

Aziz Male Human Clr12

NAME	
Clr12	132000
CLASS	EXPERIENCE
12	78000
TCL	NEXT LEVEL

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP SCORE	TEMP MODIFIER
STR Strength	19	+4	19	+4
DEX Dexterity	12	+1	12	+1
CON Constitution	12	+1	12	+1
INT Intelligence	12	+1	12	+1
WIS Wisdom	20	+5	20	+5
CHA Charisma	14	+2	14	+2

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC MODIFIER	TEMP MODIFIER	conditional modifiers
FORTITUDE (constitution)	+9	= +8	+ +1	+ +0	+ +0		
REFLEX (dexterity)	+5	= +4	+ +1	+ +0	+ +0		
WILLPOWER (wisdom)	+13	= +8	+ +5	+ +0	+ +0		

	TOTAL	BASE ATTACK BONUS	STAT MODIFIER	SIZE MODIFIER	MISC MODIFIER	TEMP MODIFIER
MELEE attack bonus	+13/+8	= +9/+4	+ +4	+ +0	+ +0	
RANGED attack bonus	+10/+5	= +9/+4	+ +1	+ +0	+ +0	
GRAPPLE attack bonus	+13/+8	= +9/+4	+ +4	+ +0	+ +0	

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
	+13/+8	1d3+4	20/x2

ARMOR	TYPE	AC	MAXDEX	CHECK	SPELL FAILURE
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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	116.0	Medium	233.0	Heavy	350.0
Lift over head	350.0	Lift off ground	700.0	Push / Drag	1750.0

FEATS	
Craft Wand	See Text
Endurance	See Text
Extra Turning (1x)	See Text
Heighten Spell	See Text
Leadership	See Text
Spell Focus (Transmutation)	See Text

DOMAINS	
Magic	Use scrolls, wands, and other devices with spell completion or spell trigger activation as a wizard of one-half your cleric level (at least 1st level). For the purpose of using a scroll or other magic device, if you are also a wizard, actual wizard levels and these effective wizard levels stack.
Air	Turn or destroy earth creatures as a good cleric turns undead. Rebuke, command, or bolster air creatures as an evil cleric rebukes undead. Use these abilities a total number of times per day equal to 3 + your Charisma modifier. This granted power is a supernatural ability

NPC

PLAYERNAME	
Human	Medium
RACE	SIZE
0	Male
AGE	GENDER

HP hit points	70	WOUNDS/CURRENT HP		
AC armor class	11	: 10	: 11	= 10
TOTAL		FLAT	TOUCH	BASE
INITIATIVE modifier	+1	= +1	+ +0	
TOTAL		DEX MODIFIER	MISC MODIFIER	
BASE ATTACK bonus	+9/+4			

None	
DEITY	
6'2"	184 lbs
HEIGHT	WEIGHT
EYES	HAIR

SUBDUAL DAMAGE		DAMAGE REDUCTION	
ARMOR BONUS	SHIELD BONUS	STAT MODIFIER	SIZE MODIFIER
0	0	1	0
NATURAL ARMOR	MISC MODIFIER	MISS CHANCE	
0	0		

Neutral Good	
ALIGNMENT	
Normal	
VISION	
0	
POINTS	

SPEED		
Walk 30'		
0	+0	0
ARCANE SPELL FAILURE	ARMOR CHECK PENALTY	SPELL RESISTANCE

SKILLS		MAX RANKS		15/7.5
SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS
Craft (Leatherworking)	INT	4	= 1	+ 3.0 +
Craft (Painting)	INT	13	= 1	+ 12.0 +
Craft (Stonemasonry)	INT	8	= 1	+ 7.0 +
✓ Heal	WIS	20	= 5	+ 15.0 +
Knowledge (Arcana)	INT	5	= 1	+ 4.0 +
Knowledge (Nature)	INT	6	= 1	+ 5.5 +
Knowledge (The Planes)	INT	13	= 1	+ 12.0 +
= + +				
✓ : can be used untrained. X : exclusive skills				

TURN/REBUKE UNDEAD		
TURNING CHECK RESULT	UNDEAD AFFECTED (MAXIMUM HIT DICE)	Turn level
Up to 0	8	12
1 - 3	9	Turn damage
4 - 6	10	2d6+14
7 - 9	11	Turns/day
10 - 12	12	13
13 - 15	13	□□□□□ □□□□□
16 - 18	14	□□□
19 - 21	15	
22 +	16	
NOTE: You destroy undead if you have twice as many turning levels as they have Hit Dice		

TURN/REBUKE UNDEAD		
TURNING CHECK RESULT	UNDEAD AFFECTED (MAXIMUM HIT DICE)	Turn level
Up to 0	8	12
1 - 3	9	Turn damage
4 - 6	10	2d6 +14
7 - 9	11	Turns/day
10 - 12	12	13
13 - 15	13	□□□□□ □□□□□
16 - 18	14	□□□
19 - 21	15	
22 +	16	
NOTE: You destroy undead if you have twice as many turning levels as they have Hit Dice		

SPECIAL ABILITIES	
Spontaneous casting	
Turn Undead 13/day (turn level 12) (turn damage 2d6+14)	













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	
Aquan, Common	

























Cleric Spells

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

LEVEL 0

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
 Create Water <i>Effect:</i> Creates 24 gallons of pure water.	15	None	1 standard action	Instantaneous	Close (55 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	<i>Target:</i> Creature touched 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	<i>Target:</i> Cone-shaped emanation Instantaneous	Close (55 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	<i>Target:</i> One creature, one object, or a 5-ft. cube 12 minute or until discharged	Touch	V, S	Yes	Divination
 Inflict Minor Wounds <i>Effect:</i> Touch attack, 1 point of damage.	15	Will negates	1 standard action	<i>Target:</i> Creature touched Instantaneous	Touch	V, S	Yes	Necromancy
 Light <i>Effect:</i> Object shines like a torch.	15	None	1 standard action	<i>Target:</i> Creature touched 120 minutes [D]	Touch	V, M/DF	No	Evocation [Light]
 Mending <i>Effect:</i> Makes minor repairs on an object.	16	Will negates (harmless, object)	1 standard action	<i>Target:</i> Object touched Instantaneous	10 ft.	V, S	Yes (harmless, object)	Transmutation
 Purify Food and Drink <i>Effect:</i> Purifies 12 cu. ft. of food or water.	16	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.	15	None	1 standard action	<i>Target:</i> 12 cu. ft. of contaminated food and water 120 minutes	Personal	V, S, F	No	Divination
 Resistance <i>Effect:</i> Subject gains +1 on saving throws.	15	Will negates (harmless)	1 standard action	<i>Target:</i> You 12 minute	Touch	V, S, M/DF	Yes (harmless)	Abjuration
 Virtue <i>Effect:</i> Subject gains 1 temporary hp.	16	Fortitude negates (harmless)	1 standard action	<i>Target:</i> Creature touched 12 minutes	Touch	V, S, DF	Yes (harmless)	Transmutation

LEVEL 1

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
 Bane <i>Effect:</i> Enemies take -1 on attack rolls and saves against fear.	16	Will negates	1 standard action	<i>Target:</i> All enemies within 50 ft. 12 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	<i>Target:</i> The caster and all allies within a 50-ft. burst, centered on the caster 12 minutes	50 ft.	V, S, DF	Yes (harmless)	Enchantment (Compulsion) [Mind-Affecting]
 Bless Water <i>Effect:</i> Makes holy water.	17	Will negates (object)	1 minute	<i>Target:</i> Instantaneous Touch	Touch	V, S, M	Yes (object)	Transmutation [Good]
 Cause Fear <i>Effect:</i> One creature of 5 HD or less flees for 1d4 rounds.	16	Will partial	1 standard action	<i>Target:</i> 1d4 rounds or 1 round; see text Close (55 Feet)	Close (55 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	<i>Target:</i> One living creature 12 round	Close (55 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	<i>Target:</i> One living creature 120 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	<i>Target:</i> You Instantaneous	Touch	V, S	Yes (harmless); see text	Conjuration (Healing)
 Curse Water <i>Effect:</i> Makes unholy water.	16	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.	16	None	1 standard action	<i>Target:</i> Flask of water touched 120 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	<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.	16	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.	16	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.	16	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.	16	None	1 standard action	<i>Target:</i> Cone-shaped emanation Concentration, up to 12 minutes [D]	60 ft.	V, S, M/DF	No	Divination
 Divine Favor <i>Effect:</i> You gain +4 on attack and damage rolls.	16	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.	16	Will negates	1 standard action	<i>Target:</i> You 12 minutes	Medium (220 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	<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.	16	None	1 standard action	<i>Target:</i> Creature touched 12 minutes [D]	Personal	V, S	No	Abjuration
 Hide from Undead <i>Effect:</i> Undead can't perceive 12 subjects.	16	Will negates (harmless); see text	1 standard action	<i>Target:</i> You 120 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	<i>Target:</i> 12 touched creatures Instantaneous	Touch	V, S	Yes	Necromancy
 **Magic Aura <i>Effect:</i> Alters object's magic aura.	16	None; see text	1 standard action	<i>Target:</i> Creature touched 12 days [D]	Touch	V, S, F	No	Illusion (Glamour)
 Magic Stone <i>Effect:</i> Three stones gain +1 on attack rolls, deal 1d6+1 damage.	17	Will negates (harmless, object)	1 standard action	<i>Target:</i> One touched object weighing up to 60 lbs 30 minutes or until discharged	Touch	V, S, DF	Yes (harmless, object)	Transmutation
 Magic Weapon <i>Effect:</i> Weapon gains +1 bonus.	17	Will negates (harmless, object)	1 standard action	<i>Target:</i> Up to three pebbles touched 12 minutes	Touch	V, S, DF	Yes (harmless, object)	Transmutation
 *Obscuring Mist <i>Effect:</i> Fog surrounds you.	16	None	1 standard action	<i>Target:</i> Weapon touched 12 minutes	20 ft.	V, S	No	Conjuration (Creation)

* =Domain/Specialty Spell

Cleric Spells

Obscuring Mist	16	None	1 standard action	12 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	12 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	12 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	12 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	12 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	120 minutes; see text	Close (55 Feet)	V, S	Yes (harmless)	Abjuration
<i>Effect:</i> Suppresses fear or gives +4 on saves against fear for 4 subjects				<i>Target:</i> 4 creatures, no two of which can be more than 30 ft. apart				
Sanctuary	16	Will negates	1 standard action	12 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	12 minutes	Touch	V, S, M	Yes (harmless)	Abjuration
<i>Effect:</i> Aura grants +4 deflection bonus.				<i>Target:</i> Creature touched				
Summon Monster I	16	None	1 round	12 rounds [D]	Close (55 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	12 minutes	Touch	V, S, DF	Yes (harmless)	Enchantment (Compulsion) [Mind-Affecting]
<i>Effect:</i> +1 on attack rolls, +1 against fear, 1d8+10 temporary hp.				<i>Target:</i> Living creature touched				
Align Weapon	18	Will negates (harmless, object)	1 standard action	12 minutes	Touch	V, S, DF	Yes (harmless, object)	Transmutation
<i>Effect:</i> Weapon becomes good, evil, lawful, or chaotic.				<i>Target:</i> Weapon touched or fifty projectiles [all of which must be in contact with each other at the time of casting]				
Augury	17	None	1 minute	Instantaneous	Personal	V, S, M, F	No	Divination
<i>Effect:</i> Learns whether an action will be good or bad.				<i>Target:</i> You				
Bear's Endurance	18	Will negates (harmless)	1 standard action	12 minutes	Touch	V, S, DF	Yes	Transmutation
<i>Effect:</i> Subject gains +4 to Con for 12 minutes.				<i>Target:</i> Creature touched				
Bull's Strength	18	Will negates (harmless)	1 standard action	12 minutes	Touch	V, S, M/DF	Yes (harmless)	Transmutation
<i>Effect:</i> Subject gains +4 to Str for 12 minutes.				<i>Target:</i> Creature touched				
Calm Emotions	17	Will negates	1 standard action	Concentration, up to 12 rounds [D]	Medium (220 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	24 hours	Close (55 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	120 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	12 hours	Touch	V, S, DF	Yes (harmless)	Conjuration (Healing)
<i>Effect:</i> Stops poison from harming subject for 12 hours.				<i>Target:</i> Creature touched				
Desecrate	17	None	1 standard action	24 hours	Close (55 Feet)	V, S, M, DF	Yes	Evocation [Evil]
<i>Effect:</i> Fills area with negative energy, making undead stronger.				<i>Target:</i> 20-ft.-radius emanation				
Eagle's Splendor	18	Will negates (harmless)	1 standard action	12 minutes	Touch	V, S, M/DF	Yes	Transmutation
<i>Effect:</i> Subject gains +4 to Cha for 12 minutes.				<i>Target:</i> Creature touched				
Enthrall	17	Will negates; see text	1 round	12 hour or less	Medium (220 Feet)	V, S	Yes	Enchantment (Charm)
<i>Effect:</i> Captivates all within 220 ft.				<i>Target:</i> Any number of creatures				
Find Traps	17	None	1 standard action	12 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	12 days	Touch	V, S, M/DF	Yes (object)	Necromancy
<i>Effect:</i> Preserves one corpse.				<i>Target:</i> Corpse touched				
Hold Person	17	Will negates; see text	1 standard action	12 rounds [D]; see text	Medium (220 Feet)	V, S, F/DF	Yes	Enchantment (Compulsion) [Mind-Affecting]
<i>Effect:</i> Paralyzes one humanoid for 12 rounds.				<i>Target:</i> One humanoid creature				
**Identify	17	None	1 hour	Instantaneous	Touch	V, S, M/DF	No	Divination
<i>Effect:</i> Determines properties of magic item.				<i>Target:</i> One touched object				
Inflict Moderate Wounds	17	Will half	1 standard action	Instantaneous	Touch	V, S	Yes	Necromancy
<i>Effect:</i> Touch attack, 2d8+10 damage				<i>Target:</i> Creature touched				
Make Whole	18	Will negates (harmless, object)	1 standard action	Instantaneous	Close (55 Feet)	V, S	Yes (harmless, object)	Transmutation
<i>Effect:</i> Repairs an object.				<i>Target:</i> One object of up to 120 cu. ft.				
Owl's Wisdom	18	Will negates (harmless)	1 standard action	12 minutes	Touch	V, S, M/DF	Yes	Transmutation
<i>Effect:</i> Subject gains +4 to Wis for 12 minutes.				<i>Target:</i> Creature touched				
Remove Paralysis	17	Will negates (harmless)	1 standard action	Instantaneous	Close (55 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	120 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> Dispers 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 (55 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	12 hours [D]	Close (55 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	12 minutes [D]	Long (880 Feet)	V, S	Yes; see text or no (object)	Illusion (Glamour)
<i>Effect:</i> Negates sound in 15-ft. radius.				<i>Target:</i> 20 ft. radius emanation centered on a creature, object, or point in space				
Sound Burst	17	Fortitude partial	1 standard action	Instantaneous	Close (55 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	12 rounds [D]	Medium (220 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	12 hours	Touch	V, S	Yes (harmless)	Divination
<i>Effect:</i> Monitors condition, position of allies.				<i>Target:</i> 4 living creatures touched				
Summon Monster II	17	None	1 round	12 rounds [D]	Close (55 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				
Undetectable Alignment	17	Will negates (object)	1 standard action	24 hours	Close (55 Feet)	V, S	Yes (object)	Abjuration
<i>Effect:</i> Conceals alignment for 24 hours.				<i>Target:</i> One creature or object				

* =Domain/Specialty Spell

Cleric Spells

*****	**Wind Wall	17	None; see text	1 standard action	12 rounds	Medium (100 Feet)	V, S, M/DF	Yes	Evocation [Air]
	<i>Effect:</i> Deflects arrows, smaller creatures, and gases.					<i>Target:</i> Wall up to 120 ft. long and 60 ft. high [S]			
*****	Zone of Truth	17	Will negates	1 standard action	12 minutes	Close (55 Feet)	V, S, DF	Yes	Enchantment (Compulsion) [Mind-Affecting]
	<i>Effect:</i> Subjects within range cannot lie.					<i>Target:</i> 20-ft.-radius emanation			

LEVEL 3

	Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
*****	Animate Dead	18	None	1 standard action	Instantaneous	Touch	V, S, M	No	Necromancy [Evil]
	<i>Effect:</i> Creates undead skeletons and zombies.					<i>Target:</i> One or more corpses touched			
*****	Bestow Curse	18	Will negates	1 standard action	Permanent	Touch	V, S	Yes	Necromancy
	<i>Effect:</i> -6 to an ability score; -4 on attack rolls, saves, and checks; or 50% chance of losing each action.					<i>Target:</i> Creature touched			
*****	Blindness/Deafness	18	Fortitude negates	1 standard action	Permanent [D]	Medium (220 Feet)	V	Yes	Necromancy
	<i>Effect:</i> Makes subject blinded or deafened.					<i>Target:</i> One living creature			
*****	Contagion	18	Fortitude negates	1 standard action	Instantaneous	Touch	V, S	Yes	Necromancy [Evil]
	<i>Effect:</i> Infects subject with chosen disease.					<i>Target:</i> Living creature touched			
*****	Continual Flame	18	None	1 standard action	Permanent	Touch	V, S, M	No	Evocation [Light]
	<i>Effect:</i> Makes a permanent, heatless torch.					<i>Target:</i> Object touched			
*****	Create Food and Water	18	None	10 minutes	24 hours; see text	Close (55 Feet)	V, S	No	Conjuration (Creation)
	<i>Effect:</i> Feeds 36 humans or 12 horse.					<i>Target:</i> Food and water to sustain 36 humans or 12 horses for 24 hours			
*****	Cure Serious Wounds	18	Will half (harmless); see text	1 standard action	Instantaneous	Touch	V, S	Yes (harmless); see text	Conjuration (Healing)
	<i>Effect:</i> Cures 3d8+12 damage					<i>Target:</i> Creature touched			
*****	Daylight	18	None	1 standard action	120 minutes [D]	Touch	V, S	No	Evocation [Light]
	<i>Effect:</i> 60-ft. radius of bright light.					<i>Target:</i> Object touched			
*****	Deeper Darkness	18	None	1 standard action	12 days [D]	Touch	V, M/DF	No	Evocation [Darkness]
	<i>Effect:</i> Object sheds supernatural shadow in 60-ft. radius.					<i>Target:</i> Object touched			
*****	*Dispel Magic	18	None	1 standard action	Instantaneous	Medium (100 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			
*****	Dispel Magic	18	None	1 standard action	Instantaneous	Medium (220 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			
*****	**Gaseous Form	19	None	1 standard action	24 minutes [D]	Touch	S, M/DF	No	Transmutation
	<i>Effect:</i> Subject becomes insubstantial and can fly slowly.					<i>Target:</i> Willing corporeal creature touched			
*****	Glyph of Warding	18	See text	10 minutes	Permanent until discharged [D]	Touch	V, S, M	No (object) and Yes; see text	Abjuration
	<i>Effect:</i> Inscription harms those who pass it.					<i>Target:</i> Object touched or up to 60 sq. ft			
*****	Helping Hand	18	None	1 standard action	12 hours	5 miles	V, S, DF	No	Evocation
	<i>Effect:</i> Ghostly hand leads subject to you.					<i>Target:</i> Ghostly hand			
*****	Inflict Serious Wounds	18	Will half	1 standard action	Instantaneous	Touch	V, S	Yes	Necromancy
	<i>Effect:</i> Touch attack, 3d8+12 damage					<i>Target:</i> Creature touched			
*****	Invisibility Purge	18	None	1 standard action	12 minutes [D]	Personal	V, S	No	Evocation
	<i>Effect:</i> Dispel invisibility within 60 ft					<i>Target:</i> You			
*****	Locate Object	18	None	1 standard action	12 minutes	Long (880 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 880 ft.			
*****	Magic Circle against Chaos	18	Will negates (harmless)	1 standard action	120 minutes	Touch	V, S, M/DF	No; see text	Abjuration [Lawful]
	<i>Effect:</i> As protection spells, but 10-ft. radius and 120 minutes.					<i>Target:</i> 10-ft.-radius emanation from touched creature			
*****	Magic Circle against Evil	18	Will negates (harmless)	1 standard action	120 minutes	Touch	V, S, M/DF	No; see text	Abjuration [Good]
	<i>Effect:</i> As protection spells, but 10-ft. radius and 120 minutes.					<i>Target:</i> 10-ft.-radius emanation from touched creature			
*****	Magic Circle against Good	18	Will negates (harmless)	1 standard action	120 minutes	Touch	V, S, M/DF	No; see text	Abjuration [Evil]
	<i>Effect:</i> As protection spells, but 10-ft. radius and 120 minutes.					<i>Target:</i> 10-ft.-radius emanation from touched creature			
*****	Magic Circle against Law	18	Will negates (harmless)	1 standard action	120 minutes	Touch	V, S, M/DF	No; see text	Abjuration [Chaotic]
	<i>Effect:</i> As protection spells, but 10-ft. radius and 120 minutes.					<i>Target:</i> 10-ft.-radius emanation from touched creature			
*****	Magic Vestment	19	Will negates (harmless, object)	1 standard action	12 hours	Touch	V, S, DF	Yes (harmless, object)	Transmutation
	<i>Effect:</i> Armor or shield gains 3 enhancement					<i>Target:</i> Armor or shield touched			
*****	Meld into Stone	19	None	1 standard action	120 minutes	Personal	V, S, DF	No	Transmutation [Earth]
	<i>Effect:</i> You and your gear merge with stone.					<i>Target:</i> You			
*****	Obscure Object	18	Will negates (object)	1 standard action	8 hours [D]	Touch	V, S, M/DF	Yes (object)	Abjuration
	<i>Effect:</i> Masks object against scrying.					<i>Target:</i> One object touched of up to 1200 lbs			
*****	Prayer	18	None	1 standard action	12 rounds	40 ft.	V, S, DF	Yes	Enchantment (Compulsion) [Mind-Affecting]
	<i>Effect:</i> Allies +1 bonus on most rolls, enemies -1 penalty.					<i>Target:</i> All allies and foes within a 40-ft.-radius burst centered on you			
*****	Protection from Energy	18	Fortitude negates (harmless)	1 standard action	120 minutes or until discharged	Touch	V, S, DF	Yes (harmless)	Abjuration
	<i>Effect:</i> Absorb 144 points of damage from one kind of energy.					<i>Target:</i> Creature touched			
*****	Remove Blindness/Deafness	18	Fortitude negates (harmless)	1 standard action	Instantaneous	Touch	V, S	Yes (harmless)	Conjuration (Healing)
	<i>Effect:</i> Cures normal or magical conditions.					<i>Target:</i> Creature touched			
*****	Remove Curse	18	Will negates (harmless)	1 standard action	Instantaneous	Touch	V, S	Yes (harmless)	Abjuration
	<i>Effect:</i> Frees object or person from curse.					<i>Target:</i> Creature or item touched			
*****	Remove Disease	18	Fortitude negates (harmless)	1 standard action	Instantaneous	Touch	V, S	Yes (harmless)	Conjuration (Healing)
	<i>Effect:</i> Cures all diseases affecting subject.					<i>Target:</i> Creature touched			
*****	Searing Light	18	None	1 standard action	Instantaneous	Medium (220 Feet)	V, S	Yes	Evocation
	<i>Effect:</i> Ray deals 1d8/two levels, more against undead.					<i>Target:</i> Ray			
*****	Speak with Dead	18	Will negates; see text	10 minutes	12 minutes	10 ft.	V, S, DF	No	Necromancy [Language-Dependent]
	<i>Effect:</i> Corpse answers one question/two levels.					<i>Target:</i> One dead creature			
*****	Stone Shape	19	None	1 standard action	Instantaneous	Touch	V, S, M/DF	No	Transmutation [Earth]
	<i>Effect:</i> Sculpt stone into any shape.					<i>Target:</i> Stone or stone object touched, up to 22 cu. ft.			
*****	Summon Monster III	18	None	1 round	12 rounds [D]	Close (55 Feet)	V, S, F/DF	No	Conjuration (Summoning)
	<i>Effect:</i> Calls extraplanar creature to fight for you.					<i>Target:</i> One or more summoned creatures, no two of which can be more than 30 ft. apart			
*****	*Water Breathing	19	Will negates (harmless)	1 standard action	24 hours; see text	Touch	V, S, M/DF	Yes (harmless)	Transmutation
	<i>Effect:</i> Subjects can breathe underwater.					<i>Target:</i> Living creatures touched			
*****	Water Walk	19	Will negates (harmless)	1 standard action	120 minutes [D]	Touch	V, S, DF	Yes (harmless)	Transmutation [Water]
	<i>Effect:</i> Subject treads on water as if solid.					<i>Target:</i> 12 touched creatures			
*****	Wind Wall	18	None; see text	1 standard action	12 rounds	Medium (220 Feet)	V, S, M/DF	Yes	Evocation [Air]
	<i>Effect:</i> Deflects arrows, smaller creatures, and gases.					<i>Target:</i> Wall up to 120 ft. long and 60 ft. high [S]			

LEVEL 4

	Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
*****	*Air Walk	20	None	1 standard action	120 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			
*****	Air Walk	20	None	1 standard action	120 minutes	Touch	V, S, DF	Yes (harmless)	Transmutation [Air]
	<i>Effect:</i> Subject treads on air as if solid [climb at 45-degree angle].					<i>Target:</i> Creature [Gargantuan or smaller] touched			
*****	Control Water	20	None; see text	1 standard action	120 minutes [D]	Long (880 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 120 ft by 120 ft by 24 ft [S]			
*****	Cure Critical Wounds	19	Will half (harmless); see text	1 standard action	Instantaneous	Touch	V, S	Yes (harmless); see	Conjuration (Healing)

* =Domain/Specialty Spell

Cleric Spells

text								
<i>Effect:</i> Cures 4d8+12 damage.								
☐☐☐☐☐	Death Ward	19	Will negates (harmless)	1 standard action	12 minutes	Touch	V, S, DF	Yes (harmless) Necromancy
<i>Effect:</i> Grants immunity to death spells and negative energy effects.								
☐☐☐☐☐☐	Dimensional Anchor	19	None	1 standard action	12 minutes	Medium (220 Feet)	V, S	Yes (object) Abjuration
<i>Effect:</i> Bars extradimensional movement.								
☐☐☐☐☐	Discern Lies	19	Will negates	1 standard action	Concentration, up to 12 rounds	Close (55 Feet)	V, S, DF	No Divination
<i>Effect:</i> Reveals deliberate falsehoods.								
☐☐☐☐☐	Dismissal	19	Will negates; see text	1 standard action	Instantaneous	Close (55 Feet)	V, S, DF	Yes Abjuration
<i>Effect:</i> Forces a creature to return to native plane.								
☐☐☐☐☐	Divination	19	None	10 minutes	Instantaneous	Personal	V, S, M	No Divination
<i>Effect:</i> Provides useful advice for specific proposed actions.								
☐☐☐☐☐☐	Divine Power	19	None	1 standard action	12 rounds	Personal	V, S, DF	No Evocation
<i>Effect:</i> You gain attack bonus, +6 to Str, and 12 hps.								
☐☐☐☐☐	Freedom of Movement	19	Will negates (harmless)	1 standard action	120 minutes	Personal or touch	V, S, M, DF	Yes (harmless) Abjuration
<i>Effect:</i> Subject moves normally despite impediments.								
☐☐☐☐☐☐	Giant Vermin	20	None	1 standard action	12 minutes	Close (55 Feet)	V, S, DF	Yes Transmutation
<i>Effect:</i> Turns centipedes, scorpions, or spiders into giant vermin.								
☐☐☐☐☐☐	*Imbue with Spell Ability	19	Will negates (harmless)	10 minutes	Permanent until discharged [D]	Touch	V, S, DF	Yes (harmless) Evocation
<i>Effect:</i> Transfer spells to subject.								
☐☐☐☐☐☐	Imbue with Spell Ability	19	Will negates (harmless)	10 minutes	Permanent until discharged [D]	Touch	V, S, DF	Yes (harmless) Evocation
<i>Effect:</i> Transfer spells to subject.								
☐☐☐☐☐☐	Inflict Critical Wounds	19	Will half	1 standard action	Instantaneous	Touch	V, S	Yes Necromancy
<i>Effect:</i> Touch attack, 4d8+12 damage								
☐☐☐☐☐☐	Magic Weapon, Greater	20	Will negates (harmless, object)	1 standard action	12 hours	Close (55 Feet)	V, S, M/DF	Yes (harmless, object) Transmutation
<i>Effect:</i> +1/four levels 5.								
☐☐☐☐☐☐	Neutralize Poison	19	Will negates (harmless, object)	1 standard action	120 minutes	Touch	V, S, M/DF	Yes (harmless, object) Conjunction (Healing)
<i>Effect:</i> Immunizes subject against poison, detoxifies venom in or on subject.								
☐☐☐☐☐☐	Poison	19	Fortitude negates; see text	1 standard action	Instantaneous; see text	Touch	V, S, DF	Yes Necromancy
<i>Effect:</i> Touch deals 1d10 Con damage, repeats in 1 minute.								
☐☐☐☐☐☐	Repel Vermin	19	None or Will negates; see text	1 standard action	120 minutes [D]	10 ft.	V, S, DF	Yes Abjuration
<i>Effect:</i> Insects, spiders, and other vermin stay 10 ft. away.								
☐☐☐☐☐☐	Restoration	19	Will negates (harmless)	3 rounds	Instantaneous	Touch	V, S, M	Yes (harmless) Conjunction (Healing)
<i>Effect:</i> Restores level and ability score drains.								
☐☐☐☐☐☐	Sending	19	None	10 minutes	12 round; see text	See text	V, S, M/DF	No Evocation
<i>Effect:</i> Delivers short message anywhere, instantly.								
☐☐☐☐☐☐	Spell Immunity	19	Will negates (harmless)	1 standard action	120 minutes	Touch	V, S, DF	Yes (harmless) Abjuration
<i>Effect:</i> Subject is immune to one spell per four levels.								
☐☐☐☐☐☐	Summon Monster IV	19	None	1 round	12 rounds [D]	Close (55 Feet)	V, S, F/DF	No Conjunction (Summoning)
<i>Effect:</i> Calls extraplanar creature to fight for you.								
☐☐☐☐☐☐	Tongues	19	Will negates (harmless)	1 standard action	120 minutes	Touch	V, M/DF	No Divination
<i>Effect:</i> Speak any language.								
<i>Target:</i> Creature touched								

LEVEL 5

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
☐☐☐☐☐☐	Atonement	20	None	1 hour	Instantaneous	Touch	V, S, M, F, Yes DF, XP	Abjuration
<i>Effect:</i> Removes burden of misdeeds from subject.								
☐☐☐☐☐☐	Break Enchantment	20	See text	1 minute	Instantaneous	Close (55 Feet)	V, S	No Abjuration
<i>Effect:</i> Frees subjects from enchantments, alterations, curses, and petrification.								
☐☐☐☐☐☐	Command, Greater	20	Will negates	1 standard action	12 rounds	Close (55 Feet)	V	Yes Enchantment (Compulsion)
<i>Effect:</i> As command, but affects 12 subjects.								
☐☐☐☐☐☐	Commune	20	None	10 minutes	12 rounds	Personal	V, S, M, DF, XP	No Divination
<i>Effect:</i> Deity answers 12 yes-or-no questions.								
☐☐☐☐☐☐	**Control Winds	21	Fortitude negates	1 standard action	120 minutes	40 ft./level	V, S	No Transmutation [Air]
<i>Effect:</i> Change wind direction and speed.								
☐☐☐☐☐☐	Cure Light Wounds, Mass	20	Will half (harmless) or Will half; see text	1 standard action	Instantaneous	40 ft. high Close (55 Feet)	V, S	Yes (harmless) or Yes;Conjunction (Healing) see text
<i>Effect:</i> Cures 1d8+12 damage for many creatures.								
☐☐☐☐☐☐	Dispel Chaos	20	See text	1 standard action	12 rounds or until discharged, whichever comes first	Touch	V, S, DF	See text Abjuration [Lawful]
<i>Effect:</i> +4 bonus against attacks.								
☐☐☐☐☐☐	Dispel Evil	20	See text	1 standard action	12 rounds or until discharged, whichever comes first	Touch	V, S, DF	See text Abjuration [Good]
<i>Effect:</i> +4 bonus against attacks.								
☐☐☐☐☐☐	Dispel Good	20	See text	1 standard action	12 rounds or until discharged, whichever comes first	Touch	V, S, DF	See text Abjuration [Evil]
<i>Effect:</i> +4 bonus against attacks.								
☐☐☐☐☐☐	Dispel Law	20	See text	1 standard action	12 rounds or until discharged, whichever comes first	Touch	V, S, DF	See text Abjuration [Chaotic]
<i>Effect:</i> +4 bonus against attacks.								
☐☐☐☐☐☐	Disrupting Weapon	21	Will negates (harmless, object); see text	1 standard action	12 rounds	Touch	V, S	Yes (harmless, object) Transmutation
<i>Effect:</i> Melee weapon destroys undead.								
☐☐☐☐☐☐	Flame Strike	20	Reflex half	1 standard action	Instantaneous	Medium (220 Feet)	V, S, DF	Yes Evocation [Fire]
<i>Effect:</i> Smite foes with divine fire for 12d6 damage.								
☐☐☐☐☐☐	Hallow	20	See text	24 hours	Instantaneous	Touch	V, S, M, DF	See text Evocation [Good]
<i>Effect:</i> Designates location as holy.								
☐☐☐☐☐☐	Inflict Light Wounds, Mass	20	Will half	1 standard action	Instantaneous	Close (55 Feet)	V, S	Yes Necromancy
<i>Effect:</i> Deals 1d8+12 damage to many creatures.								
☐☐☐☐☐☐	Insect Plague	20	None	1 round	12 minutes	Long (880 Feet)	V, S, DF	No Conjunction (Summoning)
<i>Effect:</i> Locust swarms attack creatures.								
☐☐☐☐☐☐	Mark of Justice	20	None	10 minutes	Permanent;see text	Touch	V, S, DF	Yes Necromancy
<i>Effect:</i> Designates action that will trigger curse on subject.								
☐☐☐☐☐☐	Plane Shift	20	Will negates	1 standard action	Instantaneous	Touch	V, S, F	Yes Conjunction (Teleportation)
<i>Effect:</i> As many as eight subjects travel to another plane.								
☐☐☐☐☐☐	Raise Dead	20	None; see text	1 minute	Instantaneous	Touch	V, S, M, DF	Yes (harmless) Conjunction (Healing)
<i>Effect:</i> Restores life to subject who died as long as 12 days ago.								
☐☐☐☐☐☐	Righteous Might	21	None	1 standard action	12 rounds [D]	Personal	V, S, DF	No Transmutation
<i>Effect:</i> Your size increases, and you gain combat bonuses.								
<i>Target:</i> You								

* =Domain/Specialty Spell

Cleric Spells

■■■■■ Scrying	20	Will negates	1 hour	12 minutes	See text	V, S, M/DF, F	Yes	Divination (Scrying)
<i>Effect:</i> Spies on subject from a distance.				<i>Target:</i> Magical sensor				
■■■■■ Slay Living	20	Fortitude partial	1 standard action	Instantaneous	Touch	V, S	Yes	Necromancy [Death]
<i>Effect:</i> Touch attack kills subject.				<i>Target:</i> Living creature touched				
■■■■■ *Spell Resistance	20	Will negates (harmless)	1 standard action	12 minutes	Touch	V, S, DF	Yes (harmless)	Abjuration
<i>Effect:</i> Subject gains SR 12 + level.				<i>Target:</i> Creature touched				
■■■■■ Spell Resistance	20	Will negates (harmless)	1 standard action	12 minutes	Touch	V, S, DF	Yes (harmless)	Abjuration
<i>Effect:</i> Subject gains SR 12 + level.				<i>Target:</i> Creature touched				
■■■■■ Summon Monster V	20	None	1 round	12 rounds [D]	Close (55 Feet)	V, S, F/DF	No	Conjuration (Summoning)
<i>Effect:</i> Calls extraplanar creature to fight for you.				<i>Target:</i> One or more summoned creatures, no two of which can be more than 30 ft. apart				
■■■■■ Symbol of Pain	20	Fortitude negates	10 minutes	See text	0 ft.; see text	V, S, M	Yes	Necromancy [Evil]
<i>Effect:</i> Triggered rune wracks nearby creatures with pain.				<i>Target:</i> One symbol				
■■■■■ Symbol of Sleep	20	Will negates	10 minutes	See text	0 ft.; see text	V, S, M	Yes	Enchantment (Compulsion) [Mind-Affecting]
<i>Effect:</i> Triggered rune puts nearby creatures into catatonic slumber.				<i>Target:</i> One symbol				
■■■■■ True Seeing	20	Will negates (harmless)	1 standard action	12 minutes	Touch	V, S, M	Yes (harmless)	Divination
<i>Effect:</i> Lets you see all things as they really are.				<i>Target:</i> Creature touched				
■■■■■ Unhallow	20	See text	24 hours	Instantaneous	Touch	V, S, M	See text	Evocation [Evil]
<i>Effect:</i> Designates location as unholy.				<i>Target:</i> 40-ft. radius emanating from the touched point				
■■■■■ Wall of Stone	20	See text	1 standard action	Instantaneous	Medium (220 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 12 5-ft. squares [S]				

LEVEL 6

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
■■■■■ Animate Objects	22	None	1 standard action	12 rounds	Medium (220 Feet)	V, S	No	Transmutation
<i>Effect:</i> Objects attack your foes.				<i>Target:</i> 12 Small objects; see text				
■■■■■ Antilife Shell	21	None	1 round	120 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				
■■■■■ **Antimagic Field	21	None	1 standard action	120 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				
■■■■■ Banishment	21	Will negates	1 standard action	Instantaneous	Close (55 Feet)	V, S, F	Yes	Abjuration
<i>Effect:</i> Banishes 24 HD of extraplanar creatures.				<i>Target:</i> One or more extraplanar creatures, no two of which can be more than 30 ft. apart				
■■■■■ Bear's Endurance, Mass	22	Will negates (harmless)	1 standard action	12 minutes	Close (55 Feet)	V, S, DF	Yes	Transmutation
<i>Effect:</i> As bear's endurance, affects 12 subjects.				<i>Target:</i> 12 creatures, no two of which can be more than 30 ft. apart				
■■■■■ Blade Barrier	21	Reflex half or Reflex negates; see text	1 standard action	12 minutes [D]	Medium (220 Feet)	V, S	Yes	Evocation [Force]
<i>Effect:</i> Wall of blades deals 12d6 damage.				<i>Target:</i> Wall of whirling blades up to 240 ft. long, or a ringed wall of whirling blades with a radius of up to 30 ft; either form 20 ft. high				
■■■■■ Bull's Strength, Mass	22	Will negates (harmless)	1 standard action	12 minutes	Close (55 Feet)	V, S, M/DF	Yes (harmless)	Transmutation
<i>Effect:</i> As bull's strength, affects one subject/ level.				<i>Target:</i> 12 creatures, no two of which can be more than 30 ft. apart				
■■■■■ **Chain Lightning	21	Reflex half	1 standard action	Instantaneous	Long (400 Feet)	V, S, F	Yes	Evocation [Electricity]
<i>Effect:</i> 12d6 damage; 12 secondary bolts each deal half damage.				<i>Target:</i> One primary target, plus 12 secondary targets [each of which must be within 30 ft. of the primary target]				
■■■■■ Create Undead	21	None	1 hour	Instantaneous	Close (55 Feet)	V, S, M	No	Necromancy [Evil]
<i>Effect:</i> Creates ghouls, ghosts, mummies, or mohrgs.				<i>Target:</i> One corpse				
■■■■■ Cure Moderate Wounds, Mass	21	Will half (harmless) or Will half; see text	1 standard action	Instantaneous	Close (55 Feet)	V, S	Yes (harmless) or Yes; see text	Conjuration (Healing)
<i>Effect:</i> Cures 2d8+12 damage for many creatures.				<i>Target:</i> 12 creatures, no two of which can be more than 30 ft. apart				
■■■■■ Dispel Magic, Greater	21	None	1 standard action	Instantaneous	Medium (220 Feet)	V, S	No	Abjuration
<i>Effect:</i> As dispel magic, but +20 on check.				<i>Target:</i> One spellcaster, creature, or object; or 20-ft.-radius burst				
■■■■■ Eagle's Splendor, Mass	22	Will negates (harmless)	1 standard action	12 minutes	Close (55 Feet)	V, S, M/DF	Yes	Transmutation
<i>Effect:</i> As eagle's splendor, affects 12 subjects.				<i>Target:</i> 12 creatures, no two of which can be more than 30 ft. apart				
■■■■■ Find the Path	21	None or Will negates (harmless)	3 rounds	120 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				
■■■■■ Forbiddance	21	See text	6 rounds	Permanent	Medium (220 Feet)	V, S, M, DF	Yes	Abjuration
<i>Effect:</i> Blocks planar travel, damages creatures of different alignment.				<i>Target:</i> 12 60-ft. cubes [S]				
■■■■■ Geas/Quest	21	None	10 minutes	12 days or until discharged [D]	Close (55 Feet)	V	Yes	Enchantment (Compulsion) [Language-Dependent, Mind-Affecting]
<i>Effect:</i> As lesser geas, plus it affects any creature.				<i>Target:</i> One living creature				
■■■■■ Glyph of Warding, Greater	21	See text	10 minutes	Permanent until discharged [D]	Touch	V, S, M	No (object) and Yes; see text	Abjuration
<i>Effect:</i> As glyph of warding, but up to 10d8 damage or 6th-level spell.				<i>Target:</i> Object touched or up to 60 sq. ft				
■■■■■ Harm	21	Will half; see text	1 standard action	Instantaneous	Touch	V, S	Yes	Necromancy
<i>Effect:</i> Deals 120 points damage to target.				<i>Target:</i> Creature touched				
■■■■■ Heal	21	Will negates (harmless)	1 standard action	Instantaneous	Touch	V, S	Yes (harmless)	Conjuration (Healing)
<i>Effect:</i> Cures 120 points of damage, all diseases and mental conditions.				<i>Target:</i> Creature touched				
■■■■■ Heroes' Feast	21	None	10 minutes	12 hour plus 12 hours; see text	Close (55 Feet)	V, S, DF	No	Conjuration (Creation) [Creation]
<i>Effect:</i> Food for 12 creatures cures and grants combat bonuses.				<i>Target:</i> Feast for 12 creatures				
■■■■■ Inflict Moderate Wounds, Mass	21	Will half	1 standard action	Instantaneous	Close (55 Feet)	V, S	Yes	Necromancy
<i>Effect:</i> Deals 2d8+12 damage to many creatures.				<i>Target:</i> 12 creatures, no two of which can be more than 30 ft. apart				
■■■■■ Owl's Wisdom, Mass	22	Will negates (harmless)	1 standard action	12 minutes	Close (55 Feet)	V, S, M/DF	Yes	Transmutation
<i>Effect:</i> As owl's wisdom, affects one subject/ level.				<i>Target:</i> 12 creatures, no two of which can be more than 30 ft. apart				
■■■■■ Planar Ally	21	None	10 minutes	Instantaneous	Close (55 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				
■■■■■ Summon Monster VI	21	None	1 round	12 rounds [D]	Close (55 Feet)	V, S, F/DF	No	Conjuration (Summoning)
<i>Effect:</i> Calls extraplanar creature to fight for you.				<i>Target:</i> One or more summoned creatures, no two of which can be more than 30 ft. apart				
■■■■■ Symbol of Fear	21	Will negates	10 minutes	See text	0 ft.; see text	V, S, M	Yes	Necromancy [Fear, Mind-Affecting]
<i>Effect:</i> Triggered rune panics nearby creatures.				<i>Target:</i> One symbol				
■■■■■ Symbol of Persuasion	21	Will negates	10 minutes	See text	0 ft.; see text	V, S, M	Yes	Enchantment (Charm) [Mind-Affecting]
<i>Effect:</i> Triggered rune charms nearby creatures.				<i>Target:</i> One symbol				
■■■■■ Undeath to Death	21	Will negates	1 standard action	Instantaneous	Medium (220 Feet)	V, S, M/DF	Yes	Necromancy [Death]
<i>Effect:</i> Destroys 12d4 HD of undead.				<i>Target:</i> Several undead creatures within a 40-ft.-radius burst				
■■■■■ Wind Walk	22	No and Will negates (harmless)	1 standard action	12 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 4 touched creatures				
■■■■■ Word of Recall	21	None or Will negates (harmless, object)	1 standard action	Instantaneous	Unlimited	V	No or Yes (harmless, object)	Conjuration (Teleportation)
<i>Effect:</i> Teleports you back to designated place.				<i>Target:</i> You and touched objects or other willing creatures				

* =Domain/Specialty Spell