

Lars Male Human Clr7

NAME

Clr7

CLASS

42000

EXPERIENCE

7

TCL

28000

NEXT LEVEL

NPC

PLAYERNAME

Human

RACE

Medium

SIZE

5'11"

HEIGHT

211 lbs

WEIGHT

0

AGE

Male

GENDER

None

DEITY

5'11"

HEIGHT

211 lbs

WEIGHT

0

HAIR

Chaotic Evil

ALIGNMENT

Normal

VISION

0

POINTS

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP SCORE	TEMP MODIFIER
STR Strength	12	+1	12	+1
DEX Dexterity	18	+4	18	+4
CON Constitution	13	+1	13	+1
INT Intelligence	12	+1	12	+1
WIS Wisdom	19	+4	19	+4
CHA Charisma	12	+1	12	+1

HP

hit points

42

AC

armor class

14

WOUNDS/CURRENT HP

SUBDUAL DAMAGE

DAMAGE REDUCTION

TOTAL

FLAT

TOUCH

BASE

ARMOR BONUS

SHIELD BONUS

STAT MODIFIER

SIZE MODIFIER

NATURAL ARMOR MODIFIER

MISC MODIFIER

MISS CHANCE

ARCANE SPELL FAILURE

ARMOR CHECK PENALTY

SPELL RESISTANCE

INITIATIVE

modifier

+4

TOTAL

DEX MODIFIER

MISC MODIFIER

BASE ATTACK

bonus

+5

SAVING THROWS

FORTITUDE

(constitution)

+6

REFLEX

(dexterity)

+6

WILLPOWER

(wisdom)

+9

TOTAL

BASE SAVE

ABILITY MODIFIER

MAGIC MODIFIER

MISC MODIFIER

TEMP MODIFIER

conditional modifiers

MELEE

attack bonus

+6

RANGED

attack bonus

+9

GRAPPLE

attack bonus

+6

TOTAL

BASE ATTACK BONUS

STAT MODIFIER

SIZE MODIFIER

MISC MODIFIER

TEMP MODIFIER

UNARMED

TOTAL ATTACK BONUS

DAMAGE

CRITICAL

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	43.0	Medium	86.0	Heavy	130.0
Lift over head	130.0	Lift off ground	260.0	Push / Drag	650.0

FEATS	
Craft Wand	See Text
Empower Spell	See Text
Quicken Spell	See Text
Still Spell	See Text

DOMAINS	
Animal	You can use speak with animals once per day as a spell-like ability.
Chaos	You cast chaos spells at +1 caster level.

SKILLS				
SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	MAX RANKS
Craft (Pottery)	INT	6	= 1	+ 5.0
Knowledge (Arcana)	INT	9	= 1	+ 8.0
Knowledge (History)	INT	10	= 1	+ 9.0
Knowledge (The Planes)	INT	11	= 1	+ 10.0
Profession (Hunter)	WIS	6	= 4	+ 2.0
Spellcraft	INT	9	= 1	+ 6.0

TURN/REBUKE UNDEAD		
TURNING CHECK RESULT	UNDEAD AFFECTED (MAXIMUM HIT DICE)	Turn level
Up to 0	3	7
1 - 3	4	Turn damage
4 - 6	5	2d6+8
7 - 9	6	Turns/day
10 - 12	7	4
13 - 15	8	
16 - 18	9	
19 - 21	10	
22 +	11	

TURN/REBUKE UNDEAD		
TURNING CHECK RESULT	UNDEAD AFFECTED (MAXIMUM HIT DICE)	Turn level
Up to 0	3	7
1 - 3	4	Turn damage
4 - 6	5	2d6 + 8
7 - 9	6	Turns/day
10 - 12	7	4
13 - 15	8	
16 - 18	9	
19 - 21	10	
22 +	11	

SPECIAL ABILITIES	
Spontaneous casting	
Turn Undead 4/day (turn level 7) (turn damage 2d6+8)	













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, Goblin	

























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	5+1	4+1	3+1	2+1	0	0	0	0	0

LEVEL 0

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
 Create Water <i>Effect:</i> Creates 14 gallons of pure water.	14	None	1 standard action	Instantaneous	Close (40 Feet)	V, S	No	Conjuration (Creation) [Water]
 Cure Minor Wounds <i>Effect:</i> Cures 1 point of damage.	14	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.	14	None	1 standard action	<i>Target:</i> Cone-shaped emanation Concentration, up to 7 minutes [D]	60 ft.	V, S	No	Divination
 Detect Poison <i>Effect:</i> Detects poison in one creature or small object.	14	None	1 standard action	<i>Target:</i> Cone-shaped emanation Instantaneous	Close (40 Feet)	V, S	No	Divination
 Guidance <i>Effect:</i> +1 on one attack roll, saving throw, or skill check.	14	Will negates (harmless)	1 standard action	<i>Target:</i> One creature, one object, or a 5-ft. cube 7 minute or until discharged	Touch	V, S	Yes	Divination
 Inflict Minor Wounds <i>Effect:</i> Touch attack, 1 point of damage.	14	Will negates	1 standard action	<i>Target:</i> Creature touched Instantaneous	Touch	V, S	Yes	Necromancy
 Light <i>Effect:</i> Object shines like a torch.	14	None	1 standard action	<i>Target:</i> Creature touched 70 minutes [D]	Touch	V, M/DF	No	Evocation [Light]
 Mending <i>Effect:</i> Makes minor repairs on an object.	14	Will negates (harmless, object)	1 standard action	<i>Target:</i> Object touched Instantaneous	10 ft.	V, S	Yes (harmless, object)	Transmutation
 Purify Food and Drink <i>Effect:</i> Purifies 7 cu. ft. of food or water.	14	Will negates (object)	1 standard action	<i>Target:</i> One object of up to 1 lb. Instantaneous	10 ft.	V, S	Yes (object)	Transmutation
 Read Magic <i>Effect:</i> Read scrolls and spellbooks.	14	None	1 standard action	<i>Target:</i> 7 cu. ft. of contaminated food and water 70 minutes	Personal	V, S, F	No	Divination
 Resistance <i>Effect:</i> Subject gains +1 on saving throws.	14	Will negates (harmless)	1 standard action	<i>Target:</i> You 7 minute	Touch	V, S, M/DF	Yes (harmless)	Abjuration
 Virtue <i>Effect:</i> Subject gains 1 temporary hp.	14	Fortitude negates (harmless)	1 standard action	<i>Target:</i> Creature touched 7 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.	15	Will negates	1 standard action	7 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.	15	None	1 standard action	7 minutes	50 ft.	V, S, DF	Yes (harmless)	Enchantment (Compulsion) [Mind-Affecting]
 Bless Water <i>Effect:</i> Makes holy water.	15	Will negates (object)	1 minute	<i>Target:</i> The caster and all allies within a 50-ft. burst, centered on the caster Instantaneous	Touch	V, S, M	Yes (object)	Transmutation [Good]
 **Calm Animals <i>Effect:</i> Calms [2d4 + level] HD of animals.	15	Will negates; see text	1 standard action	<i>Target:</i> Flask of water touched 7 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.	15	Will partial	1 standard action	<i>Target:</i> Animals within 30 ft. of each other 1d4 rounds or 1 round; see text	Close (40 Feet)	V, S	Yes	Necromancy [Fear, Mind-Affecting]
 Command <i>Effect:</i> One subject obeys selected command for 1 round.	15	Will negates	1 standard action	<i>Target:</i> One living creature with 5 or fewer HD 7 round	Close (40 Feet)	V	Yes	Enchantment (Compulsion) [Language-Dependent, Mind-Affecting]
 Comprehend Languages <i>Effect:</i> You understand all spoken and written languages.	15	None	1 standard action	<i>Target:</i> One living creature 70 minutes	Personal	V, S, M/DF	No	Divination
 Cure Light Wounds <i>Effect:</i> Cures 1d8+5 damage	15	Will half (harmless); see text	1 standard action	<i>Target:</i> You Instantaneous	Touch	V, S	Yes (harmless); see text	Conjuration (Healing)
 Curse Water <i>Effect:</i> Makes unholy water.	15	Will negates (object)	1 minute	<i>Target:</i> Creature touched Instantaneous	Touch	V, S, M	Yes (object)	Necromancy [Evil]
 Deathwatch <i>Effect:</i> Reveals how near death subjects within 30 ft. are.	15	None	1 standard action	<i>Target:</i> Flask of water touched 70 minutes	30 ft.	V, S	No	Necromancy [Evil]
 Detect Chaos <i>Effect:</i> Reveals creatures, spells, or objects of selected alignment.	15	None	1 standard action	<i>Target:</i> Cone-shaped emanation 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.	15	None	1 standard action	<i>Target:</i> Cone-shaped emanation 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.	15	None	1 standard action	<i>Target:</i> Cone-shaped emanation 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.	15	None	1 standard action	<i>Target:</i> Cone-shaped emanation Concentration, up to 10 minutes [D]	60 ft.	V, S, DF	No	Divination
 Detect Undead <i>Effect:</i> Reveals undead within 60 ft.	15	None	1 standard action	<i>Target:</i> Cone-shaped emanation Concentration, up to 7 minutes [D]	60 ft.	V, S, M/DF	No	Divination
 Divine Favor <i>Effect:</i> You gain +2 on attack and damage rolls.	15	None	1 standard action	<i>Target:</i> Cone-shaped emanation 1 minute	Personal	V, S, DF	No	Evocation
 Doom <i>Effect:</i> One subject takes -2 on attack rolls, damage rolls, saves, and checks.	15	Will negates	1 standard action	<i>Target:</i> You 7 minutes	Medium (170 Feet)	V, S, DF	Yes	Necromancy [Fear, Mind-Affecting]
 Endure Elements <i>Effect:</i> Exist comfortably in hot or cold environments.	15	Will negates (harmless)	1 standard action	<i>Target:</i> One living creature 24 hours	Touch	V, S	Yes (harmless)	Abjuration
 Entropic Shield <i>Effect:</i> Ranged attacks against you have 20% miss chance.	15	None	1 standard action	<i>Target:</i> Creature touched 7 minutes [D]	Personal	V, S	No	Abjuration
 Hide from Undead <i>Effect:</i> Undead can't perceive 7 subjects.	15	Will negates (harmless); see text	1 standard action	<i>Target:</i> You 70 minutes [D]	Touch	V, S, DF	Yes	Abjuration
 Inflict Light Wounds <i>Effect:</i> Touch deals 1d8+5 damage	15	Will half	1 standard action	<i>Target:</i> 7 touched creatures Instantaneous	Touch	V, S	Yes	Necromancy
 Magic Stone <i>Effect:</i> Three stones gain +1 on attack rolls, deal 1d6+1 damage.	15	Will negates (harmless, object)	1 standard action	<i>Target:</i> Creature touched 30 minutes or until discharged	Touch	V, S, DF	Yes (harmless, object)	Transmutation
 Magic Weapon <i>Effect:</i> Weapon gains +1 bonus.	15	Will negates (harmless, object)	1 standard action	<i>Target:</i> Up to three pebbles touched 7 minutes	Touch	V, S, DF	Yes (harmless, object)	Transmutation
 Obscuring Mist <i>Effect:</i> Fog surrounds you.	15	None	1 standard action	<i>Target:</i> Weapon touched 7 minutes	20 ft.	V, S	No	Conjuration (Creation)

* =Domain/Specialty Spell

Cleric Spells

Protection from Chaos	15	Will negates (harmless)	1 standard action	7 minutes [D]	Touch	V, S, M/DF No; see text	Abjuration [Lawful]
<i>Effect: +2 to AC and saves, counter mind control, hedge out elementals and outsiders.</i>				<i>Target: Creature touched</i>			
Protection from Evil	15	Will negates (harmless)	1 standard action	7 minutes [D]	Touch	V, S, M/DF No; see text	Abjuration [Good]
<i>Effect: +2 to AC and saves, counter mind control, hedge out elementals and outsiders.</i>				<i>Target: Creature touched</i>			
Protection from Good	15	Will negates (harmless)	1 standard action	7 minutes [D]	Touch	V, S, M/DF No; see text	Abjuration [Evil]
<i>Effect: +2 to AC and saves, counter mind control, hedge out elementals and outsiders.</i>				<i>Target: Creature touched</i>			
*Protection from Law	15	Will negates (harmless)	1 standard action	7 minutes [D]	Touch	V, S, M/DF No; see text	Abjuration [Chaotic]
<i>Effect: +2 to AC and saves, counter mind control, hedge out elementals and outsiders.</i>				<i>Target: Creature touched</i>			
Protection from Law	15	Will negates (harmless)	1 standard action	7 minutes [D]	Touch	V, S, M/DF No; see text	Abjuration [Chaotic]
<i>Effect: +2 to AC and saves, counter mind control, hedge out elementals and outsiders.</i>				<i>Target: Creature touched</i>			
Remove Fear	15	Will negates (harmless)	1 standard action	70 minutes; see text	Close (40 Feet)	V, S Yes (harmless)	Abjuration
<i>Effect: Suppresses fear or gives +4 on saves against fear for 2 subjects</i>				<i>Target: 2 creatures, no two of which can be more than 30 ft. apart</i>			
Sanctuary	15	Will negates	1 standard action	7 rounds	Touch	V, S, DF No	Abjuration
<i>Effect: Opponents can't attack you, and you can't attack.</i>				<i>Target: Creature touched</i>			
Shield of Faith	15	Will negates (harmless)	1 standard action	7 minutes	Touch	V, S, M Yes (harmless)	Abjuration
<i>Effect: Aura grants +3 deflection bonus.</i>				<i>Target: Creature touched</i>			
Summon Monster I	15	None	1 round	7 rounds [D]	Close (40 Feet)	V, S, F/DF No	Conjuration (Summoning)
<i>Effect: Calls extraplanar creature to fight for you.</i>				<i>Target: One summoned creature</i>			

LEVEL 2

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
Aid	16	None	1 standard action	7 minutes	Touch	V, S, DF	Yes (harmless)	Enchantment (Compulsion) [Mind-Affecting]
<i>Effect: +1 on attack rolls, +1 against fear, 1d8+7 temporary hp.</i>				<i>Target: Living creature touched</i>				
Align Weapon	16	Will negates (harmless, object)	1 standard action	7 minutes	Touch	V, S, DF	Yes (harmless, object)	Transmutation
<i>Effect: Weapon becomes good, evil, lawful, or chaotic.</i>				<i>Target: Weapon touched or fifty projectiles [all of which must be in contact with each other at the time of casting]</i>				
Augury	16	None	1 minute	Instantaneous	Personal	V, S, M, F	No	Divination
<i>Effect: Learns whether an action will be good or bad.</i>				<i>Target: You</i>				
Bear's Endurance	16	Will negates (harmless)	1 standard action	7 minutes	Touch	V, S, DF	Yes	Transmutation
<i>Effect: Subject gains +4 to Con for 7 minutes.</i>				<i>Target: Creature touched</i>				
Bull's Strength	16	Will negates (harmless)	1 standard action	7 minutes	Touch	V, S, M/DF	Yes (harmless)	Transmutation
<i>Effect: Subject gains +4 to Str for 7 minutes.</i>				<i>Target: Creature touched</i>				
Calm Emotions	16	Will negates	1 standard action	Concentration, up to 7 rounds [D]	Medium (170 Feet)	V, S, DF	Yes	Enchantment (Compulsion) [Mind-Affecting]
<i>Effect: Calms creatures, negating emotion effects.</i>				<i>Target: Creatures in a 20-ft.-radius spread</i>				
Consecrate	16	None	1 standard action	14 hours	Close (40 Feet)	V, S, M, DF	No	Evocation [Good]
<i>Effect: Fills area with positive energy, making undead weaker.</i>				<i>Target: 20-ft.-radius emanation</i>				
Cure Moderate Wounds	16	Will half (harmless); see text	1 standard action	Instantaneous	Touch	V, S	Yes (harmless); see text	Conjuration (Healing)
<i>Effect: Cures 2d8+7 damage</i>				<i>Target: Creature touched</i>				
Darkness	16	None	1 standard action	70 minutes [D]	Touch	V, M/DF	No	Evocation [Darkness]
<i>Effect: 20-ft. radius of supernatural shadow.</i>				<i>Target: Object touched</i>				
Death Knell	16	Will negates	1 standard action	Instantaneous/10 minutes per HD of subject; see text	Touch	V, S	Yes	Necromancy [Death, Evil]
<i>Effect: Kill dying creature and gain 1d8 temporary hp, +2 to Str, and +1 caster level.</i>				<i>Target: Living creature touched</i>				
Delay Poison	16	Fortitude negates (harmless)	1 standard action	7 hours	Touch	V, S, DF	Yes (harmless)	Conjuration (Healing)
<i>Effect: Stops poison from harming subject for 7 hours.</i>				<i>Target: Creature touched</i>				
Desecrate	16	None	1 standard action	14 hours	Close (40 Feet)	V, S, M, DF	Yes	Evocation [Evil]
<i>Effect: Fills area with negative energy, making undead stronger.</i>				<i>Target: 20-ft.-radius emanation</i>				
Eagle's Splendor	16	Will negates (harmless)	1 standard action	7 minutes	Touch	V, S, M/DF	Yes	Transmutation
<i>Effect: Subject gains +4 to Cha for 7 minutes.</i>				<i>Target: Creature touched</i>				
Enthrall	16	Will negates; see text	1 round	7 hour or less	Medium (170 Feet)	V, S	Yes	Enchantment (Charm)
<i>Effect: Captivates all within 170 ft.</i>				<i>Target: Any number of creatures</i>				
Find Traps	16	None	1 standard action	7 minutes	Personal	V, S	No	Divination
<i>Effect: Notice traps as a rogue does.</i>				<i>Target: You</i>				
Gentle Repose	16	Will negates (object)	1 standard action	7 days	Touch	V, S, M/DF	Yes (object)	Necromancy
<i>Effect: Preserves one corpse.</i>				<i>Target: Corpse touched</i>				
**Hold Animal	16	Will negates; see text	1 standard action	7 rounds [D]; see text	Medium (100 Feet)	V, S	Yes	Enchantment (Compulsion) [Mind-Affecting]
<i>Effect: Paralyzes one animal for 7 rounds.</i>				<i>Target: One animal</i>				
Hold Person	16	Will negates; see text	1 standard action	7 rounds [D]; see text	Medium (170 Feet)	V, S, F/DF	Yes	Enchantment (Compulsion) [Mind-Affecting]
<i>Effect: Paralyzes one humanoid for 7 rounds.</i>				<i>Target: One humanoid creature</i>				
Inflict Moderate Wounds	16	Will half	1 standard action	Instantaneous	Touch	V, S	Yes	Necromancy
<i>Effect: Touch attack, 2d8+7 damage</i>				<i>Target: Creature touched</i>				
Make Whole	16	Will negates (harmless, object)	1 standard action	Instantaneous	Close (40 Feet)	V, S	Yes (harmless, object)	Transmutation
<i>Effect: Repairs an object.</i>				<i>Target: One object of up to 70 cu. ft.</i>				
Owl's Wisdom	16	Will negates (harmless)	1 standard action	7 minutes	Touch	V, S, M/DF	Yes	Transmutation
<i>Effect: Subject gains +4 to Wis for 7 minutes.</i>				<i>Target: Creature touched</i>				
Remove Paralysis	16	Will negates (harmless)	1 standard action	Instantaneous	Close (40 Feet)	V, S	Yes (harmless)	Conjuration (Healing)
<i>Effect: Frees one or more creatures from paralysis or slow effect.</i>				<i>Target: Up to four creatures, no two of which can be more than 30 ft. apart</i>				
Resist Energy	16	Fortitude negates (harmless)	1 standard action	70 minutes	Touch	V, S, DF	Yes (harmless)	Abjuration
<i>Effect: Ignores first 10 [or more] points of damage/attack from specified energy type.</i>				<i>Target: Creature touched</i>				
Restoration, Lesser	16	Will negates (harmless)	3 rounds	Instantaneous	Touch	V, S	Yes (harmless)	Conjuration (Healing)
<i>Effect: Dispels magical ability penalty or repairs 1d4 ability damage.</i>				<i>Target: Creature touched</i>				
*Shatter	16	Will negates (object); Will negates (object) or Fortitude half; see text	1 standard action	Instantaneous	Close (25 Feet)	V, S, M/DF	Yes (object)	Evocation [Sonic]
<i>Effect: Sonic vibration damages objects or crystalline creatures.</i>				<i>Target: 5-ft.-radius spread; or one solid object or one crystalline creature</i>				
Shatter	16	Will negates (object); Will negates (object) or Fortitude half; see text	1 standard action	Instantaneous	Close (40 Feet)	V, S, M/DF	Yes (object)	Evocation [Sonic]
<i>Effect: Sonic vibration damages objects or crystalline creatures.</i>				<i>Target: 5-ft.-radius spread; or one solid object or one crystalline creature</i>				
Shield Other	16	Will negates (harmless)	1 standard action	7 hours [D]	Close (40 Feet)	V, S, F	Yes (harmless)	Abjuration
<i>Effect: You take half of subject's damage.</i>				<i>Target: One creature</i>				
Silence	16	Will negates; see text or none (object)	1 standard action	7 minutes [D]	Long (680 Feet)	V, S	Yes; see text or no (object)	Illusion (Glamer)
<i>Effect: Negates sound in 15-ft. radius.</i>				<i>Target: 20 ft. radius emanation centered on a creature, object, or point in space</i>				
Sound Burst	16	Fortitude partial	1 standard action	Instantaneous	Close (40 Feet)	V, S, F/DF	Yes	Evocation [Sonic]
<i>Effect: Deals 1d8 sonic damage to subjects; may stun them.</i>				<i>Target: 10-ft.-radius spread</i>				
Spiritual Weapon	16	None	1 standard action	7 rounds [D]	Medium (170 Feet)	V, S, DF	Yes	Evocation [Force]
<i>Effect: Magical weapon attacks on its own.</i>				<i>Target: Magic weapon of force</i>				
Status	16	Will negates (harmless)	1 standard action	7 hours	Touch	V, S	Yes (harmless)	Divination
<i>Effect: Monitors condition, position of allies.</i>				<i>Target: 2 living creatures touched</i>				
Summon Monster II	16	None	1 round	7 rounds [D]	Close (40 Feet)	V, S, F/DF	No	Conjuration (Summoning)
<i>Effect: Calls extraplanar creature to fight for you.</i>				<i>Target: One or more summoned creatures, no two of which can be more than 30 ft. apart</i>				

* =Domain/Specialty Spell

Cleric Spells

Undetectable Alignment	16	Will negates (object)	1 standard action	24 hours	Close (40 Feet)	V, S	Yes (object)	Abjuration
<i>Effect:</i> Conceals alignment for 24 hours.				<i>Target:</i> One creature or object				
Zone of Truth	16	Will negates	1 standard action	7 minutes	Close (40 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	17	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	17	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	17	Fortitude negates	1 standard action	Permanent [D]	Medium (170 Feet)	V	Yes	Necromancy
<i>Effect:</i> Makes subject blinded or deafened.				<i>Target:</i> One living creature				
Contagion	17	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	17	None	1 standard action	Permanent	Touch	V, S, M	No	Evocation [Light]
<i>Effect:</i> Makes a permanent, heatless torch.				<i>Target:</i> Object touched				
Create Food and Water	17	None	10 minutes	24 hours; see text	Close (40 Feet)	V, S	No	Conjuration (Creation)
<i>Effect:</i> Feeds 21 humans or 7 horse.				<i>Target:</i> Food and water to sustain 21 humans or 7 horses for 24 hours				
Cure Serious Wounds	17	Will half (harmless); see text	1 standard action	Instantaneous	Touch	V, S	Yes (harmless); see text	Conjuration (Healing)
<i>Effect:</i> Cures 3d8+7 damage				<i>Target:</i> Creature touched				
Daylight	17	None	1 standard action	70 minutes [D]	Touch	V, S	No	Evocation [Light]
<i>Effect:</i> 60-ft. radius of bright light.				<i>Target:</i> Object touched				
Deeper Darkness	17	None	1 standard action	7 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	17	None	1 standard action	Instantaneous	Medium (170 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	17	Will negates	1 round	7 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	17	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 35 sq. ft				
Helping Hand	17	None	1 standard action	7 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	17	Will half	1 standard action	Instantaneous	Touch	V, S	Yes	Necromancy
<i>Effect:</i> Touch attack, 3d8+7 damage				<i>Target:</i> Creature touched				
Invisibility Purge	17	None	1 standard action	7 minutes [D]	Personal	V, S	No	Evocation
<i>Effect:</i> Dispel invisibility within 35 ft				<i>Target:</i> You				
Locate Object	17	None	1 standard action	7 minutes	Long (680 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 680 ft.				
Magic Circle against Chaos	17	Will negates (harmless)	1 standard action	70 minutes	Touch	V, S, M/DF	No; see text	Abjuration [Lawful]
<i>Effect:</i> As protection spells, but 10-ft. radius and 70 minutes.				<i>Target:</i> 10-ft.-radius emanation from touched creature				
Magic Circle against Evil	17	Will negates (harmless)	1 standard action	70 minutes	Touch	V, S, M/DF	No; see text	Abjuration [Good]
<i>Effect:</i> As protection spells, but 10-ft. radius and 70 minutes.				<i>Target:</i> 10-ft.-radius emanation from touched creature				
Magic Circle against Good	17	Will negates (harmless)	1 standard action	70 minutes	Touch	V, S, M/DF	No; see text	Abjuration [Evil]
<i>Effect:</i> As protection spells, but 10-ft. radius and 70 minutes.				<i>Target:</i> 10-ft.-radius emanation from touched creature				
*Magic Circle against Law	17	Will negates (harmless)	1 standard action	70 minutes	Touch	V, S, M/DF	No; see text	Abjuration [Chaotic]
<i>Effect:</i> As protection spells, but 10-ft. radius and 70 minutes.				<i>Target:</i> 10-ft.-radius emanation from touched creature				
Magic Circle against Law	17	Will negates (harmless)	1 standard action	70 minutes	Touch	V, S, M/DF	No; see text	Abjuration [Chaotic]
<i>Effect:</i> As protection spells, but 10-ft. radius and 70 minutes.				<i>Target:</i> 10-ft.-radius emanation from touched creature				
Magic Vestment	17	Will negates (harmless, object)	1 standard action	7 hours	Touch	V, S, DF	Yes (harmless, object)	Transmutation
<i>Effect:</i> Armor or shield gains 1 enhancement				<i>Target:</i> Armor or shield touched				
Meld into Stone	17	None	1 standard action	70 minutes	Personal	V, S, DF	No	Transmutation [Earth]
<i>Effect:</i> You and your gear merge with stone.				<i>Target:</i> You				
Obscure Object	17	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 700 lbs				
Prayer	17	None	1 standard action	7 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	17	Fortitude negates (harmless)	1 standard action	70 minutes or until discharged	Touch	V, S, DF	Yes (harmless)	Abjuration
<i>Effect:</i> Absorb 84 points of damage from one kind of energy.				<i>Target:</i> Creature touched				
Remove Blindness/Deafness	17	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	17	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	17	Fortitude negates (harmless)	1 standard action	Instantaneous	Touch	V, S	Yes (harmless)	Conjuration (Healing)
<i>Effect:</i> Cures all diseases affecting subject.				<i>Target:</i> Creature touched				
Searing Light	17	None	1 standard action	Instantaneous	Medium (170 Feet)	V, S	Yes	Evocation
<i>Effect:</i> Ray deals 1d8/two levels, more against undead.				<i>Target:</i> Ray				
Speak with Dead	17	Will negates; see text	10 minutes	7 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	17	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 17 cu. ft.				
Summon Monster III	17	None	1 round	7 rounds [D]	Close (40 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	17	Will negates (harmless)	1 standard action	14 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	17	Will negates (harmless)	1 standard action	70 minutes [D]	Touch	V, S, DF	Yes (harmless)	Transmutation [Water]
<i>Effect:</i> Subject treads on water as if solid.				<i>Target:</i> 7 touched creatures				
Wind Wall	17	None; see text	1 standard action	7 rounds	Medium (170 Feet)	V, S, M/DF	Yes	Evocation [Air]
<i>Effect:</i> Deflects arrows, smaller creatures, and gases.				<i>Target:</i> Wall up to 70 ft. long and 35 ft. high [S]				

LEVEL 4

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
Air Walk	18	None	1 standard action	70 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				
**Chaos Hammer	18	Will partial; see text	1 standard action	Instantaneous [1d6 rounds]; see text	Medium (100 Feet)	V, S	Yes	Evocation [Chaotic]
<i>Effect:</i> Damages and staggers lawful creatures.				<i>Target:</i> 20-ft.-radius burst				
Control Water	18	None; see text	1 standard action	70 minutes [D]	Long (680 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 70 ft by 70 ft by 14 ft [S]				

* =Domain/Specialty Spell

Cleric Spells

☐☐☐☐☐Cure Critical Wounds	18	Will half (harmless); see text	1 standard action	Instantaneous	Touch	V, S	Yes (harmless); see text	Conjuration (Healing)
Effect: Cures 4d8+7 damage.				Target: Creature touched				
☐☐☐☐☐Death Ward	18	Will negates (harmless)	1 standard action	7 minutes	Touch	V, S, DF	Yes (harmless)	Necromancy
Effect: Grants immunity to death spells and negative energy effects.				Target: Living creature touched				
☐☐☐☐☐Dimensional Anchor	18	None	1 standard action	7 minutes	Medium (170 Feet)	V, S	Yes (object)	Abjuration
Effect: Bars extradimensional movement.				Target: Ray				
☐☐☐☐☐Discern Lies	18	Will negates	1 standard action	Concentration, up to 7 rounds	Close (40 Feet)	V, S, DF	No	Divination
Effect: Reveals deliberate falsehoods.				Target: 7 creatures, no two of which can be more than 30 ft. apart				
☐☐☐☐☐Dismissal	18	Will negates; see text	1 standard action	Instantaneous	Close (40 Feet)	V, S, DF	Yes	Abjuration
Effect: Forces a creature to return to native plane.				Target: One extraplanar creature				
☐☐☐☐☐Divination	18	None	10 minutes	Instantaneous	Personal	V, S, M	No	Divination
Effect: Provides useful advice for specific proposed actions.				Target: You				
☐☐☐☐☐Divine Power	18	None	1 standard action	7 rounds	Personal	V, S, DF	No	Evocation
Effect: You gain attack bonus, +6 to Str, and 7 hps.				Target: You				
☐☐☐☐☐Freedom of Movement	18	Will negates (harmless)	1 standard action	70 minutes	Personal or touch	V, S, M, DF	Yes (harmless)	Abjuration
Effect: Subject moves normally despite impediments.				Target: You or creature touched				
☐☐☐☐☐Giant Vermin	18	None	1 standard action	7 minutes	Close (40 Feet)	V, S, DF	Yes	Transmutation
Effect: Turns centipedes, scorpions, or spiders into giant vermin.				Target: Up to three vermin, no two of which can be more than 30 ft. apart				
☐☐☐☐☐Imbue with Spell Ability	18	Will negates (harmless)	10 minutes	Permanent until discharged [D]	Touch	V, S, DF	Yes (harmless)	Evocation
Effect: Transfer spells to subject.				Target: Creature touched; see text				
☐☐☐☐☐Inflict Critical Wounds	18	Will half	1 standard action	Instantaneous	Touch	V, S	Yes	Necromancy
Effect: Touch attack, 4d8+7 damage				Target: Creature touched				
☐☐☐☐☐Magic Weapon, Greater	18	Will negates (harmless, object)	1 standard action	7 hours	Close (40 Feet)	V, S, M/DF	Yes (harmless, object)	Transmutation
Effect: +1/four levels 5.				Target: One weapon or fifty projectiles [all of which must be in contact with each other at the time of casting]				
☐☐☐☐☐Neutralize Poison	18	Will negates (harmless, object)	1 standard action	70 minutes	Touch	V, S, M/DF	Yes (harmless, object)	Conjuration (Healing)
Effect: Immunizes subject against poison, detoxifies venom in or on subject.				Target: Creature or object of up to 7 cu. ft. touched				
☐☐☐☐☐Poison	18	Fortitude negates; see text	1 standard action	Instantaneous; see text	Touch	V, S, DF	Yes	Necromancy
Effect: Touch deals 1d10 Con damage, repeats in 1 minute.				Target: Living creature touched				
☐☐☐☐☐Repel Vermin	18	None or Will negates; see text	1 standard action	70 minutes [D]	10 ft.	V, S, DF	Yes	Abjuration
Effect: Insects, spiders, and other vermin stay 10 ft. away.				Target: 10 ft. radius emanation centered on you				
☐☐☐☐☐Restoration	18	Will negates (harmless)	3 rounds	Instantaneous	Touch	V, S, M	Yes (harmless)	Conjuration (Healing)
Effect: Restores level and ability score drains.				Target: Creature touched				
☐☐☐☐☐Sending	18	None	10 minutes	7 round; see text	See text	V, S, M/DF	No	Evocation
Effect: Delivers short message anywhere, instantly.				Target: One creature				
☐☐☐☐☐Spell Immunity	18	Will negates (harmless)	1 standard action	70 minutes	Touch	V, S, DF	Yes (harmless)	Abjuration
Effect: Subject is immune to one spell per four levels.				Target: Creature touched				
☐☐☐☐☐Summon Monster IV	18	None	1 round	7 rounds [D]	Close (40 Feet)	V, S, F/DF	No	Conjuration (Summoning)
Effect: Calls extraplanar creature to fight for you.				Target: One or more summoned creatures, no two of which can be more than 30 ft. apart				
☐☐☐☐☐**Summon Nature's Ally IV	18	None	1 round	7 rounds [D]	Close (25 Feet)	V, S, DF	No	Conjuration (Summoning)
Effect: Calls creature to fight.				Target: One or more creatures, no two of which can be more than 30 ft. apart				
☐☐☐☐☐Tongues	18	Will negates (harmless)	1 standard action	70 minutes	Touch	V, M/DF	No	Divination
Effect: Speak any language.				Target: Creature touched				
* =Domain/Speciality Spell								