

Xanaphithe Female Elf Clr18

NPC

| | | | | | | | |
|---------------|------------|-----|--------|-------|--------|---------|-------------|
| NAME Clr18 | 306000 | Elf | Medium | None | 5'0" | 101 lbs | Lawful Evil |
| CLASS 18 | 171000 | 0 | Female | DEITY | HEIGHT | WEIGHT | ALIGNMENT |
| TCL | NEXT LEVEL | AGE | GENDER | EYES | HAIR | POINTS | VISION |

| ABILITY NAME | ABILITY SCORE | ABILITY MODIFIER | TEMP SCORE | TEMP MODIFIER |
|----------------------------|---------------|------------------|------------|---------------|
| STR Strength | 15 | +2 | 15 | +2 |
| DEX Dexterity | 20 | +5 | 20 | +5 |
| CON Constitution | 11 | +0 | 11 | +0 |
| INT Intelligence | 12 | +1 | 12 | +1 |
| WIS Wisdom | 21 | +5 | 21 | +5 |
| CHA Charisma | 13 | +1 | 13 | +1 |

| | | | | | |
|--------------------------|----|-------------------|-------|------|-------------|
| HP hit points | 83 | WOUNDS/CURRENT HP | | | |
| AC armor class | 15 | 10 | 15 | 10 | 0 |
| TOTAL | | FLAT | TOUCH | BASE | ARMOR BONUS |

| | | | |
|-------------------------------|-----------|--------------|---------------|
| INITIATIVE modifier | +5 | +5 | +0 |
| TOTAL | | DEX MODIFIER | MISC MODIFIER |
| BASE ATTACK bonus | +13/+8/+3 | | |

| | | | | | |
|----------------------|---------------------|------------------|--|-------|--|
| SUBDUAL DAMAGE | | DAMAGE REDUCTION | | SPEED | |
| Walk 30' | | | | | |
| ARCANE SPELL FAILURE | ARMOR CHECK PENALTY | SPELL RESISTANCE | | | |
| 0 | +0 | 0 | | | |

| SAVING THROWS | TOTAL | BASE SAVE | ABILITY MODIFIER | MAGIC MODIFIER | MISC MODIFIER | TEMP MODIFIER | conditional modifiers |
|------------------------------------|-------|-----------|------------------|----------------|---------------|---------------|-----------------------|
| FORTITUDE (constitution) | +11 | +11 | +0 | +0 | +0 | | |
| REFLEX (dexterity) | +13 | +6 | +5 | +0 | +2 | | |
| WILLPOWER (wisdom) | +16 | +11 | +5 | +0 | +0 | | |

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

| UNARMED | TOTAL ATTACK BONUS | DAMAGE | CRITICAL |
|---------|--------------------|--------|----------|
| | +15/+10/+5 | 1d3+2 | 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 | 66.0 | Medium | 133.0 | Heavy | 200.0 |
| Lift over head | 200.0 | Lift off ground | 400.0 | Push / Drag | 1000.0 |

| FEATS | |
|-----------------------------|----------|
| Brew Potion | See Text |
| Combat Reflexes | See Text |
| Forge Ring | See Text |
| Improved Turning | See Text |
| Leadership | See Text |
| Lightning Reflexes | See Text |
| Spell Focus (Transmutation) | See Text |

| DOMAINS | |
|---------|--|
| Fire | Turn or destroy water creatures as a good cleric turns undead. Rebuke, command, or bolster fire creatures as an evil cleric rebukes undead. Use these abilities a total number of times per day equal to 3 + your Charisma modifier. This granted power is a supernatural ability. |
| Animal | You can use speak with animals once per day as a spell-like ability. |

| SKILLS | | | | | |
|---|-------------|----------------|------------------|--------|---------------|
| SKILL NAME | KEY ABILITY | SKILL MODIFIER | ABILITY MODIFIER | RANKS | MISC MODIFIER |
| Craft (Pottery) | INT | 16 | = 1 | + 15.0 | |
| Heal | WIS | 22 | = 5 | + 17.0 | |
| Knowledge (Arcana) | INT | 15 | = 1 | + 14.0 | |
| Spellcraft | INT | 20 | = 1 | + 17.0 | 2 |
| / : can be used untrained. X : exclusive skills | | | | | |

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

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

| SPECIAL ABILITIES | |
|---|--|
| +2 racial saving throw bonus against enchantment spells or effects. | |
| An elf who merely passes within 5 feet of a secret or concealed door is entitled to a Search check to notice it as if she were actively looking for it. | |
| Immunity to magic sleep effects. | |
| Spontaneous casting | |
| Turn Undead 4/day (turn level 19) (turn damage 2d6+19) | |

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

| LANGUAGES | |
|-----------------------|--|
| Common, Elven, Sylvan | |

Cleric Spells

| LEVEL | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 |
|---------|---|-----|-----|-----|-----|-----|-----|-----|-----|-----|
| KNOWN | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 |
| PER DAY | 6 | 7+1 | 6+1 | 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 | 18 minute or until discharged | 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 | 180 minutes [D] | Touch | V, M/DF | No | Evocation [Light] |
| □□□□ Mending <i>Effect:</i> Makes minor repairs on an object. | 16 | Will negates (harmless, object) | 1 standard action | Instantaneous | 10 ft. | V, S | Yes (harmless, object) | Transmutation |
| □□□□ Purify Food and Drink <i>Effect:</i> Purifies 18 cu. ft. of food or water. | 16 | Will negates (object) | 1 standard action | Instantaneous | 10 ft. | V, S | Yes (object) | Transmutation |
| □□□□ Read Magic <i>Effect:</i> Read scrolls and spellbooks. | 15 | None | 1 standard action | 180 minutes | Personal | V, S, F | No | Divination |
| □□□□ Resistance <i>Effect:</i> Subject gains +1 on saving throws. | 15 | Will negates (harmless) | 1 standard action | 18 minute | Touch | V, S, M/DF | Yes (harmless) | Abjuration |
| □□□□ Virtue <i>Effect:</i> Subject gains 1 temporary hp. | 16 | Fortitude negates (harmless) | 1 standard action | 18 minutes | Touch | V, S, DF | Yes (harmless) | Transmutation |

LEVEL 1

| Name | DC | Saving Throw | Time | Duration | Range | Comp. | Spell Resistance | School |
|--|----|-----------------------------------|-------------------|-------------------------------------|-------------------|------------|--------------------------|---|
| □□□□ Bane <i>Effect:</i> Enemies take -1 on attack rolls and saves against fear. | 16 | Will negates | 1 standard action | 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. | 17 | Will negates (object) | 1 minute | Instantaneous | Touch | V, S, M | Yes (object) | Transmutation [Good] |
| □□□□ **Burning Hands <i>Effect:</i> 5d4 fire damage | 16 | Reflex half | 1 standard action | Instantaneous | 15 ft. | V, S | Yes | Evocation [Fire] |
| □□□□ **Calm Animals <i>Effect:</i> Calms [2d4 + level] HD of animals. | 16 | Will negates; see text | 1 standard action | 18 minutes | Close (25 Feet) | V, S | Yes | Enchantment (Compulsion) [Mind-Affecting] |
| □□□□ 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 |
| □□□□ Magic Stone <i>Effect:</i> Three stones gain +1 on attack rolls, deal 1d6+1 damage. | 17 | Will negates (harmless, object) | 1 standard action | 30 minutes or until discharged | Touch | V, S, DF | Yes (harmless, object) | Transmutation |
| □□□□ Magic Weapon <i>Effect:</i> Weapon gains +1 bonus. | 17 | Will negates (harmless, object) | 1 standard action | 18 minutes | Touch | V, S, DF | Yes (harmless, object) | Transmutation |

* =Domain/Specialty Spell

Cleric Spells

| | | | | | | | | |
|--|----|-------------------------|-------------------|---|-----------------|------------|----------------|-------------------------|
| Obscuring Mist | 16 | None | 1 standard action | 18 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 | 18 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 | 18 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 | 18 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 | 18 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 | 180 minutes; see text | Close (70 Feet) | V, S | Yes (harmless) | Abjuration |
| <i>Effect:</i> Suppresses fear or gives +4 on saves against fear for 5 subjects | | | | <i>Target:</i> 5 creatures, no two of which can be more than 30 ft. apart | | | | |
| Sanctuary | 16 | Will negates | 1 standard action | 18 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 | 18 minutes | Touch | V, S, M | Yes (harmless) | Abjuration |
| <i>Effect:</i> Aura grants +5 deflection bonus. | | | | <i>Target:</i> Creature touched | | | | |
| Summon Monster I | 16 | 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 summoned creature | | | | |

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:</i> +1 on attack rolls, +1 against fear, 1d8+10 temporary hp. | | | | <i>Target:</i> Living creature touched | | | | | |
| Align Weapon | 18 | Will negates (harmless, object) | 1 standard action | 18 minutes | Touch | V, S, DF | Yes (harmless, object) | Transmutation | |
| <i>Effect:</i> Weapon becomes good, evil, lawful, or chaotic. | | | | <i>Target:</i> Weapon touched or fifty projectiles [all of which must be in contact with each other at the time of casting] | | | | | |
| Augury | 17 | None | 1 minute | Instantaneous | Personal | V, S, M, F | No | Divination | |
| <i>Effect:</i> Learns whether an action will be good or bad. | | | | <i>Target:</i> You | | | | | |
| Bear's Endurance | 18 | Will negates (harmless) | 1 standard action | 18 minutes | Touch | V, S, DF | Yes | Transmutation | |
| <i>Effect:</i> Subject gains +4 to Con for 18 minutes. | | | | <i>Target:</i> Creature touched | | | | | |
| Bull's Strength | 18 | Will negates (harmless) | 1 standard action | 18 minutes | Touch | V, S, M/DF | Yes (harmless) | Transmutation | |
| <i>Effect:</i> Subject gains +4 to Str for 18 minutes. | | | | <i>Target:</i> Creature touched | | | | | |
| Calm Emotions | 17 | Will negates | 1 standard action | 18 minutes | Concentration, up to 18 rounds | Medium (280 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 | 36 hours | Close (70 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 | 180 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 | 18 hours | Touch | V, S, DF | Yes (harmless) | Conjuration (Healing) | |
| <i>Effect:</i> Stops poison from harming subject for 18 hours. | | | | <i>Target:</i> Creature touched | | | | | |
| Desecrate | 17 | None | 1 standard action | 36 hours | Close (70 Feet) | V, S, M, DF | Yes | Evocation [Evil] | |
| <i>Effect:</i> Fills area with negative energy, making undead stronger. | | | | <i>Target:</i> 20-ft.-radius emanation | | | | | |
| Eagle's Splendor | 18 | Will negates (harmless) | 1 standard action | 18 minutes | Touch | V, S, M/DF | Yes | Transmutation | |
| <i>Effect:</i> Subject gains +4 to Cha for 18 minutes. | | | | <i>Target:</i> Creature touched | | | | | |
| Enthral | 17 | Will negates; see text | 1 round | 18 hour or less | Medium (280 Feet) | V, S | Yes | Enchantment (Charm) | |
| <i>Effect:</i> Captivates all within 280 ft. | | | | <i>Target:</i> Any number of creatures | | | | | |
| Find Traps | 17 | None | 1 standard action | 18 minutes | Personal | V, S | No | Divination | |
| <i>Effect:</i> Notice traps as a rogue does. | | | | <i>Target:</i> You | | | | | |
| Gentle Repose | 17 | Will negates (object) | 1 standard action | 18 days | Touch | V, S, M/DF | Yes (object) | Necromancy | |
| <i>Effect:</i> Preserves one corpse. | | | | <i>Target:</i> Corpse touched | | | | | |
| **Hold Animal | 17 | Will negates; see text | 1 standard action | 18 rounds [D]; see text | Medium (100 Feet) | V, S | Yes | Enchantment (Compulsion) [Mind-Affecting] | |
| <i>Effect:</i> Paralyzes one animal for 18 rounds. | | | | <i>Target:</i> One animal | | | | | |
| 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:</i> Paralyzes one humanoid for 18 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 | | | | | |
| Make Whole | 18 | Will negates (harmless, object) | 1 standard action | Instantaneous | Close (70 Feet) | V, S | Yes (harmless, object) | Transmutation | |
| <i>Effect:</i> Repairs an object. | | | | <i>Target:</i> One object of up to 180 cu. ft | | | | | |
| Owl's Wisdom | 18 | Will negates (harmless) | 1 standard action | 18 minutes | Touch | V, S, M/DF | Yes | Transmutation | |
| <i>Effect:</i> Subject gains +4 to Wis for 18 minutes. | | | | <i>Target:</i> Creature touched | | | | | |
| **Produce Flame | 17 | None | 1 standard action | 18 minutes [D] | 0 ft. | V, S | Yes | Evocation [Fire] | |
| <i>Effect:</i> 1d6+18 damage, touch or thrown. | | | | <i>Target:</i> Flame in your palm | | | | | |
| Remove Paralysis | 17 | Will negates (harmless) | 1 standard action | Instantaneous | Close (70 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 | 180 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 (70 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 | 18 hours [D] | Close (70 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 | 18 minutes [D] | Long (1120 Feet) | V, S | Yes; see text or no (object) | Illusion (Glamer) | |
| <i>Effect:</i> Negates sound in 15-ft. radius. | | | | <i>Target:</i> 20 ft. radius emanation centered on a creature, object, or point in space | | | | | |
| Sound Burst | 17 | Fortitude partial | 1 standard action | Instantaneous | Close (70 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 | 18 rounds [D] | Medium (280 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 | 18 hours | Touch | V, S | Yes (harmless) | Divination | |
| <i>Effect:</i> Monitors condition, position of allies. | | | | <i>Target:</i> 6 living creatures touched | | | | | |
| Summon Monster II | 17 | 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 | | | | | |

* =Domain/Specialty Spell

Cleric Spells

| | | | | | | | | | |
|-------|--|----|-----------------------|-------------------|------------|-----------------|----------|--------------|--|
| ☐☐☐☐☐ | Undetectable Alignment | 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 |
| ☐☐☐☐☐ | Zone of Truth | 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 | |
|-------|--|--------------|---------------------------------|-------------------|---------------------------------|-------------------|------------------|-------------------------------|--|
| ☐☐☐☐☐ | 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 (280 Feet) | V | Yes | Necromancy |
| | <i>Effect:</i> Makes subject blinded or deafened. | | | | | | | | <i>Target:</i> One living creature |
| ☐☐☐☐☐ | Contagion | 18 | Fortitude negates | 1 standard action | Instantaneous | Touch | V, S | Yes | Necromancy [Evil] |
| | <i>Effect:</i> Infects subject with chosen disease. | | | | | | | | <i>Target:</i> Living creature touched |
| ☐☐☐☐☐ | Continual Flame | 18 | None | 1 standard action | Permanent | Touch | V, S, M | No | Evocation [Light] |
| | <i>Effect:</i> Makes a permanent, heatless torch. | | | | | | | | <i>Target:</i> Object touched Magical, heatless flame |
| ☐☐☐☐☐ | Create Food and Water | 18 | None | 10 minutes | 24 hours; see text | Close (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 |
| ☐☐☐☐☐ | 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+15 damage | | | | | | | | <i>Target:</i> Creature touched |
| ☐☐☐☐☐ | Daylight | 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 |
| ☐☐☐☐☐ | Deeper Darkness | 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 |
| ☐☐☐☐☐ | Dispel Magic | 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 |
| ☐☐☐☐☐ | **Dominate Animal | 18 | Will negates | 1 round | 18 rounds | Close (25 Feet) | V, S | Yes | Enchantment (Compulsion) [Mind-Affecting] |
| | <i>Effect:</i> Subject animal obeys silent mental commands. | | | | | | | | <i>Target:</i> One animal |
| ☐☐☐☐☐ | 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 90 sq. ft |
| ☐☐☐☐☐ | Helping Hand | 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 |
| ☐☐☐☐☐ | Inflict Serious Wounds | 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 |
| ☐☐☐☐☐ | Invisibility Purge | 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 |
| ☐☐☐☐☐ | Locate Object | 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. |
| ☐☐☐☐☐ | Magic Circle against Chaos | 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 |
| ☐☐☐☐☐ | Magic Circle against Evil | 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 |
| ☐☐☐☐☐ | Magic Circle against Good | 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 |
| ☐☐☐☐☐ | Magic Circle against Law | 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 |
| ☐☐☐☐☐ | Magic Vestment | 19 | 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 |
| ☐☐☐☐☐ | Meld into Stone | 19 | 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 |
| ☐☐☐☐☐ | 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 1800 lbs |
| ☐☐☐☐☐ | Prayer | 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 |
| ☐☐☐☐☐ | Protection from Energy | 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 |
| ☐☐☐☐☐ | 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 |
| ☐☐☐☐☐ | **Resist Energy | 18 | Fortitude negates (harmless) | 1 standard action | 180 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 |
| ☐☐☐☐☐ | Searing Light | 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 |
| ☐☐☐☐☐ | Speak with Dead | 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 |
| ☐☐☐☐☐ | Stone Shape | 19 | None | 1 standard action | Instantaneous | Touch | V, S, M/DF | No | Transmutation [Earth] |
| | <i>Effect:</i> Sculpt stone into any shape. | | | | | | | | <i>Target:</i> Stone or stone object touched, up to 28 cu. ft. |
| ☐☐☐☐☐ | Summon Monster III | 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 |
| ☐☐☐☐☐ | Water Breathing | 19 | 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 |
| ☐☐☐☐☐ | Water Walk | 19 | 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 |
| ☐☐☐☐☐ | Wind Wall | 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 | |
|-------|--|--------------|--------------------------------|-------------------|-----------------|------------------|------------------|--------------------------|---|
| ☐☐☐☐☐ | Air Walk | 20 | 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 |
| ☐☐☐☐☐ | Control Water | 20 | 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] |
| ☐☐☐☐☐ | 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+18 damage. | | | | | | | | <i>Target:</i> Creature touched |

* =Domain/Specialty Spell

Cleric Spells

| | | | | | | | | | |
|-------|---|----|---------------------------------|-------------------|--------------------------------|-------------------|-------------|------------------------|---|
| □□□□□ | Death Ward | 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 |
| □□□□□ | Dimensional Anchor | 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 |
| □□□□□ | Discern Lies | 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 |
| □□□□□ | Dismissal | 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 |
| □□□□□ | 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 | 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 |
| □□□□□ | Freedom of Movement | 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 |
| □□□□□ | Giant Vermin | 20 | 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 |
| □□□□□ | 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+18 damage | | | | | | | | <i>Target:</i> Creature touched |
| □□□□□ | Magic Weapon, Greater | 20 | 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] |
| □□□□□ | Neutralize Poison | 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 |
| □□□□□ | 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 | 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 |
| □□□□□ | 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 | 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 |
| □□□□□ | Spell Immunity | 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 |
| □□□□□ | Summon Monster IV | 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 |
| □□□□□ | **Summon Nature's Ally IV | 19 | None | 1 round | 18 rounds [D] | Close (25 Feet) | V, S, DF | No | Conjuration (Summoning) |
| | <i>Effect:</i> Calls creature to fight. | | | | | | | | <i>Target:</i> One or more creatures, no two of which can be more than 30 ft. apart |
| □□□□□ | Tongues | 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 |
| □□□□□ | **Wall of Fire | 19 | None | 1 standard action | Concentration + 18 rounds | Medium (100 Feet) | V, S, M/DF | Yes | Evocation [Fire] |
| | <i>Effect:</i> Deals 2d4 fire damage out 10 ft. and 1d4 out 20 ft. Passing through wall deals 2d6+18 damage | | | | | | | | <i>Target:</i> Opaque sheet of flame up to 360 ft. long or a ring of fire with a radius of up to 45 ft; either form 20 ft. high |

LEVEL 5

| | Name | DC | Saving Throw | Time | Duration | Range | Comp. | Spell Resistance | School |
|-------|--|----|---|-------------------|--|-------------------|---------------------------|---------------------------------|--|
| □□□□□ | Atonement | 20 | None | 1 hour | Instantaneous | Touch | V, S, M, F, Yes DF, XP | | 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 (70 Feet) | V, S | No | Abjuration |
| | <i>Effect:</i> Frees subjects from enchantments, alterations, curses, and petrification. | | | | | | | | <i>Target:</i> Up to 18 creatures, all within 30 ft. of each other |
| □□□□□ | Command, Greater | 20 | Will negates | 1 standard action | 18 rounds | Close (70 Feet) | V | Yes | Enchantment (Compulsion) |
| | <i>Effect:</i> As command, but affects 18 subjects. | | | | | | | | <i>Target:</i> 18 creatures, no two of which can be more than 30 ft. apart |
| □□□□□ | Commune | 20 | None | 10 minutes | 18 rounds | Personal | V, S, M, DF, XP | No | Divination |
| | <i>Effect:</i> Deity answers 18 yes-or-no questions. | | | | | | | | <i>Target:</i> You |
| □□□□□ | **Commune with Nature | 20 | None | 10 minutes | Instantaneous | Personal | V, S | No | Divination |
| | <i>Effect:</i> Learn about terrain for 18 miles. | | | | | | | | <i>Target:</i> You |
| □□□□□ | Cure Light Wounds, Mass | 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. | | | | | | | | <i>Target:</i> 18 creatures, no two of which can be more than 30 ft. apart |
| □□□□□ | Dispel Chaos | 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. | | | | | | | | <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 | 18 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 | 18 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 | 18 rounds or until discharged, whichever comes first | Touch | V, S, DF | See text | Abjuration [Chaotic] |
| | <i>Effect:</i> +4 bonus against attacks. | | | | | | | | <i>Target:</i> You and a touched evil creature from another plane; or you and an enchantment or evil spell on a touched creature or object |
| □□□□□ | Disrupting Weapon | 21 | Will negates (harmless, object); see text | 1 standard action | 18 rounds | Touch | V, S | Yes (harmless, object) | Transmutation |
| | <i>Effect:</i> Melee weapon destroys undead. | | | | | | | | <i>Target:</i> One melee weapon |
| □□□□□ | **Fire Shield | 20 | None | 1 standard action | 18 rounds [D] | Personal | V, S, M/DF | No | Evocation |
| | <i>Effect:</i> Creatures attacking you take fire damage; you're protected from heat or cold. | | | | | | | | <i>Target:</i> You |
| □□□□□ | Flame Strike | 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. | | | | | | | | <i>Target:</i> Cylinder 10 |
| □□□□□ | Hallow | 20 | See text | 24 hours | Instantaneous | Touch | V, S, M, DF | See text | Evocation [Good] |
| | <i>Effect:</i> Designates location as holy. | | | | | | | | <i>Target:</i> 40-ft. radius emanating from the touched point |
| □□□□□ | Inflict Light Wounds, Mass | 20 | Will half | 1 standard action | Instantaneous | Close (70 Feet) | V, S | Yes | Necromancy |
| | <i>Effect:</i> Deals 1d8+18 damage to many creatures. | | | | | | | | <i>Target:</i> 18 creatures, no two of which can be more than 30 ft. apart |
| □□□□□ | Insect Plague | 20 | None | 1 round | 18 minutes | Long (1120 Feet) | V, S, DF | No | Conjuration (Summoning) |
| | <i>Effect:</i> Locust swarms attack creatures. | | | | | | | | <i>Target:</i> 6 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 18 days ago. | | | | | | | | <i>Target:</i> Dead creature touched |

* =Domain/Specialty Spell

Cleric Spells

| | | | | | | | | | |
|-------|---|----|-------------------------|-------------------|--|-------------------|---------------|----------------|---|
| □□□□□ | Righteous Might | 21 | 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 | | | | |
| □□□□□ | Scrying | 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 | | | | |
| □□□□□ | 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 | 18 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 | 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 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 | 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 | | | | |
| □□□□□ | 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 (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 |
|-------|--|----|---|-------------------|--|-------------------|-----------------|---------------------------------|---|
| □□□□□ | Animate Objects | 22 | 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 | | | | |
| □□□□□ | *Antilife Shell | 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 | | | | |
| □□□□□ | Antilife Shell | 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 | | | | |
| □□□□□ | Banishment | 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 | | | | |
| □□□□□ | Bear's Endurance, Mass | 22 | 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 | | | | |
| □□□□□ | Blade Barrier | 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 | | | | |
| □□□□□ | Bull's Strength, Mass | 22 | 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 | | | | |
| □□□□□ | Create Undead | 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 | | | | |
| □□□□□ | Cure Moderate Wounds, Mass | 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 | | | | |
| □□□□□ | Dispel Magic, Greater | 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 | | | | |
| □□□□□ | Eagle's Splendor, Mass | 22 | 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 | | | | |
| □□□□□ | Find the Path | 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 | | | | |
| □□□□□ | **Fire Seeds | 21 | None or Reflex half; see text | 1 standard action | 180 minutes or until used | Touch | V, S, M | No | Conjuration (Creation) [Fire] |
| | <i>Effect:</i> Acorns and berries become grenades and bombs. | | | | <i>Target:</i> Up to four touched acorns or up to eight touched holly berries | | | | |
| □□□□□ | Forbiddance | 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] | | | | |
| □□□□□ | Geas/Quest | 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 | | | | |
| □□□□□ | Glyph of Warding, Greater | 21 | See text | 10 minutes | Permanent until discharged [D] | Touch | V, S, M | No (object) and Yes; see text | Abjuration |
| | <i>Effect:</i> As glyph of warding, but up to 10d8 damage or 6th-level spell. | | | | <i>Target:</i> Object touched or up to 90 sq. ft | | | | |
| □□□□□ | Harm | 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 | | | | |
| □□□□□ | Heal | 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 | | | | |
| □□□□□ | Heroes' Feast | 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 | | | | |
| □□□□□ | Inflict Moderate Wounds, Mass | 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 | | | | |
| □□□□□ | Owl's Wisdom, Mass | 22 | 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 | | | | |
| □□□□□ | Planar Ally | 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 | | | | |
| □□□□□ | Summon Monster VI | 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 | | | | |
| □□□□□ | Symbol of Fear | 21 | Will negates | 10 minutes | See text | 0 ft.; see text | V, S, M | Yes | Necromancy [Fear, Mind-Affecting] |
| | <i>Effect:</i> Triggered rune panics nearby creatures. | | | | <i>Target:</i> One symbol | | | | |
| □□□□□ | Symbol of Persuasion | 21 | Will negates | 10 minutes | See text | 0 ft.; see text | V, S, M | Yes | Enchantment (Charm) [Mind-Affecting] |
| | <i>Effect:</i> Triggered rune charms nearby creatures. | | | | <i>Target:</i> One symbol | | | | |
| □□□□□ | Undeath to Death | 21 | Will negates | 1 standard action | Instantaneous | Medium (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 | | | | |
| □□□□□ | Wind Walk | 22 | 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 | | | | |
| □□□□□ | Word of Recall | 21 | None or Will negates (harmless, object) | 1 standard action | Instantaneous | Unlimited | V | No or Yes (harmless, object) | Conjuration (Teleportation) |
| | <i>Effect:</i> Teleports you back to designated place. | | | | <i>Target:</i> You and touched objects or other willing creatures | | | | |

LEVEL 7

| | | | | | | | | | |
|-------|---|----|----------------|-------------------|--|-----------------|----------|----------------|---------------|
| □□□□□ | **Animal Shapes | 23 | None; see text | 1 standard action | 18 hours [D] | Close (25 Feet) | V, S, DF | Yes (harmless) | Transmutation |
| | <i>Effect:</i> 18 allies polymorphs into chosen animal. | | | | <i>Target:</i> Up to one willing creature per level, all within 30 ft. of each other | | | | |

* =Domain/Specialty Spell

Cleric Spells

| | | | | | | | | | |
|-------|---|----|---|----------------------|--|--------------------|-------------|---------------------------------|---|
| ☐☐☐☐☐ | Blasphemy | 22 | None or Will negates; see text | 1 standard action | Instantaneous | 30 ft. | V | Yes | Evocation [Evil, Sonic] |
| | <i>Effect:</i> Kills, paralyzes, weakens, or dazes nonevil subjects. | | | | <i>Target:</i> Nonevil creatures in a 40-ft.-radius spread centered on you | | | | |
| ☐☐☐☐☐ | Control Weather | 23 | None | 10 minutes; see text | 4d12 hours; see text | 2 miles | V, S | No | Transmutation |
| | <i>Effect:</i> Changes weather in local area. | | | | <i>Target:</i> 2-mile-radius circle, centered on you; see text | | | | |
| ☐☐☐☐☐ | Cure Serious Wounds, Mass | 22 | Will half (harmless) or Will half; see text | 1 standard action | Instantaneous | Close (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 | | | | |
| ☐☐☐☐☐ | Ethereal Jaunt | 23 | 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 | | | | |
| ☐☐☐☐☐ | **Fire Storm | 22 | Reflex half | 1 round | Instantaneous | Medium (100 Feet) | V, S | Yes | Evocation [Fire] |
| | <i>Effect:</i> Deals 18d6 fire damage. | | | | <i>Target:</i> 36 10-ft. cubes [S] | | | | |
| ☐☐☐☐☐ | 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 | Permanent until discharged | Touch | V, S, M | No | Conjuration (Teleportation) |
| | <i>Effect:</i> Alters item to transport its possessor to you. | | | | <i>Target:</i> Object touched | | | | |
| ☐☐☐☐☐ | Regenerate | 22 | Fortitude negates (harmless) | 3 full rounds | Instantaneous | Touch | V, S, DF | Yes (harmless) | Conjuration (Healing) |
| | <i>Effect:</i> Subject's severed limbs grow back, cures 4d8+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 | | | | |
| ☐☐☐☐☐ | 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 |
|-------|---|----|---|-------------------|---|-------------------|--------------|---------------------------------|---|
| ☐☐☐☐☐ | Antimagick 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 devourers. | | | | <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 | | | | |
| ☐☐☐☐☐ | **Incendiary Cloud | 23 | Reflex half; see text | 1 standard action | 18 rounds | Medium (100 Feet) | V, S | No | Conjuration (Creation) [Fire] |
| | <i>Effect:</i> Cloud deals 4d6 fire damage/round. | | | | <i>Target:</i> Cloud spreads in 20-ft. radius, 20 ft. high | | | | |
| ☐☐☐☐☐ | 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 | | | | |
| ☐☐☐☐☐ | 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 | | | | |
| ☐☐☐☐☐ | 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 | | | | |
| ☐☐☐☐☐ | **Summon Nature's Ally VIII | 23 | None | 1 round | 18 rounds [D] | Close (25 Feet) | V, S, DF | No | Conjuration (Summoning) |
| | <i>Effect:</i> Calls creature to fight. | | | | <i>Target:</i> One or more 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 | | | | |

LEVEL 9

| | Name | DC | Saving Throw | Time | Duration | Range | Comp. | Spell Resistance | School |
|-------|---|----|--------------|------------|---|-------|---------|------------------|------------|
| ☐☐☐☐☐ | Astral Projection | 24 | None | 30 minutes | See text | Touch | V, S, M | Yes | Necromancy |
| | <i>Effect:</i> Projects you and companions onto Astral Plane. | | | | <i>Target:</i> You plus one additional willing creature touched per two caster levels | | | | |

* =Domain/Specialty Spell

Cleric Spells

| | | | | | | | | | |
|-------|---|----|--|-------------------|--|-------------------|--------------------|----------------|--|
| □□□□□ | **Elemental Swarm | 24 | None | 10 minutes | 180 minutes [D] | Medium (100 Feet) | V, S | No | Conjuration (Summoning) |
| | <i>Effect:</i> Summons multiple elementals. | | | | | | | | <i>Target:</i> Two or more summoned creatures, no two of which can be more than 30 ft. apart |
| □□□□□ | Energy Drain | 24 | Fortitude partial; see text for enervation | 1 standard action | Instantaneous | Close (70 Feet) | V, S | Yes | Necromancy |
| | <i>Effect:</i> Subject gains 2d4 negative levels. | | | | | | | | <i>Target:</i> Ray of negative energy |
| □□□□□ | Etherealness | 25 | None | 1 standard action | 18 minutes [D] | Touch; see text | V, S | Yes | Transmutation |
| | <i>Effect:</i> Travel to Ethereal Plane with companions. | | | | | | | | <i>Target:</i> You and 6 other touched creatures |
| □□□□□ | Gate | 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) |
| | <i>Effect:</i> Connects two planes for travel or summoning. | | | | | | | | <i>Target:</i> See text |
| □□□□□ | Heal, Mass | 24 | Will negates (harmless) | 1 standard action | Instantaneous | Close (70 Feet) | V, S | Yes (harmless) | Conjuration (Healing) |
| | <i>Effect:</i> As heal, but with several subjects. | | | | | | | | <i>Target:</i> One or more creatures, no two of which can be more than 30 ft. apart |
| □□□□□ | Implosion | 24 | Fortitude negates | 1 standard action | Concentration [up to 4 rounds] | Close (70 Feet) | V, S | Yes | Evocation |
| | <i>Effect:</i> Kills one creature/round. | | | | | | | | <i>Target:</i> One corporeal creature/round |
| □□□□□ | Miracle | 24 | See text | 1 standard action | See text | See text | V, S, XP; see text | Yes | Evocation |
| | <i>Effect:</i> Requests a deity's intercession. | | | | | | | | <i>Target:</i> See text |
| □□□□□ | **Shapechange | 25 | None | 1 standard action | 180 minutes [D] | Personal | V, S, F | No | Transmutation |
| | <i>Effect:</i> Transforms you into any creature, and change forms once per round. | | | | | | | | <i>Target:</i> You |
| □□□□□ | Soul Bind | 24 | Will negates | 1 standard action | Permanent | Close (70 Feet) | V, S, F | No | Necromancy |
| | <i>Effect:</i> Traps newly dead soul to prevent resurrection. | | | | | | | | <i>Target:</i> Corpse |
| □□□□□ | Storm of Vengeance | 24 | See text | 1 round | Concentration [maximum 10 rounds] [D] | Long (1120 Feet) | V, S | Yes | Conjuration (Summoning) |
| | <i>Effect:</i> Storm rains acid, lightning, and hail. | | | | | | | | <i>Target:</i> 360-ft.-radius storm cloud |
| □□□□□ | Summon Monster IX | 24 | 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 |
| □□□□□ | True Resurrection | 24 | None; see text | 10 minutes | Instantaneous | Touch | V, S, M, DF | Yes (harmless) | Conjuration (Healing) |
| | <i>Effect:</i> As resurrection, plus remains aren't needed. | | | | | | | | <i>Target:</i> Dead creature touched |

* =Domain/Speciality Spell