

Cleric Spells

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

LEVEL 0

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□□ Create Water <i>Effect:</i> Creates 20 gallons of pure water. <i>Target:</i> Up to 20 gallons of water	15	None	1 standard action	Instantaneous	Close (50 Feet)	V, S	No	Conjuration (Creation) [Water]
□□□□□ Cure Minor Wounds <i>Effect:</i> Cures 1 point of damage. <i>Target:</i> Creature touched	15	Will half (harmless); see text	1 standard action	Instantaneous	Touch	V, S	Yes (harmless); see text	Conjuration (Healing)
□□□□□ Detect Magic <i>Effect:</i> Detects spells and magic items within 60 ft. <i>Target:</i> Cone-shaped emanation	15	None	1 standard action	Concentration, up to 10 minutes [D]	60 ft.	V, S	No	Divination
□□□□□ Detect Poison <i>Effect:</i> Detects poison in one creature or small object. <i>Target:</i> One creature, one object, or a 5-ft. cube	15	None	1 standard action	Instantaneous	Close (50 Feet)	V, S	No	Divination
□□□□□ Guidance <i>Effect:</i> +1 on one attack roll, saving throw, or skill check. <i>Target:</i> Creature touched	15	Will negates (harmless)	1 standard action	10 minute or until discharged	Touch	V, S	Yes	Divination
□□□□□ Inflict Minor Wounds <i>Effect:</i> Touch attack, 1 point of damage. <i>Target:</i> Creature touched	15	Will negates	1 standard action	Instantaneous	Touch	V, S	Yes	Necromancy
□□□□□ Light <i>Effect:</i> Object shines like a torch. <i>Target:</i> Object touched	15	None	1 standard action	100 minutes [D]	Touch	V, M/DF	No	Evocation [Light]
□□□□□ Mending <i>Effect:</i> Makes minor repairs on an object. <i>Target:</i> One object of up to 1 lb.	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 10 cu. ft. of food or water. <i>Target:</i> 10 cu. ft. of contaminated food and 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. <i>Target:</i> You	15	None	1 standard action	100 minutes	Personal	V, S, F	No	Divination
□□□□□ Resistance <i>Effect:</i> Subject gains +1 on saving throws. <i>Target:</i> Creature touched	15	Will negates (harmless)	1 standard action	10 minute	Touch	V, S, M/DF	Yes (harmless)	Abjuration
□□□□□ Virtue <i>Effect:</i> Subject gains 1 temporary hp. <i>Target:</i> Creature touched	15	Fortitude negates (harmless)	1 standard action	10 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. <i>Target:</i> All enemies within 50 ft.	16	Will negates	1 standard action	10 minutes	50 ft.	V, S, DF	Yes	Enchantment (Compulsion) [Fear, Mind-Affecting]
□□□□□ Bless <i>Effect:</i> Allies gain +1 on attack rolls and +1 on saves against fear. <i>Target:</i> The caster and all allies within a 50-ft. burst, centered on the caster	16	None	1 standard action	10 minutes	50 ft.	V, S, DF	Yes (harmless)	Enchantment (Compulsion) [Mind-Affecting]
□□□□□ Bless Water <i>Effect:</i> Makes holy water. <i>Target:</i> Flask of water touched	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. <i>Target:</i> One living creature with 5 or fewer HD	16	Will partial	1 standard action	1d4 rounds or 1 round; see text	Close (50 Feet)	V, S	Yes	Necromancy [Fear, Mind-Affecting]
□□□□□ Command <i>Effect:</i> One subject obeys selected command for 1 round. <i>Target:</i> One living creature	16	Will negates	1 standard action	10 round	Close (50 Feet)	V	Yes	Enchantment (Compulsion) [Language-Dependent, Mind-Affecting]
□□□□□ Comprehend Languages <i>Effect:</i> You understand all spoken and written languages. <i>Target:</i> You	16	None	1 standard action	100 minutes	Personal	V, S, M/DF	No	Divination
□□□□□ Cure Light Wounds <i>Effect:</i> Cures 1d8+5 damage <i>Target:</i> Creature touched	16	Will half (harmless); see text	1 standard action	Instantaneous	Touch	V, S	Yes (harmless); see text	Conjuration (Healing)
□□□□□ Curse Water <i>Effect:</i> Makes unholy water. <i>Target:</i> Flask of water touched	16	Will negates (object)	1 minute	Instantaneous	Touch	V, S, M	Yes (object)	Necromancy [Evil]
□□□□□ Deathwatch <i>Effect:</i> Reveals how near death subjects within 30 ft. are. <i>Target:</i> Cone-shaped emanation	16	None	1 standard action	100 minutes	30 ft.	V, S	No	Necromancy [Evil]
□□□□□ Detect Chaos <i>Effect:</i> Reveals creatures, spells, or objects of selected alignment. <i>Target:</i> Cone-shaped emanation	16	None	1 standard action	Concentration, up to 10 minutes [D]	60 ft.	V, S, DF	No	Divination
□□□□□ Detect Evil <i>Effect:</i> Reveals creatures, spells, or objects of selected alignment. <i>Target:</i> Cone-shaped emanation	16	None	1 standard action	Concentration, up to 10 minutes [D]	60 ft.	V, S, DF	No	Divination
□□□□□ Detect Good <i>Effect:</i> Reveals creatures, spells, or objects of selected alignment. <i>Target:</i> Cone-shaped emanation	16	None	1 standard action	Concentration, up to 10 minutes [D]	60 ft.	V, S, DF	No	Divination
□□□□□ Detect Law <i>Effect:</i> Reveals creatures, spells, or objects of selected alignment. <i>Target:</i> Cone-shaped emanation	16	None	1 standard action	Concentration, up to 10 minutes [D]	60 ft.	V, S, DF	No	Divination
□□□□□ Detect Undead <i>Effect:</i> Reveals undead within 60 ft. <i>Target:</i> Cone-shaped emanation	16	None	1 standard action	Concentration, up to 10 minutes [D]	60 ft.	V, S, M/DF	No	Divination
□□□□□ **Disguise Self <i>Effect:</i> Changes your appearance. <i>Target:</i> You	16	None	1 standard action	100 minutes [D]	Personal	V, S	No	Illusion (Glamour)
□□□□□ Divine Favor <i>Effect:</i> You gain +3 on attack and damage rolls. <i>Target:</i> You	16	None	1 standard action	1 minute	Personal	V, S, DF	No	Evocation
□□□□□ Doom <i>Effect:</i> One subject takes -2 on attack rolls, damage rolls, saves, and checks. <i>Target:</i> One living creature	16	Will negates	1 standard action	10 minutes	Medium (200 Feet)	V, S, DF	Yes	Necromancy [Fear, Mind-Affecting]
□□□□□ Endure Elements <i>Effect:</i> Exist comfortably in hot or cold environments. <i>Target:</i> Creature touched	16	Will negates (harmless)	1 standard action	24 hours	Touch	V, S	Yes (harmless)	Abjuration
□□□□□ Entropic Shield <i>Effect:</i> Ranged attacks against you have 20% miss chance. <i>Target:</i> You	16	None	1 standard action	10 minutes [D]	Personal	V, S	No	Abjuration
□□□□□ Hide from Undead <i>Effect:</i> Undead can't perceive 10 subjects. <i>Target:</i> 10 touched creatures	16	Will negates (harmless); see text	1 standard action	100 minutes [D]	Touch	V, S, DF	Yes	Abjuration
□□□□□ Inflict Light Wounds <i>Effect:</i> Touch deals 1d8+5 damage <i>Target:</i> Creature touched	16	Will half	1 standard action	Instantaneous	Touch	V, S	Yes	Necromancy
□□□□□ Magic Stone <i>Effect:</i> Three stones gain +1 on attack rolls, deal 1d6+1 damage. <i>Target:</i> Up to three pebbles touched	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. <i>Target:</i> Weapon touched	16	Will negates (harmless, object)	1 standard action	10 minutes	Touch	V, S, DF	Yes (harmless, object)	Transmutation
□□□□□ *Obscuring Mist <i>Effect:</i> Fog surrounds you. <i>Target:</i> Cloud spreads in 20-ft. radius from you, 20 ft. high	16	None	1 standard action	10 minutes	20 ft.	V, S	No	Conjuration (Creation)

* =Domain/Specialty Spell

Cleric Spells

Obscuring Mist	16	None	1 standard action	10 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	10 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	10 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	10 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	10 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	100 minutes; see text	Close (50 Feet)	V, S	Yes (harmless)	Abjuration
<i>Effect:</i> Suppresses fear or gives +4 on saves against fear for 3 subjects				<i>Target:</i> 3 creatures, no two of which can be more than 30 ft. apart				
Sanctuary	16	Will negates	1 standard action	10 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	10 minutes	Touch	V, S, M	Yes (harmless)	Abjuration
<i>Effect:</i> Aura grants +3 deflection bonus.				<i>Target:</i> Creature touched				
Summon Monster I	16	None	1 round	10 rounds [D]	Close (50 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	10 minutes	Touch	V, S, DF	Yes (harmless)	Enchantment (Compulsion) [Mind-Affecting]	
<i>Effect:</i> +1 on attack rolls, +1 against fear, 1d8+10 temporary hp.				<i>Target:</i> Living creature touched					
Align Weapon	17	Will negates (harmless, object)	1 standard action	10 minutes	Touch	V, S, DF	Yes (harmless, object)	Transmutation	
<i>Effect:</i> Weapon becomes good, evil, lawful, or chaotic.				<i>Target:</i> Weapon touched or fifty projectiles [all of which must be in contact with each other at the time of casting]					
Augury	17	None	1 minute	Instantaneous	Personal	V, S, M, F	No	Divination	
<i>Effect:</i> Learns whether an action will be good or bad.				<i>Target:</i> You					
Bear's Endurance	17	Will negates (harmless)	1 standard action	10 minutes	Touch	V, S, DF	Yes	Transmutation	
<i>Effect:</i> Subject gains +4 to Con for 10 minutes.				<i>Target:</i> Creature touched					
Bull's Strength	17	Will negates (harmless)	1 standard action	10 minutes	Touch	V, S, M/DF	Yes (harmless)	Transmutation	
<i>Effect:</i> Subject gains +4 to Str for 10 minutes.				<i>Target:</i> Creature touched					
Calm Emotions	17	Will negates	1 standard action	10 minutes	Concentration, up to 10 rounds	Medium (200 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	20 hours	Close (50 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	100 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	10 hours	Touch	V, S, DF	Yes (harmless)	Conjuration (Healing)	
<i>Effect:</i> Stops poison from harming subject for 10 hours.				<i>Target:</i> Creature touched					
Desecrate	17	None	1 standard action	20 hours	Close (50 Feet)	V, S, M, DF	Yes	Evocation [Evil]	
<i>Effect:</i> Fills area with negative energy, making undead stronger.				<i>Target:</i> 20-ft.-radius emanation					
Eagle's Splendor	17	Will negates (harmless)	1 standard action	10 minutes	Touch	V, S, M/DF	Yes	Transmutation	
<i>Effect:</i> Subject gains +4 to Cha for 10 minutes.				<i>Target:</i> Creature touched					
Enthrall	17	Will negates; see text	1 round	10 hour or less	Medium (200 Feet)	V, S	Yes	Enchantment (Charm)	
<i>Effect:</i> Captivates all within 200 ft.				<i>Target:</i> Any number of creatures					
Find Traps	17	None	1 standard action	10 minutes	Personal	V, S	No	Divination	
<i>Effect:</i> Notice traps as a rogue does.				<i>Target:</i> You					
**Fog Cloud	17	None	1 standard action	100 minutes	Medium (100 Feet)	V, S	No	Conjuration (Creation)	
<i>Effect:</i> Fog obscures vision.				<i>Target:</i> Fog spreads in 20-ft. radius, 20 ft. high					
Gentle Repose	17	Will negates (object)	1 standard action	10 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	10 rounds [D]; see text	Medium (200 Feet)	V, S, F/DF	Yes	Enchantment (Compulsion) [Mind-Affecting]	
<i>Effect:</i> Paralyzes one humanoid for 10 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					
**Invisibility	17	Will negates (harmless) or Will negates (harmless, object)	1 standard action	10 minutes [D]	Personal or touch	V, S, M/DF	Yes (harmless) or Yes (harmless, object)	Illusion (Glamour)	
<i>Effect:</i> Subject is invisible for 10 minutes or until it attacks.				<i>Target:</i> You or a creature or object weighing no more than 1000 lbs					
Make Whole	17	Will negates (harmless, object)	1 standard action	Instantaneous	Close (50 Feet)	V, S	Yes (harmless, object)	Transmutation	
<i>Effect:</i> Repairs an object.				<i>Target:</i> One object of up to 100 cu. ft.					
Owl's Wisdom	17	Will negates (harmless)	1 standard action	10 minutes	Touch	V, S, M/DF	Yes	Transmutation	
<i>Effect:</i> Subject gains +4 to Wis for 10 minutes.				<i>Target:</i> Creature touched					
Remove Paralysis	17	Will negates (harmless)	1 standard action	Instantaneous	Close (50 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	100 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 (50 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	10 hours [D]	Close (50 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	10 minutes [D]	Long (800 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 (50 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	10 rounds [D]	Medium (200 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	10 hours	Touch	V, S	Yes (harmless)	Divination	
<i>Effect:</i> Monitors condition, position of allies.				<i>Target:</i> 3 living creatures touched					
Summon Monster II	17	None	1 round	10 rounds [D]	Close (50 Feet)	V, S, F/DF	No	Conjuration (Summoning)	
<i>Effect:</i> Calls extraplanar creature to fight for you.				<i>Target:</i> One or more summoned creatures, no two of which can be more than 30 ft. apart					

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Cleric Spells

☐☐☐☐☐	Undetectable Alignment	17	Will negates (object)	1 standard action	24 hours	Close (50 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	10 minutes	Close (50 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 (200 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 (50 Feet)	V, S	No	Conjuration (Creation)
	<i>Effect:</i> Feeds 30 humans or 10 horse.			<i>Target:</i> Food and water to sustain 30 humans or 10 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+10 damage			<i>Target:</i> Creature touched				
☐☐☐☐☐ Daylight	18	None	1 standard action	100 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	10 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 (200 Feet)	V, S	No	Abjuration
	<i>Effect:</i> Cancels magical spells and effects.			<i>Target:</i> One spellcaster, creature, or object; or 20-ft.-radius burst				
☐☐☐☐☐ Glyph of Warding	18	See text	10 minutes	Permanent until discharged [D]	Touch	V, S, M	No (object) and Yes; see text	Abjuration
	<i>Effect:</i> Inscription harms those who pass it.			<i>Target:</i> Object touched or up to 50 sq. ft				
☐☐☐☐☐ Helping Hand	18	None	1 standard action	10 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+10 damage			<i>Target:</i> Creature touched				
☐☐☐☐☐ Invisibility Purge	18	None	1 standard action	10 minutes [D]	Personal	V, S	No	Evocation
	<i>Effect:</i> Dispel invisibility within 50 ft			<i>Target:</i> You				
☐☐☐☐☐ Locate Object	18	None	1 standard action	10 minutes	Long (800 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 800 ft.				
☐☐☐☐☐ Magic Circle against Chaos	18	Will negates (harmless)	1 standard action	100 minutes	Touch	V, S, M/DF	No; see text	Abjuration [Lawful]
	<i>Effect:</i> As protection spells, but 10-ft. radius and 100 minutes.			<i>Target:</i> 10-ft.-radius emanation from touched creature				
☐☐☐☐☐ Magic Circle against Evil	18	Will negates (harmless)	1 standard action	100 minutes	Touch	V, S, M/DF	No; see text	Abjuration [Good]
	<i>Effect:</i> As protection spells, but 10-ft. radius and 100 minutes.			<i>Target:</i> 10-ft.-radius emanation from touched creature				
☐☐☐☐☐ Magic Circle against Good	18	Will negates (harmless)	1 standard action	100 minutes	Touch	V, S, M/DF	No; see text	Abjuration [Evil]
	<i>Effect:</i> As protection spells, but 10-ft. radius and 100 minutes.			<i>Target:</i> 10-ft.-radius emanation from touched creature				
☐☐☐☐☐ Magic Circle against Law	18	Will negates (harmless)	1 standard action	100 minutes	Touch	V, S, M/DF	No; see text	Abjuration [Chaotic]
	<i>Effect:</i> As protection spells, but 10-ft. radius and 100 minutes.			<i>Target:</i> 10-ft.-radius emanation from touched creature				
☐☐☐☐☐ Magic Vestment	18	Will negates (harmless, object)	1 standard action	10 hours	Touch	V, S, DF	Yes (harmless, object)	Transmutation
	<i>Effect:</i> Armor or shield gains 2 enhancement			<i>Target:</i> Armor or shield touched				
☐☐☐☐☐ Meld into Stone	18	None	1 standard action	100 minutes	Personal	V, S, DF	No	Transmutation [Earth]
	<i>Effect:</i> You and your gear merge with stone.			<i>Target:</i> You				
☐☐☐☐☐ **Nondetection	18	Will negates (harmless, object)	1 standard action	10 hours	Touch	V, S, M	Yes (harmless, object)	Abjuration
	<i>Effect:</i> Hides subject from divination, scrying.			<i>Target:</i> Creature or object touched				
☐☐☐☐☐ 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 1000 lbs				
☐☐☐☐☐ Prayer	18	None	1 standard action	10 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	100 minutes or until discharged	Touch	V, S, DF	Yes (harmless)	Abjuration
	<i>Effect:</i> Absorb 120 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 (200 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	10 minutes	10 ft.	V, S, DF	No	Necromancy [Language-Dependent]
	<i>Effect:</i> Corpse answers one question/two levels.			<i>Target:</i> One dead creature				
☐☐☐☐☐ Stone Shape	18	None	1 standard action	Instantaneous	Touch	V, S, M/DF	No	Transmutation [Earth]
	<i>Effect:</i> Sculpt stone into any shape.			<i>Target:</i> Stone or stone object touched, up to 20 cu. ft.				
☐☐☐☐☐ Summon Monster III	18	None	1 round	10 rounds [D]	Close (50 Feet)	V, S, F/DF	No	Conjuration (Summoning)
	<i>Effect:</i> Calls extraplanar creature to fight for you.			<i>Target:</i> One or more summoned creatures, no two of which can be more than 30 ft. apart				
☐☐☐☐☐ *Water Breathing	18	Will negates (harmless)	1 standard action	20 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 Breathing	18	Will negates (harmless)	1 standard action	20 hours; see text	Touch	V, S, M/DF	Yes (harmless)	Transmutation
	<i>Effect:</i> Subjects can breathe underwater.			<i>Target:</i> Living creatures touched				
☐☐☐☐☐ Water Walk	18	Will negates (harmless)	1 standard action	100 minutes [D]	Touch	V, S, DF	Yes (harmless)	Transmutation [Water]
	<i>Effect:</i> Subject treads on water as if solid.			<i>Target:</i> 10 touched creatures				
☐☐☐☐☐ Wind Wall	18	None; see text	1 standard action	10 rounds	Medium (200 Feet)	V, S, M/DF	Yes	Evocation [Air]
	<i>Effect:</i> Deflects arrows, smaller creatures, and gases.			<i>Target:</i> Wall up to 100 ft. long and 50 ft. high [S]				

LEVEL 4

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
☐☐☐☐☐ Air Walk	19	None	1 standard action	100 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				
☐☐☐☐☐ **Confusion	19	Will negates	1 standard action	10 rounds	Medium (100 Feet)	V, S, M/DF	Yes	Enchantment (Compulsion) [Mind-Affecting]
	<i>Effect:</i> Subjects behave oddly for 10 rounds.			<i>Target:</i> All creatures in a 15-ft. radius burst				
☐☐☐☐☐ *Control Water	19	None; see text	1 standard action	100 minutes [D]	Long (400 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 100 ft by 100 ft by 20 ft [S]				

* =Domain/Specialty Spell

Cleric Spells

Control Water	19	None; see text	1 standard action	100 minutes [D]	Long (800 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 100 ft by 100 ft by 20 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+10 damage.				<i>Target:</i> Creature touched				
Death Ward	19	Will negates (harmless)	1 standard action	10 minutes	Touch	V, S, DF	Yes (harmless)	Necromancy
<i>Effect:</i> Grants immunity to death spells and negative energy effects.				<i>Target:</i> Living creature touched				
Dimensional Anchor	19	None	1 standard action	10 minutes	Medium (200 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 10 rounds	Close (50 Feet)	V, S, DF	No	Divination
<i>Effect:</i> Reveals deliberate falsehoods.				<i>Target:</i> 10 creatures, no two of which can be more than 30 ft. apart				
Dismissal	19	Will negates; see text	1 standard action	Instantaneous	Close (50 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	10 rounds	Personal	V, S, DF	No	Evocation
<i>Effect:</i> You gain attack bonus, +6 to Str, and 10 hps.				<i>Target:</i> You				
Freedom of Movement	19	Will negates (harmless)	1 standard action	100 minutes	Personal or touch	V, S, M, DF	Yes (harmless)	Abjuration
<i>Effect:</i> Subject moves normally despite impediments.				<i>Target:</i> You or creature touched				
Giant Vermin	19	None	1 standard action	10 minutes	Close (50 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+10 damage				<i>Target:</i> Creature touched				
Magic Weapon, Greater	19	Will negates (harmless, object)	1 standard action	10 hours	Close (50 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	100 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 10 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	100 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	10 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	100 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	10 rounds [D]	Close (50 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	100 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 (50 Feet)	V, S	No	Abjuration
<i>Effect:</i> Frees subjects from enchantments, alterations, curses, and petrification.				<i>Target:</i> Up to 10 creatures, all within 30 ft. of each other				
Command, Greater	20	Will negates	1 standard action	10 rounds	Close (50 Feet)	V	Yes	Enchantment (Compulsion)
<i>Effect:</i> As command, but affects 10 subjects.				<i>Target:</i> 10 creatures, no two of which can be more than 30 ft. apart				
Commune	20	None	10 minutes	10 rounds	Personal	V, S, M, DF, XP	No	Divination
<i>Effect:</i> Deity answers 10 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 (50 Feet)	V, S	Yes (harmless) or Yes; see text	Conjuration (Healing)
<i>Effect:</i> Cures 1d8+10 damage for many creatures.				<i>Target:</i> 10 creatures, no two of which can be more than 30 ft. apart				
Dispel Chaos	20	See text	1 standard action	10 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	10 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	10 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	10 rounds or until discharged, whichever comes first	Touch	V, S, DF	See text	Abjuration [Chaotic]
<i>Effect:</i> +4 bonus against attacks.				<i>Target:</i> You and a touched evil creature from another plane; or you and an enchantment or evil spell on a touched creature or object				
Disrupting Weapon	20	Will negates (harmless, object); see text	1 standard action	10 rounds	Touch	V, S	Yes (harmless, object)	Transmutation
<i>Effect:</i> Melee weapon destroys undead.				<i>Target:</i> One melee weapon				
**False Vision	20	None	1 standard action	10 hours [D]	Touch	V, S, M	No	Illusion (Glamer)
<i>Effect:</i> Fools scrying with an illusion.				<i>Target:</i> 40-ft.-radius emanation				
Flame Strike	20	Reflex half	1 standard action	Instantaneous	Medium (200 Feet)	V, S, DF	Yes	Evocation [Fire]
<i>Effect:</i> Smite foes with divine fire for 10d6 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				
**Ice Storm	20	None	1 standard action	10 full round	Long (400 Feet)	V, S, M/DF	Yes	Evocation [Cold]
<i>Effect:</i> Hail deals 5d6 damage in cylinder 40 ft. across.				<i>Target:</i> Cylinder 20				
Inflict Light Wounds, Mass	20	Will half	1 standard action	Instantaneous	Close (50 Feet)	V, S	Yes	Necromancy
<i>Effect:</i> Deals 1d8+10 damage to many creatures.				<i>Target:</i> 10 creatures, no two of which can be more than 30 ft. apart				
Insect Plague	20	None	1 round	10 minutes	Long (800 Feet)	V, S, DF	No	Conjuration (Summoning)
<i>Effect:</i> Locust swarms attack creatures.				<i>Target:</i> 3 swarms of locust, each of which must be adjacent to at least one other swarm				
Mark of Justice	20	None	10 minutes	Permanent; see text	Touch	V, S, DF	Yes	Necromancy
<i>Effect:</i> Designates action that will trigger curse on subject.				<i>Target:</i> Creature touched				
Plane Shift	20	Will negates	1 standard action	Instantaneous	Touch	V, S, F	Yes	Conjuration (Teleportation)
<i>Effect:</i> As many as eight subjects travel to another plane.				<i>Target:</i> Creature touched, or up to eight willing creatures joining hands				
Raise Dead	20	None; see text	1 minute	Instantaneous	Touch	V, S, M, DF	Yes (harmless)	Conjuration (Healing)
<i>Effect:</i> Restores life to subject who died as long as 10 days ago.				<i>Target:</i> Dead creature touched				

* =Domain/Speciality Spell

Cleric Spells

□□□□□	Righteous Might	20	None	1 standard action	10 rounds [D]	Personal	V, S, DF	No	Transmutation
	<i>Effect:</i> Your size increases, and you gain combat bonuses.				<i>Target:</i> You				
□□□□□	Scrying	20	Will negates	1 hour	10 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	10 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	10 rounds [D]	Close (50 Feet)	V, S, F/DF	No	Conjuration (Summoning)
	<i>Effect:</i> Calls extraplanar creature to fight for you.				<i>Target:</i> One or more summoned creatures, no two of which can be more than 30 ft. apart				
□□□□□	Symbol of Pain	20	Fortitude negates	10 minutes	See text	0 ft.; see text	V, S, M	Yes	Necromancy [Evil]
	<i>Effect:</i> Triggered rune wracks nearby creatures with pain.				<i>Target:</i> One symbol				
□□□□□	Symbol of Sleep	20	Will negates	10 minutes	See text	0 ft.; see text	V, S, M	Yes	Enchantment (Compulsion) [Mind-Affecting]
	<i>Effect:</i> Triggered rune puts nearby creatures into catatonic slumber.				<i>Target:</i> One symbol				
□□□□□	True Seeing	20	Will negates (harmless)	1 standard action	10 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 (200 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 10 5-ft. squares [S]				

* = Domain/Specialty Spell