	Fortitude negates (harmless)	1 standard action	9 minutes	Touch	V, S, DF	Yes (harmless)	Transmutation

LEVEL 1

☐☐☐☐ Bane <i>Effect:</i> Enemies take -1 on attack rolls and saves against fear. <i>Target:</i> All enemies within 50 ft.	16	Will negates	1 standard action	9 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. <i>Target:</i> The caster and all allies within a 50-ft. burst, centered on the caster	16	None	1 standard action	9 minutes	50 ft.	V, S, DF	Yes (harmless)	Enchantment (Compulsion) [Mind-Affecting]
☐☐☐☐ Bless Water <i>Effect:</i> Makes holy water. <i>Target:</i> Flask of water touched	17	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. <i>Target:</i> One living creature with 5 or fewer HD	16	Will partial	1 standard action	1d4 rounds or 1 round; see text	Close (45 Feet)	V, S	Yes	Necromancy [Fear, Mind-Affecting]
☐☐☐☐ Command <i>Effect:</i> One subject obeys selected command for 1 round. <i>Target:</i> One living creature	16	Will negates	1 standard action	9 round	Close (45 Feet)	V	Yes	Enchantment (Compulsion) [Language-Dependent, Mind-Affecting]
☐☐☐☐ Comprehend Languages <i>Effect:</i> You understand all spoken and written languages. <i>Target:</i> You	16	None	1 standard action	90 minutes	Personal	V, S, M/DF	No	Divination
☐☐☐☐ Cure Light Wounds <i>Effect:</i> Cures 1d8+5 damage <i>Target:</i> Creature touched	16	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. <i>Target:</i> Flask of water touched	16	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. <i>Target:</i> Cone-shaped emanation	16	None	1 standard action	90 minutes	30 ft.	V, S	No	Necromancy [Evil]
☐☐☐☐ Detect Chaos <i>Effect:</i> Reveals creatures, spells, or objects of selected alignment. <i>Target:</i> Cone-shaped emanation	16	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. <i>Target:</i> Cone-shaped emanation	16	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. <i>Target:</i> Cone-shaped emanation	16	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. <i>Target:</i> Cone-shaped emanation	16	None	1 standard action	Concentration, up to 10 minutes [D]	60 ft.	V, S, DF	No	Divination
☐☐☐☐ Detect Undead <i>Effect:</i> Reveals undead within 60 ft. <i>Target:</i> Cone-shaped emanation	16	None	1 standard action	Concentration, up to 9 minutes [D]	60 ft.	V, S, M/DF	No	Divination
☐☐☐☐ Divine Favor <i>Effect:</i> You gain +3 on attack and damage rolls. <i>Target:</i> You	16	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. <i>Target:</i> One living creature	16	Will negates	1 standard action	9 minutes	Medium (190 Feet)	V, S, DF	Yes	Necromancy [Fear, Mind-Affecting]
☐☐☐☐ Endure Elements <i>Effect:</i> Exist comfortably in hot or cold environments. <i>Target:</i> Creature touched	16	Will negates (harmless)	1 standard action	24 hours	Touch	V, S	Yes (harmless)	Abjuration
☐☐☐☐ *Entropic Shield <i>Effect:</i> Ranged attacks against you have 20% miss chance. <i>Target:</i> You	16	None	1 standard action	9 minutes [D]	Personal	V, S	No	Abjuration
☐☐☐☐ Entropic Shield <i>Effect:</i> Ranged attacks against you have 20% miss chance. <i>Target:</i> You	16	None	1 standard action	9 minutes [D]	Personal	V, S	No	Abjuration
☐☐☐☐ Hide from Undead <i>Effect:</i> Undead can't perceive 9 subjects. <i>Target:</i> 9 touched creatures	16	Will negates (harmless); see text	1 standard action	90 minutes [D]	Touch	V, S, DF	Yes	Abjuration
☐☐☐☐ Inflict Light Wounds <i>Effect:</i> Touch deals 1d8+5 damage <i>Target:</i> Creature touched	16	Will half	1 standard action	Instantaneous	Touch	V, S	Yes	Necromancy
☐☐☐☐ **Magic Aura <i>Effect:</i> Alters object's magic aura. <i>Target:</i> One touched object weighing up to 45 lbs	16	None; see text	1 standard action	9 days [D]	Touch	V, S, F	No	Illusion (Glamour)
☐☐☐☐ Magic Stone <i>Effect:</i> Three stones gain +1 on attack rolls, deal 1d6+1 damage. <i>Target:</i> Up to three pebbles touched	17	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. <i>Target:</i> Weapon touched	17	Will negates (harmless, object)	1 standard action	9 minutes	Touch	V, S, DF	Yes (harmless, object)	Transmutation

* =Domain/Specialty Spell

Cleric Spells

○○○○○	Obscuring Mist	16	None	1 standard action	9 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	16	Will negates (harmless)	1 standard action	9 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	16	Will negates (harmless)	1 standard action	9 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	16	Will negates (harmless)	1 standard action	9 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	16	Will negates (harmless)	1 standard action	9 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	16	Will negates (harmless)	1 standard action	90 minutes; see text	Close (45 Feet)	V, S	Yes (harmless)	Abjuration
	<i>Effect:</i> Suppresses fear or gives +4 on saves against fear for 3 subjects								<i>Target:</i> 3 creatures, no two of which can be more than 30 ft. apart
○○○○○	Sanctuary	16	Will negates	1 standard action	9 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	16	Will negates (harmless)	1 standard action	9 minutes	Touch	V, S, M	Yes (harmless)	Abjuration
	<i>Effect:</i> Aura grants +3 deflection bonus.								<i>Target:</i> Creature touched
○○○○○	Summon Monster I	16	None	1 round	9 rounds [D]	Close (45 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	17	None	1 standard action	9 minutes	Touch	V, S, DF	Yes (harmless)	Enchantment (Compulsion) [Mind-Affecting]
	<i>Effect:</i> +1 on attack rolls, +1 against fear, 1d8+9 temporary hp.								<i>Target:</i> Living creature touched
○○○○○	Aid	17	None	1 standard action	9 minutes	Touch	V, S, DF	Yes (harmless)	Enchantment (Compulsion) [Mind-Affecting]
	<i>Effect:</i> +1 on attack rolls, +1 against fear, 1d8+9 temporary hp.								<i>Target:</i> Living creature touched
○○○○○	Align Weapon	18	Will negates (harmless, object)	1 standard action	9 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	17	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	18	Will negates (harmless)	1 standard action	9 minutes	Touch	V, S, DF	Yes	Transmutation
	<i>Effect:</i> Subject gains +4 to Con for 9 minutes.								<i>Target:</i> Creature touched
○○○○○	Bull's Strength	18	Will negates (harmless)	1 standard action	9 minutes	Touch	V, S, M/DF	Yes (harmless)	Transmutation
	<i>Effect:</i> Subject gains +4 to Str for 9 minutes.								<i>Target:</i> Creature touched
○○○○○	Calm Emotions	17	Will negates	1 standard action	Concentration, up to 9 rounds [D]	Medium (190 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	17	None	1 standard action	18 hours	Close (45 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	17	Will half (harmless); see text	1 standard action	Instantaneous	Touch	V, S	Yes (harmless); see text	Conjuration (Healing)
	<i>Effect:</i> Cures 2d8+9 damage								<i>Target:</i> Creature touched
○○○○○	Darkness	17	None	1 standard action	90 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	17	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	17	Fortitude negates (harmless)	1 standard action	9 hours	Touch	V, S, DF	Yes (harmless)	Conjuration (Healing)
	<i>Effect:</i> Stops poison from harming subject for 9 hours.								<i>Target:</i> Creature touched
○○○○○	Desecrate	17	None	1 standard action	18 hours	Close (45 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	18	Will negates (harmless)	1 standard action	9 minutes	Touch	V, S, M/DF	Yes	Transmutation
	<i>Effect:</i> Subject gains +4 to Cha for 9 minutes.								<i>Target:</i> Creature touched
○○○○○	Enthral	17	Will negates; see text	1 round	9 hour or less	Medium (190 Feet)	V, S	Yes	Enchantment (Charm)
	<i>Effect:</i> Captivates all within 190 ft.								<i>Target:</i> Any number of creatures
○○○○○	Find Traps	17	None	1 standard action	9 minutes	Personal	V, S	No	Divination
	<i>Effect:</i> Notice traps as a rogue does.								<i>Target:</i> You
○○○○○	Gentle Repose	17	Will negates (object)	1 standard action	9 days	Touch	V, S, M/DF	Yes (object)	Necromancy
	<i>Effect:</i> Preserves one corpse.								<i>Target:</i> Corpse touched
○○○○○	Hold Person	17	Will negates; see text	1 standard action	9 rounds [D]; see text	Medium (190 Feet)	V, S, F/DF	Yes	Enchantment (Compulsion) [Mind-Affecting]
	<i>Effect:</i> Paralyzes one humanoid for 9 rounds.								<i>Target:</i> One humanoid creature
○○○○○	**Identify	17	None	1 hour	Instantaneous	Touch	V, S, M/DF	No	Divination
	<i>Effect:</i> Determines properties of magic item.								<i>Target:</i> One touched object
○○○○○	Inflict Moderate Wounds	17	Will half	1 standard action	Instantaneous	Touch	V, S	Yes	Necromancy
	<i>Effect:</i> Touch attack, 2d8+9 damage								<i>Target:</i> Creature touched
○○○○○	Make Whole	18	Will negates (harmless, object)	1 standard action	Instantaneous	Close (45 Feet)	V, S	Yes (harmless, object)	Transmutation
	<i>Effect:</i> Repairs an object.								<i>Target:</i> One object of up to 90 cu. ft
○○○○○	Owl's Wisdom	18	Will negates (harmless)	1 standard action	9 minutes	Touch	V, S, M/DF	Yes	Transmutation
	<i>Effect:</i> Subject gains +4 to Wis for 9 minutes.								<i>Target:</i> Creature touched
○○○○○	Remove Paralysis	17	Will negates (harmless)	1 standard action	Instantaneous	Close (45 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	17	Fortitude negates (harmless)	1 standard action	90 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	17	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	17	Will negates (object); Will negates (object) or Fortitude half; see text	1 standard action	Instantaneous	Close (45 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	17	Will negates (harmless)	1 standard action	9 hours [D]	Close (45 Feet)	V, S, F	Yes (harmless)	Abjuration
	<i>Effect:</i> You take half of subject's damage.								<i>Target:</i> One creature
○○○○○	Silence	17	Will negates; see text or none (object)	1 standard action	9 minutes [D]	Long (760 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	17	Fortitude partial	1 standard action	Instantaneous	Close (45 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	17	None	1 standard action	9 rounds [D]	Medium (190 Feet)	V, S, DF	Yes	Evocation [Force]
	<i>Effect:</i> Magical weapon attacks on its own.								<i>Target:</i> Magic weapon of force
○○○○○	Status	17	Will negates (harmless)	1 standard action	9 hours	Touch	V, S	Yes (harmless)	Divination
	<i>Effect:</i> Monitors condition, position of allies.								<i>Target:</i> 3 living creatures touched
○○○○○	Summon Monster II	17	None	1 round	9 rounds [D]	Close (45 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

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Cleric Spells

☐☐☐☐	Undetectable Alignment	17	Will negates (object)	1 standard action	24 hours	Close (45 Feet)	V, S	Yes (object)	Abjuration
	<i>Effect:</i> Conceals alignment for 24 hours.				<i>Target:</i> One creature or object				
☐☐☐☐	Zone of Truth	17	Will negates	1 standard action	9 minutes	Close (45 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	18	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	18	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	18	Fortitude negates	1 standard action	Permanent [D]	Medium (190 Feet)	V	Yes	Necromancy
	<i>Effect:</i> Makes subject blinded or deafened.				<i>Target:</i> One living creature				
☐☐☐☐	Contagion	18	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	18	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				
☐☐☐☐	Create Food and Water	18	None	10 minutes	24 hours; see text	Close (45 Feet)	V, S	No	Conjuration (Creation)
	<i>Effect:</i> Feeds 27 humans or 9 horses.				<i>Target:</i> Food and water to sustain 27 humans or 9 horses for 24 hours				
☐☐☐☐	Cure Serious Wounds	18	Will half (harmless); see text	1 standard action	Instantaneous	Touch	V, S	Yes (harmless); see text	Conjuration (Healing)
	<i>Effect:</i> Cures 3d8+9 damage				<i>Target:</i> Creature touched				
☐☐☐☐	Daylight	18	None	1 standard action	90 minutes [D]	Touch	V, S	No	Evocation [Light]
	<i>Effect:</i> 60-ft. radius of bright light.				<i>Target:</i> Object touched				
☐☐☐☐	Deeper Darkness	18	None	1 standard action	9 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	18	None	1 standard action	Instantaneous	Medium (100 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				
☐☐☐☐	Dispel Magic	18	None	1 standard action	Instantaneous	Medium (190 Feet)	V, S	No	Abjuration
	<i>Effect:</i> Cancels magical spells and effects.				<i>Target:</i> One spellcaster, creature, or object; or 20-ft.-radius burst				
☐☐☐☐	Glyph of Warding	18	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 45 sq. ft				
☐☐☐☐	Helping Hand	18	None	1 standard action	9 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	18	Will half	1 standard action	Instantaneous	Touch	V, S	Yes	Necromancy
	<i>Effect:</i> Touch attack, 3d8+9 damage				<i>Target:</i> Creature touched				
☐☐☐☐	Invisibility Purge	18	None	1 standard action	9 minutes [D]	Personal	V, S	No	Evocation
	<i>Effect:</i> Dispels invisibility within 45 ft				<i>Target:</i> You				
☐☐☐☐	Locate Object	18	None	1 standard action	9 minutes	Long (760 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 760 ft.				
☐☐☐☐	Magic Circle against Chaos	18	Will negates (harmless)	1 standard action	90 minutes	Touch	V, S, M/DF	No; see text	Abjuration [Lawful]
	<i>Effect:</i> As protection spells, but 10-ft. radius and 90 minutes.				<i>Target:</i> 10-ft.-radius emanation from touched creature				
☐☐☐☐	Magic Circle against Evil	18	Will negates (harmless)	1 standard action	90 minutes	Touch	V, S, M/DF	No; see text	Abjuration [Good]
	<i>Effect:</i> As protection spells, but 10-ft. radius and 90 minutes.				<i>Target:</i> 10-ft.-radius emanation from touched creature				
☐☐☐☐	Magic Circle against Good	18	Will negates (harmless)	1 standard action	90 minutes	Touch	V, S, M/DF	No; see text	Abjuration [Evil]
	<i>Effect:</i> As protection spells, but 10-ft. radius and 90 minutes.				<i>Target:</i> 10-ft.-radius emanation from touched creature				
☐☐☐☐	Magic Circle against Law	18	Will negates (harmless)	1 standard action	90 minutes	Touch	V, S, M/DF	No; see text	Abjuration [Chaotic]
	<i>Effect:</i> As protection spells, but 10-ft. radius and 90 minutes.				<i>Target:</i> 10-ft.-radius emanation from touched creature				
☐☐☐☐	Magic Vestment	19	Will negates (harmless, object)	1 standard action	9 hours	Touch	V, S, DF	Yes (harmless, object)	Transmutation
	<i>Effect:</i> Armor or shield gains 2 enhancement				<i>Target:</i> Armor or shield touched				
☐☐☐☐	Meld into Stone	19	None	1 standard action	90 minutes	Personal	V, S, DF	No	Transmutation [Earth]
	<i>Effect:</i> You and your gear merge with stone.				<i>Target:</i> You				
☐☐☐☐	Obscure Object	18	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 900 lbs				
☐☐☐☐	Prayer	18	None	1 standard action	9 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	18	Fortitude negates (harmless)	1 standard action	90 minutes or until discharged	Touch	V, S, DF	Yes (harmless)	Abjuration
	<i>Effect:</i> Absorb 108 points of damage from one kind of energy.				<i>Target:</i> Creature touched				
☐☐☐☐	Protection from Energy	18	Fortitude negates (harmless)	1 standard action	90 minutes or until discharged	Touch	V, S, DF	Yes (harmless)	Abjuration
	<i>Effect:</i> Absorb 108 points of damage from one kind of energy.				<i>Target:</i> Creature touched				
☐☐☐☐	Remove Blindness/Deafness	18	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	18	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	18	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	18	None	1 standard action	Instantaneous	Medium (190 Feet)	V, S	Yes	Evocation
	<i>Effect:</i> Ray deals 1d8/two levels, more against undead.				<i>Target:</i> Ray				
☐☐☐☐	Speak with Dead	18	Will negates; see text	10 minutes	9 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	19	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 19 cu. ft.				
☐☐☐☐	Summon Monster III	18	None	1 round	9 rounds [D]	Close (45 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	19	Will negates (harmless)	1 standard action	18 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	19	Will negates (harmless)	1 standard action	90 minutes [D]	Touch	V, S, DF	Yes (harmless)	Transmutation [Water]
	<i>Effect:</i> Subject treads on water as if solid.				<i>Target:</i> 9 touched creatures				
☐☐☐☐	Wind Wall	18	None; see text	1 standard action	9 rounds	Medium (190 Feet)	V, S, M/DF	Yes	Evocation [Air]
	<i>Effect:</i> Deflects arrows, smaller creatures, and gases.				<i>Target:</i> Wall up to 90 ft. long and 45 ft. high [S]				
LEVEL 4									
Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	
☐☐☐☐	Air Walk	20	None	1 standard action	90 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	20	None; see text	1 standard action	90 minutes [D]	Long (760 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 90 ft by 90 ft by 18 ft [S]				
☐☐☐☐	Cure Critical Wounds	19	Will half (harmless); see text	1 standard action	Instantaneous	Touch	V, S	Yes (harmless); see text	Conjuration (Healing)
	<i>Effect:</i> Cures 4d8+9 damage.				<i>Target:</i> Creature touched				

* =Domain/Specialty Spell

Cleric Spells

☐☐☐☐☐	Death Ward	19	Will negates (harmless)	1 standard action	9 minutes	Touch	V, S, DF	Yes (harmless)	Necromancy
	<i>Effect:</i> Grants immunity to death spells and negative energy effects.								<i>Target:</i> Living creature touched
☐☐☐☐☐	Dimensional Anchor	19	None	1 standard action	9 minutes	Medium (190 Feet)	V, S	Yes (object)	Abjuration
	<i>Effect:</i> Bars extradimensional movement.								<i>Target:</i> Ray
☐☐☐☐☐	Discern Lies	19	Will negates	1 standard action	Concentration, up to 9 rounds	Close (45 Feet)	V, S, DF	No	Divination
	<i>Effect:</i> Reveals deliberate falsehoods.								<i>Target:</i> 9 creatures, no two of which can be more than 30 ft. apart
☐☐☐☐☐	Dismissal	19	Will negates; see text	1 standard action	Instantaneous	Close (45 Feet)	V, S, DF	Yes	Abjuration
	<i>Effect:</i> Forces a creature to return to native plane.								<i>Target:</i> One extraplanar creature
☐☐☐☐☐	Divination	19	None	10 minutes	Instantaneous	Personal	V, S, M	No	Divination
	<i>Effect:</i> Provides useful advice for specific proposed actions.								<i>Target:</i> You
☐☐☐☐☐	Divine Power	19	None	1 standard action	9 rounds	Personal	V, S, DF	No	Evocation
	<i>Effect:</i> You gain attack bonus, +6 to Str, and 9 hps.								<i>Target:</i> You
☐☐☐☐☐	*Freedom of Movement	19	Will negates (harmless)	1 standard action	90 minutes	Personal or touch	V, S, M, DF	Yes (harmless)	Abjuration
	<i>Effect:</i> Subject moves normally despite impediments.								<i>Target:</i> You or creature touched
☐☐☐☐☐	Freedom of Movement	19	Will negates (harmless)	1 standard action	90 minutes	Personal or touch	V, S, M, DF	Yes (harmless)	Abjuration
	<i>Effect:</i> Subject moves normally despite impediments.								<i>Target:</i> You or creature touched
☐☐☐☐☐	Giant Vermin	20	None	1 standard action	9 minutes	Close (45 Feet)	V, S, DF	Yes	Transmutation
	<i>Effect:</i> Turns centipedes, scorpions, or spiders into giant vermin.								<i>Target:</i> Up to three vermin, no two of which can be more than 30 ft. apart
☐☐☐☐☐	*Imbue with Spell Ability	19	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
☐☐☐☐☐	Imbue with Spell Ability	19	Will negates (harmless)	10 minutes	Permanent until discharged [D]	Touch	V, S, DF	Yes (harmless)	Evocation
	<i>Effect:</i> Transfer spells to subject.								<i>Target:</i> Creature touched; see text
☐☐☐☐☐	Inflict Critical Wounds	19	Will half	1 standard action	Instantaneous	Touch	V, S	Yes	Necromancy
	<i>Effect:</i> Touch attack, 4d8+9 damage								<i>Target:</i> Creature touched
☐☐☐☐☐	Magic Weapon, Greater	20	Will negates (harmless, object)	1 standard action	9 hours	Close (45 Feet)	V, S, M/DF	Yes (harmless, object)	Transmutation
	<i>Effect:</i> +1/four levels 5.								<i>Target:</i> One weapon or fifty projectiles [all of which must be in contact with each other at the time of casting]
☐☐☐☐☐	Neutralize Poison	19	Will negates (harmless, object)	1 standard action	90 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 9 cu. ft. touched
☐☐☐☐☐	Poison	19	Fortitude negates; see text	1 standard action	Instantaneous; see text	Touch	V, S, DF	Yes	Necromancy
	<i>Effect:</i> Touch deals 1d10 Con damage, repeats in 1 minute.								<i>Target:</i> Living creature touched
☐☐☐☐☐	Repel Vermin	19	None or Will negates; see text	1 standard action	90 minutes [D]	10 ft.	V, S, DF	Yes	Abjuration
	<i>Effect:</i> Insects, spiders, and other vermin stay 10 ft. away.								<i>Target:</i> 10 ft. radius emanation centered on you
☐☐☐☐☐	Restoration	19	Will negates (harmless)	3 rounds	Instantaneous	Touch	V, S, M	Yes (harmless)	Conjuration (Healing)
	<i>Effect:</i> Restores level and ability score drains.								<i>Target:</i> Creature touched
☐☐☐☐☐	Sending	19	None	10 minutes	9 round; see text	See text	V, S, M/DF	No	Evocation
	<i>Effect:</i> Delivers short message anywhere, instantly.								<i>Target:</i> One creature
☐☐☐☐☐	Spell Immunity	19	Will negates (harmless)	1 standard action	90 minutes	Touch	V, S, DF	Yes (harmless)	Abjuration
	<i>Effect:</i> Subject is immune to one spell per four levels.								<i>Target:</i> Creature touched
☐☐☐☐☐	Summon Monster IV	19	None	1 round	9 rounds [D]	Close (45 Feet)	V, S, F/DF	No	Conjuration (Summoning)
	<i>Effect:</i> Calls extraplanar creature to fight for you.								<i>Target:</i> One or more summoned creatures, no two of which can be more than 30 ft. apart
☐☐☐☐☐	Tongues	19	Will negates (harmless)	1 standard action	90 minutes	Touch	V, M/DF	No	Divination
	<i>Effect:</i> Speak any language.								<i>Target:</i> Creature touched

LEVEL 5

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
☐☐☐☐☐ Atonement	20	None	1 hour	Instantaneous	Touch	V, S, M, F, DF, XP	Yes	Abjuration
								<i>Effect:</i> Removes burden of misdeeds from subject.
								<i>Target:</i> Living creature touched
☐☐☐☐☐ *Break Enchantment	20	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 9 creatures, all within 30 ft. of each other
☐☐☐☐☐ Break Enchantment	20	See text	1 minute	Instantaneous	Close (45 Feet)	V, S	No	Abjuration
								<i>Effect:</i> Frees subjects from enchantments, alterations, curses, and petrification.
								<i>Target:</i> Up to 9 creatures, all within 30 ft. of each other
☐☐☐☐☐ Command, Greater	20	Will negates	1 standard action	9 rounds	Close (45 Feet)	V	Yes	Enchantment (Compulsion)
								<i>Effect:</i> As command, but affects 9 subjects.
								<i>Target:</i> 9 creatures, no two of which can be more than 30 ft. apart
☐☐☐☐☐ Commune	20	None	10 minutes	9 rounds	Personal	V, S, M, DF, XP	No	Divination
								<i>Effect:</i> Deity answers 9 yes-or-no questions.
								<i>Target:</i> You
☐☐☐☐☐ Cure Light Wounds, Mass	20	Will half (harmless) or Will half; see text	1 standard action	Instantaneous	Close (45 Feet)	V, S	Yes (harmless) or Yes; see text	Conjuration (Healing)
								<i>Effect:</i> Cures 1d8+9 damage for many creatures.
								<i>Target:</i> 9 creatures, no two of which can be more than 30 ft. apart
☐☐☐☐☐ Dispel Chaos	20	See text	1 standard action	9 rounds or until discharged, whichever comes first	Touch	V, S, DF	See text	Abjuration [Lawful]
								<i>Effect:</i> +4 bonus against attacks.
								<i>Target:</i> You and a touched evil creature from another plane; or you and an enchantment or evil spell on a touched creature or object
☐☐☐☐☐ Dispel Evil	20	See text	1 standard action	9 rounds or until discharged, whichever comes first	Touch	V, S, DF	See text	Abjuration [Good]
								<i>Effect:</i> +4 bonus against attacks.
								<i>Target:</i> You and a touched evil creature from another plane; or you and an enchantment or evil spell on a touched creature or object
☐☐☐☐☐ Dispel Good	20	See text	1 standard action	9 rounds or until discharged, whichever comes first	Touch	V, S, DF	See text	Abjuration [Evil]
								<i>Effect:</i> +4 bonus against attacks.
								<i>Target:</i> You and a touched evil creature from another plane; or you and an enchantment or evil spell on a touched creature or object
☐☐☐☐☐ Dispel Law	20	See text	1 standard action	9 rounds or until discharged, whichever comes first	Touch	V, S, DF	See text	Abjuration [Chaotic]
								<i>Effect:</i> +4 bonus against attacks.
								<i>Target:</i> You and a touched evil creature from another plane; or you and an enchantment or evil spell on a touched creature or object
☐☐☐☐☐ Disrupting Weapon	21	Will negates (harmless, object); see text	1 standard action	9 rounds	Touch	V, S	Yes (harmless, object)	Transmutation
								<i>Effect:</i> Melee weapon destroys undead.
								<i>Target:</i> One melee weapon
☐☐☐☐☐ Flame Strike	20	Reflex half	1 standard action	Instantaneous	Medium (190 Feet)	V, S, DF	Yes	Evocation [Fire]
								<i>Effect:</i> Smite foes with divine fire for 9d6 damage.
								<i>Target:</i> Cylinder 10
☐☐☐☐☐ Hallow	20	See text	24 hours	Instantaneous	Touch	V, S, M, DF	See text	Evocation [Good]
								<i>Effect:</i> Designates location as holy.
								<i>Target:</i> 40-ft. radius emanating from the touched point
☐☐☐☐☐ Inflict Light Wounds, Mass	20	Will half	1 standard action	Instantaneous	Close (45 Feet)	V, S	Yes	Necromancy
								<i>Effect:</i> Deals 1d8+9 damage to many creatures.
								<i>Target:</i> 9 creatures, no two of which can be more than 30 ft. apart
☐☐☐☐☐ Insect Plague	20	None	1 round	9 minutes	Long (760 Feet)	V, S, DF	No	Conjuration (Summoning)
								<i>Effect:</i> Locust swarms attack creatures.
								<i>Target:</i> 3 swarms of locust, each of which must be adjacent to at least one other swarm
☐☐☐☐☐ Mark of Justice	20	None	10 minutes	Permanent; see text	Touch	V, S, DF	Yes	Necromancy
								<i>Effect:</i> Designates action that will trigger curse on subject.
								<i>Target:</i> Creature touched
☐☐☐☐☐ Plane Shift	20	Will negates	1 standard action	Instantaneous	Touch	V, S, F	Yes	Conjuration (Teleportation)
								<i>Effect:</i> As many as eight subjects travel to another plane.
								<i>Target:</i> Creature touched, or up to eight willing creatures joining hands
☐☐☐☐☐ Raise Dead	20	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 9 days ago.
								<i>Target:</i> Dead creature touched
☐☐☐☐☐ Righteous Might	21	None	1 standard action	9 rounds [D]	Personal	V, S, DF	No	Transmutation
								<i>Effect:</i> Your size increases, and you gain combat bonuses.
								<i>Target:</i> You

* = Domain/Specialty Spell

Cleric Spells

□□□□□	Scrying	20	Will negates	1 hour	9 minutes	See text	V, S, M/DF, F	Yes	Divination (Scrying)
	<i>Effect:</i> Spies on subject from a distance.				<i>Target:</i> Magical sensor				
□□□□□	Slay Living	20	Fortitude partial	1 standard action	Instantaneous	Touch	V, S	Yes	Necromancy [Death]
	<i>Effect:</i> Touch attack kills subject.				<i>Target:</i> Living creature touched				
□□□□□	*Spell Resistance	20	Will negates (harmless)	1 standard action	9 minutes	Touch	V, S, DF	Yes (harmless)	Abjuration
	<i>Effect:</i> Subject gains SR 12 + level.				<i>Target:</i> Creature touched				
□□□□□	Spell Resistance	20	Will negates (harmless)	1 standard action	9 minutes	Touch	V, S, DF	Yes (harmless)	Abjuration
	<i>Effect:</i> Subject gains SR 12 + level.				<i>Target:</i> Creature touched				
□□□□□	Summon Monster V	20	None	1 round	9 rounds [D]	Close (45 Feet)	V, S, F/DF	No	Conjuration (Summoning)
	<i>Effect:</i> Calls extraplanar creature to fight for you.				<i>Target:</i> One or more summoned creatures, no two of which can be more than 30 ft. apart				
□□□□□	Symbol of Pain	20	Fortitude negates	10 minutes	See text	0 ft.; see text	V, S, M	Yes	Necromancy [Evil]
	<i>Effect:</i> Triggered rune wracks nearby creatures with pain.				<i>Target:</i> One symbol				
□□□□□	Symbol of Sleep	20	Will negates	10 minutes	See text	0 ft.; see text	V, S, M	Yes	Enchantment (Compulsion) [Mind-Affecting]
	<i>Effect:</i> Triggered rune puts nearby creatures into catatonic slumber.				<i>Target:</i> One symbol				
□□□□□	True Seeing	20	Will negates (harmless)	1 standard action	9 minutes	Touch	V, S, M	Yes (harmless)	Divination
	<i>Effect:</i> Lets you see all things as they really are.				<i>Target:</i> Creature touched				
□□□□□	Unhallow	20	See text	24 hours	Instantaneous	Touch	V, S, M	See text	Evocation [Evil]
	<i>Effect:</i> Designates location as unholy.				<i>Target:</i> 40-ft. radius emanating from the touched point				
□□□□□	Wall of Stone	20	See text	1 standard action	Instantaneous	Medium (190 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 9 5-ft. squares [S]				

* = Domain/Specialty Spell