

Eyjolf Male Human Clr20

NAME

Clr20

CLASS

380000

EXPERIENCE

20

TCL

210000

NEXT LEVEL

NPC

PLAYERNAME

Human

RACE

Medium

SIZE

5'5"

HEIGHT

148 lbs

WEIGHT

0

AGE

Male

GENDER

None

DEITY

5'5"

HEIGHT

148 lbs

WEIGHT

0

HAIR

Lawful Neutral

ALIGNMENT

Normal

VISION

0

POINTS

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP SCORE	TEMP MODIFIER
STR Strength	17	+3	17	+3
DEX Dexterity	18	+4	18	+4
CON Constitution	12	+1	12	+1
INT Intelligence	12	+1	12	+1
WIS Wisdom	21	+5	21	+5
CHA Charisma	13	+1	13	+1

HP  
hit points

123

WOUNDS/CURRENT HP

AC  
armor class

14

TOTAL

10

FLAT

14

TOUCH

10

BASE

0

ARMOR BONUS

0

SHIELD BONUS

4

STAT MODIFIER

0

SIZE MODIFIER

0

NATURAL ARMOR MODIFIER

0

MISC MODIFIER

0

MISS CHANCE

INITIATIVE  
modifier

+4

TOTAL

+4

DEX MODIFIER

+0

MISC MODIFIER

BASE ATTACK  
bonus

+15/+10/+5

SAVING THROWS

FORTITUDE  
(constitution)

REFLEX  
(dexterity)

WILLPOWER  
(wisdom)

TOTAL

+13

BASE SAVE

+12

ABILITY MODIFIER

+1

MAGIC MODIFIER

+0

MISC MODIFIER

+0

TEMP MODIFIER

conditional modifiers

MELEE  
attack bonus

RANGED  
attack bonus

GRAPPLE  
attack bonus

TOTAL

+18/+13/+8

BASE ATTACK BONUS

+15/+10/+5

STAT MODIFIER

+3

SIZE MODIFIER

+0

MISC MODIFIER

+0

TEMP MODIFIER

UNARMED

TOTAL ATTACK BONUS

+18/+13/+8

DAMAGE

1d3+3

CRITICAL

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

86.0

Medium

173.0

Heavy

260.0

Lift over head

260.0

Lift off ground

520.0

Push / Drag

1300.0

FEATS

Blind-Fight

See Text

Craft Staff

See Text

Eschew Materials

See Text

Extra Turning (1x)

See Text

Leadership

See Text

Skill Focus (Knowledge (History), Heal)

See Text

Spell Focus (Transmutation)

See Text

DOMAINS

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.

Luck

You gain the power of good fortune, which is usable once per day. This extraordinary ability allows you to reroll one roll that you have just made before the DM declares whether the roll results in success or failure. You must take the result of the reroll, even if it's worse than the original roll.

SUBDUAL DAMAGE

DAMAGE REDUCTION

SPEED

Walk 30'

ARCANE SPELL FAILURE

ARMOR CHECK PENALTY

SPELL RESISTANCE

SKILLS

MAX RANKS

23/11.5

SKILL NAME

KEY ABILITY

SKILL MODIFIER

ABILITY MODIFIER

RANKS

MISC MODIFIER

Concentration

CON

24

=

1

+

23.0

+

Craft (Blacksmithing)

INT

13

=

1

+

12.0

+

Craft (Trapmaking)

INT

13

=

1

+

12.0

+

Heal

WIS

27

=

5

+

22.0

+

Knowledge (History)

INT

24

=

1

+

23.0

+

✓ : can be used untrained. X : exclusive skills

TURN/REBUKE UNDEAD

TURNING CHECK RESULT

UNDEAD AFFECTED (MAXIMUM HIT DICE)

Turn level

20

Turn damage

2d6+21

Turns/day

12

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

20

Turn damage

2d6+21

Turns/day

12

NOTE: You destroy undead if you have twice as many turning levels as they have Hit Dice

SPECIAL ABILITIES

Spontaneous casting

Turn Undead 12/day (turn level 20) (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

Celestial, 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	6+1	6+1	6+1	6+1	4+1	4+1	4+1	4+1

## LEVEL 0

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
 <b>Create Water</b> <i>Effect:</i> Creates 40 gallons of pure water.	15	None	1 standard action	Instantaneous	Close (75 Feet)	V, S	No	Conjuration (Creation) [Water]
 <b>Cure Minor Wounds</b> <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)
 <b>Detect Magic</b> <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
 <b>Detect Poison</b> <i>Effect:</i> Detects poison in one creature or small object.	15	None	1 standard action	<i>Target:</i> Cone-shaped emanation Instantaneous	Close (75 Feet)	V, S	No	Divination
 <b>Guidance</b> <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 20 minute or until discharged	Touch	V, S	Yes	Divination
 <b>Inflict Minor Wounds</b> <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
 <b>Light</b> <i>Effect:</i> Object shines like a torch.	15	None	1 standard action	<i>Target:</i> Creature touched 200 minutes [D]	Touch	V, M/DF	No	Evocation [Light]
 <b>Mending</b> <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
 <b>Purify Food and Drink</b> <i>Effect:</i> Purifies 20 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
 <b>Read Magic</b> <i>Effect:</i> Read scrolls and spellbooks.	15	None	1 standard action	<i>Target:</i> 20 cu. ft. of contaminated food and water 200 minutes	Personal	V, S, F	No	Divination
 <b>Resistance</b> <i>Effect:</i> Subject gains +1 on saving throws.	15	Will negates (harmless)	1 standard action	<i>Target:</i> You 20 minute	Touch	V, S, M/DF	Yes (harmless)	Abjuration
 <b>Virtue</b> <i>Effect:</i> Subject gains 1 temporary hp.	16	Fortitude negates (harmless)	1 standard action	<i>Target:</i> Creature touched 20 minutes	Touch	V, S, DF	Yes (harmless)	Transmutation

## LEVEL 1

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
 <b>Bane</b> <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. 20 minutes	50 ft.	V, S, DF	Yes	Enchantment (Compulsion) [Fear, Mind-Affecting]
 <b>Bless</b> <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 20 minutes	50 ft.	V, S, DF	Yes (harmless)	Enchantment (Compulsion) [Mind-Affecting]
 <b>Bless Water</b> <i>Effect:</i> Makes holy water.	17	Will negates (object)	1 minute	<i>Target:</i> One living creature with 5 or fewer HD 20 round	Touch	V, S, M	Yes (object)	Transmutation [Good]
 <b>Cause Fear</b> <i>Effect:</i> One creature of 5 HD or less flees for 1d4 rounds.	16	Will partial	1 standard action	<i>Target:</i> Flask of water touched 1d4 rounds or 1 round; see text	Close (75 Feet)	V, S	Yes	Necromancy [Fear, Mind-Affecting]
 <b>Command</b> <i>Effect:</i> One subject obeys selected command for 1 round.	16	Will negates	1 standard action	<i>Target:</i> One living creature 200 minutes	Close (75 Feet)	V	Yes	Enchantment (Compulsion) [Language-Dependent, Mind-Affecting]
 <b>Comprehend Languages</b> <i>Effect:</i> You understand all spoken and written languages.	16	None	1 standard action	<i>Target:</i> One living creature 200 minutes	Personal	V, S, M/DF	No	Divination
 <b>Cure Light Wounds</b> <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)
 <b>Curse Water</b> <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]
 <b>Deathwatch</b> <i>Effect:</i> Reveals how near death subjects within 30 ft. are.	16	None	1 standard action	<i>Target:</i> Flask of water touched 200 minutes	30 ft.	V, S	No	Necromancy [Evil]
 <b>Detect Chaos</b> <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
 <b>Detect Evil</b> <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
 <b>Detect Good</b> <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
 <b>Detect Law</b> <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
 <b>Detect Undead</b> <i>Effect:</i> Reveals undead within 60 ft.	16	None	1 standard action	<i>Target:</i> Cone-shaped emanation Concentration, up to 20 minutes [D]	60 ft.	V, S, M/DF	No	Divination
 <b>Divine Favor</b> <i>Effect:</i> You gain +6 on attack and damage rolls.	16	None	1 standard action	<i>Target:</i> Cone-shaped emanation 1 minute	Personal	V, S, DF	No	Evocation
 <b>Doom</b> <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 20 minutes	Medium (300 Feet)	V, S, DF	Yes	Necromancy [Fear, Mind-Affecting]
 <b>Endure Elements</b> <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
 <b>**Entangle</b> <i>Effect:</i> Plants entangle everyone in 40-ft.-radius circle.	17	Reflex partial; see text	1 standard action	<i>Target:</i> Creature touched 20 minutes [D]	Long (400 Feet)	V, S, DF	No	Transmutation
 <b>*Entropic Shield</b> <i>Effect:</i> Ranged attacks against you have 20% miss chance.	16	None	1 standard action	<i>Target:</i> Plants in a 40-ft.-radius spread 20 minutes [D]	Personal	V, S	No	Abjuration
 <b>Entropic Shield</b> <i>Effect:</i> Ranged attacks against you have 20% miss chance.	16	None	1 standard action	<i>Target:</i> You 20 minutes [D]	Personal	V, S	No	Abjuration
 <b>Hide from Undead</b> <i>Effect:</i> Undead can't perceive 20 subjects.	16	Will negates (harmless); see text	1 standard action	<i>Target:</i> You 200 minutes [D]	Touch	V, S, DF	Yes	Abjuration
 <b>Inflict Light Wounds</b> <i>Effect:</i> Touch deals 1d8+5 damage	16	Will half	1 standard action	<i>Target:</i> 20 touched creatures Instantaneous	Touch	V, S	Yes	Necromancy
 <b>Magic Stone</b> <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> Creature touched 30 minutes or until discharged	Touch	V, S, DF	Yes (harmless, object)	Transmutation
 <b>Magic Weapon</b> <i>Effect:</i> Weapon gains +1 bonus.	17	Will negates (harmless, object)	1 standard action	<i>Target:</i> Up to three pebbles touched 20 minutes	Touch	V, S, DF	Yes (harmless, object)	Transmutation

\* =Domain/Specialty Spell

## Cleric Spells

Obscuring Mist	16	None	1 standard action	20 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	20 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	20 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	20 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	20 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	200 minutes; see text	Close (75 Feet)	V, S	Yes (harmless)	Abjuration
<i>Effect:</i> Suppresses fear or gives +4 on saves against fear for 6 subjects				<i>Target:</i> 6 creatures, no two of which can be more than 30 ft. apart				
Sanctuary	16	Will negates	1 standard action	20 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	20 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	20 rounds [D]	Close (75 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	20 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				
Aid	17	None	1 standard action	20 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	20 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	18	None	1 standard action	200 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	18	Will negates (harmless)	1 standard action	20 minutes	Touch	V, S, DF	Yes	Transmutation
<i>Effect:</i> Subject gains +4 to Con for 20 minutes.				<i>Target:</i> Creature touched				
Bull's Strength	18	Will negates (harmless)	1 standard action	20 minutes	Touch	V, S, M/DF	Yes (harmless)	Transmutation
<i>Effect:</i> Subject gains +4 to Str for 20 minutes.				<i>Target:</i> Creature touched				
Calm Emotions	17	Will negates	1 standard action	Concentration, up to 20 rounds [D]	Medium (300 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	40 hours	Close (75 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	200 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	20 hours	Touch	V, S, DF	Yes (harmless)	Conjuration (Healing)
<i>Effect:</i> Stops poison from harming subject for 20 hours.				<i>Target:</i> Creature touched				
Desecrate	17	None	1 standard action	40 hours	Close (75 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	20 minutes	Touch	V, S, M/DF	Yes	Transmutation
<i>Effect:</i> Subject gains +4 to Cha for 20 minutes.				<i>Target:</i> Creature touched				
Enthrall	17	Will negates; see text	1 round	20 hour or less	Medium (300 Feet)	V, S	Yes	Enchantment (Charm)
<i>Effect:</i> Captivates all within 300 ft.				<i>Target:</i> Any number of creatures				
Find Traps	17	None	1 standard action	20 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	20 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	20 rounds [D]; see text	Medium (300 Feet)	V, S, F/DF	Yes	Enchantment (Compulsion) [Mind-Affecting]
<i>Effect:</i> Paralyzes one humanoid for 20 rounds.				<i>Target:</i> One humanoid creature				
Inflict Moderate Wounds	17	Will half	1 standard action	Instantaneous	Touch	V, S	Yes	Necromancy
<i>Effect:</i> Touch attack, 2d8+10 damage				<i>Target:</i> Creature touched				
Make Whole	18	Will negates (harmless, object)	1 standard action	Instantaneous	Close (75 Feet)	V, S	Yes (harmless, object)	Transmutation
<i>Effect:</i> Repairs an object.				<i>Target:</i> One object of up to 200 cu. ft				
Owl's Wisdom	18	Will negates (harmless)	1 standard action	20 minutes	Touch	V, S, M/DF	Yes	Transmutation
<i>Effect:</i> Subject gains +4 to Wis for 20 minutes.				<i>Target:</i> Creature touched				
Remove Paralysis	17	Will negates (harmless)	1 standard action	Instantaneous	Close (75 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	200 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 (75 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	20 hours [D]	Close (75 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	20 minutes [D]	Long (1200 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 (75 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	20 rounds [D]	Medium (300 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	20 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	20 rounds [D]	Close (75 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

UUUUUU	Undetectable Alignment	17	Will negates (object)	1 standard action	24 hours	Close (75 Feet)	V, S	Yes (object)	Abjuration
	Effect: Conceals alignment for 24 hours.				Target: One creature or object				
UUUUUU	Zone of Truth	17	Will negates	1 standard action	20 minutes	Close (75 Feet)	V, S, DF	Yes	Enchantment (Compulsion) [Mind-Affecting]
	Effect: Subjects within range cannot lie.				Target: 20-ft.-radius emanation				

## LEVEL 3

	Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
UUUUUU	Animate Dead	18	None	1 standard action	Instantaneous	Touch	V, S, M	No	Necromancy [Evil]
	Effect: Creates undead skeletons and zombies.				Target: One or more corpses touched				
UUUUUU	Bestow Curse	18	Will negates	1 standard action	Permanent	Touch	V, S	Yes	Necromancy
	Effect: -6 to an ability score; -4 on attack rolls, saves, and checks; or 50% chance of losing each action.				Target: Creature touched				
UUUUUU	Blindness/Deafness	18	Fortitude negates	1 standard action	Permanent [D]	Medium (300 Feet)	V	Yes	Necromancy
	Effect: Makes subject blinded or deafened.				Target: One living creature				
UUUUUU	Contagion	18	Fortitude negates	1 standard action	Instantaneous	Touch	V, S	Yes	Necromancy [Evil]
	Effect: Infects subject with chosen disease.				Target: Living creature touched				
UUUUUU	Continual Flame	18	None	1 standard action	Permanent	Touch	V, S, M	No	Evocation [Light]
	Effect: Makes a permanent, heatless torch.				Target: Object touched				
UUUUUU	Create Food and Water	18	None	10 minutes	24 hours; see text	Close (75 Feet)	V, S	No	Conjuration (Creation)
	Effect: Feeds 60 humans or 20 horse.				Target: Food and water to sustain 60 humans or 20 horses for 24 hours				
UUUUUU	Cure Serious Wounds	18	Will half (harmless); see text	1 standard action	Instantaneous	Touch	V, S	Yes (harmless); see text	Conjuration (Healing)
	Effect: Cures 3d8+15 damage				Target: Creature touched				
UUUUUU	Daylight	18	None	1 standard action	200 minutes [D]	Touch	V, S	No	Evocation [Light]
	Effect: 60-ft. radius of bright light.				Target: Object touched				
UUUUUU	Deeper Darkness	18	None	1 standard action	20 days [D]	Touch	V, M/DF	No	Evocation [Darkness]
	Effect: Object sheds supernatural shadow in 60-ft. radius.				Target: Object touched				
UUUUUU	Dispel Magic	18	None	1 standard action	Instantaneous	Medium (300 Feet)	V, S	No	Abjuration
	Effect: Cancels magical spells and effects.				Target: One spellcaster, creature, or object; or 20-ft.-radius burst				
UUUUUU	Glyph of Warding	18	See text	10 minutes	Permanent until discharged [D]	Touch	V, S, M	No (object) and Yes; see text	Abjuration
	Effect: Inscription harms those who pass it.				Target: Object touched or up to 100 sq. ft				
UUUUUU	Helping Hand	18	None	1 standard action	20 hours	5 miles	V, S, DF	No	Evocation
	Effect: Ghostly hand leads subject to you.				Target: Ghostly hand				
UUUUUU	Inflict Serious Wounds	18	Will half	1 standard action	Instantaneous	Touch	V, S	Yes	Necromancy
	Effect: Touch attack, 3d8+15 damage				Target: Creature touched				
UUUUUU	Invisibility Purge	18	None	1 standard action	20 minutes [D]	Personal	V, S	No	Evocation
	Effect: Dispels invisibility within 100 ft				Target: You				
UUUUUU	Locate Object	18	None	1 standard action	20 minutes	Long (1200 Feet)	V, S, F/DF	No	Divination
	Effect: Senses direction toward object [specific or type].				Target: Circle, centered on you, with a radius of 1200 ft.				
UUUUUU	Magic Circle against Chaos	18	Will negates (harmless)	1 standard action	200 minutes	Touch	V, S, M/DF	No; see text	Abjuration [Lawful]
	Effect: As protection spells, but 10-ft. radius and 200 minutes.				Target: 10-ft.-radius emanation from touched creature				
UUUUUU	Magic Circle against Evil	18	Will negates (harmless)	1 standard action	200 minutes	Touch	V, S, M/DF	No; see text	Abjuration [Good]
	Effect: As protection spells, but 10-ft. radius and 200 minutes.				Target: 10-ft.-radius emanation from touched creature				
UUUUUU	Magic Circle against Good	18	Will negates (harmless)	1 standard action	200 minutes	Touch	V, S, M/DF	No; see text	Abjuration [Evil]
	Effect: As protection spells, but 10-ft. radius and 200 minutes.				Target: 10-ft.-radius emanation from touched creature				
UUUUUU	Magic Circle against Law	18	Will negates (harmless)	1 standard action	200 minutes	Touch	V, S, M/DF	No; see text	Abjuration [Chaotic]
	Effect: As protection spells, but 10-ft. radius and 200 minutes.				Target: 10-ft.-radius emanation from touched creature				
UUUUUU	Magic Vestment	19	Will negates (harmless, object)	1 standard action	20 hours	Touch	V, S, DF	Yes (harmless, object)	Transmutation
	Effect: Armor or shield gains 5 enhancement				Target: Armor or shield touched				
UUUUUU	Meld into Stone	19	None	1 standard action	200 minutes	Personal	V, S, DF	No	Transmutation [Earth]
	Effect: You and your gear merge with stone.				Target: You				
UUUUUU	Obscure Object	18	Will negates (object)	1 standard action	8 hours [D]	Touch	V, S, M/DF	Yes (object)	Abjuration
	Effect: Masks object against scrying.				Target: One object touched of up to 2000 lbs				
UUUUUU	**Plant Growth	19	None	1 standard action	Instantaneous	See text	V, S, DF	No	Transmutation
	Effect: Grows vegetation, improves crops.				Target: See text				
UUUUUU	Prayer	18	None	1 standard action	20 rounds	40 ft.	V, S, DF	Yes	Enchantment (Compulsion) [Mind-Affecting]
	Effect: Allies +1 bonus on most rolls, enemies -1 penalty.				Target: All allies and foes within a 40-ft.-radius burst centered on you				
UUUUUU	*Protection from Energy	18	Fortitude negates (harmless)	1 standard action	200 minutes or until discharged	Touch	V, S, DF	Yes (harmless)	Abjuration
	Effect: Absorb 240 points of damage from one kind of energy.				Target: Creature touched				
UUUUUU	Protection from Energy	18	Fortitude negates (harmless)	1 standard action	200 minutes or until discharged	Touch	V, S, DF	Yes (harmless)	Abjuration
	Effect: Absorb 240 points of damage from one kind of energy.				Target: Creature touched				
UUUUUU	Remove Blindness/Deafness	18	Fortitude negates (harmless)	1 standard action	Instantaneous	Touch	V, S	Yes (harmless)	Conjuration (Healing)
	Effect: Cures normal or magical conditions.				Target: Creature touched				
UUUUUU	Remove Curse	18	Will negates (harmless)	1 standard action	Instantaneous	Touch	V, S	Yes (harmless)	Abjuration
	Effect: Frees object or person from curse.				Target: Creature or item touched				
UUUUUU	Remove Disease	18	Fortitude negates (harmless)	1 standard action	Instantaneous	Touch	V, S	Yes (harmless)	Conjuration (Healing)
	Effect: Cures all diseases affecting subject.				Target: Creature touched				
UUUUUU	Searing Light	18	None	1 standard action	Instantaneous	Medium (300 Feet)	V, S	Yes	Evocation
	Effect: Ray deals 1d8/two levels, more against undead.				Target: Ray				
UUUUUU	Speak with Dead	18	Will negates; see text	10 minutes	20 minutes	10 ft.	V, S, DF	No	Necromancy [Language-Dependent]
	Effect: Corpse answers one question/two levels.				Target: One dead creature				
UUUUUU	Stone Shape	19	None	1 standard action	Instantaneous	Touch	V, S, M/DF	No	Transmutation [Earth]
	Effect: Sculpts stone into any shape.				Target: Stone or stone object touched, up to 30 cu. ft.				
UUUUUU	Summon Monster III	18	None	1 round	20 rounds [D]	Close (75 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				
UUUUUU	Water Breathing	19	Will negates (harmless)	1 standard action	40 hours; see text	Touch	V, S, M/DF	Yes (harmless)	Transmutation
	Effect: Subjects can breathe underwater.				Target: Living creatures touched				
UUUUUU	Water Walk	19	Will negates (harmless)	1 standard action	200 minutes [D]	Touch	V, S, DF	Yes (harmless)	Transmutation [Water]
	Effect: Subject treads on water as if solid.				Target: 20 touched creatures				
UUUUUU	Wind Wall	18	None; see text	1 standard action	20 rounds	Medium (300 Feet)	V, S, M/DF	Yes	Evocation [Air]
	Effect: Deflects arrows, smaller creatures, and gases.				Target: Wall up to 200 ft. long and 100 ft. high [S]				

## LEVEL 4

	Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
UUUUUU	Air Walk	20	None	1 standard action	20 minutes	Touch	V, S, DF	Yes (harmless)	Transmutation [Air]
	Effect: Subject treads on air as if solid [climb at 45-degree angle].				Target: Creature [Gargantuan or smaller] touched				
UUUUUU	**Command Plants	20	Will negates	1 standard action	20 days	Close (25 Feet)	V	Yes	Transmutation
	Effect: Sway the actions of one or more plant creatures.				Target: Up to 20 HD of plant creatures, no two of which can be more than 30 ft. apart				
UUUUUU	Control Water	20	None; see text	1 standard action	200 minutes [D]	Long (1200 Feet)	V, S, M/DF	No	Transmutation [Water]
	Effect: Raises or lowers bodies of water.				Target: Water in a volume of 200 ft by 200 ft by 40 ft [S]				
UUUUUU	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+20 damage.								
☐☐☐☐	Death Ward	19	Will negates (harmless)	1 standard action	20 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	20 minutes	Medium (300 Feet)	V, S	Yes (object) Abjuration
<i>Effect:</i> Bars extradimensional movement.								
☐☐☐☐	Discern Lies	19	Will negates	1 standard action	<i>Target:</i> Ray	Concentration, up to 20 rounds	Close (75 Feet)	V, S, DF No Divination
<i>Effect:</i> Reveals deliberate falsehoods.								
☐☐☐☐	Dismissal	19	Will negates; see text	1 standard action	Instantaneous	Close (75 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	20 rounds	Personal	V, S, DF	No Evocation
<i>Effect:</i> You gain attack bonus, +6 to Str, and 20 hps.								
☐☐☐☐☐	*Freedom of Movement	19	Will negates (harmless)	1 standard action	200 minutes	Personal or touch	V, S, M, DF	Yes (harmless) Abjuration
<i>Effect:</i> Subject moves normally despite impediments.								
☐☐☐☐☐	Freedom of Movement	19	Will negates (harmless)	1 standard action	200 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	20 minutes	Close (75 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.								
☐☐☐☐☐	Inflict Critical Wounds	19	Will half	1 standard action	<i>Target:</i> Creature touched; see text	Instantaneous	Touch	V, S Yes Necromancy
<i>Effect:</i> Touch attack, 4d8+20 damage								
☐☐☐☐☐	Magic Weapon, Greater	20	Will negates (harmless, object)	1 standard action	20 hours	Close (75 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	200 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	200 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	20 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	200 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	20 rounds [D]	Close (75 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	200 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 (25 Feet)	V, S	No Abjuration
<i>Effect:</i> Frees subjects from enchantments, alterations, curses, and petrification.								
☐☐☐☐☐	Break Enchantment	20	See text	1 minute	Instantaneous	Close (75 Feet)	V, S	No Abjuration
<i>Effect:</i> Frees subjects from enchantments, alterations, curses, and petrification.								
☐☐☐☐☐	Command, Greater	20	Will negates	1 standard action	20 rounds	Close (75 Feet)	V	Yes Enchantment (Compulsion)
<i>Effect:</i> As command, but affects 20 subjects.								
☐☐☐☐☐	Commune	20	None	10 minutes	20 rounds	Personal	V, S, M, DF, XP	No Divination
<i>Effect:</i> Deity answers 20 yes-or-no questions.								
☐☐☐☐☐	Cure Light Wounds, Mass	20	Will half (harmless) or Will half; see text	1 standard action	Instantaneous	Close (75 Feet)	V, S	Yes (harmless) or Yes;Conjunction (Healing)
<i>Effect:</i> Cures 1d8+20 damage for many creatures.								
☐☐☐☐☐	Dispel Chaos	20	See text	1 standard action	20 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	20 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	20 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	20 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	20 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 (300 Feet)	V, S, DF	Yes Evocation [Fire]
<i>Effect:</i> Smite foes with divine fire for 20d6 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 (75 Feet)	V, S	Yes Necromancy
<i>Effect:</i> Deals 1d8+20 damage to many creatures.								
☐☐☐☐☐	Insect Plague	20	None	1 round	20 minutes	Long (1200 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 20 days ago.								
☐☐☐☐☐	Righteous Might	21	None	1 standard action	20 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	20 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	20 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	20 rounds [D]	Close (75 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	20 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 (300 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 20 5-ft. squares [S]				
**Wall of Thorns	20	None	1 standard action	200 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 20 10-ft. cubes [S]				

## LEVEL 6

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
Animate Objects	22	None	1 standard action	20 rounds	Medium (300 Feet)	V, S	No	Transmutation
<i>Effect:</i> Objects attack your foes.				<i>Target:</i> 20 Small objects; see text				
Antilife Shell	21	None	1 round	200 minutes [D]	10 ft.	V, S, DF	Yes	Abjuration
<i>Effect:</i> 10-ft. field hedges out living creatures.				<i>Target:</i> 10-ft.-radius emanation, centered on you				
Banishment	21	Will negates	1 standard action	Instantaneous	Close (75 Feet)	V, S, F	Yes	Abjuration
<i>Effect:</i> Banishes 40 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	20 minutes	Close (75 Feet)	V, S, DF	Yes	Transmutation
<i>Effect:</i> As bear's endurance, affects 20 subjects.				<i>Target:</i> 20 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	20 minutes [D]	Medium (300 Feet)	V, S	Yes	Evocation [Force]
<i>Effect:</i> Wall of blades deals 20d6 damage.				<i>Target:</i> Wall of whirling blades up to 400 ft. long, or a ringed wall of whirling blades with a radius of up to 50 ft; either form 20 ft. high				
Bull's Strength, Mass	22	Will negates (harmless)	1 standard action	20 minutes	Close (75 Feet)	V, S, M/DF	Yes (harmless)	Transmutation
<i>Effect:</i> As bull's strength, affects one subject/ level.				<i>Target:</i> 20 creatures, no two of which can be more than 30 ft. apart				
Create Undead	21	None	1 hour	Instantaneous	Close (75 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 (75 Feet)	V, S	Yes (harmless) or Yes; see text	Conjuration (Healing)
<i>Effect:</i> Cures 2d8+20 damage for many creatures.				<i>Target:</i> 20 creatures, no two of which can be more than 30 ft. apart				
Dispel Magic, Greater	21	None	1 standard action	Instantaneous	Medium (300 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	20 minutes	Close (75 Feet)	V, S, M/DF	Yes	Transmutation
<i>Effect:</i> As eagle's splendor, affects 20 subjects.				<i>Target:</i> 20 creatures, no two of which can be more than 30 ft. apart				
Find the Path	21	None or Will negates (harmless)	3 rounds	200 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 (300 Feet)	V, S, M, DF	Yes	Abjuration
<i>Effect:</i> Blocks planar travel, damages creatures of different alignment.				<i>Target:</i> 20 60-ft. cubes [S]				
Geas/Quest	21	None	10 minutes	20 days or until discharged [D]	Close (75 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 100 sq. ft				
Harm	21	Will half; see text	1 standard action	Instantaneous	Touch	V, S	Yes	Necromancy
<i>Effect:</i> Deals 200 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 200 points of damage, all diseases and mental conditions.				<i>Target:</i> Creature touched				
Heroes' Feast	21	None	10 minutes	20 hour plus 12 hours; see text	Close (75 Feet)	V, S, DF	No	Conjuration (Creation) [Creation]
<i>Effect:</i> Food for 20 creatures cures and grants combat bonuses.				<i>Target:</i> Feast for 20 creatures				
Inflict Moderate Wounds, Mass	21	Will half	1 standard action	Instantaneous	Close (75 Feet)	V, S	Yes	Necromancy
<i>Effect:</i> Deals 2d8+20 damage to many creatures.				<i>Target:</i> 20 creatures, no two of which can be more than 30 ft. apart				
**Mislead	21	None or Will disbelief (if interacted with); see text	1 standard action	20 rounds [D] and concentration + 3 rounds; see text	Close (25 Feet)	S	No	Illusion (Figment)[Glamer]
<i>Effect:</i> Turns you invisible and creates illusory double.				<i>Target:</i> You/one illusory double				
Owl's Wisdom, Mass	22	Will negates (harmless)	1 standard action	20 minutes	Close (75 Feet)	V, S, M/DF	Yes	Transmutation
<i>Effect:</i> As owl's wisdom, affects one subject/ level.				<i>Target:</i> 20 creatures, no two of which can be more than 30 ft. apart				
Planar Ally	21	None	10 minutes	Instantaneous	Close (75 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				
**Repel Wood	22	None	1 standard action	20 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				
Summon Monster VI	21	None	1 round	20 rounds [D]	Close (75 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 (300 Feet)	V, S, M/DF	Yes	Necromancy [Death]
<i>Effect:</i> Destroys 20d4 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	20 hours [D]; see text	Touch	V, S, DF	No and Yes (harmless)	Transmutation [Air]
<i>Effect:</i> You and your allies turn vaporous and travel fast.				<i>Target:</i> You and 6 touched creatures				
Word of Recall	21	None or Will negates (harmless, object)	1 standard action	Instantaneous	Unlimited	V	No or Yes (harmless, object)	Conjuration (Teleportation)
<i>Effect:</i> Teleports you back to designated place.				<i>Target:</i> You and touched objects or other willing creatures				

\* =Domain/Specialty Spell

# Cleric Spells

## LEVEL 7

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
<b>****Animate Plants</b> <i>Effect:</i> One or more plants animate and fight for you.	23	None	1 standard action	20 rounds or hours; see text	Close (25 Feet)	V	No	Transmutation
<b>****Blasphemy</b> <i>Effect:</i> Kills, paralyzes, weakens, or dazes nonevil subjects.	22	None or Will negates; see text	1 standard action	Instantaneous	30 ft.	V	Yes	Evocation [Evil, Sonic]
<b>****Control Weather</b> <i>Effect:</i> Changes weather in local area.	23	None	10 minutes; see text	4d12 hours; see text	2 miles	V, S	No	Transmutation
<b>****Cure Serious Wounds, Mass</b> <i>Effect:</i> Cures 3d8+20 damage for many creatures.	22	Will half (harmless) or Will half; see text	1 standard action	Instantaneous	Close (75 Feet)	V, S	Yes (harmless) or Yes; see text	Conjuration (Healing)
<b>****Destruction</b> <i>Effect:</i> Kills subject and destroys remains.	22	Fortitude partial	1 standard action	Instantaneous	Close (75 Feet)	V, S, F	Yes	Necromancy [Death]
<b>****Dictum</b> <i>Effect:</i> Kills, paralyzes, slows, or deafens nonlawful subjects.	22	None or Will negates; see text	1 standard action	Instantaneous	40 ft.	V	Yes	Evocation [Lawful, Sonic]
<b>****Ethereal Jaunt</b> <i>Effect:</i> You become ethereal for 20 rounds.	23	None	1 standard action	20 rounds [D]	Personal	V, S	No	Transmutation
<b>****Holy Word</b> <i>Effect:</i> Kills, paralyzes, slows, or deafens nongood subjects.	22	None or Will negates; see text	1 standard action	Instantaneous	40 ft.	V	Yes	Evocation [Good, Sonic]
<b>****Inflict Serious Wounds, Mass</b> <i>Effect:</i> Deals 3d8+20 damage to many creatures.	22	Will half	1 standard action	Instantaneous	Close (75 Feet)	V, S	Yes	Necromancy
<b>****Refuge</b> <i>Effect:</i> Alters item to transport its possessor to you.	22	None	1 standard action	Permanent until discharged	Touch	V, S, M	No	Conjuration (Teleportation)
<b>****Regenerate</b> <i>Effect:</i> Subject's severed limbs grow back, cures 4d8+20	22	Fortitude negates (harmless)	3 full rounds	Instantaneous	Touch	V, S, DF	Yes (harmless)	Conjuration (Healing)
<b>****Repulsion</b> <i>Effect:</i> Creatures can't approach you.	22	Will negates	1 standard action	20 rounds [D]	Up to 10 ft./level	V, S, F/DF	Yes	Abjuration
<b>****Restoration, Greater</b> <i>Effect:</i> As restoration, plus restores all levels and ability scores.	22	Will negates (harmless)	10 minutes	Instantaneous	Touch	V, S, XP	Yes (harmless)	Conjuration (Healing)
<b>****Resurrection</b> <i>Effect:</i> Fully restore dead subject.	22	None; see text	10 minutes	Instantaneous	Touch	V, S, M, DF	Yes (harmless)	Conjuration (Healing)
<b>****Scrying, Greater</b> <i>Effect:</i> As scrying, but faster and longer.	22	Will negates	1 standard action	20 hours	See text	V, S	Yes	Divination (Scrying)
<b>****Spell Turning</b> <i>Effect:</i> Reflect 1d4+6 spell levels back at caster.	22	None	1 standard action	Until expended or 200 minutes	Personal	V, S, M/DF	No	Abjuration
<b>****Summon Monster VII</b> <i>Effect:</i> Calls extraplanar creature to fight for you.	22	None	1 round	20 rounds [D]	Close (75 Feet)	V, S, F/DF	No	Conjuration (Summoning)
<b>****Symbol of Stunning</b> <i>Effect:</i> Triggered rune stuns nearby creatures.	22	Will negates	10 minutes	See text	0 ft.; see text	V, S, M	Yes	Enchantment (Compulsion) [Mind-Affecting]
<b>****Symbol of Weakness</b> <i>Effect:</i> Triggered rune weakens nearby creatures.	22	Fortitude negates	10 minutes	See text	0 ft.; see text	V, S, M	Yes	Necromancy [Death]
<b>****Word of Chaos</b> <i>Effect:</i> Kills, confuses, stuns, or deafens nonchaotic subjects.	22	None or Will negates; see text	1 standard action	Instantaneous	40 ft.	V	Yes	Evocation [Chaotic, Sonic]
				<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>****Antimagic Field</b> <i>Effect:</i> Negates magic within 10 ft.	23	None	1 standard action	200 minutes [D]	10 ft.	V, S, M/DF	See text	Abjuration
<b>****Cloak of Chaos</b> <i>Effect:</i> +4 to AC, +4 resistance, and SR 25 against lawful spells.	23	See text	1 standard action	20 rounds [D]	20 ft.	V, S, F	Yes (harmless)	Abjuration [Chaotic]
<b>****Control Plants</b> <i>Effect:</i> Control actions of one or more plant creatures.	24	Will negates	1 standard action	20 minutes	Close (25 Feet)	V, S, DF	No	Transmutation
<b>****Create Greater Undead</b> <i>Effect:</i> Create shadows, wraiths, spectres, or devourers.	23	None	1 hour	Instantaneous	Close (75 Feet)	V, S, M	No	Necromancy [Evil]
<b>****Cure Critical Wounds, Mass</b> <i>Effect:</i> Cures 4d8+20 damage for many creatures.	23	Will half (harmless) or Will half; see text	1 standard action	Instantaneous	Close (75 Feet)	V, S	Yes (harmless) or Yes; see text	Conjuration (Healing)
<b>****Dimensional Lock</b> <i>Effect:</i> Teleportation and interplanar travel blocked for 20 days.	23	None	1 standard action	20 days	Medium (300 Feet)	V, S	Yes	Abjuration
<b>****Discern Location</b> <i>Effect:</i> Reveals exact location of creature or object.	23	None	10 minutes	Instantaneous	Unlimited	V, S, DF	No	Divination
<b>****Earthquake</b> <i>Effect:</i> Intense tremor shakes 100 ft radius.	23	See text	1 standard action	20 round	Long (1200 Feet)	V, S, DF	No	Evocation [Earth]
<b>****Fire Storm</b> <i>Effect:</i> Deals 20d6 fire damage.	23	Reflex half	1 round	Instantaneous	Medium (300 Feet)	V, S	Yes	Evocation [Fire]
<b>****Holy Aura</b> <i>Effect:</i> +4 to AC, +4 resistance, and SR 25 against evil spells.	23	See text	1 standard action	20 rounds [D]	20 ft.	V, S, F	Yes (harmless)	Abjuration [Good]
<b>****Inflict Critical Wounds, Mass</b> <i>Effect:</i> Deals 4d8+20 damage to many creatures.	23	Will half	1 standard action	Instantaneous	Close (75 Feet)	V, S	Yes	Necromancy
<b>****Moment of Prescience</b> <i>Effect:</i> You gain insight bonus on single attack roll, check, or save.	23	None	1 standard action	20 hours or until discharged	Personal	V, S, DF	No	Divination
<b>****Planar Ally, Greater</b> <i>Effect:</i> As lesser planar ally, but up to 18 HD.	23	None	10 minutes	Instantaneous	Close (75 Feet)	V, S, DF, XP	No	Conjuration (Calling)
<b>****Planar Ally (Lesser)</b> <i>Effect:</i> As lesser planar ally, but up to 18 HD.	23	None	10 minutes	Instantaneous	Close (75 Feet)	V, S, DF, XP	No	Conjuration (Calling)
<b>****Shield of Law</b> <i>Effect:</i> +4 to AC, +4 resistance, and SR 25 against chaotic spells.	23	See text	1 standard action	20 rounds [D]	20 ft.	V, S, F	Yes (harmless)	Abjuration [Lawful]
<b>****Spell Immunity, Greater</b> <i>Effect:</i> As spell immunity, but up to 8th-level spells.	23	Will negates (harmless)	1 standard action	200 minutes	Touch	V, S, DF	Yes (harmless)	Abjuration
<b>****Summon Monster VIII</b> <i>Effect:</i> Calls extraplanar creature to fight for you.	23	None	1 round	20 rounds [D]	Close (75 Feet)	V, S, F/DF	No	Conjuration (Summoning)
<b>****Symbol of Death</b> <i>Effect:</i> Triggered rune slays nearby creatures.	23	Fortitude negates	10 minutes	See text	0 ft.; see text	V, S, M	Yes	Necromancy [Death]
<b>****Symbol of Insanity</b> <i>Effect:</i> Triggered rune renders nearby creatures insane.	23	Will negates	10 minutes	See text	0 ft.; see text	V, S, M	Yes	Enchantment (Compulsion) [Mind-Affecting]
<b>****Unholy Aura</b> <i>Effect:</i> +4 to AC, +4 resistance, and SR 25 against good spells.	23	See text	1 standard action	20 rounds [D]	20 ft.	V, S, F	Yes (harmless)	Abjuration [Evil]
				<i>Target:</i> 20 creatures in a 20-ft.-radius burst centered on you				

\* =Domain/Specialty Spell

# Cleric Spells

## LEVEL 9

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
☐☐☐☐ Astral Projection <i>Effect:</i> Projects you and companions onto Astral Plane.	24	None	30 minutes	See text	Touch	V, S, M	Yes	Necromancy
☐☐☐☐ Energy Drain <i>Effect:</i> Subject gains 2d4 negative levels.	24	Fortitude partial; see text for enervation	1 standard action	Instantaneous	Close (75 Feet)	V, S	Yes	Necromancy
☐☐☐☐ Etherealness <i>Effect:</i> Travel to Ethereal Plane with companions.	25	None	1 standard action	20 minutes [D]	Touch; see text	V, S	Yes	Transmutation
☐☐☐☐ Gate <i>Effect:</i> Connects two planes for travel or summoning.	24	None	1 standard action	<i>Target:</i> You and 6 other touched creatures Instantaneous or concentration [up to 20 rounds]; see text <i>Target:</i> See text	Medium (300 Feet)	V, S, XP; see text	No	Conjuration (Creation)Calling
☐☐☐☐ Heal, Mass <i>Effect:</i> As heal, but with several subjects.	24	Will negates (harmless)	1 standard action	Instantaneous	Close (75 Feet)	V, S	Yes (harmless)	Conjuration (Healing)
☐☐☐☐ Implosion <i>Effect:</i> Kills one creature/round.	24	Fortitude negates	1 standard action	<i>Target:</i> One or more creatures, no two of which can be more than 30 ft. apart Concentration [up to 4 rounds] Close (75 Feet)	Close (75 Feet)	V, S	Yes	Evocation
☐☐☐☐ *Miracle <i>Effect:</i> Requests a deity's intercession.	24	See text	1 standard action	See text	See text	V, S, XP; see text	Yes	Evocation
☐☐☐☐ Miracle <i>Effect:</i> Requests a deity's intercession.	24	See text	1 standard action	<i>Target:</i> See text See text	See text	V, S, XP; see text	Yes	Evocation
☐☐☐☐ **Shambler <i>Effect:</i> Summons 1d4+2 shambling mounds to fight for you.	24	None	1 standard action	Seven days or seven months [D]; see text <i>Target:</i> Three or more shambling mounds, no two of which can be more than 30 ft. apart; see text	Medium (100 Feet)	V, S	No	Conjuration (Creation)
☐☐☐☐ Soul Bind <i>Effect:</i> Traps newly dead soul to prevent resurrection.	24	Will negates	1 standard action	Permanent	Close (75 Feet)	V, S, F	No	Necromancy
☐☐☐☐ Storm of Vengeance <i>Effect:</i> Storm rains acid, lightning, and hail.	24	See text	1 round	Concentration [maximum 10 rounds] [D] <i>Target:</i> 360-ft.-radius storm cloud	Long (1200 Feet)	V, S	Yes	Conjuration (Summoning)
☐☐☐☐ Summon Monster IX <i>Effect:</i> Calls extraplanar creature to fight for you.	24	None	1 round	20 rounds [D]	Close (75 Feet)	V, S, F/DF	No	Conjuration (Summoning)
☐☐☐☐ True Resurrection <i>Effect:</i> As resurrection, plus remains aren't needed.	24	None; see text	10 minutes	Instantaneous	Touch	V, S, M, DF	Yes (harmless)	Conjuration (Healing)
				<i>Target:</i> Dead creature touched				

\* =Domain/Specialty Spell