

Portia Female Halfling Clr13

NAME	
Clr13	156000
CLASS	EXPERIENCE
13	91000
TCL	NEXT LEVEL

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP SCORE	TEMP MODIFIER
STR Strength	17	+3	17	+3
DEX Dexterity	14	+2	14	+2
CON Constitution	14	+2	14	+2
INT Intelligence	12	+1	12	+1
WIS Wisdom	20	+5	20	+5
CHA Charisma	12	+1	12	+1

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC MODIFIER	TEMP MODIFIER	conditional modifiers
FORTITUDE (constitution)	+11	= +8	+ +2	+ +0	+ +1		
REFLEX (dexterity)	+7	= +4	+ +2	+ +0	+ +1		
WILLPOWER (wisdom)	+14	= +8	+ +5	+ +0	+ +1		

	TOTAL	BASE ATTACK BONUS	STAT MODIFIER	SIZE MODIFIER	MISC MODIFIER	TEMP MODIFIER
MELEE attack bonus	+13/+8	= +9/+4	+ +3	+ +1	+ +0	
RANGED attack bonus	+12/+7	= +9/+4	+ +2	+ +1	+ +0	
GRAPPLE attack bonus	+13/+8	= +9/+4	+ +3	+ +1	+ +0	

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
	+13/+8	1d2+3	20/x2

ARMOR	TYPE	AC	MAXDEX	CHECK	SPELL FAILURE
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EQUIPMENT					
ITEM	LOCATION	QTY	WT	COST	
Outfit (Explorer's)	Equipped	1	8.0	0.0	
TOTAL WEIGHT CARRIED/VALUE			0.0 lbs	0.0 gp	

WEIGHT ALLOWANCE					
Light	65.0	Medium	130.0	Heavy	195.0
Lift over head	195.0	Lift off ground	390.0	Push / Drag	975.0

FEATS	
Brew Potion	See Text
Diligent	See Text
Maximize Spell	See Text
Point Blank Shot	See Text
Skill Focus (Heal)	See Text

DOMAINS	
Earth	Turn or destroy air creatures as a good cleric turns undead. Rebuke, command, or bolster earth 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.
Travel	For a total time per day of 1 round per cleric level you possess, you can act normally regardless of magical effects that impede movement as if you were affected by the spell freedom of movement. This effect occurs automatically as soon as it applies, lasts until it runs out or is no longer needed, and can operate multiple times per day (up to the total daily limit of rounds).This granted power is a supernatural ability.

NPC

PLAYERNAME	
Halfling	Small
RACE	SIZE
0	Female
AGE	GENDER

HP	hit points	WOUNDS/CURRENT HP
92		
AC	armor class	SUBDUAL DAMAGE
13		
TOTAL	FLAT	TOUCH

INITIATIVE	modifier	TOTAL	DEX MODIFIER	MISC MODIFIER
+2		= +2		+0
BASE ATTACK	bonus	+9/+4		

None	
DEITY	
2'9"	28 lbs
HEIGHT	WEIGHT
EYES	HAIR

ARMOR BONUS	SHIELD BONUS	STAT MODIFIER	SIZE MODIFIER	NATURAL ARMOR MODIFIER	MISC MODIFIER	MISS CHANCE
0	0	2	1	0	0	

Chaotic Evil	
ALIGNMENT	
Normal	
VISION	
0	
POINTS	

ARCANE SPELL FAILURE	ARMOR CHECK PENALTY	SPELL RESISTANCE
0	+0	0

SKILLS		MAX RANKS	16/8
SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER
Craft (Woodworking)	INT	9	= 1 + 8.0 +
Heal	WIS	15	= 5 + 10.0 +
Knowledge (History)	INT	15	= 1 + 14.0 +
Knowledge (Religion)	INT	17	= 1 + 16.0 +
✓ : can be used untrained. ✕ : exclusive skills			

TURN/REBUKE UNDEAD		Turn level	13
TURNING CHECK RESULT	UNDEAD AFFECTED (MAXIMUM HIT DICE)	Turn damage	2d6 +14
Up to 0	9	Turns/day	4
1 - 3	10		□□□□
4 - 6	11	NOTE: You destroy undead if you have twice as many turning levels as they have Hit Dice	
7 - 9	12		
10 - 12	13		
13 - 15	14		
16 - 18	15		
19 - 21	16		
22 +	17		

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7 - 9	12		
10 - 12	13		
13 - 15	14		
16 - 18	15		
19 - 21	16		
22 +	17		

SPECIAL ABILITIES	
+1 racial bonus on all saving throws	
+2 morale bonus on saving throws against fear	
Spontaneous casting	
Turn Undead 4/day (turn level 13) (turn damage 2d6+14)	













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

LANGUAGES	
Common, Halfling, Orc	

























# 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	7+1	6+1	5+1	5+1	4+1	2+1	1+1	0	0

## LEVEL 0

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
 <b>Create Water</b> <i>Effect:</i> Creates 26 gallons of pure water.	15	None	1 standard action	Instantaneous	Close (55 Feet)	V, S	No	Conjuration (Creation) [Water]
 <b>Cure Minor Wounds</b> <i>Effect:</i> Cures 1 point of damage.	15	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.	15	None	1 standard action	<i>Target:</i> Creature touched Concentration, up to 13 minutes [D]	60 ft.	V, S	No	Divination
 <b>Detect Poison</b> <i>Effect:</i> Detects poison in one creature or small object.	15	None	1 standard action	<i>Target:</i> Cone-shaped emanation Instantaneous	Close (55 Feet)	V, S	No	Divination
 <b>Guidance</b> <i>Effect:</i> +1 on one attack roll, saving throw, or skill check.	15	Will negates (harmless)	1 standard action	<i>Target:</i> One creature, one object, or a 5-ft. cube 13 minute or until discharged	Touch	V, S	Yes	Divination
 <b>Inflict Minor Wounds</b> <i>Effect:</i> Touch attack, 1 point of damage.	15	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.	15	None	1 standard action	<i>Target:</i> Creature touched 130 minutes [D]	Touch	V, M/DF	No	Evocation [Light]
 <b>Mending</b> <i>Effect:</i> Makes minor repairs on an object.	15	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 13 cu. ft. of food or water.	15	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.	15	None	1 standard action	<i>Target:</i> 13 cu. ft. of contaminated food and water 130 minutes	Personal	V, S, F	No	Divination
 <b>Resistance</b> <i>Effect:</i> Subject gains +1 on saving throws.	15	Will negates (harmless)	1 standard action	<i>Target:</i> You 13 minute	Touch	V, S, M/DF	Yes (harmless)	Abjuration
 <b>Virtue</b> <i>Effect:</i> Subject gains 1 temporary hp.	15	Fortitude negates (harmless)	1 standard action	<i>Target:</i> Creature touched 13 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.	16	Will negates	1 standard action	<i>Target:</i> All enemies within 50 ft. 13 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.	16	None	1 standard action	<i>Target:</i> The caster and all allies within a 50-ft. burst, centered on the caster 13 minutes	50 ft.	V, S, DF	Yes (harmless)	Enchantment (Compulsion) [Mind-Affecting]
 <b>Bless Water</b> <i>Effect:</i> Makes holy water.	16	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.	16	Will partial	1 standard action	<i>Target:</i> Flask of water touched 1d4 rounds or 1 round; see text	Close (55 Feet)	V, S	Yes	Necromancy [Fear, Mind-Affecting]
 <b>Command</b> <i>Effect:</i> One subject obeys selected command for 1 round.	16	Will negates	1 standard action	<i>Target:</i> One living creature with 5 or fewer HD 13 round	Close (55 Feet)	V	Yes	Enchantment (Compulsion) [Language-Dependent, Mind-Affecting]
 <b>Comprehend Languages</b> <i>Effect:</i> You understand all spoken and written languages.	16	None	1 standard action	<i>Target:</i> One living creature 130 minutes	Personal	V, S, M/DF	No	Divination
 <b>Cure Light Wounds</b> <i>Effect:</i> Cures 1d8+5 damage	16	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.	16	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.	16	None	1 standard action	<i>Target:</i> Flask of water touched 130 minutes	30 ft.	V, S	No	Necromancy [Evil]
 <b>Detect Chaos</b> <i>Effect:</i> Reveals creatures, spells, or objects of selected alignment.	16	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.	16	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.	16	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.	16	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.	16	None	1 standard action	<i>Target:</i> Cone-shaped emanation Concentration, up to 13 minutes [D]	60 ft.	V, S, M/DF	No	Divination
 <b>Divine Favor</b> <i>Effect:</i> You gain +4 on attack and damage rolls.	16	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.	16	Will negates	1 standard action	<i>Target:</i> You 13 minutes	Medium (230 Feet)	V, S, DF	Yes	Necromancy [Fear, Mind-Affecting]
 <b>Endure Elements</b> <i>Effect:</i> Exist comfortably in hot or cold environments.	16	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.	16	None	1 standard action	<i>Target:</i> Creature touched 13 minutes [D]	Personal	V, S	No	Abjuration
 <b>Hide from Undead</b> <i>Effect:</i> Undead can't perceive 13 subjects.	16	Will negates (harmless); see text	1 standard action	<i>Target:</i> You 130 minutes [D]	Touch	V, S, DF	Yes	Abjuration
 <b>Inflict Light Wounds</b> <i>Effect:</i> Touch deals 1d8+5 damage	16	Will half	1 standard action	<i>Target:</i> 13 touched creatures Instantaneous	Touch	V, S	Yes	Necromancy
 <b>**Longstrider</b> <i>Effect:</i> Increases your speed.	16	None	1 standard action	<i>Target:</i> Creature touched 13 hours [D]	Personal	V, S, M	No	Transmutation
 <b>*Magic Stone</b> <i>Effect:</i> Three stones gain +1 on attack rolls, deal 1d6+1 damage.	16	Will negates (harmless, object)	1 standard action	<i>Target:</i> You 30 minutes or until discharged	Touch	V, S, DF	Yes (harmless, object)	Transmutation
 <b>Magic Stone</b> <i>Effect:</i> Three stones gain +1 on attack rolls, deal 1d6+1 damage.	16	Will negates (harmless, object)	1 standard action	<i>Target:</i> Up to three pebbles 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.	16	Will negates (harmless, object)	1 standard action	<i>Target:</i> Up to three pebbles touched 13 minutes	Touch	V, S, DF	Yes (harmless, object)	Transmutation

\* =Domain/Specialty Spell

## Cleric Spells

Obscuring Mist	16	None	1 standard action	13 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	13 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	13 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	13 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	13 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	130 minutes; see text	Close (55 Feet)	V, S	Yes (harmless)	Abjuration
<i>Effect:</i> Suppresses fear or gives +4 on saves against fear for 4 subjects				<i>Target:</i> 4 creatures, no two of which can be more than 30 ft. apart				
Sanctuary	16	Will negates	1 standard action	13 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	13 minutes	Touch	V, S, M	Yes (harmless)	Abjuration
<i>Effect:</i> Aura grants +4 deflection bonus.				<i>Target:</i> Creature touched				
Summon Monster I	16	None	1 round	13 rounds [D]	Close (55 Feet)	V, S, F/DF	No	Conjuration (Summoning)
<i>Effect:</i> Calls extraplanar creature to fight for you.				<i>Target:</i> One summoned creature				

## LEVEL 2

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
Aid	17	None	1 standard action	13 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	17	Will negates (harmless, object)	1 standard action	13 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	17	Will negates (harmless)	1 standard action	13 minutes	Touch	V, S, DF	Yes	Transmutation
<i>Effect:</i> Subject gains +4 to Con for 13 minutes.				<i>Target:</i> Creature touched				
Bull's Strength	17	Will negates (harmless)	1 standard action	13 minutes	Touch	V, S, M/DF	Yes (harmless)	Transmutation
<i>Effect:</i> Subject gains +4 to Str for 13 minutes.				<i>Target:</i> Creature touched				
Calm Emotions	17	Will negates	1 standard action	Concentration, up to 13 rounds [D]	Medium (230 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	26 hours	Close (55 Feet)	V, S, M, DF	No	Evocation [Good]
<i>Effect:</i> Fills area with positive energy, making undead weaker.				<i>Target:</i> 20-ft.-radius emanation				
Cure Moderate Wounds	17	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	17	None	1 standard action	130 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	13 hours	Touch	V, S, DF	Yes (harmless)	Conjuration (Healing)
<i>Effect:</i> Stops poison from harming subject for 13 hours.				<i>Target:</i> Creature touched				
Desecrate	17	None	1 standard action	26 hours	Close (55 Feet)	V, S, M, DF	Yes	Evocation [Evil]
<i>Effect:</i> Fills area with negative energy, making undead stronger.				<i>Target:</i> 20-ft.-radius emanation				
Eagle's Splendor	17	Will negates (harmless)	1 standard action	13 minutes	Touch	V, S, M/DF	Yes	Transmutation
<i>Effect:</i> Subject gains +4 to Cha for 13 minutes.				<i>Target:</i> Creature touched				
Enthrall	17	Will negates; see text	1 round	13 hour or less	Medium (230 Feet)	V, S	Yes	Enchantment (Charm)
<i>Effect:</i> Captivates all within 230 ft.				<i>Target:</i> Any number of creatures				
Find Traps	17	None	1 standard action	13 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	13 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	13 rounds [D]; see text	Medium (230 Feet)	V, S, F/DF	Yes	Enchantment (Compulsion) [Mind-Affecting]
<i>Effect:</i> Paralyzes one humanoid for 13 rounds.				<i>Target:</i> One humanoid creature				
Inflict Moderate Wounds	17	Will half	1 standard action	Instantaneous	Touch	V, S	Yes	Necromancy
<i>Effect:</i> Touch attack, 2d8+10 damage				<i>Target:</i> Creature touched				
**Locate Object	17	None	1 standard action	13 minutes	Long (400 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 920 ft.				
Make Whole	17	Will negates (harmless, object)	1 standard action	Instantaneous	Close (55 Feet)	V, S	Yes (harmless, object)	Transmutation
<i>Effect:</i> Repairs an object.				<i>Target:</i> One object of up to 130 cu. ft.				
Owl's Wisdom	17	Will negates (harmless)	1 standard action	13 minutes	Touch	V, S, M/DF	Yes	Transmutation
<i>Effect:</i> Subject gains +4 to Wis for 13 minutes.				<i>Target:</i> Creature touched				
Remove Paralysis	17	Will negates (harmless)	1 standard action	Instantaneous	Close (55 Feet)	V, S	Yes (harmless)	Conjuration (Healing)
<i>Effect:</i> Frees one or more creatures from paralysis or slow effect.				<i>Target:</i> Up to four creatures, no two of which can be more than 30 ft. apart				
Resist Energy	17	Fortitude negates (harmless)	1 standard action	130 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> Disperses 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 (55 Feet)	V, S, M/DF	Yes (object)	Evocation [Sonic]
<i>Effect:</i> Sonic vibration damages objects or crystalline creatures.				<i>Target:</i> 5-ft.-radius spread; or one solid object or one crystalline creature				
Shield Other	17	Will negates (harmless)	1 standard action	13 hours [D]	Close (55 Feet)	V, S, F	Yes (harmless)	Abjuration
<i>Effect:</i> You take half of subject's damage.				<i>Target:</i> One creature				
Silence	17	Will negates; see text or none (object)	1 standard action	13 minutes [D]	Long (920 Feet)	V, S	Yes; see text or no (object)	Illusion (Glamour)
<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				
**Soften Earth and Stone	17	None	1 standard action	Instantaneous	Close (25 Feet)	V, S, DF	No	Transmutation [Earth]
<i>Effect:</i> Turns stone to clay or dirt to sand or mud.				<i>Target:</i> 130 ft. square; see text				
Sound Burst	17	Fortitude partial	1 standard action	Instantaneous	Close (55 Feet)	V, S, F/DF	Yes	Evocation [Sonic]
<i>Effect:</i> Deals 1d8 sonic damage to subjects; may stun them.				<i>Target:</i> 10-ft.-radius spread				
Spiritual Weapon	17	None	1 standard action	13 rounds [D]	Medium (230 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	13 hours	Touch	V, S	Yes (harmless)	Divination
<i>Effect:</i> Monitors condition, position of allies.				<i>Target:</i> 4 living creatures touched				
Summon Monster II	17	None	1 round	13 rounds [D]	Close (55 Feet)	V, S, F/DF	No	Conjuration (Summoning)
<i>Effect:</i> Calls extraplanar creature to fight for you.				<i>Target:</i> One or more summoned creatures, no two of which can be more than 30 ft. apart				

\* = Domain/Specialty Spell

## Cleric Spells

☐☐☐☐☐	Undetectable Alignment	17	Will negates (object)	1 standard action	24 hours	Close (55 Feet)	V, S	Yes (object)	Abjuration
	<i>Effect:</i> Conceals alignment for 24 hours.				<i>Target:</i> One creature or object				
☐☐☐☐☐	Zone of Truth	17	Will negates	1 standard action	13 minutes	Close (55 Feet)	V, S, DF	Yes	Enchantment (Compulsion) [Mind-Affecting]
	<i>Effect:</i> Subjects within range cannot lie.				<i>Target:</i> 20-ft.-radius emanation				

## LEVEL 3

	Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
☐☐☐☐☐	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 (230 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 (55 Feet)	V, S	No	Conjuration (Creation)
	<i>Effect:</i> Feeds 39 humans or 13 horse.				<i>Target:</i> Food and water to sustain 39 humans or 13 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+13 damage				<i>Target:</i> Creature touched				
☐☐☐☐☐	Daylight	18	None	1 standard action	130 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	13 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 (230 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				
☐☐☐☐☐	**Fly	18	Will negates (harmless)	1 standard action	13 minutes	Touch	V, S, F/DF	Yes (harmless)	Transmutation
	<i>Effect:</i> Subject flies at speed of 60 ft.				<i>Target:</i> Creature touched				
☐☐☐☐☐	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 65 sq. ft				
☐☐☐☐☐	Helping Hand	18	None	1 standard action	13 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+13 damage				<i>Target:</i> Creature touched				
☐☐☐☐☐	Invisibility Purge	18	None	1 standard action	13 minutes [D]	Personal	V, S	No	Evocation
	<i>Effect:</i> Dispel invisibility within 65 ft				<i>Target:</i> You				
☐☐☐☐☐	Locate Object	18	None	1 standard action	13 minutes	Long (920 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 920 ft.				
☐☐☐☐☐	Magic Circle against Chaos	18	Will negates (harmless)	1 standard action	130 minutes	Touch	V, S, M/DF	No; see text	Abjuration [Lawful]
	<i>Effect:</i> As protection spells, but 10-ft. radius and 130 minutes.				<i>Target:</i> 10-ft.-radius emanation from touched creature				
☐☐☐☐☐	Magic Circle against Evil	18	Will negates (harmless)	1 standard action	130 minutes	Touch	V, S, M/DF	No; see text	Abjuration [Good]
	<i>Effect:</i> As protection spells, but 10-ft. radius and 130 minutes.				<i>Target:</i> 10-ft.-radius emanation from touched creature				
☐☐☐☐☐	Magic Circle against Good	18	Will negates (harmless)	1 standard action	130 minutes	Touch	V, S, M/DF	No; see text	Abjuration [Evil]
	<i>Effect:</i> As protection spells, but 10-ft. radius and 130 minutes.				<i>Target:</i> 10-ft.-radius emanation from touched creature				
☐☐☐☐☐	Magic Circle against Law	18	Will negates (harmless)	1 standard action	130 minutes	Touch	V, S, M/DF	No; see text	Abjuration [Chaotic]
	<i>Effect:</i> As protection spells, but 10-ft. radius and 130 minutes.				<i>Target:</i> 10-ft.-radius emanation from touched creature				
☐☐☐☐☐	Magic Vestment	18	Will negates (harmless, object)	1 standard action	13 hours	Touch	V, S, DF	Yes (harmless, object)	Transmutation
	<i>Effect:</i> Armor or shield gains 3 enhancement				<i>Target:</i> Armor or shield touched				
☐☐☐☐☐	Meld into Stone	18	None	1 standard action	130 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 1300 lbs				
☐☐☐☐☐	Prayer	18	None	1 standard action	13 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	130 minutes or until discharged	Touch	V, S, DF	Yes (harmless)	Abjuration
	<i>Effect:</i> Absorb 156 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 (230 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	13 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	18	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 23 cu. ft.				
☐☐☐☐☐	Stone Shape	18	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 23 cu. ft.				
☐☐☐☐☐	Summon Monster III	18	None	1 round	13 rounds [D]	Close (55 Feet)	V, S, F/DF	No	Conjuration (Summoning)
	<i>Effect:</i> Calls extraplanar creature to fight for you.				<i>Target:</i> One or more summoned creatures, no two of which can be more than 30 ft. apart				
☐☐☐☐☐	Water Breathing	18	Will negates (harmless)	1 standard action	26 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	18	Will negates (harmless)	1 standard action	130 minutes [D]	Touch	V, S, DF	Yes (harmless)	Transmutation [Water]
	<i>Effect:</i> Subject treads on water as if solid.				<i>Target:</i> 13 touched creatures				
☐☐☐☐☐	Wind Wall	18	None; see text	1 standard action	13 rounds	Medium (230 Feet)	V, S, M/DF	Yes	Evocation [Air]
	<i>Effect:</i> Deflects arrows, smaller creatures, and gases.				<i>Target:</i> Wall up to 130 ft. long and 65 ft. high [S]				

## LEVEL 4

	Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
☐☐☐☐☐	Air Walk	19	None	1 standard action	130 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	19	None; see text	1 standard action	130 minutes [D]	Long (920 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 130 ft by 130 ft by 26 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+13 damage.				<i>Target:</i> Creature touched				

\* =Domain/Specialty Spell

## Cleric Spells

Death Ward	19	Will negates (harmless)	1 standard action	13 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				
**Dimension Door	19	None and Will negates (object)	1 standard action	Instantaneous	Long (400 Feet)	V	No and Yes (object)	Conjuration (Teleportation)
<i>Effect:</i> Teleports you short distance.				<i>Target:</i> You and touched objects or other touched willing creatures				
Dimensional Anchor	19	None	1 standard action	13 minutes	Medium (230 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 13 rounds	Close (55 Feet)	V, S, DF	No	Divination
<i>Effect:</i> Reveals deliberate falsehoods.				<i>Target:</i> 13 creatures, no two of which can be more than 30 ft. apart				
Dismissal	19	Will negates; see text	1 standard action	Instantaneous	Close (55 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	13 rounds	Personal	V, S, DF	No	Evocation
<i>Effect:</i> You gain attack bonus, +6 to Str, and 13 hps.				<i>Target:</i> You				
Freedom of Movement	19	Will negates (harmless)	1 standard action	130 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	19	None	1 standard action	13 minutes	Close (55 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				
Inflict Critical Wounds	19	Will half	1 standard action	Instantaneous	Touch	V, S	Yes	Necromancy
<i>Effect:</i> Touch attack, 4d8+13 damage				<i>Target:</i> Creature touched				
Magic Weapon, Greater	19	Will negates (harmless, object)	1 standard action	13 hours	Close (55 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	130 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 13 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	130 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	13 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	130 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				
**Spike Stones	19	Reflex partial	1 standard action	13 hours [D]	Medium (100 Feet)	V, S, DF	Yes	Transmutation [Earth]
<i>Effect:</i> Creatures in area take 1d8 damage, may be slowed.				<i>Target:</i> 13 20-ft. squares				
Summon Monster IV	19	None	1 round	13 rounds [D]	Close (55 Feet)	V, S, F/DF	No	Conjuration (Summoning)
<i>Effect:</i> Calls extraplanar creature to fight for you.				<i>Target:</i> One or more summoned creatures, no two of which can be more than 30 ft. apart				
Tongues	19	Will negates (harmless)	1 standard action	130 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 (55 Feet)	V, S	No	Abjuration
<i>Effect:</i> Frees subjects from enchantments, alterations, curses, and petrification.				<i>Target:</i> Up to 13 creatures, all within 30 ft. of each other				
Command, Greater	20	Will negates	1 standard action	13 rounds	Close (55 Feet)	V	Yes	Enchantment (Compulsion)
<i>Effect:</i> As command, but affects 13 subjects.				<i>Target:</i> 13 creatures, no two of which can be more than 30 ft. apart				
Commune	20	None	10 minutes	13 rounds	Personal	V, S, M, DF, XP	No	Divination
<i>Effect:</i> Deity answers 13 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 (55 Feet)	V, S	Yes (harmless) or Yes; see text	Conjuration (Healing)
<i>Effect:</i> Cures 1d8+13 damage for many creatures.				<i>Target:</i> 13 creatures, no two of which can be more than 30 ft. apart				
Dispel Chaos	20	See text	1 standard action	13 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	13 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	13 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	13 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	20	Will negates (harmless, object); see text	1 standard action	13 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 (230 Feet)	V, S, DF	Yes	Evocation [Fire]
<i>Effect:</i> Smite foes with divine fire for 13d6 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 (55 Feet)	V, S	Yes	Necromancy
<i>Effect:</i> Deals 1d8+13 damage to many creatures.				<i>Target:</i> 13 creatures, no two of which can be more than 30 ft. apart				
Insect Plague	20	None	1 round	13 minutes	Long (920 Feet)	V, S, DF	No	Conjuration (Summoning)
<i>Effect:</i> Locust swarms attack creatures.				<i>Target:</i> 4 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 13 days ago.				<i>Target:</i> Dead creature touched				
Righteous Might	20	None	1 standard action	13 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	13 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	13 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	13 rounds [D]	Close (55 Feet)	V, S, F/DF	No	Conjuration (Summoning)
<i>Effect:</i> Calls extraplanar creature to fight for you.				<i>Target:</i> One or more summoned creatures, no two of which can be more than 30 ft. apart				
□□□□ 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				
□□□□ **Teleport	20	None and Will negates (object)	1 standard action	Instantaneous	Personal and touch	V	No and Yes (object)	Conjuration (Teleportation)
<i>Effect:</i> Instantly transports you as far as 1300 miles.				<i>Target:</i> You and touched objects or other touched willing creatures				
□□□□ True Seeing	20	Will negates (harmless)	1 standard action	13 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 (100 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 13 5-ft. squares [S]				
□□□□ Wall of Stone	20	See text	1 standard action	Instantaneous	Medium (230 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 13 5-ft. squares [S]				

## LEVEL 6

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□ Animate Objects	21	None	1 standard action	13 rounds	Medium (230 Feet)	V, S	No	Transmutation
<i>Effect:</i> Objects attack your foes.				<i>Target:</i> 13 Small objects; see text				
□□□□ Antilife Shell	21	None	1 round	130 minutes [D]	10 ft.	V, S, DF	Yes	Abjuration
<i>Effect:</i> 10-ft. field hedges out living creatures.				<i>Target:</i> 10-ft.-radius emanation, centered on you				
□□□□ Banishment	21	Will negates	1 standard action	Instantaneous	Close (55 Feet)	V, S, F	Yes	Abjuration
<i>Effect:</i> Banishes 26 HD of extraplanar creatures.				<i>Target:</i> One or more extraplanar creatures, no two of which can be more than 30 ft. apart				
□□□□ Bear's Endurance, Mass	21	Will negates (harmless)	1 standard action	13 minutes	Close (55 Feet)	V, S, DF	Yes	Transmutation
<i>Effect:</i> As bear's endurance, affects 13 subjects.				<i>Target:</i> 13 creatures, no two of which can be more than 30 ft. apart				
□□□□ Blade Barrier	21	Reflex half or Reflex negates; see text	1 standard action	13 minutes [D]	Medium (230 Feet)	V, S	Yes	Evocation [Force]
<i>Effect:</i> Wall of blades deals 13d6 damage.				<i>Target:</i> Wall of whirling blades up to 260 ft. long, or a ringed wall of whirling blades with a radius of up to 32 ft; either form 20 ft. high				
□□□□ Bull's Strength, Mass	21	Will negates (harmless)	1 standard action	13 minutes	Close (55 Feet)	V, S, M/DF	Yes (harmless)	Transmutation
<i>Effect:</i> As bull's strength, affects one subject/ level.				<i>Target:</i> 13 creatures, no two of which can be more than 30 ft. apart				
□□□□ Create Undead	21	None	1 hour	Instantaneous	Close (55 Feet)	V, S, M	No	Necromancy [Evil]
<i>Effect:</i> Creates ghouls, ghosts, mummies, or mohrgs.				<i>Target:</i> One corpse				
□□□□ Cure Moderate Wounds, Mass	21	Will half (harmless) or Will half; see text	1 standard action	Instantaneous	Close (55 Feet)	V, S	Yes (harmless) or Yes; see text	Conjuration (Healing)
<i>Effect:</i> Cures 2d8+13 damage for many creatures.				<i>Target:</i> 13 creatures, no two of which can be more than 30 ft. apart				
□□□□ Dispel Magic, Greater	21	None	1 standard action	Instantaneous	Medium (230 Feet)	V, S	No	Abjuration
<i>Effect:</i> As dispel magic, but +20 on check.				<i>Target:</i> One spellcaster, creature, or object; or 20-ft.-radius burst				
□□□□ Eagle's Splendor, Mass	21	Will negates (harmless)	1 standard action	13 minutes	Close (55 Feet)	V, S, M/DF	Yes	Transmutation
<i>Effect:</i> As eagle's splendor, affects 13 subjects.				<i>Target:</i> 13 creatures, no two of which can be more than 30 ft. apart				
□□□□ *Find the Path	21	None or Will negates (harmless)	3 rounds	130 minutes	Personal or touch	V, S, F	No or Yes (harmless)	Divination
<i>Effect:</i> Shows most direct way to a location.				<i>Target:</i> You or creature touched				
□□□□ Find the Path	21	None or Will negates (harmless)	3 rounds	130 minutes	Personal or touch	V, S, F	No or Yes (harmless)	Divination
<i>Effect:</i> Shows most direct way to a location.				<i>Target:</i> You or creature touched				
□□□□ Forbiddance	21	See text	6 rounds	Permanent	Medium (230 Feet)	V, S, M, DF	Yes	Abjuration
<i>Effect:</i> Blocks planar travel, damages creatures of different alignment.				<i>Target:</i> 13 60-ft. cubes [S]				
□□□□ Geas/Quest	21	None	10 minutes	13 days or until discharged [D]	Close (55 Feet)	V	Yes	Enchantment (Compulsion) [Language-Dependent, Mind-Affecting]
<i>Effect:</i> As lesser geas, plus it affects any creature.				<i>Target:</i> One living creature				
□□□□ Glyph of Warding, Greater	21	See text	10 minutes	Permanent until discharged [D]	Touch	V, S, M	No (object) and Yes; see text	Abjuration
<i>Effect:</i> As glyph of warding, but up to 10d8 damage or 6th-level spell.				<i>Target:</i> Object touched or up to 65 sq. ft				
□□□□ Harm	21	Will half; see text	1 standard action	Instantaneous	Touch	V, S	Yes	Necromancy
<i>Effect:</i> Deals 130 points damage to target.				<i>Target:</i> Creature touched				
□□□□ Heal	21	Will negates (harmless)	1 standard action	Instantaneous	Touch	V, S	Yes (harmless)	Conjuration (Healing)
<i>Effect:</i> Cures 130 points of damage, all diseases and mental conditions.				<i>Target:</i> Creature touched				
□□□□ Heroes' Feast	21	None	10 minutes	13 hour plus 12 hours; see text	Close (55 Feet)	V, S, DF	No	Conjuration (Creation) [Creation]
<i>Effect:</i> Food for 13 creatures cures and grants combat bonuses.				<i>Target:</i> Feast for 13 creatures				
□□□□ Inflict Moderate Wounds, Mass	21	Will half	1 standard action	Instantaneous	Close (55 Feet)	V, S	Yes	Necromancy
<i>Effect:</i> Deals 2d8+13 damage to many creatures.				<i>Target:</i> 13 creatures, no two of which can be more than 30 ft. apart				
□□□□ Owl's Wisdom, Mass	21	Will negates (harmless)	1 standard action	13 minutes	Close (55 Feet)	V, S, M/DF	Yes	Transmutation
<i>Effect:</i> As owl's wisdom, affects one subject/ level.				<i>Target:</i> 13 creatures, no two of which can be more than 30 ft. apart				
□□□□ Planar Ally	21	None	10 minutes	Instantaneous	Close (55 Feet)	V, S, DF, XP	No	Conjuration (Calling)
<i>Effect:</i> As lesser planar ally, but up to 12 HD.				<i>Target:</i> 1-2 called elementals or outsiders totaling no more than 12 HD, which cannot be more than 30 ft. apart when they appear				
□□□□ **Stoneskin	21	Will negates (harmless)	1 standard action	130 minutes or until discharged	Touch	V, S, M	Yes (harmless)	Abjuration
<i>Effect:</i> Ignore 10 points of damage per attack.				<i>Target:</i> Creature touched				
□□□□ Summon Monster VI	21	None	1 round	13 rounds [D]	Close (55 Feet)	V, S, F/DF	No	Conjuration (Summoning)
<i>Effect:</i> Calls extraplanar creature to fight for you.				<i>Target:</i> One or more summoned creatures, no two of which can be more than 30 ft. apart				
□□□□ Symbol of Fear	21	Will negates	10 minutes	See text	0 ft.; see text	V, S, M	Yes	Necromancy [Fear, Mind-Affecting]
<i>Effect:</i> Triggered rune panics nearby creatures.				<i>Target:</i> One symbol				
□□□□ Symbol of Persuasion	21	Will negates	10 minutes	See text	0 ft.; see text	V, S, M	Yes	Enchantment (Charm) [Mind-Affecting]
<i>Effect:</i> Triggered rune charms nearby creatures.				<i>Target:</i> One symbol				
□□□□ Undeath to Death	21	Will negates	1 standard action	Instantaneous	Medium (230 Feet)	V, S, M/DF	Yes	Necromancy [Death]
<i>Effect:</i> Destroys 13d4 HD of undead.				<i>Target:</i> Several undead creatures within a 40-ft.-radius burst				
□□□□ Wind Walk	21	No and Will negates (harmless)	1 standard action	13 hours [D]; see text	Touch	V, S, DF	No and Yes (harmless)	Transmutation [Air]
<i>Effect:</i> You and your allies turn vaporous and travel fast.				<i>Target:</i> You and 4 touched creatures				
□□□□ Word of Recall	21	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	22	None or Will negates; see text	1 standard action	Instantaneous	30 ft.	V	Yes	Evocation [Evil, Sonic]
<i>Effect: Kills, paralyzes, weakens, or dazes nonevil subjects.</i>								
□□□□□ Control Weather	22	None	10 minutes; see text	4d12 hours; see text	2 miles	V, S	No	Transmutation
<i>Effect: Changes weather in local area.</i>								
□□□□□ Cure Serious Wounds, Mass	22	Will half (harmless) or Will half; see text	1 standard action	Instantaneous	Close (55 Feet)	V, S	Yes (harmless) or Yes; see text	Conjuration (Healing)
<i>Effect: Cures 3d8+13 damage for many creatures.</i>								
□□□□□ Destruction	22	Fortitude partial	1 standard action	Instantaneous	Close (55 Feet)	V, S, F	Yes	Necromancy [Death]
<i>Effect: Kills subject and destroys remains.</i>								
□□□□□ Dictum	22	None or Will negates; see text	1 standard action	Instantaneous	40 ft.	V	Yes	Evocation [Lawful, Sonic]
<i>Effect: Kills, paralyzes, slows, or deafens nonlawful subjects.</i>								
□□□□□ **Earthquake	22	See text	1 standard action	13 round	Long (400 Feet)	V, S, DF	No	Evocation [Earth]
<i>Effect: Intense tremor shakes 65 ft radius.</i>								
□□□□□ Ethereal Jaunt	22	None	1 standard action	13 rounds [D]	Personal	V, S	No	Transmutation
<i>Effect: You become ethereal for 13 rounds.</i>								
□□□□□ Holy Word	22	None or Will negates; see text	1 standard action	Instantaneous	40 ft.	V	Yes	Evocation [Good, Sonic]
<i>Effect: Kills, paralyzes, slows, or deafens nongood subjects.</i>								
□□□□□ Inflict Serious Wounds, Mass	22	Will half	1 standard action	Instantaneous	Close (55 Feet)	V, S	Yes	Necromancy
<i>Effect: Deals 3d8+13 damage to many creatures.</i>								
□□□□□ Refuge	22	None	1 standard action	Permanent until discharged	Touch	V, S, M	No	Conjuration (Teleportation)
<i>Effect: Alters item to transport its possessor to you.</i>								
□□□□□ Regenerate	22	Fortitude negates (harmless)	3 full rounds	Instantaneous	Touch	V, S, DF	Yes (harmless)	Conjuration (Healing)
<i>Effect: Subject's severed limbs grow back, cures 4d8+13</i>								
□□□□□ Repulsion	22	Will negates	1 standard action	13 rounds [D]	Up to 10 ft./level	V, S, F/DF	Yes	Abjuration
<i>Effect: Creatures can't approach you.</i>								
□□□□□ Restoration, Greater	22	Will negates (harmless)	10 minutes	Instantaneous	Touch	V, S, XP	Yes (harmless)	Conjuration (Healing)
<i>Effect: As restoration, plus restores all levels and ability scores.</i>								
□□□□□ Resurrection	22	None; see text	10 minutes	Instantaneous	Touch	V, S, M, DF	Yes (harmless)	Conjuration (Healing)
<i>Effect: Fully restore dead subject.</i>								
□□□□□ Scrying, Greater	22	Will negates	1 standard action	13 hours	See text	V, S	Yes	Divination (Scrying)
<i>Effect: As scrying, but faster and longer.</i>								
□□□□□ Summon Monster VII	22	None	1 round	13 rounds [D]	Close (55 Feet)	V, S, F/DF	No	Conjuration (Summoning)
<i>Effect: Calls extraplanar creature to fight for you.</i>								
□□□□□ Symbol of Stunning	22	Will negates	10 minutes	See text	0 ft.; see text	V, S, M	Yes	Enchantment (Compulsion) [Mind-Affecting]
<i>Effect: Triggered rune stuns nearby creatures.</i>								
□□□□□ Symbol of Weakness	22	Fortitude negates	10 minutes	See text	0 ft.; see text	V, S, M	Yes	Necromancy [Death]
<i>Effect: Triggered rune weakens nearby creatures.</i>								
□□□□□ **Teleport, Greater	22	None and Will negates (object)	1 standard action	Instantaneous	Personal and touch	V	No and Yes (object)	Conjuration (Teleportation)
<i>Effect: As teleport, but no range limit and no off-target arrival.</i>								
□□□□□ Word of Chaos	22	None or Will negates; see text	1 standard action	Instantaneous	40 ft.	V	Yes	Evocation [Chaotic, Sonic]
<i>Effect: Kills, confuses, stuns, or deafens nonchaotic subjects.</i>								
<i>Target: Nonchaotic creatures in a 40-ft.-radius spread centered on you</i>								

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