

# Svatt Male Human Clr19

# NPC

NAME Clr19	342000	Human	Medium	None	5'10"	144 lbs	True Neutral
CLASS	EXPERIENCE	RACE	SIZE	DEITY	HEIGHT	WEIGHT	ALIGNMENT
19	190000	0	Male				Normal
TCL	NEXT LEVEL	AGE	GENDER	EYES	HAIR		VISION
							0
							POINTS

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP SCORE	TEMP MODIFIER
<b>STR</b> Strength	14	+2	14	+2
<b>DEX</b> Dexterity	14	+2	14	+2
<b>CON</b> Constitution	18	+4	18	+4
<b>INT</b> Intelligence	12	+1	12	+1
<b>WIS</b> Wisdom	21	+5	21	+5
<b>CHA</b> Charisma	15	+2	15	+2

<b>HP</b> hit points	164	WOUNDS/CURRENT HP		
<b>AC</b> armor class	12	FLAT: 10	TOUCH: 12	BASE: 10
<b>INITIATIVE</b> modifier	+2	DEX MODIFIER: +2	MISC MODIFIER: +0	TOTAL: +2
<b>BASE ATTACK</b> bonus	+14/+9/+4			

SUBDUAL DAMAGE		DAMAGE REDUCTION		SPEED		
ARMOR BONUS	SHIELD BONUS	STAT MODIFIER	SIZE MODIFIER	NATURAL ARMOR	MISC MODIFIER	MISS CHANCE
0	0	2	0	0	0	0
						ARCANE SPELL FAILURE
						ARMOR CHECK PENALTY
						SPELL RESISTANCE

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC MODIFIER	TEMP MODIFIER	conditional modifiers
<b>FORTITUDE</b> (constitution)	+15	+11	+4	+0	+0		
<b>REFLEX</b> (dexterity)	+8	+6	+2	+0	+0		
<b>WILLPOWER</b> (wisdom)	+16	+11	+5	+0	+0		

	TOTAL	BASE ATTACK BONUS	STAT MODIFIER	SIZE MODIFIER	MISC MODIFIER	TEMP MODIFIER
<b>MELEE</b> attack bonus	+16/+11/+6	+14/+9/+4	+2	+0	+0	
<b>RANGED</b> attack bonus	+16/+11/+6	+14/+9/+4	+2	+0	+0	
<b>GRAPPLE</b> attack bonus	+16/+11/+6	+14/+9/+4	+2	+0	+0	

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
	+16/+11/+6	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	Medium	Heavy	
	58.0	116.0	175.0	
Lift over head	175.0	Lift off ground	350.0	Push / Drag
				875.0

FEATS	
Combat Casting	See Text
Craft Magic Arms and Armor	See Text
Craft Rod	See Text
Empower Spell	See Text
Extra Turning (1x)	See Text
Leadership	See Text
Persuasive	See Text
Power Attack	See Text

DOMAINS	
Animal	You can use speak with animals once per day as a spell-like ability.
Plant	Rebuke or command plant creatures as an evil cleric rebukes or commands undead. Use this ability a total number of times per day equal to 3 + your Charisma modifier. This granted power is a supernatural ability.

SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	MAX RANKS	
				RANKS	MISC MODIFIER
Craft (Shipmaking)	INT	14	= 1	+ 13.0	
Craft (Trapmaking)	INT	15	= 1	+ 14.0	
Craft (Weaponsmithing)	INT	5	= 1	+ 4.0	
✓ Heal	WIS	14	= 5	+ 9.0	
Knowledge (Arcana)	INT	20	= 1	+ 19.0	
Knowledge (Dungeoneering)	INT	7	= 1	+ 6.5	
Knowledge (History)	INT	19	= 1	+ 18.0	
Use Magic Device	CHA	3	= 2	+ 1.0	

✓ : 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+21
1 - 3	16	Turns/day	13
4 - 6	17	□□□□□ □□□□□	
7 - 9	18	□□□	
10 - 12	19	NOTE: You destroy undead if you have twice as many turning levels as they have Hit Dice	
13 - 15	20		
16 - 18	21		
19 - 21	22		
22 +	23		

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

SPECIAL ABILITIES	
+4 to Concentration to use spell or spelllike ability	
Spontaneous casting	
Turn Undead 13/day (turn level 19) (turn damage 2d6+21)	

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

LANGUAGES	
Common, Gnome	

# Cleric Spells

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

## LEVEL 0

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
☐☐☐☐ Create Water <i>Effect:</i> Creates 38 gallons of pure water.	15	None	1 standard action	Instantaneous	Close (70 Feet)	V, S	No	Conjuration (Creation) [Water]
☐☐☐☐ Cure Minor Wounds <i>Effect:</i> Cures 1 point of damage.	15	Will half (harmless); see text	1 standard action	Instantaneous	Touch	V, S	Yes (harmless); see text	Conjuration (Healing)
☐☐☐☐ Detect Magic <i>Effect:</i> Detects spells and magic items within 60 ft.	15	None	1 standard action	Instantaneous	60 ft.	V, S	No	Divination
☐☐☐☐ Detect Poison <i>Effect:</i> Detects poison in one creature or small object.	15	None	1 standard action	Instantaneous	Close (70 Feet)	V, S	No	Divination
☐☐☐☐ Guidance <i>Effect:</i> +1 on one attack roll, saving throw, or skill check.	15	Will negates (harmless)	1 standard action	Instantaneous	Touch	V, S	Yes	Divination
☐☐☐☐ Inflict Minor Wounds <i>Effect:</i> Touch attack, 1 point of damage.	15	Will negates	1 standard action	Instantaneous	Touch	V, S	Yes	Necromancy
☐☐☐☐ Light <i>Effect:</i> Object shines like a torch.	15	None	1 standard action	Instantaneous	Touch	V, M/DF	No	Evocation [Light]
☐☐☐☐ Mending <i>Effect:</i> Makes minor repairs on an object.	15	Will negates (harmless, object)	1 standard action	Instantaneous	10 ft.	V, S	Yes (harmless, object)	Transmutation
☐☐☐☐ Purify Food and Drink <i>Effect:</i> Purifies 19 cu. ft. of food or water.	15	Will negates (object)	1 standard action	Instantaneous	10 ft.	V, S	Yes (object)	Transmutation
☐☐☐☐ Read Magic <i>Effect:</i> Read scrolls and spellbooks.	15	None	1 standard action	Instantaneous	Personal	V, S, F	No	Divination
☐☐☐☐ Resistance <i>Effect:</i> Subject gains +1 on saving throws.	15	Will negates (harmless)	1 standard action	Instantaneous	Touch	V, S, M/DF	Yes (harmless)	Abjuration
☐☐☐☐ Virtue <i>Effect:</i> Subject gains 1 temporary hp.	15	Fortitude negates (harmless)	1 standard action	Instantaneous	Touch	V, S, DF	Yes (harmless)	Transmutation

## LEVEL 1

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
☐☐☐☐ Bane <i>Effect:</i> Enemies take -1 on attack rolls and saves against fear.	16	Will negates	1 standard action	19 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	19 minutes	50 ft.	V, S, DF	Yes (harmless)	Enchantment (Compulsion) [Mind-Affecting]
☐☐☐☐ Bless Water <i>Effect:</i> Makes holy water.	16	Will negates (object)	1 minute	Instantaneous	Touch	V, S, M	Yes (object)	Transmutation [Good]
☐☐☐☐ **Calm Animals <i>Effect:</i> Calms [2d4 + level] HD of animals.	16	Will negates; see text	1 standard action	19 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	19 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	190 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	190 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 19 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	19 minutes	Medium (290 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
☐☐☐☐ **Entangle <i>Effect:</i> Plants entangle everyone in 40-ft.-radius circle.	16	Reflex partial; see text	1 standard action	19 minutes [D]	Long (400 Feet)	V, S, DF	No	Transmutation
☐☐☐☐ Entropic Shield <i>Effect:</i> Ranged attacks against you have 20% miss chance.	16	None	1 standard action	19 minutes [D]	Personal	V, S	No	Abjuration
☐☐☐☐ Hide from Undead <i>Effect:</i> Undead can't perceive 19 subjects.	16	Will negates (harmless); see text	1 standard action	190 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.	16	Will negates (harmless, object)	1 standard action	30 minutes or until discharged	Touch	V, S, DF	Yes (harmless, object)	Transmutation
☐☐☐☐ Magic Weapon <i>Effect:</i> Weapon gains +1 bonus.	16	Will negates (harmless, object)	1 standard action	19 minutes	Touch	V, S, DF	Yes (harmless, object)	Transmutation

\* =Domain/Specialty Spell

# Cleric Spells

Obscuring Mist	16	None	1 standard action	19 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	19 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	19 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	19 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	19 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	190 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	19 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	19 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	19 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	19 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	19 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				
**Barkskin	17	None	1 standard action	190 minutes	Touch	V, S, DF	Yes (harmless)	Transmutation
<i>Effect:</i> Grants +5 enhancement to natural armor.				<i>Target:</i> Living creature touched				
Bear's Endurance	17	Will negates (harmless)	1 standard action	19 minutes	Touch	V, S, DF	Yes	Transmutation
<i>Effect:</i> Subject gains +4 to Con for 19 minutes.				<i>Target:</i> Creature touched				
Bull's Strength	17	Will negates (harmless)	1 standard action	19 minutes	Touch	V, S, M/DF	Yes (harmless)	Transmutation
<i>Effect:</i> Subject gains +4 to Str for 19 minutes.				<i>Target:</i> Creature touched				
Calm Emotions	17	Will negates	1 standard action	Concentration, up to 19 rounds [D]	Medium (290 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	38 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	190 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	19 hours	Touch	V, S, DF	Yes (harmless)	Conjuration (Healing)
<i>Effect:</i> Stops poison from harming subject for 19 hours.				<i>Target:</i> Creature touched				
Desecrate	17	None	1 standard action	38 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	17	Will negates (harmless)	1 standard action	19 minutes	Touch	V, S, M/DF	Yes	Transmutation
<i>Effect:</i> Subject gains +4 to Cha for 19 minutes.				<i>Target:</i> Creature touched				
Enthrall	17	Will negates; see text	1 round	19 hours or less	Medium (290 Feet)	V, S	Yes	Enchantment (Charm)
<i>Effect:</i> Captivates all within 290 ft.				<i>Target:</i> Any number of creatures				
Find Traps	17	None	1 standard action	19 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	19 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	19 rounds [D]; see text	Medium (100 Feet)	V, S	Yes	Enchantment (Compulsion) [Mind-Affecting]
<i>Effect:</i> Paralyzes one animal for 19 rounds.				<i>Target:</i> One animal				
Hold Person	17	Will negates; see text	1 standard action	19 rounds [D]; see text	Medium (290 Feet)	V, S, F/DF	Yes	Enchantment (Compulsion) [Mind-Affecting]
<i>Effect:</i> Paralyzes one humanoid for 19 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	17	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 190 cu. ft				
Owl's Wisdom	17	Will negates (harmless)	1 standard action	19 minutes	Touch	V, S, M/DF	Yes	Transmutation
<i>Effect:</i> Subject gains +4 to Wis for 19 minutes.				<i>Target:</i> Creature touched				
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	190 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	19 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	19 minutes [D]	Long (1160 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	19 rounds [D]	Medium (290 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	19 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	19 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

☐☐☐☐	<b>Undetectable Alignment</b>	17	Will negates (object)	1 standard action	24 hours	Close (70 Feet)	V, S	Yes (object)	Abjuration
	<i>Effect:</i> Conceals alignment for 24 hours.				<i>Target:</i> One creature or object				
☐☐☐☐	<b>Zone of Truth</b>	17	Will negates	1 standard action	19 minutes	Close (70 Feet)	V, S, DF	Yes	Enchantment (Compulsion) [Mind-Affecting]
	<i>Effect:</i> Subjects within range cannot lie.				<i>Target:</i> 20-ft.-radius emanation				

## LEVEL 3

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	
☐☐☐☐	<b>Animate Dead</b>	18	None	1 standard action	Instantaneous	Touch	V, S, M	No	Necromancy [Evil]
	<i>Effect:</i> Creates undead skeletons and zombies.				<i>Target:</i> One or more corpses touched				
☐☐☐☐	<b>Bestow Curse</b>	18	Will negates	1 standard action	Permanent	Touch	V, S	Yes	Necromancy
	<i>Effect:</i> -6 to an ability score; -4 on attack rolls, saves, and checks; or 50% chance of losing each action.				<i>Target:</i> Creature touched				
☐☐☐☐	<b>Blindness/Deafness</b>	18	Fortitude negates	1 standard action	Permanent [D]	Medium (290 Feet)	V	Yes	Necromancy
	<i>Effect:</i> Makes subject blinded or deafened.				<i>Target:</i> One living creature				
☐☐☐☐	<b>Contagion</b>	18	Fortitude negates	1 standard action	Instantaneous	Touch	V, S	Yes	Necromancy [Evil]
	<i>Effect:</i> Infects subject with chosen disease.				<i>Target:</i> Living creature touched				
☐☐☐☐	<b>Continual Flame</b>	18	None	1 standard action	Permanent	Touch	V, S, M	No	Evocation [Light]
	<i>Effect:</i> Makes a permanent, heatless torch.				<i>Target:</i> Object touched Magical, heatless flame				
☐☐☐☐	<b>Create Food and Water</b>	18	None	10 minutes	24 hours; see text	Close (70 Feet)	V, S	No	Conjuration (Creation)
	<i>Effect:</i> Feeds 57 humans or 19 horse.				<i>Target:</i> Food and water to sustain 57 humans or 19 horses for 24 hours				
☐☐☐☐	<b>Cure Serious Wounds</b>	18	Will half (harmless); see text	1 standard action	Instantaneous	Touch	V, S	Yes (harmless); see text	Conjuration (Healing)
	<i>Effect:</i> Cures 3d8+15 damage				<i>Target:</i> Creature touched				
☐☐☐☐	<b>Daylight</b>	18	None	1 standard action	190 minutes [D]	Touch	V, S	No	Evocation [Light]
	<i>Effect:</i> 60-ft. radius of bright light.				<i>Target:</i> Object touched				
☐☐☐☐	<b>Deeper Darkness</b>	18	None	1 standard action	19 days [D]	Touch	V, M/DF	No	Evocation [Darkness]
	<i>Effect:</i> Object sheds supernatural shadow in 60-ft. radius.				<i>Target:</i> Object touched				
☐☐☐☐	<b>Dispel Magic</b>	18	None	1 standard action	Instantaneous	Medium (290 Feet)	V, S	No	Abjuration
	<i>Effect:</i> Cancels magical spells and effects.				<i>Target:</i> One spellcaster, creature, or object; or 20-ft.-radius burst				
☐☐☐☐	<b>**Dominate Animal</b>	18	Will negates	1 round	19 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				
☐☐☐☐	<b>Glyph of Warding</b>	18	See text	10 minutes	Permanent until discharged [D]	Touch	V, S, M	No (object) and Yes; see text	Abjuration
	<i>Effect:</i> Inscription harms those who pass it.				<i>Target:</i> Object touched or up to 95 sq. ft				
☐☐☐☐	<b>Helping Hand</b>	18	None	1 standard action	19 hours	5 miles	V, S, DF	No	Evocation
	<i>Effect:</i> Ghostly hand leads subject to you.				<i>Target:</i> Ghostly hand				
☐☐☐☐	<b>Inflict Serious Wounds</b>	18	Will half	1 standard action	Instantaneous	Touch	V, S	Yes	Necromancy
	<i>Effect:</i> Touch attack, 3d8+15 damage				<i>Target:</i> Creature touched				
☐☐☐☐	<b>Invisibility Purge</b>	18	None	1 standard action	19 minutes [D]	Personal	V, S	No	Evocation
	<i>Effect:</i> Dispel invisibility within 95 ft				<i>Target:</i> You				
☐☐☐☐	<b>Locate Object</b>	18	None	1 standard action	19 minutes	Long (1160 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 1160 ft.				
☐☐☐☐	<b>Magic Circle against Chaos</b>	18	Will negates (harmless)	1 standard action	190 minutes	Touch	V, S, M/DF	No; see text	Abjuration [Lawful]
	<i>Effect:</i> As protection spells, but 10-ft. radius and 190 minutes.				<i>Target:</i> 10-ft.-radius emanation from touched creature				
☐☐☐☐	<b>Magic Circle against Evil</b>	18	Will negates (harmless)	1 standard action	190 minutes	Touch	V, S, M/DF	No; see text	Abjuration [Good]
	<i>Effect:</i> As protection spells, but 10-ft. radius and 190 minutes.				<i>Target:</i> 10-ft.-radius emanation from touched creature				
☐☐☐☐	<b>Magic Circle against Good</b>	18	Will negates (harmless)	1 standard action	190 minutes	Touch	V, S, M/DF	No; see text	Abjuration [Evil]
	<i>Effect:</i> As protection spells, but 10-ft. radius and 190 minutes.				<i>Target:</i> 10-ft.-radius emanation from touched creature				
☐☐☐☐	<b>Magic Circle against Law</b>	18	Will negates (harmless)	1 standard action	190 minutes	Touch	V, S, M/DF	No; see text	Abjuration [Chaotic]
	<i>Effect:</i> As protection spells, but 10-ft. radius and 190 minutes.				<i>Target:</i> 10-ft.-radius emanation from touched creature				
☐☐☐☐	<b>Magic Vestment</b>	18	Will negates (harmless, object)	1 standard action	19 hours	Touch	V, S, DF	Yes (harmless, object)	Transmutation
	<i>Effect:</i> Armor or shield gains 4 enhancement				<i>Target:</i> Armor or shield touched				
☐☐☐☐	<b>Meld into Stone</b>	18	None	1 standard action	190 minutes	Personal	V, S, DF	No	Transmutation [Earth]
	<i>Effect:</i> You and your gear merge with stone.				<i>Target:</i> You				
☐☐☐☐	<b>Obscure Object</b>	18	Will negates (object)	1 standard action	8 hours [D]	Touch	V, S, M/DF	Yes (object)	Abjuration
	<i>Effect:</i> Masks object against scrying.				<i>Target:</i> One object touched of up to 1900 lbs				
☐☐☐☐	<b>**Plant Growth</b>	18	None	1 standard action	Instantaneous	See text	V, S, DF	No	Transmutation
	<i>Effect:</i> Grows vegetation, improves crops.				<i>Target:</i> See text				
☐☐☐☐	<b>Prayer</b>	18	None	1 standard action	19 rounds	40 ft.	V, S, DF	Yes	Enchantment (Compulsion) [Mind-Affecting]
	<i>Effect:</i> Allies +1 bonus on most rolls, enemies -1 penalty.				<i>Target:</i> All allies and foes within a 40-ft.-radius burst centered on you				
☐☐☐☐	<b>Protection from Energy</b>	18	Fortitude negates (harmless)	1 standard action	190 minutes or until discharged	Touch	V, S, DF	Yes (harmless)	Abjuration
	<i>Effect:</i> Absorb 228 points of damage from one kind of energy.				<i>Target:</i> Creature touched				
☐☐☐☐	<b>Remove Blindness/Deafness</b>	18	Fortitude negates (harmless)	1 standard action	Instantaneous	Touch	V, S	Yes (harmless)	Conjuration (Healing)
	<i>Effect:</i> Cures normal or magical conditions.				<i>Target:</i> Creature touched				
☐☐☐☐	<b>Remove Curse</b>	18	Will negates (harmless)	1 standard action	Instantaneous	Touch	V, S	Yes (harmless)	Abjuration
	<i>Effect:</i> Frees object or person from curse.				<i>Target:</i> Creature or item touched				
☐☐☐☐	<b>Remove Disease</b>	18	Fortitude negates (harmless)	1 standard action	Instantaneous	Touch	V, S	Yes (harmless)	Conjuration (Healing)
	<i>Effect:</i> Cures all diseases affecting subject.				<i>Target:</i> Creature touched				
☐☐☐☐	<b>Searing Light</b>	18	None	1 standard action	Instantaneous	Medium (290 Feet)	V, S	Yes	Evocation
	<i>Effect:</i> Ray deals 1d8/two levels, more against undead.				<i>Target:</i> Ray				
☐☐☐☐	<b>Speak with Dead</b>	18	Will negates; see text	10 minutes	19 minutes	10 ft.	V, S, DF	No	Necromancy [Language-Dependent]
	<i>Effect:</i> Corpse answers one question/two levels.				<i>Target:</i> One dead creature				
☐☐☐☐	<b>Stone Shape</b>	18	None	1 standard action	Instantaneous	Touch	V, S, M/DF	No	Transmutation [Earth]
	<i>Effect:</i> Sculpt stone into any shape.				<i>Target:</i> Stone or stone object touched, up to 29 cu. ft.				
☐☐☐☐	<b>Summon Monster III</b>	18	None	1 round	19 rounds [D]	Close (70 Feet)	V, S, F/DF	No	Conjuration (Summoning)
	<i>Effect:</i> Calls extraplanar creature to fight for you.				<i>Target:</i> One or more summoned creatures, no two of which can be more than 30 ft. apart				
☐☐☐☐	<b>Water Breathing</b>	18	Will negates (harmless)	1 standard action	38 hours; see text	Touch	V, S, M/DF	Yes (harmless)	Transmutation
	<i>Effect:</i> Subjects can breathe underwater.				<i>Target:</i> Living creatures touched				
☐☐☐☐	<b>Water Walk</b>	18	Will negates (harmless)	1 standard action	190 minutes [D]	Touch	V, S, DF	Yes (harmless)	Transmutation [Water]
	<i>Effect:</i> Subject treads on water as if solid.				<i>Target:</i> 19 touched creatures				
☐☐☐☐	<b>Wind Wall</b>	18	None; see text	1 standard action	19 rounds	Medium (290 Feet)	V, S, M/DF	Yes	Evocation [Air]
	<i>Effect:</i> Deflects arrows, smaller creatures, and gases.				<i>Target:</i> Wall up to 190 ft. long and 95 ft. high [S]				

## LEVEL 4

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	
☐☐☐☐	<b>Air Walk</b>	19	None	1 standard action	190 minutes	Touch	V, S, DF	Yes (harmless)	Transmutation [Air]
	<i>Effect:</i> Subject treads on air as if solid [climb at 45-degree angle].				<i>Target:</i> Creature [Gargantuan or smaller] touched				
☐☐☐☐	<b>**Command Plants</b>	19	Will negates	1 standard action	19 days	Close (25 Feet)	V	Yes	Transmutation
	<i>Effect:</i> Sway the actions of one or more plant creatures.				<i>Target:</i> Up to 19 HD of plant creatures, no two of which can be more than 30 ft. apart				
☐☐☐☐	<b>Control Water</b>	19	None; see text	1 standard action	190 minutes [D]	Long (1160 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 190 ft by 190 ft by 38 ft [S]				

\* =Domain/Specialty Spell

## Cleric Spells

□□□□	<b>Cure Critical Wounds</b>	19	Will half (harmless); see text	1 standard action	Instantaneous	Touch	V, S	Yes (harmless); see text	Conjuration (Healing)
	<i>Effect:</i> Cures 4d8+19 damage.				<i>Target:</i> Creature touched				
□□□□	<b>Death Ward</b>	19	Will negates (harmless)	1 standard action	19 minutes	Touch	V, S, DF	Yes (harmless)	Necromancy
	<i>Effect:</i> Grants immunity to death spells and negative energy effects.				<i>Target:</i> Living creature touched				
□□□□	<b>Dimensional Anchor</b>	19	None	1 standard action	19 minutes	Medium (290 Feet)	V, S	Yes (object)	Abjuration
	<i>Effect:</i> Bars extradimensional movement.				<i>Target:</i> Ray				
□□□□	<b>Discern Lies</b>	19	Will negates	1 standard action	Concentration, up to 19 rounds	Close (70 Feet)	V, S, DF	No	Divination
	<i>Effect:</i> Reveals deliberate falsehoods.				<i>Target:</i> 19 creatures, no two of which can be more than 30 ft. apart				
□□□□	<b>Dismissal</b>	19	Will negates; see text	1 standard action	Instantaneous	Close (70 Feet)	V, S, DF	Yes	Abjuration
	<i>Effect:</i> Forces a creature to return to native plane.				<i>Target:</i> One extraplanar creature				
□□□□	<b>Divination</b>	19	None	10 minutes	Instantaneous	Personal	V, S, M	No	Divination
	<i>Effect:</i> Provides useful advice for specific proposed actions.				<i>Target:</i> You				
□□□□	<b>Divine Power</b>	19	None	1 standard action	19 rounds	Personal	V, S, DF	No	Evocation
	<i>Effect:</i> You gain attack bonus, +6 to Str, and 19 hps.				<i>Target:</i> You				
□□□□	<b>Freedom of Movement</b>	19	Will negates (harmless)	1 standard action	190 minutes	Personal or touch	V, S, M, DF	Yes (harmless)	Abjuration
	<i>Effect:</i> Subject moves normally despite impediments.				<i>Target:</i> You or creature touched				
□□□□	<b>Giant Vermin</b>	19	None	1 standard action	19 minutes	Close (70 Feet)	V, S, DF	Yes	Transmutation
	<i>Effect:</i> Turns centipedes, scorpions, or spiders into giant vermin.				<i>Target:</i> Up to three vermin, no two of which can be more than 30 ft. apart				
□□□□	<b>Imbue with Spell Ability</b>	19	Will negates (harmless)	10 minutes	Permanent until discharged [D]	Touch	V, S, DF	Yes (harmless)	Evocation
	<i>Effect:</i> Transfer spells to subject.				<i>Target:</i> Creature touched; see text				
□□□□	<b>Inflict Critical Wounds</b>	19	Will half	1 standard action	Instantaneous	Touch	V, S	Yes	Necromancy
	<i>Effect:</i> Touch attack, 4d8+19 damage				<i>Target:</i> Creature touched				
□□□□	<b>Magic Weapon, Greater</b>	19	Will negates (harmless, object)	1 standard action	19 hours	Close (70 Feet)	V, S, M/DF	Yes (harmless, object)	Transmutation
	<i>Effect:</i> +1/four levels 5.				<i>Target:</i> One weapon or fifty projectiles [all of which must be in contact with each other at the time of casting]				
□□□□	<b>Neutralize Poison</b>	19	Will negates (harmless, object)	1 standard action	190 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 19 cu. ft. touched				
□□□□	<b>Poison</b>	19	Fortitude negates; see text	1 standard action	Instantaneous; see text	Touch	V, S, DF	Yes	Necromancy
	<i>Effect:</i> Touch deals 1d10 Con damage, repeats in 1 minute.				<i>Target:</i> Living creature touched				
□□□□	<b>Repel Vermin</b>	19	None or Will negates; see text	1 standard action	190 minutes [D]	10 ft.	V, S, DF	Yes	Abjuration
	<i>Effect:</i> Insects, spiders, and other vermin stay 10 ft. away.				<i>Target:</i> 10 ft. radius emanation centered on you				
□□□□	<b>Restoration</b>	19	Will negates (harmless)	3 rounds	Instantaneous	Touch	V, S, M	Yes (harmless)	Conjuration (Healing)
	<i>Effect:</i> Restores level and ability score drains.				<i>Target:</i> Creature touched				
□□□□	<b>Sending</b>	19	None	10 minutes	19 round; see text	See text	V, S, M/DF	No	Evocation
	<i>Effect:</i> Delivers short message anywhere, instantly.				<i>Target:</i> One creature				
□□□□	<b>Spell Immunity</b>	19	Will negates (harmless)	1 standard action	190 minutes	Touch	V, S, DF	Yes (harmless)	Abjuration
	<i>Effect:</i> Subject is immune to one spell per four levels.				<i>Target:</i> Creature touched				
□□□□	<b>Summon Monster IV</b>	19	None	1 round	19 rounds [D]	Close (70 Feet)	V, S, F/DF	No	Conjuration (Summoning)
	<i>Effect:</i> Calls extraplanar creature to fight for you.				<i>Target:</i> One or more summoned creatures, no two of which can be more than 30 ft. apart				
□□□□	<b>**Summon Nature's Ally IV</b>	19	None	1 round	19 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				
□□□□	<b>Tongues</b>	19	Will negates (harmless)	1 standard action	190 minutes	Touch	V, M/DF	No	Divination
	<i>Effect:</i> Speak any language.				<i>Target:</i> Creature touched				

## LEVEL 5

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□ <b>Atonement</b>	20	None	1 hour	Instantaneous	Touch	V, S, M, F, DF, XP	Yes	Abjuration
					<i>Target:</i> Living creature touched			
□□□□ <b>Break Enchantment</b>	20	See text	1 minute	Instantaneous	Close (70 Feet)	V, S	No	Abjuration
					<i>Target:</i> Up to 19 creatures, all within 30 ft. of each other			
□□□□ <b>Command, Greater</b>	20	Will negates	1 standard action	19 rounds	Close (70 Feet)	V	Yes	Enchantment (Compulsion)
					<i>Target:</i> 19 creatures, no two of which can be more than 30 ft. apart			
□□□□ <b>Commune</b>	20	None	10 minutes	19 rounds	Personal	V, S, M, DF, XP	No	Divination
					<i>Target:</i> You			
□□□□ <b>**Commune with Nature</b>	20	None	10 minutes	Instantaneous	Personal	V, S	No	Divination
					<i>Target:</i> You			
□□□□ <b>Cure Light Wounds, Mass</b>	20	Will half (harmless) or Will half; see text	1 standard action	Instantaneous	Close (70 Feet)	V, S	Yes (harmless) or Yes; see text	Conjuration (Healing)
					<i>Target:</i> 19 creatures, no two of which can be more than 30 ft. apart			
□□□□ <b>Dispel Chaos</b>	20	See text	1 standard action	19 rounds or until discharged,	Touch	V, S, DF	See text	Abjuration [Lawful]
					<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			
□□□□ <b>Dispel Evil</b>	20	See text	1 standard action	19 rounds or until discharged,	Touch	V, S, DF	See text	Abjuration [Good]
					<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			
□□□□ <b>Dispel Good</b>	20	See text	1 standard action	19 rounds or until discharged,	Touch	V, S, DF	See text	Abjuration [Evil]
					<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			
□□□□ <b>Dispel Law</b>	20	See text	1 standard action	19 rounds or until discharged,	Touch	V, S, DF	See text	Abjuration [Chaotic]
					<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			
□□□□ <b>Disrupting Weapon</b>	20	Will negates (harmless, object); see text	1 standard action	19 rounds	Touch	V, S	Yes (harmless, object)	Transmutation
					<i>Target:</i> One melee weapon			
□□□□ <b>Flame Strike</b>	20	Reflex half	1 standard action	Instantaneous	Medium (290 Feet)	V, S, DF	Yes	Evocation [Fire]
					<i>Target:</i> Cylinder 10			
□□□□ <b>Hallow</b>	20	See text	24 hours	Instantaneous	Touch	V, S, M, DF	See text	Evocation [Good]
					<i>Target:</i> 40-ft. radius emanating from the touched point			
□□□□ <b>Inflict Light Wounds, Mass</b>	20	Will half	1 standard action	Instantaneous	Close (70 Feet)	V, S	Yes	Necromancy
					<i>Target:</i> 19 creatures, no two of which can be more than 30 ft. apart			
□□□□ <b>Insect Plague</b>	20	None	1 round	19 minutes	Long (1160 Feet)	V, S, DF	No	Conjuration (Summoning)
					<i>Target:</i> 6 swarms of locust, each of which must be adjacent to at least one other swarm			
□□□□ <b>Mark of Justice</b>	20	None	10 minutes	Permanent; see text	Touch	V, S, DF	Yes	Necromancy
					<i>Target:</i> Creature touched			
□□□□ <b>Plane Shift</b>	20	Will negates	1 standard action	Instantaneous	Touch	V, S, F	Yes	Conjuration (Teleportation)
					<i>Target:</i> Creature touched, or up to eight willing creatures joining hands			
□□□□ <b>Raise Dead</b>	20	None; see text	1 minute	Instantaneous	Touch	V, S, M, DF	Yes (harmless)	Conjuration (Healing)
					<i>Target:</i> Dead creature touched			
□□□□ <b>Righteous Might</b>	20	None	1 standard action	19 rounds [D]	Personal	V, S, DF	No	Transmutation
					<i>Target:</i> You			

\* =Domain/Speciality Spell

## Cleric Spells

☐☐☐☐☐	<b>Scrying</b>	20	Will negates	1 hour	19 minutes	See text	V, S, M/DF, F	Yes	Divination (Scrying)
	<i>Effect:</i> Spies on subject from a distance.					<i>Target:</i> Magical sensor			
☐☐☐☐☐	<b>Slay Living</b>	20	Fortitude partial	1 standard action	Instantaneous	Touch	V, S	Yes	Necromancy [Death]
	<i>Effect:</i> Touch attack kills subject.					<i>Target:</i> Living creature touched			
☐☐☐☐☐	<b>Spell Resistance</b>	20	Will negates (harmless)	1 standard action	19 minutes	Touch	V, S, DF	Yes (harmless)	Abjuration
	<i>Effect:</i> Subject gains SR 12 + level.					<i>Target:</i> Creature touched			
☐☐☐☐☐	<b>Summon Monster V</b>	20	None	1 round	19 rounds [D]	Close (70 Feet)	V, S, F/DF	No	Conjuration (Summoning)
	<i>Effect:</i> Calls extraplanar creature to fight for you.					<i>Target:</i> One or more summoned creatures, no two of which can be more than 30 ft. apart			
☐☐☐☐☐	<b>Symbol of Pain</b>	20	Fortitude negates	10 minutes	See text	0 ft.; see text	V, S, M	Yes	Necromancy [Evil]
	<i>Effect:</i> Triggered rune wracks nearby creatures with pain.					<i>Target:</i> One symbol			
☐☐☐☐☐	<b>Symbol of Sleep</b>	20	Will negates	10 minutes	See text	0 ft.; see text	V, S, M	Yes	Enchantment (Compulsion) [Mind-Affecting]
	<i>Effect:</i> Triggered rune puts nearby creatures into catatonic slumber.					<i>Target:</i> One symbol			
☐☐☐☐☐	<b>True Seeing</b>	20	Will negates (harmless)	1 standard action	19 minutes	Touch	V, S, M	Yes (harmless)	Divination
	<i>Effect:</i> Lets you see all things as they really are.					<i>Target:</i> Creature touched			
☐☐☐☐☐	<b>Unhallow</b>	20	See text	24 hours	Instantaneous	Touch	V, S, M	See text	Evocation [Evil]
	<i>Effect:</i> Designates location as unholy.					<i>Target:</i> 40-ft. radius emanating from the touched point			
☐☐☐☐☐	<b>Wall of Stone</b>	20	See text	1 standard action	Instantaneous	Medium (290 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 19 5-ft. squares [S]			
☐☐☐☐☐	<b>**Wall of Thorns</b>	20	None	1 standard action	190 minutes [D]	Medium (100 Feet)	V, S	No	Conjuration (Creation)
	<i>Effect:</i> Thorns damage anyone who tries to pass.					<i>Target:</i> Wall of thorny brush, up to 19 10-ft. cubes [S]			

## LEVEL 6

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	
☐☐☐☐☐	<b>Animate Objects</b>	21	None	1 standard action	19 rounds	Medium (290 Feet)	V, S	No	Transmutation
	<i>Effect:</i> Objects attack your foes.					<i>Target:</i> 19 Small objects; see text			
☐☐☐☐☐	<b>*Antilife Shell</b>	21	None	1 round	190 minutes [D]	10 ft.	V, S, DF	Yes	Abjuration
	<i>Effect:</i> 10-ft. field hedges out living creatures.					<i>Target:</i> 10-ft.-radius emanation, centered on you			
☐☐☐☐☐	<b>Antilife Shell</b>	21	None	1 round	190 minutes [D]	10 ft.	V, S, DF	Yes	Abjuration
	<i>Effect:</i> 10-ft. field hedges out living creatures.					<i>Target:</i> 10-ft.-radius emanation, centered on you			
☐☐☐☐☐	<b>Banishment</b>	21	Will negates	1 standard action	Instantaneous	Close (70 Feet)	V, S, F	Yes	Abjuration
	<i>Effect:</i> Banishes 38 HD of extraplanar creatures.					<i>Target:</i> One or more extraplanar creatures, no two of which can be more than 30 ft. apart			
☐☐☐☐☐	<b>Bear's Endurance, Mass</b>	21	Will negates (harmless)	1 standard action	19 minutes	Close (70 Feet)	V, S, DF	Yes	Transmutation
	<i>Effect:</i> As bear's endurance, affects 19 subjects.					<i>Target:</i> 19 creatures, no two of which can be more than 30 ft. apart			
☐☐☐☐☐	<b>Blade Barrier</b>	21	Reflex half or Reflex negates; see text	1 standard action	19 minutes [D]	Medium (290 Feet)	V, S	Yes	Evocation [Force]
	<i>Effect:</i> Wall of blades deals 19d6 damage.					<i>Target:</i> Wall of whirling blades up to 380 ft. long, or a ringed wall of whirling blades with a radius of up to 47 ft; either form 20 ft. high			
☐☐☐☐☐	<b>Bull's Strength, Mass</b>	21	Will negates (harmless)	1 standard action	19 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> 19 creatures, no two of which can be more than 30 ft. apart			
☐☐☐☐☐	<b>Create Undead</b>	21	None	1 hour	Instantaneous	Close (70 Feet)	V, S, M	No	Necromancy [Evil]
	<i>Effect:</i> Creates ghouls, ghosts, mummies, or mohrgs.					<i>Target:</i> One corpse			
☐☐☐☐☐	<b>Cure Moderate Wounds, Mass</b>	21	Will half (harmless) or Will half; see text	1 standard action	Instantaneous	Close (70 Feet)	V, S	Yes (harmless) or Yes; see text	Conjuration (Healing)
	<i>Effect:</i> Cures 2d8+19 damage for many creatures.					<i>Target:</i> 19 creatures, no two of which can be more than 30 ft. apart			
☐☐☐☐☐	<b>Dispel Magic, Greater</b>	21	None	1 standard action	Instantaneous	Medium (290 Feet)	V, S	No	Abjuration
	<i>Effect:</i> As dispel magic, but +20 on check.					<i>Target:</i> One spellcaster, creature, or object; or 20-ft.-radius burst			
☐☐☐☐☐	<b>Eagle's Splendor, Mass</b>	21	Will negates (harmless)	1 standard action	19 minutes	Close (70 Feet)	V, S, M/DF	Yes	Transmutation
	<i>Effect:</i> As eagle's splendor, affects 19 subjects.					<i>Target:</i> 19 creatures, no two of which can be more than 30 ft. apart			
☐☐☐☐☐	<b>Find the Path</b>	21	None or Will negates (harmless)	3 rounds	190 minutes	Personal or touch	V, S, F	No or Yes (harmless)	Divination
	<i>Effect:</i> Shows most direct way to a location.					<i>Target:</i> You or creature touched			
☐☐☐☐☐	<b>Forbiddance</b>	21	See text	6 rounds	Permanent	Medium (290 Feet)	V, S, M, DF	Yes	Abjuration
	<i>Effect:</i> Blocks planar travel, damages creatures of different alignment.					<i>Target:</i> 19 60-ft. cubes [S]			
☐☐☐☐☐	<b>Geas/Quest</b>	21	None	10 minutes	19 days or until discharged [D]	Close (70 Feet)	V	Yes	Enchantment (Compulsion) [Language-Dependent, Mind-Affecting]
	<i>Effect:</i> As lesser geas, plus it affects any creature.					<i>Target:</i> One living creature			
☐☐☐☐☐	<b>Glyph of Warding, Greater</b>	21	See text	10 minutes	Permanent until discharged [D]	Touch	V, S, M	No (object) and Yes; see text	Abjuration
	<i>Effect:</i> As glyph of warding, but up to 10d8 damage or 6th-level spell.					<i>Target:</i> Object touched or up to 95 sq. ft			
☐☐☐☐☐	<b>Harm</b>	21	Will half; see text	1 standard action	Instantaneous	Touch	V, S	Yes	Necromancy
	<i>Effect:</i> Deals 190 points damage to target.					<i>Target:</i> Creature touched			
☐☐☐☐☐	<b>Heal</b>	21	Will negates (harmless)	1 standard action	Instantaneous	Touch	V, S	Yes (harmless)	Conjuration (Healing)
	<i>Effect:</i> Cures 190 points of damage, all diseases and mental conditions.					<i>Target:</i> Creature touched			
☐☐☐☐☐	<b>Heroes' Feast</b>	21	None	10 minutes	19 hour plus 12 hours; see text	Close (70 Feet)	V, S, DF	No	Conjuration (Creation) [Creation]
	<i>Effect:</i> Food for 19 creatures cures and grants combat bonuses.					<i>Target:</i> Feast for 19 creatures			
☐☐☐☐☐	<b>Inflict Moderate Wounds, Mass</b>	21	Will half	1 standard action	Instantaneous	Close (70 Feet)	V, S	Yes	Necromancy
	<i>Effect:</i> Deals 2d8+19 damage to many creatures.					<i>Target:</i> 19 creatures, no two of which can be more than 30 ft. apart			
☐☐☐☐☐	<b>Owl's Wisdom, Mass</b>	21	Will negates (harmless)	1 standard action	19 minutes	Close (70 Feet)	V, S, M/DF	Yes	Transmutation
	<i>Effect:</i> As owl's wisdom, affects one subject/ level.					<i>Target:</i> 19 creatures, no two of which can be more than 30 ft. apart			
☐☐☐☐☐	<b>Planar Ally</b>	21	None	10 minutes	Instantaneous	Close (70 Feet)	V, S, DF, XP	No	Conjuration (Calling)
	<i>Effect:</i> As lesser planar ally, but up to 12 HD.					<i>Target:</i> 1-2 called elementals or outsiders totaling no more than 12 HD, which cannot be more than 30 ft. apart when they appear			
☐☐☐☐☐	<b>**Repel Wood</b>	21	None	1 standard action	19 minutes [D]	60 ft.	V, S	No	Transmutation
	<i>Effect:</i> Pushes away wooden objects.					<i>Target:</i> 60 ft. line-shaped emanation from you			
☐☐☐☐☐	<b>Summon Monster VI</b>	21	None	1 round	19 rounds [D]	Close (70 Feet)	V, S, F/DF	No	Conjuration (Summoning)
	<i>Effect:</i> Calls extraplanar creature to fight for you.					<i>Target:</i> One or more summoned creatures, no two of which can be more than 30 ft. apart			
☐☐☐☐☐	<b>Symbol of Fear</b>	21	Will negates	10 minutes	See text	0 ft.; see text	V, S, M	Yes	Necromancy [Fear, Mind-Affecting]
	<i>Effect:</i> Triggered rune panics nearby creatures.					<i>Target:</i> One symbol			
☐☐☐☐☐	<b>Symbol of Persuasion</b>	21	Will negates	10 minutes	See text	0 ft.; see text	V, S, M	Yes	Enchantment (Charm) [Mind-Affecting]
	<i>Effect:</i> Triggered rune charms nearby creatures.					<i>Target:</i> One symbol			
☐☐☐☐☐	<b>Undeath to Death</b>	21	Will negates	1 standard action	Instantaneous	Medium (290 Feet)	V, S, M/DF	Yes	Necromancy [Death]
	<i>Effect:</i> Destroys 19d4 HD of undead.					<i>Target:</i> Several undead creatures within a 40-ft.-radius burst			
☐☐☐☐☐	<b>Wind Walk</b>	21	No and Will negates (harmless)	1 standard action	19 hours [D]; see text	Touch	V, S, DF	No and Yes (harmless)	Transmutation [Air]
	<i>Effect:</i> You and your allies turn vaporous and travel fast.					<i>Target:</i> You and 6 touched creatures			
☐☐☐☐☐	<b>Word of Recall</b>	21	None or Will negates (harmless, object)	1 standard action	Instantaneous	Unlimited	V	No or Yes (harmless, object)	Conjuration (Teleportation)
	<i>Effect:</i> Teleports you back to designated place.					<i>Target:</i> You and touched objects or other willing creatures			

## LEVEL 7

☐☐☐☐☐	<b>**Animal Shapes</b>	22	None; see text	1 standard action	19 hours [D]	Close (25 Feet)	V, S, DF	Yes (harmless)	Transmutation
	<i>Effect:</i> 19 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

□□□□□	<b>**Animate Plants</b>	22	None	1 standard action	19 rounds or hours; see text	Close (25 Feet)	V	No	Transmutation
	<i>Effect:</i> One or more plants animate and fight for you.								<i>Target:</i> 6 Large plants or all plants within range; see text
□□□□□	<b>Blasphemy</b>	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
□□□□□	<b>Control Weather</b>	22	None	10 minutes; see text	4d12 hours; see text	2 miles	V, S	No	Transmutation
	<i>Effect:</i> Changes weather in local area.								<i>Target:</i> 2-mile-radius circle, centered on you; see text
□□□□□	<b>Cure Serious Wounds, Mass</b>	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+19 damage for many creatures.								<i>Target:</i> 19 creatures, no two of which can be more than 30 ft. apart
□□□□□	<b>Destruction</b>	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
□□□□□	<b>Dictum</b>	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
□□□□□	<b>Ethereal Jaunt</b>	22	None	1 standard action	19 rounds [D]	Personal	V, S	No	Transmutation
	<i>Effect:</i> You become ethereal for 19 rounds.								<i>Target:</i> You
□□□□□	<b>Holy Word</b>	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
□□□□□	<b>Inflict Serious Wounds, Mass</b>	22	Will half	1 standard action	Instantaneous	Close (70 Feet)	V, S	Yes	Necromancy
	<i>Effect:</i> Deals 3d8+19 damage to many creatures.								<i>Target:</i> 19 creatures, no two of which can be more than 30 ft. apart
□□□□□	<b>Refuge</b>	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
□□□□□	<b>Regenerate</b>	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+19								<i>Target:</i> Living creature touched
□□□□□	<b>Repulsion</b>	22	Will negates	1 standard action	19 rounds [D]	Up to 10 ft./level	V, S, F/DF	Yes	Abjuration
	<i>Effect:</i> Creatures can't approach you.								<i>Target:</i> 190 ft. radius emanation centered on you
□□□□□	<b>Restoration, Greater</b>	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
□□□□□	<b>Resurrection</b>	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
□□□□□	<b>Scrying, Greater</b>	22	Will negates	1 standard action	19 hours	See text	V, S	Yes	Divination (Scrying)
	<i>Effect:</i> As scrying, but faster and longer.								<i>Target:</i> Magical sensor
□□□□□	<b>Summon Monster VII</b>	22	None	1 round	19 rounds [D]	Close (70 Feet)	V, S, F/DF	No	Conjuration (Summoning)
	<i>Effect:</i> Calls extraplanar creature to fight for you.								<i>Target:</i> One or more summoned creatures, no two of which can be more than 30 ft. apart
□□□□□	<b>Symbol of Stunning</b>	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
□□□□□	<b>Symbol of Weakness</b>	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
□□□□□	<b>Word of Chaos</b>	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
□□□□□	<b>Antimagick Field</b>	23	None	1 standard action	190 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
□□□□□	<b>Cloak of Chaos</b>	23	See text	1 standard action	19 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> 19 creatures in a 20-ft.-radius burst centered on you
□□□□□	<b>**Control Plants</b>	23	Will negates	1 standard action	19 minutes	Close (25 Feet)	V, S, DF	No	Transmutation
	<i>Effect:</i> Control actions of one or more plant creatures.								<i>Target:</i> 38 HD of plant creatures, no two of which can be more than 30 ft. apart
□□□□□	<b>Create Greater Undead</b>	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
□□□□□	<b>Cure Critical Wounds, Mass</b>	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+19 damage for many creatures.								<i>Target:</i> 19 creatures, no two of which can be more than 30 ft. apart
□□□□□	<b>Dimensional Lock</b>	23	None	1 standard action	19 days	Medium (290 Feet)	V, S	Yes	Abjuration
	<i>Effect:</i> Teleportation and interplanar travel blocked for 19 days.								<i>Target:</i> 20-ft.-radius emanation centered on a point in space
□□□□□	<b>Discern Location</b>	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
□□□□□	<b>Earthquake</b>	23	See text	1 standard action	19 round	Long (1160 Feet)	V, S, DF	No	Evocation [Earth]
	<i>Effect:</i> Intense tremor shakes 95 ft radius.								<i>Target:</i> 80-ft.-radius spread [S]
□□□□□	<b>Fire Storm</b>	23	Reflex half	1 round	Instantaneous	Medium (290 Feet)	V, S	Yes	Evocation [Fire]
	<i>Effect:</i> Deals 19d6 fire damage.								<i>Target:</i> 38 10-ft. cubes [S]
□□□□□	<b>Holy Aura</b>	23	See text	1 standard action	19 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> 19 creatures in a 20-ft.-radius burst centered on you
□□□□□	<b>Inflict Critical Wounds, Mass</b>	23	Will half	1 standard action	Instantaneous	Close (70 Feet)	V, S	Yes	Necromancy
	<i>Effect:</i> Deals 4d8+19 damage to many creatures.								<i>Target:</i> 19 creatures, no two of which can be more than 30 ft. apart
□□□□□	<b>Planar Ally, Greater</b>	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.
□□□□□	<b>Planar Ally (Lesser)</b>	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
□□□□□	<b>Shield of Law</b>	23	See text	1 standard action	19 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> 19 creatures in a 20-ft.-radius burst centered on you
□□□□□	<b>Spell Immunity, Greater</b>	23	Will negates (harmless)	1 standard action	190 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
□□□□□	<b>Summon Monster VIII</b>	23	None	1 round	19 rounds [D]	Close (70 Feet)	V, S, F/DF	No	Conjuration (Summoning)
	<i>Effect:</i> Calls extraplanar creature to fight for you.								<i>Target:</i> One or more summoned creatures, no two of which can be more than 30 ft. apart
□□□□□	<b>**Summon Nature's Ally VIII</b>	23	None	1 round	19 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
□□□□□	<b>Symbol of Death</b>	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
□□□□□	<b>Symbol of Insanity</b>	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
□□□□□	<b>Unholy Aura</b>	23	See text	1 standard action	19 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> 19 creatures in a 20-ft.-radius burst centered on you

## LEVEL 9

	Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□□	<b>Astral Projection</b>	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

□□□□□	<b>Energy Drain</b>	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				
□□□□□	<b>Etherealness</b>	24	None	1 standard action	19 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				
□□□□□	<b>Gate</b>	24	None	1 standard action	Instantaneous or concentration [up to 19 rounds]; see text	Medium (290 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				
□□□□□	<b>Heal, Mass</b>	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				
□□□□□	<b>Implosion</b>	24	Fortitude negates	1 standard action	Instantaneous or 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				
□□□□□	<b>Miracle</b>	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				
□□□□□	<b>**Shambler</b>	24	None	1 standard action	Seven days or seven months [D]; see text	Medium (100 Feet)	V, S	No	Conjuration (Creation)
	<i>Effect:</i> Summons 1d4+2 shambling mounds to fight for you.				<i>Target:</i> Three or more shambling mounds, no two of which can be more than 30 ft. apart; see text				
□□□□□	<b>**Shapechange</b>	24	None	1 standard action	190 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				
□□□□□	<b>Soul Bind</b>	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				
□□□□□	<b>Storm of Vengeance</b>	24	See text	1 round	Concentration [maximum 10 rounds] [D]	Long (1160 Feet)	V, S	Yes	Conjuration (Summoning)
	<i>Effect:</i> Storm rains acid, lightning, and hail.				<i>Target:</i> 360-ft.-radius storm cloud				
□□□□□	<b>Summon Monster IX</b>	24	None	1 round	19 rounds [D]	Close (70 Feet)	V, S, F/DF	No	Conjuration (Summoning)
	<i>Effect:</i> Calls extraplanar creature to fight for you.				<i>Target:</i> One or more summoned creatures, no two of which can be more than 30 ft. apart				
□□□□□	<b>True Resurrection</b>	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