

# Brenner Male Human Clr18

# NPC

NAME Clr18	306000	Human	Medium	None	197 lbs	Lawful Evil
CLASS	EXPERIENCE	RACE	SIZE	DEITY	WEIGHT	ALIGNMENT
18	171000	0	Male	5'9"		Normal
TCL	NEXT LEVEL	AGE	GENDER	HEIGHT		VISION
				EYES	HAIR	POINTS

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP SCORE	TEMP MODIFIER
<b>STR</b> Strength	20	+5	20	+5
<b>DEX</b> Dexterity	14	+2	14	+2
<b>CON</b> Constitution	16	+3	16	+3
<b>INT</b> Intelligence	12	+1	12	+1
<b>WIS</b> Wisdom	20	+5	20	+5
<b>CHA</b> Charisma	15	+2	15	+2

<b>HP</b> hit points	139	WOUNDS/CURRENT HP		SUBDUAL DAMAGE		DAMAGE REDUCTION		SPEED	
<b>AC</b> armor class	12	10	12	10	0	0	2	0	0
	TOTAL	FLAT	TOUCH	BASE	ARMOR BONUS	SHIELD BONUS	STAT MODIFIER	SIZE MODIFIER	NATURAL ARMOR MODIFIER

<b>INITIATIVE</b> modifier	+2	+2	+0
TOTAL		DEX MODIFIER	MISC MODIFIER
<b>BASE ATTACK</b> bonus	+13/+8/+3		

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC MODIFIER	TEMP MODIFIER	conditional modifiers
<b>FORTITUDE</b> (constitution)	+14	+11	+3	+0	+0		
<b>REFLEX</b> (dexterity)	+8	+6	+2	+0	+0		
<b>WILLPOWER</b> (wisdom)	+16	+11	+5	+0	+0		

	TOTAL	BASE ATTACK BONUS	STAT MODIFIER	SIZE MODIFIER	MISC MODIFIER	TEMP MODIFIER
<b>MELEE</b> attack bonus	+18/+13/+8	+13/+8/+3	+5	+0	+0	
<b>RANGED</b> attack bonus	+15/+10/+5	+13/+8/+3	+2	+0	+0	
<b>GRAPPLE</b> attack bonus	+18/+13/+8	+13/+8/+3	+5	+0	+0	

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
	+18/+13/+8	1d3+5	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
	133.0	266.0	400.0
	Lift over head	Lift off ground	Push / Drag
	400.0	800.0	2000.0

FEATS	
Alertness	See Text
Craft Staff	See Text
Enlarge Spell	See Text
Improved Turning	See Text
Point Blank Shot	See Text
Self Sufficient	See Text
Skill Focus (Craft (Bowmaking))	See Text
Spell Penetration	See Text

DOMAINS	
Law	You cast law spells at +1 caster level.
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		MAX RANKS
SKILL NAME	KEY ABILITY	21/10.5
Craft (Bowmaking)	INT	8 = 1 + 7.0 +
Craft (Leatherworking)	INT	11 = 1 + 10.0 +
Craft (Pottery)	INT	10 = 1 + 9.0 +
Heal	WIS	27 = 5 + 20.0 + 2
Knowledge (History)	INT	20 = 1 + 19.0 +
Knowledge (The Planes)	INT	20 = 1 + 19.0 +

✓ : can be used untrained. X : exclusive skills

TURN/REBUKE UNDEAD		
TURNING CHECK RESULT	UNDEAD AFFECTED (MAXIMUM HIT DICE)	Turn level
Up to 0	15	19
1 - 3	16	Turn damage
4 - 6	17	2d6+21
7 - 9	18	Turns/day
10 - 12	19	5
13 - 15	20	□□□□□
16 - 18	21	NOTE: You destroy undead if you have twice as many turning levels as they have Hit Dice
19 - 21	22	
22 +	23	

TURN/REBUKE UNDEAD		
TURNING CHECK RESULT	UNDEAD AFFECTED (MAXIMUM HIT DICE)	Turn level
Up to 0	15	19
1 - 3	16	Turn damage
4 - 6	17	2d6+20
7 - 9	18	Turns/day
10 - 12	19	5
13 - 15	20	□□□□□
16 - 18	21	NOTE: You destroy undead if you have twice as many turning levels as they have Hit Dice
19 - 21	22	
22 +	23	

SPECIAL ABILITIES	
Spontaneous casting	
Turn Undead 5/day (turn level 19) (turn damage 2d6+20)	

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, Draconic	

# Cleric Spells

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

## LEVEL 0

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□ Create Water <i>Effect:</i> Creates 36 gallons of pure water.	15	None	1 standard action	Instantaneous	Close (70 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 (70 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	Instantaneous	Touch	V, M/DF	No	Evocation [Light]
□□□□ Mending <i>Effect:</i> Makes minor repairs on an object.	15	Will negates (harmless, object)	1 standard action	Instantaneous	10 ft.	V, S	Yes (harmless, object)	Transmutation
□□□□ Purify Food and Drink <i>Effect:</i> Purifies 18 cu. ft. of food or water.	15	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	Instantaneous	Personal	V, S, F	No	Divination
□□□□ Resistance <i>Effect:</i> Subject gains +1 on saving throws.	15	Will negates (harmless)	1 standard action	Instantaneous	Touch	V, S, M/DF	Yes (harmless)	Abjuration
□□□□ Virtue <i>Effect:</i> Subject gains 1 temporary hp.	15	Fortitude negates (harmless)	1 standard action	Instantaneous	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	18 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	18 minutes	50 ft.	V, S, DF	Yes (harmless)	Enchantment (Compulsion) [Mind-Affecting]
□□□□ Bless Water <i>Effect:</i> Makes holy water.	16	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 (70 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	18 round	Close (70 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	180 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	180 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 18 minutes [D]	60 ft.	V, S, M/DF	No	Divination
□□□□ Divine Favor <i>Effect:</i> You gain +6 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	18 minutes	Medium (280 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	18 minutes [D]	Personal	V, S	No	Abjuration
□□□□ Hide from Undead <i>Effect:</i> Undead can't perceive 18 subjects.	16	Will negates (harmless); see text	1 standard action	180 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.	16	None	1 standard action	18 hours [D]	Personal	V, S, M	No	Transmutation
□□□□ Magic Stone <i>Effect:</i> Three stones gain +1 on attack rolls, deal 1d6+1 damage.	16	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.	16	Will negates (harmless, object)	1 standard action	18 minutes	Touch	V, S, DF	Yes (harmless, object)	Transmutation
□□□□ Obscuring Mist <i>Effect:</i> Fog surrounds you.	16	None	1 standard action	18 minutes	20 ft.	V, S	No	Conjuration (Creation)

\* =Domain/Specialty Spell

## Cleric Spells

□□□□□	*Protection from Chaos	16	Will negates (harmless)	1 standard action	18 minutes [D]	Touch	V, S, M/DF No; see text		Abjuration [Lawful]
	<i>Effect: +2 to AC and saves, counter mind control, hedge out elementals and outsiders.</i>				<i>Target: Creature touched</i>				
□□□□□	Protection from Chaos	16	Will negates (harmless)	1 standard action	18 minutes [D]	Touch	V, S, M/DF No; see text		Abjuration [Lawful]
	<i>Effect: +2 to AC and saves, counter mind control, hedge out elementals and outsiders.</i>				<i>Target: Creature touched</i>				
□□□□□	Protection from Evil	16	Will negates (harmless)	1 standard action	18 minutes [D]	Touch	V, S, M/DF No; see text		Abjuration [Good]
	<i>Effect: +2 to AC and saves, counter mind control, hedge out elementals and outsiders.</i>				<i>Target: Creature touched</i>				
□□□□□	Protection from Good	16	Will negates (harmless)	1 standard action	18 minutes [D]	Touch	V, S, M/DF No; see text		Abjuration [Evil]
	<i>Effect: +2 to AC and saves, counter mind control, hedge out elementals and outsiders.</i>				<i>Target: Creature touched</i>				
□□□□□	Protection from Law	16	Will negates (harmless)	1 standard action	18 minutes [D]	Touch	V, S, M/DF No; see text		Abjuration [Chaotic]
	<i>Effect: +2 to AC and saves, counter mind control, hedge out elementals and outsiders.</i>				<i>Target: Creature touched</i>				
□□□□□	Remove Fear	16	Will negates (harmless)	1 standard action	180 minutes; see text	Close (70 Feet)	V, S	Yes (harmless)	Abjuration
	<i>Effect: Suppresses fear or gives +4 on saves against fear for 5 subjects</i>				<i>Target: 5 creatures, no two of which can be more than 30 ft. apart</i>				
□□□□□	Sanctuary	16	Will negates	1 standard action	18 rounds	Touch	V, S, DF	No	Abjuration
	<i>Effect: Opponents can't attack you, and you can't attack.</i>				<i>Target: Creature touched</i>				
□□□□□	Shield of Faith	16	Will negates (harmless)	1 standard action	18 minutes	Touch	V, S, M	Yes (harmless)	Abjuration
	<i>Effect: Aura grants +5 deflection bonus.</i>				<i>Target: Creature touched</i>				
□□□□□	Summon Monster I	16	None	1 round	18 rounds [D]	Close (70 Feet)	V, S, F/DF	No	Conjuration (Summoning)
	<i>Effect: Calls extraplanar creature to fight for you.</i>				<i>Target: One summoned creature</i>				

## LEVEL 2

	Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□□	Aid	17	None	1 standard action	18 minutes	Touch	V, S, DF	Yes (harmless)	Enchantment (Compulsion) [Mind-Affecting]
	<i>Effect: +1 on attack rolls, +1 against fear, 1d8+10 temporary hp.</i>				<i>Target: Living creature touched</i>				
□□□□□	Align Weapon	17	Will negates (harmless, object)	1 standard action	18 minutes	Touch	V, S, DF	Yes (harmless, object)	Transmutation
	<i>Effect: Weapon becomes good, evil, lawful, or chaotic.</i>				<i>Target: Weapon touched or fifty projectiles [all of which must be in contact with each other at the time of casting]</i>				
□□□□□	Augury	17	None	1 minute	Instantaneous	Personal	V, S, M, F	No	Divination
	<i>Effect: Learns whether an action will be good or bad.</i>				<i>Target: You</i>				
□□□□□	Bear's Endurance	17	Will negates (harmless)	1 standard action	18 minutes	Touch	V, S, DF	Yes	Transmutation
	<i>Effect: Subject gains +4 to Con for 18 minutes.</i>				<i>Target: Creature touched</i>				
□□□□□	Bull's Strength	17	Will negates (harmless)	1 standard action	18 minutes	Touch	V, S, M/DF	Yes (harmless)	Transmutation
	<i>Effect: Subject gains +4 to Str for 18 minutes.</i>				<i>Target: Creature touched</i>				
□□□□□	*Calm Emotions	17	Will negates	1 standard action	Concentration, up to 18 rounds	Medium (100 Feet)	V, S, DF	Yes	Enchantment (Compulsion) [Mind-Affecting]
	<i>Effect: Calms creatures, negating emotion effects.</i>				<i>Target: Creatures in a 20-ft.-radius spread</i>				
□□□□□	Calm Emotions	17	Will negates	1 standard action	Concentration, up to 18 rounds	Medium (280 Feet)	V, S, DF	Yes	Enchantment (Compulsion) [Mind-Affecting]
	<i>Effect: Calms creatures, negating emotion effects.</i>				<i>Target: Creatures in a 20-ft.-radius spread</i>				
□□□□□	Consecrate	17	None	1 standard action	36 hours	Close (70 Feet)	V, S, M, DF	No	Evocation [Good]
	<i>Effect: Fills area with positive energy, making undead weaker.</i>				<i>Target: 20-ft.-radius emanation</i>				
□□□□□	Cure Moderate Wounds	17	Will half (harmless); see text	1 standard action	Instantaneous	Touch	V, S	Yes (harmless); see text	Conjuration (Healing)
	<i>Effect: Cures 2d8+10 damage</i>				<i>Target: Creature touched</i>				
□□□□□	Darkness	17	None	1 standard action	180 minutes [D]	Touch	V, M/DF	No	Evocation [Darkness]
	<i>Effect: 20-ft. radius of supernatural shadow.</i>				<i>Target: Object touched</i>				
□□□□□	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: Kill dying creature and gain 1d8 temporary hp, +2 to Str, and +1 caster level.</i>				<i>Target: Living creature touched</i>				
□□□□□	Delay Poison	17	Fortitude negates (harmless)	1 standard action	18 hours	Touch	V, S, DF	Yes (harmless)	Conjuration (Healing)
	<i>Effect: Stops poison from harming subject for 18 hours.</i>				<i>Target: Creature touched</i>				
□□□□□	Desecrate	17	None	1 standard action	36 hours	Close (70 Feet)	V, S, M, DF	Yes	Evocation [Evil]
	<i>Effect: Fills area with negative energy, making undead stronger.</i>				<i>Target: 20-ft.-radius emanation</i>				
□□□□□	Eagle's Splendor	17	Will negates (harmless)	1 standard action	18 minutes	Touch	V, S, M/DF	Yes	Transmutation
	<i>Effect: Subject gains +4 to Cha for 18 minutes.</i>				<i>Target: Creature touched</i>				
□□□□□	Enthral	17	Will negates; see text	1 round	18 hour or less	Medium (280 Feet)	V, S	Yes	Enchantment (Charm)
	<i>Effect: Captivates all within 280 ft.</i>				<i>Target: Any number of creatures</i>				
□□□□□	Find Traps	17	None	1 standard action	18 minutes	Personal	V, S	No	Divination
	<i>Effect: Notice traps as a rogue does.</i>				<i>Target: You</i>				
□□□□□	Gentle Repose	17	Will negates (object)	1 standard action	18 days	Touch	V, S, M/DF	Yes (object)	Necromancy
	<i>Effect: Preserves one corpse.</i>				<i>Target: Corpse touched</i>				
□□□□□	Hold Person	17	Will negates; see text	1 standard action	18 rounds [D]; see text	Medium (280 Feet)	V, S, F/DF	Yes	Enchantment (Compulsion) [Mind-Affecting]
	<i>Effect: Paralyzes one humanoid for 18 rounds.</i>				<i>Target: One humanoid creature</i>				
□□□□□	Inflict Moderate Wounds	17	Will half	1 standard action	Instantaneous	Touch	V, S	Yes	Necromancy
	<i>Effect: Touch attack, 2d8+10 damage</i>				<i>Target: Creature touched</i>				
□□□□□	**Locate Object	17	None	1 standard action	18 minutes	Long (400 Feet)	V, S, F/DF	No	Divination
	<i>Effect: Senses direction toward object [specific or type].</i>				<i>Target: Circle, centered on you, with a radius of 1120 ft.</i>				
□□□□□	Make Whole	17	Will negates (harmless, object)	1 standard action	Instantaneous	Close (70 Feet)	V, S	Yes (harmless, object)	Transmutation
	<i>Effect: Repairs an object.</i>				<i>Target: One object of up to 180 cu. ft</i>				
□□□□□	Owl's Wisdom	17	Will negates (harmless)	1 standard action	18 minutes	Touch	V, S, M/DF	Yes	Transmutation
	<i>Effect: Subject gains +4 to Wis for 18 minutes.</i>				<i>Target: Creature touched</i>				
□□□□□	Remove Paralysis	17	Will negates (harmless)	1 standard action	Instantaneous	Close (70 Feet)	V, S	Yes (harmless)	Conjuration (Healing)
	<i>Effect: Frees one or more creatures from paralysis or slow effect.</i>				<i>Target: Up to four creatures, no two of which can be more than 30 ft. apart</i>				
□□□□□	Resist Energy	17	Fortitude negates (harmless)	1 standard action	180 minutes	Touch	V, S, DF	Yes (harmless)	Abjuration
	<i>Effect: Ignores first 10 [or more] points of damage/attack from specified energy type.</i>				<i>Target: Creature touched</i>				
□□□□□	Restoration, Lesser	17	Will negates (harmless)	3 rounds	Instantaneous	Touch	V, S	Yes (harmless)	Conjuration (Healing)
	<i>Effect: Dispels magical ability penalty or repairs 1d4 ability damage.</i>				<i>Target: Creature touched</i>				
□□□□□	Shatter	17	Will negates (object); Will negates (object) or Fortitude half; see text	1 standard action	Instantaneous	Close (70 Feet)	V, S, M/DF	Yes (object)	Evocation [Sonic]
	<i>Effect: Sonic vibration damages objects or crystalline creatures.</i>				<i>Target: 5-ft.-radius spread; or one solid object or one crystalline creature</i>				
□□□□□	Shield Other	17	Will negates (harmless)	1 standard action	18 hours [D]	Close (70 Feet)	V, S, F	Yes (harmless)	Abjuration
	<i>Effect: You take half of subject's damage.</i>				<i>Target: One creature</i>				
□□□□□	Silence	17	Will negates; see text or none (object)	1 standard action	18 minutes [D]	Long (1120 Feet)	V, S	Yes; see text or no (object)	Illusion (Glamer)
	<i>Effect: Negates sound in 15-ft. radius.</i>				<i>Target: 20 ft. radius emanation centered on a creature, object, or point in space</i>				
□□□□□	Sound Burst	17	Fortitude partial	1 standard action	Instantaneous	Close (70 Feet)	V, S, F/DF	Yes	Evocation [Sonic]
	<i>Effect: Deals 1d8 sonic damage to subjects; may stun them.</i>				<i>Target: 10-ft.-radius spread</i>				
□□□□□	Spiritual Weapon	17	None	1 standard action	18 rounds [D]	Medium (280 Feet)	V, S, DF	Yes	Evocation [Force]
	<i>Effect: Magical weapon attacks on its own.</i>				<i>Target: Magic weapon of force</i>				
□□□□□	Status	17	Will negates (harmless)	1 standard action	18 hours	Touch	V, S	Yes (harmless)	Divination
	<i>Effect: Monitors condition, position of allies.</i>				<i>Target: 6 living creatures touched</i>				
□□□□□	Summon Monster II	17	None	1 round	18 rounds [D]	Close (70 Feet)	V, S, F/DF	No	Conjuration (Summoning)
	<i>Effect: Calls extraplanar creature to fight for you.</i>				<i>Target: One or more summoned creatures, no two of which can be more than 30 ft. apart</i>				

\* =Domain/Specialty Spell

# Cleric Spells

☐☐☐☐	<b>Undetectable Alignment</b>	17	Will negates (object)	1 standard action	24 hours	Close (70 Feet)	V, S	Yes (object)	Abjuration
	<i>Effect:</i> Conceals alignment for 24 hours.								<i>Target:</i> One creature or object
☐☐☐☐	<b>Zone of Truth</b>	17	Will negates	1 standard action	18 minutes	Close (70 Feet)	V, S, DF	Yes	Enchantment (Compulsion) [Mind-Affecting]
	<i>Effect:</i> Subjects within range cannot lie.								<i>Target:</i> 20-ft.-radius emanation
LEVEL 3									
Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	
☐☐☐☐	<b>Animate Dead</b>	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
☐☐☐☐	<b>Bestow Curse</b>	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
☐☐☐☐	<b>Blindness/Deafness</b>	18	Fortitude negates	1 standard action	Permanent [D]	Medium (280 Feet)	V	Yes	Necromancy
	<i>Effect:</i> Makes subject blinded or deafened.								<i>Target:</i> One living creature
☐☐☐☐	<b>Contagion</b>	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
☐☐☐☐	<b>Continual Flame</b>	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
☐☐☐☐	<b>Create Food and Water</b>	18	None	10 minutes	24 hours; see text	Close (70 Feet)	V, S	No	Conjuration (Creation)
	<i>Effect:</i> Feeds 54 humans or 18 horse.								<i>Target:</i> Food and water to sustain 54 humans or 18 horses for 24 hours
☐☐☐☐	<b>Cure Serious Wounds</b>	18	Will half (harmless); see text	1 standard action	Instantaneous	Touch	V, S	Yes (harmless); see text	Conjuration (Healing)
	<i>Effect:</i> Cures 3d8+15 damage								<i>Target:</i> Creature touched
☐☐☐☐	<b>Daylight</b>	18	None	1 standard action	180 minutes [D]	Touch	V, S	No	Evocation [Light]
	<i>Effect:</i> 60-ft. radius of bright light.								<i>Target:</i> Object touched
☐☐☐☐	<b>Deeper Darkness</b>	18	None	1 standard action	18 days [D]	Touch	V, M/DF	No	Evocation [Darkness]
	<i>Effect:</i> Object sheds supernatural shadow in 60-ft. radius.								<i>Target:</i> Object touched
☐☐☐☐	<b>Dispel Magic</b>	18	None	1 standard action	Instantaneous	Medium (280 Feet)	V, S	No	Abjuration
	<i>Effect:</i> Cancels magical spells and effects.								<i>Target:</i> One spellcaster, creature, or object; or 20-ft.-radius burst
☐☐☐☐	<b>**Fly</b>	18	Will negates (harmless)	1 standard action	18 minutes	Touch	V, S, F/DF	Yes (harmless)	Transmutation
	<i>Effect:</i> Subject flies at speed of 60 ft.								<i>Target:</i> Creature touched
☐☐☐☐	<b>Glyph of Warding</b>	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 90 sq. ft
☐☐☐☐	<b>Helping Hand</b>	18	None	1 standard action	18 hours	5 miles	V, S, DF	No	Evocation
	<i>Effect:</i> Ghostly hand leads subject to you.								<i>Target:</i> Ghostly hand
☐☐☐☐	<b>Inflict Serious Wounds</b>	18	Will half	1 standard action	Instantaneous	Touch	V, S	Yes	Necromancy
	<i>Effect:</i> Touch attack, 3d8+15 damage								<i>Target:</i> Creature touched
☐☐☐☐	<b>Invisibility Purge</b>	18	None	1 standard action	18 minutes [D]	Personal	V, S	No	Evocation
	<i>Effect:</i> Dispel invisibility within 90 ft								<i>Target:</i> You
☐☐☐☐	<b>Locate Object</b>	18	None	1 standard action	18 minutes	Long (1120 Feet)	V, S, F/DF	No	Divination
	<i>Effect:</i> Senses direction toward object [specific or type].								<i>Target:</i> Circle, centered on you, with a radius of 1120 ft.
☐☐☐☐	<b>*Magic Circle against Chaos</b>	18	Will negates (harmless)	1 standard action	180 minutes	Touch	V, S, M/DF	No; see text	Abjuration [Lawful]
	<i>Effect:</i> As protection spells, but 10-ft. radius and 180 minutes.								<i>Target:</i> 10-ft.-radius emanation from touched creature
☐☐☐☐	<b>Magic Circle against Chaos</b>	18	Will negates (harmless)	1 standard action	180 minutes	Touch	V, S, M/DF	No; see text	Abjuration [Lawful]
	<i>Effect:</i> As protection spells, but 10-ft. radius and 180 minutes.								<i>Target:</i> 10-ft.-radius emanation from touched creature
☐☐☐☐	<b>Magic Circle against Evil</b>	18	Will negates (harmless)	1 standard action	180 minutes	Touch	V, S, M/DF	No; see text	Abjuration [Good]
	<i>Effect:</i> As protection spells, but 10-ft. radius and 180 minutes.								<i>Target:</i> 10-ft.-radius emanation from touched creature
☐☐☐☐	<b>Magic Circle against Good</b>	18	Will negates (harmless)	1 standard action	180 minutes	Touch	V, S, M/DF	No; see text	Abjuration [Evil]
	<i>Effect:</i> As protection spells, but 10-ft. radius and 180 minutes.								<i>Target:</i> 10-ft.-radius emanation from touched creature
☐☐☐☐	<b>Magic Circle against Law</b>	18	Will negates (harmless)	1 standard action	180 minutes	Touch	V, S, M/DF	No; see text	Abjuration [Chaotic]
	<i>Effect:</i> As protection spells, but 10-ft. radius and 180 minutes.								<i>Target:</i> 10-ft.-radius emanation from touched creature
☐☐☐☐	<b>Magic Vestment</b>	18	Will negates (harmless, object)	1 standard action	18 hours	Touch	V, S, DF	Yes (harmless, object)	Transmutation
	<i>Effect:</i> Armor or shield gains 4 enhancement								<i>Target:</i> Armor or shield touched
☐☐☐☐	<b>Meld into Stone</b>	18	None	1 standard action	180 minutes	Personal	V, S, DF	No	Transmutation [Earth]
	<i>Effect:</i> You and your gear merge with stone.								<i>Target:</i> You
☐☐☐☐	<b>Obscure Object</b>	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 1800 lbs
☐☐☐☐	<b>Prayer</b>	18	None	1 standard action	18 rounds	40 ft.	V, S, DF	Yes	Enchantment (Compulsion) [Mind-Affecting]
	<i>Effect:</i> Allies +1 bonus on most rolls, enemies -1 penalty.								<i>Target:</i> All allies and foes within a 40-ft.-radius burst centered on you
☐☐☐☐	<b>Protection from Energy</b>	18	Fortitude negates (harmless)	1 standard action	180 minutes or until discharged	Touch	V, S, DF	Yes (harmless)	Abjuration
	<i>Effect:</i> Absorb 216 points of damage from one kind of energy.								<i>Target:</i> Creature touched
☐☐☐☐	<b>Remove Blindness/Deafness</b>	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
☐☐☐☐	<b>Remove Curse</b>	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
☐☐☐☐	<b>Remove Disease</b>	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
☐☐☐☐	<b>Searing Light</b>	18	None	1 standard action	Instantaneous	Medium (280 Feet)	V, S	Yes	Evocation
	<i>Effect:</i> Ray deals 1d8/two levels, more against undead.								<i>Target:</i> Ray
☐☐☐☐	<b>Speak with Dead</b>	18	Will negates; see text	10 minutes	18 minutes	10 ft.	V, S, DF	No	Necromancy [Language-Dependent]
	<i>Effect:</i> Corpse answers one question/two levels.								<i>Target:</i> One dead creature
☐☐☐☐	<b>Stone Shape</b>	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 28 cu. ft.
☐☐☐☐	<b>Summon Monster III</b>	18	None	1 round	18 rounds [D]	Close (70 Feet)	V, S, F/DF	No	Conjuration (Summoning)
	<i>Effect:</i> Calls extraplanar creature to fight for you.								<i>Target:</i> One or more summoned creatures, no two of which can be more than 30 ft. apart
☐☐☐☐	<b>Water Breathing</b>	18	Will negates (harmless)	1 standard action	36 hours; see text	Touch	V, S, M/DF	Yes (harmless)	Transmutation
	<i>Effect:</i> Subjects can breathe underwater.								<i>Target:</i> Living creatures touched
☐☐☐☐	<b>Water Walk</b>	18	Will negates (harmless)	1 standard action	180 minutes [D]	Touch	V, S, DF	Yes (harmless)	Transmutation [Water]
	<i>Effect:</i> Subject treads on water as if solid.								<i>Target:</i> 18 touched creatures
☐☐☐☐	<b>Wind Wall</b>	18	None; see text	1 standard action	18 rounds	Medium (280 Feet)	V, S, M/DF	Yes	Evocation [Air]
	<i>Effect:</i> Deflects arrows, smaller creatures, and gases.								<i>Target:</i> Wall up to 180 ft. long and 90 ft. high [S]
LEVEL 4									
Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	
☐☐☐☐	<b>Air Walk</b>	19	None	1 standard action	180 minutes	Touch	V, S, DF	Yes (harmless)	Transmutation [Air]
	<i>Effect:</i> Subject treads on air as if solid [climb at 45-degree angle].								<i>Target:</i> Creature [Gargantuan or smaller] touched
☐☐☐☐	<b>Control Water</b>	19	None; see text	1 standard action	180 minutes [D]	Long (1120 Feet)	V, S, M/DF	No	Transmutation [Water]
	<i>Effect:</i> Raises or lowers bodies of water.								<i>Target:</i> Water in a volume of 180 ft by 180 ft by 36 ft [S]
☐☐☐☐	<b>Cure Critical Wounds</b>	19	Will half (harmless); see text	1 standard action	Instantaneous	Touch	V, S	Yes (harmless); see text	Conjuration (Healing)
	<i>Effect:</i> Cures 4d8+18 damage.								<i>Target:</i> Creature touched

\* =Domain/Speciality Spell

## Cleric Spells

☐☐☐☐☐	<b>Death Ward</b>	19	Will negates (harmless)	1 standard action	18 minutes	Touch	V, S, DF	Yes (harmless)	Necromancy
	<i>Effect:</i> Grants immunity to death spells and negative energy effects.								<i>Target:</i> Living creature touched
☐☐☐☐☐	<b>**Dimension Door</b>	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
☐☐☐☐☐	<b>Dimensional Anchor</b>	19	None	1 standard action	18 minutes	Medium (280 Feet)	V, S	Yes (object)	Abjuration
	<i>Effect:</i> Bars extradimensional movement.								<i>Target:</i> Ray
☐☐☐☐☐	<b>Discern Lies</b>	19	Will negates	1 standard action	Concentration, up to 18 rounds	Close (70 Feet)	V, S, DF	No	Divination
	<i>Effect:</i> Reveals deliberate falsehoods.								<i>Target:</i> 18 creatures, no two of which can be more than 30 ft. apart
☐☐☐☐☐	<b>Dismissal</b>	19	Will negates; see text	1 standard action	Instantaneous	Close (70 Feet)	V, S, DF	Yes	Abjuration
	<i>Effect:</i> Forces a creature to return to native plane.								<i>Target:</i> One extraplanar creature
☐☐☐☐☐	<b>Divination</b>	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
☐☐☐☐☐	<b>Divine Power</b>	19	None	1 standard action	18 rounds	Personal	V, S, DF	No	Evocation
	<i>Effect:</i> You gain attack bonus, +6 to Str, and 18 hps.								<i>Target:</i> You
☐☐☐☐☐	<b>Freedom of Movement</b>	19	Will negates (harmless)	1 standard action	180 minutes	Personal or touch	V, S, M, DF	Yes (harmless)	Abjuration
	<i>Effect:</i> Subject moves normally despite impediments.								<i>Target:</i> You or creature touched
☐☐☐☐☐	<b>Giant Vermin</b>	19	None	1 standard action	18 minutes	Close (70 Feet)	V, S, DF	Yes	Transmutation
	<i>Effect:</i> Turns centipedes, scorpions, or spiders into giant vermin.								<i>Target:</i> Up to three vermin, no two of which can be more than 30 ft. apart
☐☐☐☐☐	<b>Imbue with Spell Ability</b>	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
☐☐☐☐☐	<b>Inflict Critical Wounds</b>	19	Will half	1 standard action	Instantaneous	Touch	V, S	Yes	Necromancy
	<i>Effect:</i> Touch attack, 4d8+18 damage								<i>Target:</i> Creature touched
☐☐☐☐☐	<b>Magic Weapon, Greater</b>	19	Will negates (harmless, object)	1 standard action	18 hours	Close (70 Feet)	V, S, M/DF	Yes (harmless, object)	Transmutation
	<i>Effect:</i> +1/four levels 5.								<i>Target:</i> One weapon or fifty projectiles [all of which must be in contact with each other at the time of casting]
☐☐☐☐☐	<b>Neutralize Poison</b>	19	Will negates (harmless, object)	1 standard action	180 minutes	Touch	V, S, M/DF	Yes (harmless, object)	Conjuration (Healing)
	<i>Effect:</i> Immunizes subject against poison, detoxifies venom in or on subject.								<i>Target:</i> Creature or object of up to 18 cu. ft. touched
☐☐☐☐☐	<b>**Order's Wrath</b>	19	Will partial; see text	1 standard action	Instantaneous [1 round]; see text	Medium (100 Feet)	V, S	Yes	Evocation [Lawful]
	<i>Effect:</i> Damages and dazes chaotic creatures.								<i>Target:</i> Nonlawful creatures within a burst that fills a 30-ft. cube
☐☐☐☐☐	<b>Poison</b>	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
☐☐☐☐☐	<b>Repel Vermin</b>	19	None or Will negates; see text	1 standard action	180 minutes [D]	10 ft.	V, S, DF	Yes	Abjuration
	<i>Effect:</i> Insects, spiders, and other vermin stay 10 ft. away.								<i>Target:</i> 10 ft. radius emanation centered on you
☐☐☐☐☐	<b>Restoration</b>	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
☐☐☐☐☐	<b>Sending</b>	19	None	10 minutes	18 round; see text	See text	V, S, M/DF	No	Evocation
	<i>Effect:</i> Delivers short message anywhere, instantly.								<i>Target:</i> One creature
☐☐☐☐☐	<b>Spell Immunity</b>	19	Will negates (harmless)	1 standard action	180 minutes	Touch	V, S, DF	Yes (harmless)	Abjuration
	<i>Effect:</i> Subject is immune to one spell per four levels.								<i>Target:</i> Creature touched
☐☐☐☐☐	<b>Summon Monster IV</b>	19	None	1 round	18 rounds [D]	Close (70 Feet)	V, S, F/DF	No	Conjuration (Summoning)
	<i>Effect:</i> Calls extraplanar creature to fight for you.								<i>Target:</i> One or more summoned creatures, no two of which can be more than 30 ft. apart
☐☐☐☐☐	<b>Tongues</b>	19	Will negates (harmless)	1 standard action	180 minutes	Touch	V, M/DF	No	Divination
	<i>Effect:</i> Speak any language.								<i>Target:</i> Creature touched

## LEVEL 5

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
☐☐☐☐☐ <b>Atonement</b>	20	None	1 hour	Instantaneous	Touch	V, S, M, F, DF, XP	Yes	Abjuration
								<i>Effect:</i> Removes burden of misdeeds from subject.
☐☐☐☐☐ <b>Break Enchantment</b>	20	See text	1 minute	Instantaneous	Close (70 Feet)	V, S	No	Abjuration
								<i>Effect:</i> Frees subjects from enchantments, alterations, curses, and petrification.
☐☐☐☐☐ <b>Command, Greater</b>	20	Will negates	1 standard action	18 rounds	Close (70 Feet)	V	Yes	Enchantment (Compulsion)
								<i>Effect:</i> As command, but affects 18 subjects.
☐☐☐☐☐ <b>Commune</b>	20	None	10 minutes	18 rounds	Personal	V, S, M, DF, XP	No	Divination
								<i>Effect:</i> Deity answers 18 yes-or-no questions.
☐☐☐☐☐ <b>Cure Light Wounds, Mass</b>	20	Will half (harmless) or Will half; see text	1 standard action	Instantaneous	Close (70 Feet)	V, S	Yes (harmless) or Yes; see text	Conjuration (Healing)
								<i>Effect:</i> Cures 1d8+18 damage for many creatures.
☐☐☐☐☐ <b>*Dispel Chaos</b>	20	See text	1 standard action	18 rounds or until discharged, whichever comes first	Touch	V, S, DF	See text	Abjuration [Lawful]
								<i>Effect:</i> +4 bonus against attacks.
☐☐☐☐☐ <b>Dispel Chaos</b>	20	See text	1 standard action	18 rounds or until discharged, whichever comes first	Touch	V, S, DF	See text	Abjuration [Lawful]
								<i>Effect:</i> +4 bonus against attacks.
☐☐☐☐☐ <b>Dispel Evil</b>	20	See text	1 standard action	18 rounds or until discharged, whichever comes first	Touch	V, S, DF	See text	Abjuration [Good]
								<i>Effect:</i> +4 bonus against attacks.
☐☐☐☐☐ <b>Dispel Good</b>	20	See text	1 standard action	18 rounds or until discharged, whichever comes first	Touch	V, S, DF	See text	Abjuration [Evil]
								<i>Effect:</i> +4 bonus against attacks.
☐☐☐☐☐ <b>Dispel Law</b>	20	See text	1 standard action	18 rounds or until discharged, whichever comes first	Touch	V, S, DF	See text	Abjuration [Chaotic]
								<i>Effect:</i> +4 bonus against attacks.
☐☐☐☐☐ <b>Disrupting Weapon</b>	20	Will negates (harmless, object); see text	1 standard action	18 rounds	Touch	V, S	Yes (harmless, object)	Transmutation
								<i>Effect:</i> Melee weapon destroys undead.
☐☐☐☐☐ <b>Flame Strike</b>	20	Reflex half	1 standard action	Instantaneous	Medium (280 Feet)	V, S, DF	Yes	Evocation [Fire]
								<i>Effect:</i> Smite foes with divine fire for 18d6 damage.
☐☐☐☐☐ <b>Hallow</b>	20	See text	24 hours	Instantaneous	Touch	V, S, M, DF	See text	Evocation [Good]
								<i>Effect:</i> Designates location as holy.
☐☐☐☐☐ <b>Inflict Light Wounds, Mass</b>	20	Will half	1 standard action	Instantaneous	Close (70 Feet)	V, S	Yes	Necromancy
								<i>Effect:</i> Deals 1d8+18 damage to many creatures.
☐☐☐☐☐ <b>Insect Plague</b>	20	None	1 round	18 minutes	Long (1120 Feet)	V, S, DF	No	Conjuration (Summoning)
								<i>Effect:</i> Locust swarms attack creatures.
☐☐☐☐☐ <b>Mark of Justice</b>	20	None	10 minutes	Permanent; see text	Touch	V, S, DF	Yes	Necromancy
								<i>Effect:</i> Designates action that will trigger curse on subject.
☐☐☐☐☐ <b>Plane Shift</b>	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.
☐☐☐☐☐ <b>Raise Dead</b>	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 18 days ago.
								<i>Target:</i> Dead creature touched

\* =Domain/Specialty Spell

## Cleric Spells

□□□□	<b>Righteous Might</b>	20	None	1 standard action	18 rounds [D]	Personal	V, S, DF	No	Transmutation
	<i>Effect:</i> Your size increases, and you gain combat bonuses.				<i>Target:</i> You				
□□□□	<b>Scrying</b>	20	Will negates	1 hour	18 minutes	See text	V, S, M/DF, F	Yes	Divination (Scrying)
	<i>Effect:</i> Spies on subject from a distance.				<i>Target:</i> Magical sensor				
□□□□	<b>Slay Living</b>	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				
□□□□	<b>Spell Resistance</b>	20	Will negates (harmless)	1 standard action	18 minutes	Touch	V, S, DF	Yes (harmless)	Abjuration
	<i>Effect:</i> Subject gains SR 12 + level.				<i>Target:</i> Creature touched				
□□□□	<b>Summon Monster V</b>	20	None	1 round	18 rounds [D]	Close (70 Feet)	V, S, F/DF	No	Conjuration (Summoning)
	<i>Effect:</i> Calls extraplanar creature to fight for you.				<i>Target:</i> One or more summoned creatures, no two of which can be more than 30 ft. apart				
□□□□	<b>Symbol of Pain</b>	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				
□□□□	<b>Symbol of Sleep</b>	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				
□□□□	<b>**Teleport</b>	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 1800 miles.				<i>Target:</i> You and touched objects or other touched willing creatures				
□□□□	<b>True Seeing</b>	20	Will negates (harmless)	1 standard action	18 minutes	Touch	V, S, M	Yes (harmless)	Divination
	<i>Effect:</i> Lets you see all things as they really are.				<i>Target:</i> Creature touched				
□□□□	<b>Unhallow</b>	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				
□□□□	<b>Wall of Stone</b>	20	See text	1 standard action	Instantaneous	Medium (280 Feet)	V, S, M/DF	No	Conjuration (Creation) [Earth]
	<i>Effect:</i> Creates a stone wall that can be shaped.				<i>Target:</i> Stone wall whose area is up to 18 5-ft. squares [S]				

## LEVEL 6

	Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□	<b>Animate Objects</b>	21	None	1 standard action	18 rounds	Medium (280 Feet)	V, S	No	Transmutation
	<i>Effect:</i> Objects attack your foes.				<i>Target:</i> 18 Small objects; see text				
□□□□	<b>Antilife Shell</b>	21	None	1 round	180 minutes [D]	10 ft.	V, S, DF	Yes	Abjuration
	<i>Effect:</i> 10-ft. field hedges out living creatures.				<i>Target:</i> 10-ft.-radius emanation, centered on you				
□□□□	<b>Banishment</b>	21	Will negates	1 standard action	Instantaneous	Close (70 Feet)	V, S, F	Yes	Abjuration
	<i>Effect:</i> Banishes 36 HD of extraplanar creatures.				<i>Target:</i> One or more extraplanar creatures, no two of which can be more than 30 ft. apart				
□□□□	<b>Bear's Endurance, Mass</b>	21	Will negates (harmless)	1 standard action	18 minutes	Close (70 Feet)	V, S, DF	Yes	Transmutation
	<i>Effect:</i> As bear's endurance, affects 18 subjects.				<i>Target:</i> 18 creatures, no two of which can be more than 30 ft. apart				
□□□□	<b>Blade Barrier</b>	21	Reflex half or Reflex negates; see text	1 standard action	18 minutes [D]	Medium (280 Feet)	V, S	Yes	Evocation [Force]
	<i>Effect:</i> Wall of blades deals 18d6 damage.				<i>Target:</i> Wall of whirling blades up to 360 ft. long, or a ringed wall of whirling blades with a radius of up to 45 ft; either form 20 ft. high				
□□□□	<b>Bull's Strength, Mass</b>	21	Will negates (harmless)	1 standard action	18 minutes	Close (70 Feet)	V, S, M/DF	Yes (harmless)	Transmutation
	<i>Effect:</i> As bull's strength, affects one subject/ level.				<i>Target:</i> 18 creatures, no two of which can be more than 30 ft. apart				
□□□□	<b>Create Undead</b>	21	None	1 hour	Instantaneous	Close (70 Feet)	V, S, M	No	Necromancy [Evil]
	<i>Effect:</i> Creates ghouls, ghosts, mummies, or mohrgs.				<i>Target:</i> One corpse				
□□□□	<b>Cure Moderate Wounds, Mass</b>	21	Will half (harmless) or Will half; see text	1 standard action	Instantaneous	Close (70 Feet)	V, S	Yes (harmless) or Yes; see text	Conjuration (Healing)
	<i>Effect:</i> Cures 2d8+18 damage for many creatures.				<i>Target:</i> 18 creatures, no two of which can be more than 30 ft. apart				
□□□□	<b>Dispel Magic, Greater</b>	21	None	1 standard action	Instantaneous	Medium (280 Feet)	V, S	No	Abjuration
	<i>Effect:</i> As dispel magic, but +20 on check.				<i>Target:</i> One spellcaster, creature, or object; or 20-ft.-radius burst				
□□□□	<b>Eagle's Splendor, Mass</b>	21	Will negates (harmless)	1 standard action	18 minutes	Close (70 Feet)	V, S, M/DF	Yes	Transmutation
	<i>Effect:</i> As eagle's splendor, affects 18 subjects.				<i>Target:</i> 18 creatures, no two of which can be more than 30 ft. apart				
□□□□	<b>*Find the Path</b>	21	None or Will negates (harmless)	3 rounds	180 minutes	Personal or touch	V, S, F	No or Yes (harmless)	Divination
	<i>Effect:</i> Shows most direct way to a location.				<i>Target:</i> You or creature touched				
□□□□	<b>Find the Path</b>	21	None or Will negates (harmless)	3 rounds	180 minutes	Personal or touch	V, S, F	No or Yes (harmless)	Divination
	<i>Effect:</i> Shows most direct way to a location.				<i>Target:</i> You or creature touched				
□□□□	<b>Forbiddance</b>	21	See text	6 rounds	Permanent	Medium (280 Feet)	V, S, M, DF	Yes	Abjuration
	<i>Effect:</i> Blocks planar travel, damages creatures of different alignment.				<i>Target:</i> 18 60-ft. cubes [S]				
□□□□	<b>Geas/Quest</b>	21	None	10 minutes	18 days or until discharged [D]	Close (70 Feet)	V	Yes	Enchantment (Compulsion) [Language-Dependent, Mind-Affecting]
	<i>Effect:</i> As lesser geas, plus it affects any creature.				<i>Target:</i> One living creature				
□□□□	<b>Glyph of Warding, Greater</b>	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 90 sq. ft				
□□□□	<b>Harm</b>	21	Will half; see text	1 standard action	Instantaneous	Touch	V, S	Yes	Necromancy
	<i>Effect:</i> Deals 180 points damage to target.				<i>Target:</i> Creature touched				
□□□□	<b>Heal</b>	21	Will negates (harmless)	1 standard action	Instantaneous	Touch	V, S	Yes (harmless)	Conjuration (Healing)
	<i>Effect:</i> Cures 180 points of damage, all diseases and mental conditions.				<i>Target:</i> Creature touched				
□□□□	<b>Heroes' Feast</b>	21	None	10 minutes	18 hour plus 12 hours; see text	Close (70 Feet)	V, S, DF	No	Conjuration (Creation) [Creation]
	<i>Effect:</i> Food for 18 creatures cures and grants combat bonuses.				<i>Target:</i> Feast for 18 creatures				
□□□□	<b>**Hold Monster</b>	21	Will negates; see text	1 standard action	18 rounds [D]; see text	Medium (100 Feet)	V, S, M/DF	Yes	Enchantment (Compulsion) [Mind-Affecting]
	<i>Effect:</i> As hold person, but any creature.				<i>Target:</i> One living creature				
□□□□	<b>Inflict Moderate Wounds, Mass</b>	21	Will half	1 standard action	Instantaneous	Close (70 Feet)	V, S	Yes	Necromancy
	<i>Effect:</i> Deals 2d8+18 damage to many creatures.				<i>Target:</i> 18 creatures, no two of which can be more than 30 ft. apart				
□□□□	<b>Owl's Wisdom, Mass</b>	21	Will negates (harmless)	1 standard action	18 minutes	Close (70 Feet)	V, S, M/DF	Yes	Transmutation
	<i>Effect:</i> As owl's wisdom, affects one subject/ level.				<i>Target:</i> 18 creatures, no two of which can be more than 30 ft. apart				
□□□□	<b>Planar Ally</b>	21	None	10 minutes	Instantaneous	Close (70 Feet)	V, S, DF, No XP	No	Conjuration (Calling)
	<i>Effect:</i> As lesser planar ally, but up to 12 HD.				<i>Target:</i> 1-2 called elementals or outsiders totaling no more than 12 HD, which cannot be more than 30 ft. apart when they appear				
□□□□	<b>Summon Monster VI</b>	21	None	1 round	18 rounds [D]	Close (70 Feet)	V, S, F/DF	No	Conjuration (Summoning)
	<i>Effect:</i> Calls extraplanar creature to fight for you.				<i>Target:</i> One or more summoned creatures, no two of which can be more than 30 ft. apart				
□□□□	<b>Symbol of Fear</b>	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				
□□□□	<b>Symbol of Persuasion</b>	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				
□□□□	<b>Undeath to Death</b>	21	Will negates	1 standard action	Instantaneous	Medium (280 Feet)	V, S, M/DF	Yes	Necromancy [Death]
	<i>Effect:</i> Destroys 18d4 HD of undead.				<i>Target:</i> Several undead creatures within a 40-ft.-radius burst				
□□□□	<b>Wind Walk</b>	21	No and Will negates (harmless)	1 standard action	18 hours [D]; see text	Touch	V, S, DF	No and Yes (harmless)	Transmutation [Air]
	<i>Effect:</i> You and your allies turn vaporous and travel fast.				<i>Target:</i> You and 6 touched creatures				
□□□□	<b>Word of Recall</b>	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	22	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 (70 Feet)	V, S	Yes (harmless) or Yes; see text	Conjuration (Healing)
<i>Effect:</i> Cures 3d8+18 damage for many creatures.				<i>Target:</i> 18 creatures, no two of which can be more than 30 ft. apart				
■■■■■ Destruction	22	Fortitude partial	1 standard action	Instantaneous	Close (70 Feet)	V, S, F	Yes	Necromancy [Death]
<i>Effect:</i> Kills subject and destroys remains.				<i>Target:</i> One creature				
■■■■■ *Dictum	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				
■■■■■ 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	22	None	1 standard action	18 rounds [D]	Personal	V, S	No	Transmutation
<i>Effect:</i> You become ethereal for 18 rounds.				<i>Target:</i> You				
■■■■■ Holy Word	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 (70 Feet)	V, S	Yes	Necromancy
<i>Effect:</i> Deals 3d8+18 damage to many creatures.				<i>Target:</i> 18 creatures, no two of which can be more than 30 ft. apart				
■■■■■ Refuge	22	None	1 standard action	Instantaneous	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+18				<i>Target:</i> Living creature touched				
■■■■■ Repulsion	22	Will negates	1 standard action	18 rounds [D]	Up to 10 ft./level	V, S, F/DF	Yes	Abjuration
<i>Effect:</i> Creatures can't approach you.				<i>Target:</i> 180 ft. radius emanation centered on you				
■■■■■ Restoration, Greater	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	18 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	18 rounds [D]	Close (70 Feet)	V, S, F/DF	No	Conjuration (Summoning)
<i>Effect:</i> Calls extraplanar creature to fight for you.				<i>Target:</i> One or more summoned creatures, no two of which can be more than 30 ft. apart				
■■■■■ Symbol of Stunning	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				

## LEVEL 8

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
■■■■■ Antimagic Field	23	None	1 standard action	180 minutes [D]	10 ft.	V, S, M/DF	See text	Abjuration
<i>Effect:</i> Negates magic within 10 ft.				<i>Target:</i> 10-ft.-radius emanation, centered on you				
■■■■■ Cloak of Chaos	23	See text	1 standard action	18 rounds [D]	20 ft.	V, S, F	Yes (harmless)	Abjuration [Chaotic]
<i>Effect:</i> +4 to AC, +4 resistance, and SR 25 against lawful spells.				<i>Target:</i> 18 creatures in a 20-ft.-radius burst centered on you				
■■■■■ Create Greater Undead	23	None	1 hour	Instantaneous	Close (70 Feet)	V, S, M	No	Necromancy [Evil]
<i>Effect:</i> Create shadows, wraiths, spectres, or devoursers.				<i>Target:</i> One corpse				
■■■■■ Cure Critical Wounds, Mass	23	Will half (harmless) or Will half; see text	1 standard action	Instantaneous	Close (70 Feet)	V, S	Yes (harmless) or Yes; see text	Conjuration (Healing)
<i>Effect:</i> Cures 4d8+18 damage for many creatures.				<i>Target:</i> 18 creatures, no two of which can be more than 30 ft. apart				
■■■■■ Dimensional Lock	23	None	1 standard action	18 days	Medium (280 Feet)	V, S	Yes	Abjuration
<i>Effect:</i> Teleportation and interplanar travel blocked for 18 days.				<i>Target:</i> 20-ft.-radius emanation centered on a point in space				
■■■■■ Discern Location	23	None	10 minutes	Instantaneous	Unlimited	V, S, DF	No	Divination
<i>Effect:</i> Reveals exact location of creature or object.				<i>Target:</i> One creature or object				
■■■■■ Earthquake	23	See text	1 standard action	18 round	Long (1120 Feet)	V, S, DF	No	Evocation [Earth]
<i>Effect:</i> Intense tremor shakes 90 ft. radius.				<i>Target:</i> 80-ft.-radius spread [S]				
■■■■■ Fire Storm	23	Reflex half	1 round	Instantaneous	Medium (280 Feet)	V, S	Yes	Evocation [Fire]
<i>Effect:</i> Deals 18d6 fire damage.				<i>Target:</i> 36 10-ft. cubes [S]				
■■■■■ Holy Aura	23	See text	1 standard action	18 rounds [D]	20 ft.	V, S, F	Yes (harmless)	Abjuration [Good]
<i>Effect:</i> +4 to AC, +4 resistance, and SR 25 against evil spells.				<i>Target:</i> 18 creatures in a 20-ft.-radius burst centered on you				
■■■■■ Inflict Critical Wounds, Mass	23	Will half	1 standard action	Instantaneous	Close (70 Feet)	V, S	Yes	Necromancy
<i>Effect:</i> Deals 4d8+18 damage to many creatures.				<i>Target:</i> 18 creatures, no two of which can be more than 30 ft. apart				
■■■■■ **Phase Door	23	None	1 standard action	One usage per two levels	0 ft.	V	No	Conjuration (Creation)
<i>Effect:</i> Creates an invisible passage through wood or stone.				<i>Target:</i> Ethereal 5 ft. by 8 ft. opening, 40 ft. deep				
■■■■■ Planar Ally, Greater	23	None	10 minutes	Instantaneous	Close (70 Feet)	V, S, DF, XP	No	Conjuration (Calling)
<i>Effect:</i> As lesser planar ally, but up to 18 HD.				<i>Target:</i> Up to three called elementals or outsiders, totaling no more than 18 HD, no two of which can be more than 30 ft. apart when they appear.				
■■■■■ Planar Ally (Lesser)	23	None	10 minutes	Instantaneous	Close (70 Feet)	V, S, DF, XP	No	Conjuration (Calling)
<i>Effect:</i> As lesser planar ally, but up to 18 HD.				<i>Target:</i> One called elemental or outsider of 6 HD or less				
■■■■■ *Shield of Law	23	See text	1 standard action	18 rounds [D]	20 ft.	V, S, F	Yes (harmless)	Abjuration [Lawful]
<i>Effect:</i> +4 to AC, +4 resistance, and SR 25 against chaotic spells.				<i>Target:</i> 18 creatures in a 20-ft.-radius burst centered on you				
■■■■■ Shield of Law	23	See text	1 standard action	18 rounds [D]	20 ft.	V, S, F	Yes (harmless)	Abjuration [Lawful]
<i>Effect:</i> +4 to AC, +4 resistance, and SR 25 against chaotic spells.				<i>Target:</i> 18 creatures in a 20-ft.-radius burst centered on you				
■■■■■ Spell Immunity, Greater	23	Will negates (harmless)	1 standard action	180 minutes	Touch	V, S, DF	Yes (harmless)	Abjuration
<i>Effect:</i> As spell immunity, but up to 8th-level spells.				<i>Target:</i> Creature touched				
■■■■■ Summon Monster VIII	23	None	1 round	18 rounds [D]	Close (70 Feet)	V, S, F/DF	No	Conjuration (Summoning)
<i>Effect:</i> Calls extraplanar creature to fight for you.				<i>Target:</i> One or more summoned creatures, no two of which can be more than 30 ft. apart				
■■■■■ Symbol of Death	23	Fortitude negates	10 minutes	See text	0 ft.; see text	V, S, M	Yes	Necromancy [Death]
<i>Effect:</i> Triggered rune slays nearby creatures.				<i>Target:</i> One symbol				
■■■■■ Symbol of Insanity	23	Will negates	10 minutes	See text	0 ft.; see text	V, S, M	Yes	Enchantment (Compulsion) [Mind-Affecting]
<i>Effect:</i> Triggered rune renders nearby creatures insane.				<i>Target:</i> One symbol				
■■■■■ Unholy Aura	23	See text	1 standard action	18 rounds [D]	20 ft.	V, S, F	Yes (harmless)	Abjuration [Evil]
<i>Effect:</i> +4 to AC, +4 resistance, and SR 25 against good spells.				<i>Target:</i> 18 creatures in a 20-ft.-radius burst centered on you				

\* =Domain/Specialty Spell

## Cleric Spells LEVEL 9

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
☐☐☐☐☐ *Astral Projection <i>Effect:</i> Projects you and companions onto Astral Plane.	24	None	30 minutes	See text	Touch	V, S, M	Yes	Necromancy
☐☐☐☐☐ Astral Projection <i>Effect:</i> Projects you and companions onto Astral Plane.	24	None	30 minutes	See text	Touch	V, S, M	Yes	Necromancy
☐☐☐☐☐ Energy Drain <i>Effect:</i> Subject gains 2d4 negative levels.	24	Fortitude partial; see text for enervation	1 standard action	Instantaneous	Close (70 Feet)	V, S	Yes	Necromancy
☐☐☐☐☐ Etherealness <i>Effect:</i> Travel to Ethereal Plane with companions.	24	None	1 standard action	18 minutes [D]	Touch; see text	V, S	Yes	Transmutation
☐☐☐☐☐ Gate <i>Effect:</i> Connects two planes for travel or summoning.	24	None	1 standard action	Instantaneous or concentration [up to 18 rounds]; see text	Medium (280 Feet)	V, S, XP; see text	No	Conjuration (Creation) Calling
☐☐☐☐☐ Heal, Mass <i>Effect:</i> As heal, but with several subjects.	24	Will negates (harmless)	1 standard action	Instantaneous	Close (70 Feet)	V, S	Yes (harmless)	Conjuration (Healing)
☐☐☐☐☐ Implosion <i>Effect:</i> Kills one creature/round.	24	Fortitude negates	1 standard action	Concentration [up to 4 rounds]	Close (70 Feet)	V, S	Yes	Evocation
☐☐☐☐☐ Miracle <i>Effect:</i> Requests a deity's intercession.	24	See text	1 standard action	See text	See text	V, S, XP; see text	Yes	Evocation
☐☐☐☐☐ Soul Bind <i>Effect:</i> Traps newly dead soul to prevent resurrection.	24	Will negates	1 standard action	Permanent	Close (70 Feet)	V, S, F	No	Necromancy
☐☐☐☐☐ Storm of Vengeance <i>Effect:</i> Storm rains acid, lightning, and hail.	24	See text	1 round	Concentration [maximum 10 rounds] [D]	Long (1120 Feet)	V, S	Yes	Conjuration (Summoning)
☐☐☐☐☐ *Summon Monster IX <i>Effect:</i> Calls extraplanar creature to fight for you.	24	None	1 round	18 rounds [D]	Close (25 Feet)	V, S, F/DF	No	Conjuration (Summoning)
☐☐☐☐☐ Summon Monster IX <i>Effect:</i> Calls extraplanar creature to fight for you.	24	None	1 round	18 rounds [D]	Close (70 Feet)	V, S, F/DF	No	Conjuration (Summoning)
☐☐☐☐☐ True Resurrection <i>Effect:</i> As resurrection, plus remains aren't needed.	24	None; see text	10 minutes	Instantaneous	Touch	V, S, M, DF	Yes (harmless)	Conjuration (Healing)

\* = Domain/Specialty Spell