

Nizar Male Human Clr14

NAME
Clr14
CLASS
14
TCL
182000
EXPERIENCE
105000
NEXT LEVEL

NPC

PLAYERNAME
Human
RACE
Medium
SIZE
Male
GENDER
None
DEITY
5'7"
HEIGHT
183 lbs
WEIGHT
0
AGE
0
EYES
HAIR
CHAOTIC Evil
ALIGNMENT
Normal
VISION
0
POINTS

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

HP	AC	INITIATIVE	BASE ATTACK
97	11	+1	+10/+5
hit points	armor class	modifier	bonus

WOUNDS/CURRENT HP	SUBDUAL DAMAGE	DAMAGE REDUCTION	SPEED
			Walk 30'

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC MODIFIER	TEMP MODIFIER	conditional modifiers
FORTITUDE (constitution)	+10	+9	+1	+0	+0		
REFLEX (dexterity)	+5	+4	+1	+0	+0		
WILLPOWER (wisdom)	+16	+9	+5	+0	+2		

	TOTAL	BASE ATTACK BONUS	STAT MODIFIER	SIZE MODIFIER	MISC MODIFIER	TEMP MODIFIER
MELEE attack bonus	+14/+9	+10/+5	+4	+0	+0	
RANGED attack bonus	+11/+6	+10/+5	+1	+0	+0	
GRAPPLE attack bonus	+14/+9	+10/+5	+4	+0	+0	

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
	+14/+9	1d3+4	20/x2

ARMOR	TYPE	AC	MAXDEX	CHECK	SPELL FAILURE

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	Medium	Heavy	
	116.0	233.0	350.0	
	Lift over head	Lift off ground	Push / Drag	1750.0

FEATS	
Brew Potion	See Text
Enlarge Spell	See Text
Extend Spell	See Text
Iron Will	See Text
Scribe Scroll	See Text
Spell Focus (Transmutation)	See Text

DOMAINS	
War	Free Martial Weapon Proficiency with deity's favored weapon (if necessary) and Weapon Focus with the deity's favored weapon.
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.

SKILLS				
SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS
Concentration	CON	17	= 1	+ 16.0 +
Craft (Armorsmithing)	INT	16	= 2	+ 14.0 +
Craft (Pottery)	INT	13	= 2	+ 11.0 +
Craft (Sculpting)	INT	15	= 2	+ 13.0 +
Craft (Shipmaking)	INT	9	= 2	+ 7.0 +
Heal	WIS	15	= 5	+ 10.0 +
Knowledge (The Planes)	INT	17	= 2	+ 15.0 +

TURN/REBUKE UNDEAD			
TURNING CHECK RESULT	UNDEAD AFFECTED (MAXIMUM HIT DICE)	Turn level	Turn damage
Up to 0	10	14	2d6+16
1 - 3	11		5
4 - 6	12		
7 - 9	13		
10 - 12	14		
13 - 15	15		
16 - 18	16		
19 - 21	17		
22 +	18		

TURN/REBUKE UNDEAD			
TURNING CHECK RESULT	UNDEAD AFFECTED (MAXIMUM HIT DICE)	Turn level	Turn damage
Up to 0	10	14	2d6+16
1 - 3	11		5
4 - 6	12		
7 - 9	13		
10 - 12	14		
13 - 15	15		
16 - 18	16		
19 - 21	17		
22 +	18		

SPECIAL ABILITIES	
Spontaneous casting	
Turn Undead 5/day (turn level 14) (turn damage 2d6+16)	

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

LANGUAGES	
Common, Dwarven, Giant	

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	3+1	2+1	0	0

LEVEL 0

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□ Create Water <i>Effect:</i> Creates 28 gallons of pure water. <i>Target:</i> Up to 28 gallons of water	15	None	1 standard action	Instantaneous	Close (60 Feet)	V, S	No	Conjuration (Creation) [Water]
□□□□ Cure Minor Wounds <i>Effect:</i> Cures 1 point of damage.	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.	15	None	1 standard action	Instantaneous	60 ft.	V, S	No	Divination
□□□□ Detect Poison <i>Effect:</i> Detects poison in one creature or small object.	15	None	1 standard action	Instantaneous	Close (60 Feet)	V, S	No	Divination
□□□□ Guidance <i>Effect:</i> +1 on one attack roll, saving throw, or skill check.	15	Will negates (harmless)	1 standard action	Instantaneous	Touch	V, S	Yes	Divination
□□□□ Inflict Minor Wounds <i>Effect:</i> Touch attack, 1 point of damage.	15	Will negates	1 standard action	Instantaneous	Touch	V, S	Yes	Necromancy
□□□□ Light <i>Effect:</i> Object shines like a torch.	15	None	1 standard action	140 minutes [D]	Touch	V, M/DF	No	Evocation [Light]
□□□□ Mending <i>Effect:</i> Makes minor repairs on an object.	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 14 cu. ft. of food or 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.	15	None	1 standard action	140 minutes	Personal	V, S, F	No	Divination
□□□□ Resistance <i>Effect:</i> Subject gains +1 on saving throws.	15	Will negates (harmless)	1 standard action	14 minute	Touch	V, S, M/DF	Yes (harmless)	Abjuration
□□□□ Virtue <i>Effect:</i> Subject gains 1 temporary hp.	16	Fortitude negates (harmless)	1 standard action	14 minutes	Touch	V, S, DF	Yes (harmless)	Transmutation

LEVEL 1

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□ Bane <i>Effect:</i> Enemies take -1 on attack rolls and saves against fear.	16	Will negates	1 standard action	14 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.	16	None	1 standard action	14 minutes	50 ft.	V, S, DF	Yes (harmless)	Enchantment (Compulsion) [Mind-Affecting]
□□□□ Bless Water <i>Effect:</i> Makes holy water.	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.	16	Will partial	1 standard action	1d4 rounds or 1 round; see text	Close (60 Feet)	V, S	Yes	Necromancy [Fear, Mind-Affecting]
□□□□ Command <i>Effect:</i> One subject obeys selected command for 1 round.	16	Will negates	1 standard action	14 round	Close (60 Feet)	V	Yes	Enchantment (Compulsion) [Language-Dependent, Mind-Affecting]
□□□□ Comprehend Languages <i>Effect:</i> You understand all spoken and written languages.	16	None	1 standard action	140 minutes	Personal	V, S, M/DF	No	Divination
□□□□ Cure Light Wounds <i>Effect:</i> Cures 1d8+5 damage	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.	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.	16	None	1 standard action	140 minutes	30 ft.	V, S	No	Necromancy [Evil]
□□□□ Detect Chaos <i>Effect:</i> Reveals creatures, spells, or objects of selected alignment.	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.	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.	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.	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.	16	None	1 standard action	Concentration, up to 14 minutes [D]	60 ft.	V, S, M/DF	No	Divination
□□□□ Divine Favor <i>Effect:</i> You gain +4 on attack and damage rolls.	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.	16	Will negates	1 standard action	14 minutes	Medium (240 Feet)	V, S, DF	Yes	Necromancy [Fear, Mind-Affecting]
□□□□ Endure Elements <i>Effect:</i> Exist comfortably in hot or cold environments.	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.	16	None	1 standard action	14 minutes [D]	Personal	V, S	No	Abjuration
□□□□ Hide from Undead <i>Effect:</i> Undead can't perceive 14 subjects.	16	Will negates (harmless); see text	1 standard action	140 minutes [D]	Touch	V, S, DF	Yes	Abjuration
□□□□ Inflict Light Wounds <i>Effect:</i> Touch deals 1d8+5 damage	16	Will half	1 standard action	Instantaneous	Touch	V, S	Yes	Necromancy
□□□□ **Longstrider <i>Effect:</i> Increases your speed.	17	None	1 standard action	14 hours [D]	Personal	V, S, M	No	Transmutation
□□□□ Magic Stone <i>Effect:</i> Three stones gain +1 on attack rolls, deal 1d6+1 damage.	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.	17	Will negates (harmless, object)	1 standard action	14 minutes	Touch	V, S, DF	Yes (harmless, object)	Transmutation
□□□□ Magic Weapon <i>Effect:</i> Weapon gains +1 bonus.	17	Will negates (harmless, object)	1 standard action	14 minutes	Touch	V, S, DF	Yes (harmless, object)	Transmutation

* =Domain/Specialty Spell

Cleric Spells

□□□□	Obscuring Mist	16	None	1 standard action	14 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	14 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	14 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	14 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	14 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	140 minutes; see text	Close (60 Feet)	V, S	Yes (harmless)	Abjuration
	<i>Effect:</i> Suppresses fear or gives +4 on saves against fear for 4 subjects								
	<i>Target:</i> 4 creatures, no two of which can be more than 30 ft. apart								
□□□□	Sanctuary	16	Will negates	1 standard action	14 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	14 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	14 rounds [D]	Close (60 Feet)	V, S, F/DF	No	Conjuration (Summoning)
	<i>Effect:</i> Calls extraplanar creature to fight for you.								
	<i>Target:</i> One summoned creature								

LEVEL 2

	Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□	Aid	17	None	1 standard action	14 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	18	Will negates (harmless, object)	1 standard action	14 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	14 minutes	Touch	V, S, DF	Yes	Transmutation
	<i>Effect:</i> Subject gains +4 to Con for 14 minutes.								
	<i>Target:</i> Creature touched								
□□□□	Bull's Strength	18	Will negates (harmless)	1 standard action	14 minutes	Touch	V, S, M/DF	Yes (harmless)	Transmutation
	<i>Effect:</i> Subject gains +4 to Str for 14 minutes.								
	<i>Target:</i> Creature touched								
□□□□	Calm Emotions	17	Will negates	1 standard action	14 minutes	Medium (240 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	28 hours	Close (60 Feet)	V, S, M, DF	No	Evocation [Good]
	<i>Effect:</i> Fills area with positive energy, making undead weaker.								
	<i>Target:</i> 20-ft.-radius emanation								
□□□□	Cure Moderate Wounds	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	140 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	14 hours	Touch	V, S, DF	Yes (harmless)	Conjuration (Healing)
	<i>Effect:</i> Stops poison from harming subject for 14 hours.								
	<i>Target:</i> Creature touched								
□□□□	Desecrate	17	None	1 standard action	28 hours	Close (60 Feet)	V, S, M, DF	Yes	Evocation [Evil]
	<i>Effect:</i> Fills area with negative energy, making undead stronger.								
	<i>Target:</i> 20-ft.-radius emanation								
□□□□	Eagle's Splendor	18	Will negates (harmless)	1 standard action	14 minutes	Touch	V, S, M/DF	Yes	Transmutation
	<i>Effect:</i> Subject gains +4 to Cha for 14 minutes.								
	<i>Target:</i> Creature touched								
□□□□	Enthral	17	Will negates; see text	1 round	14 hour or less	Medium (240 Feet)	V, S	Yes	Enchantment (Charm)
	<i>Effect:</i> Captivates all within 240 ft.								
	<i>Target:</i> Any number of creatures								
□□□□	Find Traps	17	None	1 standard action	14 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	14 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	14 rounds [D]; see text	Medium (240 Feet)	V, S, F/DF	Yes	Enchantment (Compulsion) [Mind-Affecting]
	<i>Effect:</i> Paralyzes one humanoid for 14 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	14 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 960 ft.								
□□□□	Make Whole	18	Will negates (harmless, object)	1 standard action	Instantaneous	Close (60 Feet)	V, S	Yes (harmless, object)	Transmutation
	<i>Effect:</i> Repairs an object.								
	<i>Target:</i> One object of up to 140 cu. ft.								
□□□□	Owl's Wisdom	18	Will negates (harmless)	1 standard action	14 minutes	Touch	V, S, M/DF	Yes	Transmutation
	<i>Effect:</i> Subject gains +4 to Wis for 14 minutes.								
	<i>Target:</i> Creature touched								
□□□□	Remove Paralysis	17	Will negates (harmless)	1 standard action	Instantaneous	Close (60 Feet)	V, S	Yes (harmless)	Conjuration (Healing)
	<i>Effect:</i> Frees one or more creatures from paralysis or slow effect.								
	<i>Target:</i> Up to four creatures, no two of which can be more than 30 ft. apart								
□□□□	Resist Energy	17	Fortitude negates (harmless)	1 standard action	140 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 (60 Feet)	V, S, M/DF	Yes (object)	Evocation [Sonic]
	<i>Effect:</i> Sonic vibration damages objects or crystalline creatures.								
	<i>Target:</i> 5-ft.-radius spread; or one solid object or one crystalline creature								
□□□□	Shield Other	17	Will negates (harmless)	1 standard action	14 hours [D]	Close (60 Feet)	V, S, F	Yes (harmless)	Abjuration
	<i>Effect:</i> You take half of subject's damage.								
	<i>Target:</i> One creature								
□□□□	Silence	17	Will negates; see text or none (object)	1 standard action	14 minutes [D]	Long (960 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								
□□□□	Sound Burst	17	Fortitude partial	1 standard action	Instantaneous	Close (60 Feet)	V, S, F/DF	Yes	Evocation [Sonic]
	<i>Effect:</i> Deals 1d8 sonic damage to subjects; may stun them.								
	<i>Target:</i> 10-ft.-radius spread								
□□□□	*Spiritual Weapon	17	None	1 standard action	14 rounds [D]	Medium (100 Feet)	V, S, DF	Yes	Evocation [Force]
	<i>Effect:</i> Magical weapon attacks on its own.								
	<i>Target:</i> Magic weapon of force								
□□□□	Spiritual Weapon	17	None	1 standard action	14 rounds [D]	Medium (240 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	14 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	14 rounds [D]	Close (60 Feet)	V, S, F/DF	No	Conjuration (Summoning)
	<i>Effect:</i> Calls extraplanar creature to fight for you.								
	<i>Target:</i> One or more summoned creatures, no two of which can be more than 30 ft. apart								

* = Domain/Specialty Spell

Cleric Spells

☐☐☐☐	Undetectable Alignment	17	Will negates (object)	1 standard action	24 hours	Close (60 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	14 minutes	Close (60 Feet)	V, S, DF	Yes	Enchantment (Compulsion) [Mind-Affecting]
	<i>Effect:</i> Subjects within range cannot lie.				<i>Target:</i> 20-ft.-radius emanation				

LEVEL 3

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	
☐☐☐☐	Animate Dead	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 (240 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				
☐☐☐☐	Create Food and Water	18	None	10 minutes	24 hours; see text	Close (60 Feet)	V, S	No	Conjuration (Creation)
	<i>Effect:</i> Feeds 42 humans or 14 horse.				<i>Target:</i> Food and water to sustain 42 humans or 14 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+14 damage				<i>Target:</i> Creature touched				
☐☐☐☐	Daylight	18	None	1 standard action	140 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	14 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 (240 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	19	Will negates (harmless)	1 standard action	14 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 70 sq. ft				
☐☐☐☐	Helping Hand	18	None	1 standard action	14 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+14 damage				<i>Target:</i> Creature touched				
☐☐☐☐	Invisibility Purge	18	None	1 standard action	14 minutes [D]	Personal	V, S	No	Evocation
	<i>Effect:</i> Dispel invisibility within 70 ft				<i>Target:</i> You				
☐☐☐☐	Locate Object	18	None	1 standard action	14 minutes	Long (960 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 960 ft.				
☐☐☐☐	Magic Circle against Chaos	18	Will negates (harmless)	1 standard action	140 minutes	Touch	V, S, M/DF	No; see text	Abjuration [Lawful]
	<i>Effect:</i> As protection spells, but 10-ft. radius and 140 minutes.				<i>Target:</i> 10-ft.-radius emanation from touched creature				
☐☐☐☐	Magic Circle against Evil	18	Will negates (harmless)	1 standard action	140 minutes	Touch	V, S, M/DF	No; see text	Abjuration [Good]
	<i>Effect:</i> As protection spells, but 10-ft. radius and 140 minutes.				<i>Target:</i> 10-ft.-radius emanation from touched creature				
☐☐☐☐	Magic Circle against Good	18	Will negates (harmless)	1 standard action	140 minutes	Touch	V, S, M/DF	No; see text	Abjuration [Evil]
	<i>Effect:</i> As protection spells, but 10-ft. radius and 140 minutes.				<i>Target:</i> 10-ft.-radius emanation from touched creature				
☐☐☐☐	Magic Circle against Law	18	Will negates (harmless)	1 standard action	140 minutes	Touch	V, S, M/DF	No; see text	Abjuration [Chaotic]
	<i>Effect:</i> As protection spells, but 10-ft. radius and 140 minutes.				<i>Target:</i> 10-ft.-radius emanation from touched creature				
☐☐☐☐	*Magic Vestment	19	Will negates (harmless, object)	1 standard action	14 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				
☐☐☐☐	Magic Vestment	19	Will negates (harmless, object)	1 standard action	14 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	19	None	1 standard action	140 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 1400 lbs				
☐☐☐☐	Prayer	18	None	1 standard action	14 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	140 minutes or until discharged	Touch	V, S, DF	Yes (harmless)	Abjuration
	<i>Effect:</i> Absorb 168 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 (240 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	14 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 24 cu. ft.				
☐☐☐☐	Summon Monster III	18	None	1 round	14 rounds [D]	Close (60 Feet)	V, S, F/DF	No	Conjuration (Summoning)
	<i>Effect:</i> Calls extraplanar creature to fight for you.				<i>Target:</i> One or more summoned creatures, no two of which can be more than 30 ft. apart				
☐☐☐☐	Water Breathing	19	Will negates (harmless)	1 standard action	28 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	140 minutes [D]	Touch	V, S, DF	Yes (harmless)	Transmutation [Water]
	<i>Effect:</i> Subject treads on water as if solid.				<i>Target:</i> 14 touched creatures				
☐☐☐☐	Wind Wall	18	None; see text	1 standard action	14 rounds	Medium (240 Feet)	V, S, M/DF	Yes	Evocation [Air]
	<i>Effect:</i> Deflects arrows, smaller creatures, and gases.				<i>Target:</i> Wall up to 140 ft. long and 70 ft. high [S]				

LEVEL 4

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	
☐☐☐☐	Air Walk	20	None	1 standard action	140 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	140 minutes [D]	Long (960 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 140 ft by 140 ft by 28 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+14 damage.				<i>Target:</i> Creature touched				

* =Domain/Specialty Spell

Cleric Spells

☐☐☐☐☐	Death Ward	19	Will negates (harmless)	1 standard action	14 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	14 minutes	Medium (240 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 14 rounds	Close (60 Feet)	V, S, DF	No	Divination
	<i>Effect:</i> Reveals deliberate falsehoods.								<i>Target:</i> 14 creatures, no two of which can be more than 30 ft. apart
☐☐☐☐☐	Dismissal	19	Will negates; see text	1 standard action	Instantaneous	Close (60 Feet)	V, S, DF	Yes	Abjuration
	<i>Effect:</i> Forces a creature to return to native plane.								<i>Target:</i> One extraplanar creature
☐☐☐☐☐	Divination	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	14 rounds	Personal	V, S, DF	No	Evocation
	<i>Effect:</i> You gain attack bonus, +6 to Str, and 14 hps.								<i>Target:</i> You
☐☐☐☐☐	Divine Power	19	None	1 standard action	14 rounds	Personal	V, S, DF	No	Evocation
	<i>Effect:</i> You gain attack bonus, +6 to Str, and 14 hps.								<i>Target:</i> You
☐☐☐☐☐	Freedom of Movement	19	Will negates (harmless)	1 standard action	140 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	14 minutes	Close (60 Feet)	V, S, DF	Yes	Transmutation
	<i>Effect:</i> Turns centipedes, scorpions, or spiders into giant vermin.								<i>Target:</i> Up to three vermin, no two of which can be more than 30 ft. apart
☐☐☐☐☐	Imbue with Spell Ability	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+14 damage								<i>Target:</i> Creature touched
☐☐☐☐☐	Magic Weapon, Greater	20	Will negates (harmless, object)	1 standard action	14 hours	Close (60 Feet)	V, S, M/DF	Yes (harmless, object)	Transmutation
	<i>Effect:</i> +1/four levels 5.								<i>Target:</i> One weapon or fifty projectiles [all of which must be in contact with each other at the time of casting]
☐☐☐☐☐	Neutralize Poison	19	Will negates (harmless, object)	1 standard action	140 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 14 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	140 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	14 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	140 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	14 rounds [D]	Close (60 Feet)	V, S, F/DF	No	Conjuration (Summoning)
	<i>Effect:</i> Calls extraplanar creature to fight for you.								<i>Target:</i> One or more summoned creatures, no two of which can be more than 30 ft. apart
☐☐☐☐☐	Tongues	19	Will negates (harmless)	1 standard action	140 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 (60 Feet)	V, S	No	Abjuration
								<i>Effect:</i> Frees subjects from enchantments, alterations, curses, and petrification.
								<i>Target:</i> Up to 14 creatures, all within 30 ft. of each other
☐☐☐☐☐ Command, Greater	20	Will negates	1 standard action	14 rounds	Close (60 Feet)	V	Yes	Enchantment (Compulsion)
								<i>Effect:</i> As command, but affects 14 subjects.
								<i>Target:</i> 14 creatures, no two of which can be more than 30 ft. apart
☐☐☐☐☐ Commune	20	None	10 minutes	14 rounds	Personal	V, S, M, DF, XP	No	Divination
								<i>Effect:</i> Deity answers 14 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 (60 Feet)	V, S	Yes (harmless) or Yes; see text	Conjuration (Healing)
								<i>Effect:</i> Cures 1d8+14 damage for many creatures.
								<i>Target:</i> 14 creatures, no two of which can be more than 30 ft. apart
☐☐☐☐☐ Dispel Chaos	20	See text	1 standard action	14 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	14 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	14 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	14 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	14 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 (100 Feet)	V, S, DF	Yes	Evocation [Fire]
								<i>Effect:</i> Smite foes with divine fire for 14d6 damage.
								<i>Target:</i> Cylinder 10
☐☐☐☐☐ Flame Strike	20	Reflex half	1 standard action	Instantaneous	Medium (240 Feet)	V, S, DF	Yes	Evocation [Fire]
								<i>Effect:</i> Smite foes with divine fire for 14d6 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 (60 Feet)	V, S	Yes	Necromancy
								<i>Effect:</i> Deals 1d8+14 damage to many creatures.
								<i>Target:</i> 14 creatures, no two of which can be more than 30 ft. apart
☐☐☐☐☐ Insect Plague	20	None	1 round	14 minutes	Long (960 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 14 days ago.
								<i>Target:</i> Dead creature touched
☐☐☐☐☐ Righteous Might	21	None	1 standard action	14 rounds [D]	Personal	V, S, DF	No	Transmutation
								<i>Effect:</i> Your size increases, and you gain combat bonuses.
								<i>Target:</i> You

* =Domain/Speciality Spell

Cleric Spells

□□□□□	Scrying	20	Will negates	1 hour	14 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	14 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	14 rounds [D]	Close (60 Feet)	V, S, F/DF	No	Conjuration (Summoning)
	<i>Effect:</i> Calls extraplanar creature to fight for you.					<i>Target:</i> One or more summoned creatures, no two of which can be more than 30 ft. apart			
□□□□□	Symbol of Pain	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 1400 miles.					<i>Target:</i> You and touched objects or other touched willing creatures			
□□□□□	True Seeing	20	Will negates (harmless)	1 standard action	14 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 (240 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 14 5-ft. squares [S]			

LEVEL 6

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	
□□□□□	Animate Objects	22	None	1 standard action	14 rounds	Medium (240 Feet)	V, S	No	Transmutation
	<i>Effect:</i> Objects attack your foes.					<i>Target:</i> 14 Small objects; see text			
□□□□□	Antilife Shell	21	None	1 round	140 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 (60 Feet)	V, S, F	Yes	Abjuration
	<i>Effect:</i> Banishes 28 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	22	Will negates (harmless)	1 standard action	14 minutes	Close (60 Feet)	V, S, DF	Yes	Transmutation
	<i>Effect:</i> As bear's endurance, affects 14 subjects.					<i>Target:</i> 14 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	14 minutes [D]	Medium (100 Feet)	V, S	Yes	Evocation [Force]
	<i>Effect:</i> Wall of blades deals 14d6 damage.					<i>Target:</i> Wall of whirling blades up to 280 ft. long, or a ringed wall of whirling blades with a radius of up to 35 ft; either form 20 ft. high			
□□□□□	Blade Barrier	21	Reflex half or Reflex negates; see text	1 standard action	14 minutes [D]	Medium (240 Feet)	V, S	Yes	Evocation [Force]
	<i>Effect:</i> Wall of blades deals 14d6 damage.					<i>Target:</i> Wall of whirling blades up to 280 ft. long, or a ringed wall of whirling blades with a radius of up to 35 ft; either form 20 ft. high			
□□□□□	Bull's Strength, Mass	22	Will negates (harmless)	1 standard action	14 minutes	Close (60 Feet)	V, S, M/DF	Yes (harmless)	Transmutation
	<i>Effect:</i> As bull's strength, affects one subject/ level.					<i>Target:</i> 14 creatures, no two of which can be more than 30 ft. apart			
□□□□□	Create Undead	21	None	1 hour	Instantaneous	Close (60 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 (60 Feet)	V, S	Yes (harmless) or Yes; see text	Conjuration (Healing)
	<i>Effect:</i> Cures 2d8+14 damage for many creatures.					<i>Target:</i> 14 creatures, no two of which can be more than 30 ft. apart			
□□□□□	Dispel Magic, Greater	21	None	1 standard action	Instantaneous	Medium (240 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	22	Will negates (harmless)	1 standard action	14 minutes	Close (60 Feet)	V, S, M/DF	Yes	Transmutation
	<i>Effect:</i> As eagle's splendor, affects 14 subjects.					<i>Target:</i> 14 creatures, no two of which can be more than 30 ft. apart			
□□□□□	*Find the Path	21	None or Will negates (harmless)	3 rounds	140 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	140 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 (240 Feet)	V, S, M, DF	Yes	Abjuration
	<i>Effect:</i> Blocks planar travel, damages creatures of different alignment.					<i>Target:</i> 14 60-ft. cubes [S]			
□□□□□	Geas/Quest	21	None	10 minutes	14 days or until discharged [D]	Close (60 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 70 sq. ft			
□□□□□	Harm	21	Will half; see text	1 standard action	Instantaneous	Touch	V, S	Yes	Necromancy
	<i>Effect:</i> Deals 140 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 140 points of damage, all diseases and mental conditions.					<i>Target:</i> Creature touched			
□□□□□	Heroes' Feast	21	None	10 minutes	14 hour plus 12 hours; see text	Close (60 Feet)	V, S, DF	No	Conjuration (Creation) [Creation]
	<i>Effect:</i> Food for 14 creatures cures and grants combat bonuses.					<i>Target:</i> Feast for 14 creatures			
□□□□□	Inflict Moderate Wounds, Mass	21	Will half	1 standard action	Instantaneous	Close (60 Feet)	V, S	Yes	Necromancy
	<i>Effect:</i> Deals 2d8+14 damage to many creatures.					<i>Target:</i> 14 creatures, no two of which can be more than 30 ft. apart			
□□□□□	Owl's Wisdom, Mass	22	Will negates (harmless)	1 standard action	14 minutes	Close (60 Feet)	V, S, M/DF	Yes	Transmutation
	<i>Effect:</i> As owl's wisdom, affects one subject/ level.					<i>Target:</i> 14 creatures, no two of which can be more than 30 ft. apart			
□□□□□	Planar Ally	21	None	10 minutes	Instantaneous	Close (60 Feet)	V, S, DF, XP	No	Conjuration (Calling)
	<i>Effect:</i> As lesser planar ally, but up to 12 HD.					<i>Target:</i> 1-2 called elementals or outsiders totaling no more than 12 HD, which cannot be more than 30 ft. apart when they appear			
□□□□□	Summon Monster VI	21	None	1 round	14 rounds [D]	Close (60 Feet)	V, S, F/DF	No	Conjuration (Summoning)
	<i>Effect:</i> Calls extraplanar creature to fight for you.					<i>Target:</i> One or more summoned creatures, no two of which can be more than 30 ft. apart			
□□□□□	Symbol of 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 (240 Feet)	V, S, M/DF	Yes	Necromancy [Death]
	<i>Effect:</i> Destroys 14d4 HD of undead.					<i>Target:</i> Several undead creatures within a 40-ft.-radius burst			
□□□□□	Wind Walk	22	No and Will negates (harmless)	1 standard action	14 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:</i> Kills, paralyzes, weakens, or dazes nonevil subjects.				<i>Target:</i> Nonevil creatures in a 40-ft.-radius spread centered on you				
□□□□□ Control Weather	23	None	10 minutes; see text	4d12 hours; see text	2 miles	V, S	No	Transmutation
<i>Effect:</i> Changes weather in local area.				<i>Target:</i> 2-mile-radius circle, centered on you; see text				
□□□□□ Cure Serious Wounds, Mass	22	Will half (harmless) or Will half; see text	1 standard action	Instantaneous	Close (60 Feet)	V, S	Yes (harmless) or Yes; see text	Conjuration (Healing)
<i>Effect:</i> Cures 3d8+14 damage for many creatures.				<i>Target:</i> 14 creatures, no two of which can be more than 30 ft. apart				
□□□□□ Destruction	22	Fortitude partial	1 standard action	Instantaneous	Close (60 Feet)	V, S, F	Yes	Necromancy [Death]
<i>Effect:</i> Kills subject and destroys remains.				<i>Target:</i> One creature				
□□□□□ Dictum	22	None or Will negates; see text	1 standard action	Instantaneous	40 ft.	V	Yes	Evocation [Lawful, Sonic]
<i>Effect:</i> Kills, paralyzes, slows, or deafens nonlawful subjects.				<i>Target:</i> Nonlawful creatures in a 40-ft.-radius spread centered on you				
□□□□□ Ethereal Jaunt	23	None	1 standard action	14 rounds [D]	Personal	V, S	No	Transmutation
<i>Effect:</i> You become ethereal for 14 rounds.				<i>Target:</i> You				
□□□□□ Holy Word	22	None or Will negates; see text	1 standard action	Instantaneous	40 ft.	V	Yes	Evocation [Good, Sonic]
<i>Effect:</i> Kills, paralyzes, slows, or deafens nongood subjects.				<i>Target:</i> Nongood creatures in a 40-ft.-radius spread centered on you				
□□□□□ Inflict Serious Wounds, Mass	22	Will half	1 standard action	Instantaneous	Close (60 Feet)	V, S	Yes	Necromancy
<i>Effect:</i> Deals 3d8+14 damage to many creatures.				<i>Target:</i> 14 creatures, no two of which can be more than 30 ft. apart				
□□□□□ **Power Word Blind	22	None	1 standard action	See text	Close (25 Feet)	V	Yes	Enchantment (Compulsion) [Mind-Affecting]
<i>Effect:</i> Blinds creature with 200 hp or less.				<i>Target:</i> One creature with 200 hp or less				
□□□□□ Refuge	22	None	1 standard action	Permanent until discharged	Touch	V, S, M	No	Conjuration (Teleportation)
<i>Effect:</i> Alters item to transport its possessor to you.				<i>Target:</i> Object touched				
□□□□□ Regenerate	22	Fortitude negates (harmless)	3 full rounds	Instantaneous	Touch	V, S, DF	Yes (harmless)	Conjuration (Healing)
<i>Effect:</i> Subject's severed limbs grow back, cures 4d8+14				<i>Target:</i> Living creature touched				
□□□□□ Repulsion	22	Will negates	1 standard action	14 rounds [D]	Up to 10 ft./level	V, S, F/DF	Yes	Abjuration
<i>Effect:</i> Creatures can't approach you.				<i>Target:</i> 140 ft. radius emanation centered on you				
□□□□□ Restoration, Greater	22	Will negates (harmless)	10 minutes	Instantaneous	Touch	V, S, XP	Yes (harmless)	Conjuration (Healing)
<i>Effect:</i> As restoration, plus restores all levels and ability scores.				<i>Target:</i> Creature touched				
□□□□□ Resurrection	22	None; see text	10 minutes	Instantaneous	Touch	V, S, M, DF	Yes (harmless)	Conjuration (Healing)
<i>Effect:</i> Fully restore dead subject.				<i>Target:</i> Dead creature touched				
□□□□□ Scrying, Greater	22	Will negates	1 standard action	14 hours	See text	V, S	Yes	Divination (Scrying)
<i>Effect:</i> As scrying, but faster and longer.				<i>Target:</i> Magical sensor				
□□□□□ Summon Monster VII	22	None	1 round	14 rounds [D]	Close (60 Feet)	V, S, F/DF	No	Conjuration (Summoning)
<i>Effect:</i> Calls extraplanar creature to fight for you.				<i>Target:</i> One or more summoned creatures, no two of which can be more than 30 ft. apart				
□□□□□ Symbol of Stunning	22	Will negates	10 minutes	See text	0 ft.; see text	V, S, M	Yes	Enchantment (Compulsion) [Mind-Affecting]
<i>Effect:</i> Triggered rune stuns nearby creatures.				<i>Target:</i> One symbol				
□□□□□ Symbol of Weakness	22	Fortitude negates	10 minutes	See text	0 ft.; see text	V, S, M	Yes	Necromancy [Death]
<i>Effect:</i> Triggered rune weakens nearby creatures.				<i>Target:</i> One symbol				
□□□□□ **Teleport, Greater	22	None and Will negates (object)	1 standard action	Instantaneous	Personal and touch	V	No and Yes (object)	Conjuration (Teleportation)
<i>Effect:</i> As teleport, but no range limit and no off-target arrival.				<i>Target:</i> You and touched objects or other touched willing creatures				
□□□□□ Word of Chaos	22	None or Will negates; see text	1 standard action	Instantaneous	40 ft.	V	Yes	Evocation [Chaotic, Sonic]
<i>Effect:</i> Kills, confuses, stuns, or deafens nonchaotic subjects.				<i>Target:</i> Nonchaotic creatures in a 40-ft.-radius spread centered on you				

* =Domain/Speciality Spell