

Vyecheslav Male Half-Elf Clr17

NAME	
Clr17	272000
CLASS	EXPERIENCE
17	153000
TCL	NEXT LEVEL

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP SCORE	TEMP MODIFIER
STR Strength	14	+2	14	+2
DEX Dexterity	13	+1	13	+1
CON Constitution	14	+2	14	+2
INT Intelligence	12	+1	12	+1
WIS Wisdom	21	+5	21	+5
CHA Charisma	19	+4	19	+4

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC MODIFIER	TEMP MODIFIER	conditional modifiers
FORTITUDE (constitution)	+12	= +10	+2	+0	+0		
REFLEX (dexterity)	+6	= +5	+1	+0	+0		
WILLPOWER (wisdom)	+15	= +10	+5	+0	+0		

	TOTAL	BASE ATTACK BONUS	STAT MODIFIER	SIZE MODIFIER	MISC MODIFIER	TEMP MODIFIER
MELEE attack bonus	+14/+9/+4	= +12/+7/+2	+2	+0	+0	
RANGED attack bonus	+13/+8/+3	= +12/+7/+2	+1	+0	+0	
GRAPPLE attack bonus	+14/+9/+4	= +12/+7/+2	+2	+0	+0	

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
	+14/+9/+4	1d3+2	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
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TOTAL WEIGHT CARRIED/VALUE	0.0 lbs 0.0 gp
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WEIGHT ALLOWANCE					
Light	58.0	Medium	116.0	Heavy	175.0
Lift over head	175.0	Lift off ground	350.0	Push / Drag	875.0

FEATS	
Craft Magic Arms and Armor	See Text
Extra Turning (2x)	See Text
Improved Initiative	See Text
Improved Turning	See Text
Spell Focus (Transmutation)	See Text

DOMAINS	
Destruction	You gain the smite power, the supernatural ability to make a single melee attack with a +4 bonus on attack rolls and a bonus on damage rolls equal to your cleric level (if you hit). You must declare the smite before making the attack
Water	Turn or destroy fire creatures as a good cleric turns undead. Rebuke, command, or bolster water 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	
Half-Elf	Medium
RACE	SIZE
0	Male
AGE	GENDER

HP	hit points	WOUNDS/CURRENT HP
114		
AC	armor class	SUBDUAL DAMAGE
11		
TOTAL	FLAT	TOUCH

INITIATIVE	modifier	TOTAL	DEX MODIFIER	MISC MODIFIER
+5		= +1		+4
BASE ATTACK	bonus	+12/+7/+2		

None	DEITY
5'4"	136 lbs
HEIGHT	WEIGHT
EYES	HAIR

Lawful Neutral	ALIGNMENT
Low-Light, Normal	VISION
0	POINTS

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

SKILLS		MAX RANKS			20/10
SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
Craft (Pottery)	INT	12	= 1	+ 11.0	+
Craft (Weaponsmithing)	INT	12	= 1	+ 11.0	+
✓ Forgery	INT	3	= 1	+ 2.0	+
Knowledge (Architecture and Engineering)	INT	7	= 1	+ 6.0	+
Knowledge (Nature)	INT	4	= 1	+ 3.5	+
Knowledge (Religion)	INT	21	= 1	+ 20.0	+
Sleight of Hand	DEX	4	= 1	+ 3.0	+
			=	+	+
✓ : can be used untrained. X : exclusive skills					

TURN/REBUKE UNDEAD			
TURNING CHECK RESULT	UNDEAD AFFECTED (MAXIMUM HIT DICE)	Turn level	18
Up to 0	14	Turn damage	2d6+22
1 - 3	15	Turns/day	15
4 - 6	16	<div>□□□□□ □□□□□</div> <div>□□□□□</div>	NOTE: You destroy undead if you have twice as many turning levels as they have Hit Dice
7 - 9	17		
10 - 12	18		
13 - 15	19		
16 - 18	20		
19 - 21	21		
22 +	22		

TURN/REBUKE UNDEAD			
TURNING CHECK RESULT	UNDEAD AFFECTED (MAXIMUM HIT DICE)	Turn level	18
Up to 0	14	Turn damage	2d6 +21
1 - 3	15	Turns/day	15
4 - 6	16	<div>□□□□□ □□□□□</div> <div>□□□□□</div>	NOTE: You destroy undead if you have twice as many turning levels as they have Hit Dice
7 - 9	17		
10 - 12	18		
13 - 15	19		
16 - 18	20		
19 - 21	21		
22 +	22		

SPECIAL ABILITIES	
+2 racial bonus on saving throws against enchantment spells or effects.	
Elven Blood	
Immunity to sleep spells and similar magical effects.	
Smite 1/day (Su)	
Spontaneous casting	
Turn Undead 15/day (turn level 18) (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, Elven	


















# Cleric Spells

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

## LEVEL 0

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
 <b>Create Water</b> <i>Effect:</i> Creates 34 gallons of pure water.	15	None	1 standard action	Instantaneous	Close (65 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 (65 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 17 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 170 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 17 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> 17 cu. ft. of contaminated food and water 170 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 17 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 17 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. 17 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 Instantaneous	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 17 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> One living creature 170 minutes	Close (65 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 170 minutes	Close (65 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 170 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 17 minute	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 170 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 17 minutes [D]	60 ft.	V, S, M/DF	No	Divination
 <b>Divine Favor</b> <i>Effect:</i> You gain +5 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 17 minutes	Medium (270 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>Entropic Shield</b> <i>Effect:</i> Ranged attacks against you have 20% miss chance.	16	None	1 standard action	<i>Target:</i> Creature touched 17 minutes [D]	Personal	V, S	No	Abjuration
 <b>Hide from Undead</b> <i>Effect:</i> Undead can't perceive 17 subjects.	16	Will negates (harmless); see text	1 standard action	<i>Target:</i> You 170 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> 17 touched creatures Instantaneous	Touch	V, S	Yes	Necromancy
 <b>Inflict Light Wounds</b> <i>Effect:</i> Touch deals 1d8+5 damage	16	Will half	1 standard action	<i>Target:</i> Creature touched 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 17 minutes	Touch	V, S, DF	Yes (harmless, object)	Transmutation
 <b>*Obscuring Mist</b> <i>Effect:</i> Fog surrounds you.	16	None	1 standard action	<i>Target:</i> Weapon touched 17 minutes	20 ft.	V, S	No	Conjuration (Creation)

\* =Domain/Specialty Spell

## Cleric Spells

Obscuring Mist	16	None	1 standard action	17 minutes	20 ft.	V, S	No	Conjuration (Creation)
<i>Effect:</i> Fog surrounds you.								
Protection from Chaos	16	Will negates (harmless)	1 standard action	17 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.								
Protection from Evil	16	Will negates (harmless)	1 standard action	17 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.								
Protection from Good	16	Will negates (harmless)	1 standard action	17 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.								
Protection from Law	16	Will negates (harmless)	1 standard action	17 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.								
Remove Fear	16	Will negates (harmless)	1 standard action	170 minutes; see text	Close (65 Feet)	V, S	Yes (harmless)	Abjuration
<i>Effect:</i> Suppresses fear or gives +4 on saves against fear for 5 subjects								
Sanctuary	16	Will negates	1 standard action	17 rounds	Touch	V, S, DF	No	Abjuration
<i>Effect:</i> Opponents can't attack you, and you can't attack.								
Shield of Faith	16	Will negates (harmless)	1 standard action	17 minutes	Touch	V, S, M	Yes (harmless)	Abjuration
<i>Effect:</i> Aura grants +4 deflection bonus.								
Summon Monster I	16	None	1 round	17 rounds [D]	Close (65 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	17 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.								
Align Weapon	18	Will negates (harmless, object)	1 standard action	17 minutes	Touch	V, S, DF	Yes (harmless, object)	Transmutation
<i>Effect:</i> Weapon becomes good, evil, lawful, or chaotic.								
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.								
Bear's Endurance	18	Will negates (harmless)	1 standard action	17 minutes	Touch	V, S, DF	Yes	Transmutation
<i>Effect:</i> Subject gains +4 to Con for 17 minutes.								
Bull's Strength	18	Will negates (harmless)	1 standard action	17 minutes	Touch	V, S, M/DF	Yes (harmless)	Transmutation
<i>Effect:</i> Subject gains +4 to Str for 17 minutes.								
Calm Emotions	17	Will negates	1 standard action	17 minutes	Medium (270 Feet)	V, S, DF	Yes	Enchantment (Compulsion) [Mind-Affecting]
<i>Effect:</i> Calms creatures, negating emotion effects.								
Consecrate	17	None	1 standard action	34 hours	Close (65 Feet)	V, S, M, DF	No	Evocation [Good]
<i>Effect:</i> Fills area with positive energy, making undead weaker.								
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								
Darkness	17	None	1 standard action	170 minutes [D]	Touch	V, M/DF	No	Evocation [Darkness]
<i>Effect:</i> 20-ft. radius of supernatural shadow.								
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.								
Delay Poison	17	Fortitude negates (harmless)	1 standard action	17 hours	Touch	V, S, DF	Yes (harmless)	Conjuration (Healing)
<i>Effect:</i> Stops poison from harming subject for 17 hours.								
Desecrate	17	None	1 standard action	34 hours	Close (65 Feet)	V, S, M, DF	Yes	Evocation [Evil]
<i>Effect:</i> Fills area with negative energy, making undead stronger.								
Eagle's Splendor	18	Will negates (harmless)	1 standard action	17 minutes	Touch	V, S, M/DF	Yes	Transmutation
<i>Effect:</i> Subject gains +4 to Cha for 17 minutes.								
Enthrall	17	Will negates; see text	1 round	17 hour or less	Medium (270 Feet)	V, S	Yes	Enchantment (Charm)
<i>Effect:</i> Captivates all within 270 ft.								
Find Traps	17	None	1 standard action	17 minutes	Personal	V, S	No	Divination
<i>Effect:</i> Notice traps as a rogue does.								
**Fog Cloud	17	None	1 standard action	170 minutes	Medium (100 Feet)	V, S	No	Conjuration (Creation)
<i>Effect:</i> Fog obscures vision.								
Gentle Repose	17	Will negates (object)	1 standard action	17 days	Touch	V, S, M/DF	Yes (object)	Necromancy
<i>Effect:</i> Preserves one corpse.								
Hold Person	17	Will negates; see text	1 standard action	17 rounds [D]; see text	Medium (270 Feet)	V, S, F/DF	Yes	Enchantment (Compulsion) [Mind-Affecting]
<i>Effect:</i> Paralyzes one humanoid for 17 rounds.								
Inflict Moderate Wounds	17	Will half	1 standard action	Instantaneous	Touch	V, S	Yes	Necromancy
<i>Effect:</i> Touch attack, 2d8+10 damage								
Make Whole	18	Will negates (harmless, object)	1 standard action	Instantaneous	Close (65 Feet)	V, S	Yes (harmless, object)	Transmutation
<i>Effect:</i> Repairs an object.								
Owl's Wisdom	18	Will negates (harmless)	1 standard action	17 minutes	Touch	V, S, M/DF	Yes	Transmutation
<i>Effect:</i> Subject gains +4 to Wis for 17 minutes.								
Remove Paralysis	17	Will negates (harmless)	1 standard action	Instantaneous	Close (65 Feet)	V, S	Yes (harmless)	Conjuration (Healing)
<i>Effect:</i> Frees one or more creatures from paralysis or slow effect.								
Resist Energy	17	Fortitude negates (harmless)	1 standard action	170 minutes	Touch	V, S, DF	Yes (harmless)	Abjuration
<i>Effect:</i> Ignores first 10 [or more] points of damage/attack from specified energy type.								
Restoration, Lesser	17	Will negates (harmless)	3 rounds	Instantaneous	Touch	V, S	Yes (harmless)	Conjuration (Healing)
<i>Effect:</i> Dispel magical ability penalty or repairs 1d4 ability damage.								
*Shatter	17	Will negates (object); Will negates (object) or Fortitude half; see text	1 standard action	Instantaneous	Close (25 Feet)	V, S, M/DF	Yes (object)	Evocation [Sonic]
<i>Effect:</i> Sonic vibration damages objects or crystalline creatures.								
Shatter	17	Will negates (object); Will negates (object) or Fortitude half; see text	1 standard action	Instantaneous	Close (65 Feet)	V, S, M/DF	Yes (object)	Evocation [Sonic]
<i>Effect:</i> Sonic vibration damages objects or crystalline creatures.								
Shield Other	17	Will negates (harmless)	1 standard action	17 hours [D]	Close (65 Feet)	V, S, F	Yes (harmless)	Abjuration
<i>Effect:</i> You take half of subject's damage.								
Silence	17	Will negates; see text or none (object)	1 standard action	17 minutes [D]	Long (1080 Feet)	V, S	Yes; see text or no (object)	Illusion (Glamour)
<i>Effect:</i> Negates sound in 15-ft. radius.								
Sound Burst	17	Fortitude partial	1 standard action	Instantaneous	Close (65 Feet)	V, S, F/DF	Yes	Evocation [Sonic]
<i>Effect:</i> Deals 1d8 sonic damage to subjects; may stun them.								
Spiritual Weapon	17	None	1 standard action	17 rounds [D]	Medium (270 Feet)	V, S, DF	Yes	Evocation [Force]
<i>Effect:</i> Magical weapon attacks on its own.								
Status	17	Will negates (harmless)	1 standard action	17 hours	Touch	V, S	Yes (harmless)	Divination
<i>Effect:</i> Monitors condition, position of allies.								
Summon Monster II	17	None	1 round	17 rounds [D]	Close (65 Feet)	V, S, F/DF	No	Conjuration (Summoning)
<i>Effect:</i> Calls extraplanar creature to fight for you.								
<i>Target:</i> One or more summoned creatures, no two of which can be more than 30 ft. apart								

\* =Domain/Specialty Spell

## Cleric Spells

☐☐☐☐☐	Undetectable Alignment	17	Will negates (object)	1 standard action	24 hours	Close (65 Feet)	V, S	Yes (object)	Abjuration
	Effect: Conceals alignment for 24 hours.				Target: One creature or object				
☐☐☐☐☐	Zone of Truth	17	Will negates	1 standard action	17 minutes	Close (65 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
☐☐☐☐☐ 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				
☐☐☐☐☐ 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				
☐☐☐☐☐ Blindness/Deafness	18	Fortitude negates	1 standard action	Permanent [D]	Medium (270 Feet)	V	Yes	Necromancy
Effect: Makes subject blinded or deafened.				Target: One living creature				
☐☐☐☐☐ *Contagion	18	Fortitude negates	1 standard action	Instantaneous	Touch	V, S	Yes	Necromancy [Evil]
Effect: Infects subject with chosen disease.				Target: Living creature touched				
☐☐☐☐☐ Contagion	18	Fortitude negates	1 standard action	Instantaneous	Touch	V, S	Yes	Necromancy [Evil]
Effect: Infects subject with chosen disease.				Target: Living creature touched				
☐☐☐☐☐ Continual Flame	18	None	1 standard action	Permanent	Touch	V, S, M	No	Evocation [Light]
Effect: Makes a permanent, heatless torch.				Target: Object touched Magical, heatless flame				
☐☐☐☐☐ Create Food and Water	18	None	10 minutes	24 hours; see text	Close (65 Feet)	V, S	No	Conjuration (Creation)
Effect: Feeds 51 humans or 17 horse.				Target: Food and water to sustain 51 humans or 17 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)
Effect: Cures 3d8+15 damage				Target: Creature touched				
☐☐☐☐☐ Daylight	18	None	1 standard action	170 minutes [D]	Touch	V, S	No	Evocation [Light]
Effect: 60-ft. radius of bright light.				Target: Object touched				
☐☐☐☐☐ Deeper Darkness	18	None	1 standard action	17 days [D]	Touch	V, M/DF	No	Evocation [Darkness]
Effect: Object sheds supernatural shadow in 60-ft. radius.				Target: Object touched				
☐☐☐☐☐ Dispel Magic	18	None	1 standard action	Instantaneous	Medium (270 Feet)	V, S	No	Abjuration
Effect: Cancels magical spells and effects.				Target: One spellcaster, creature, or object; or 20-ft.-radius burst				
☐☐☐☐☐ 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 85 sq. ft				
☐☐☐☐☐ Helping Hand	18	None	1 standard action	17 hours	5 miles	V, S, DF	No	Evocation
Effect: Ghostly hand leads subject to you.				Target: Ghostly hand				
☐☐☐☐☐ Inflict Serious Wounds	18	Will half	1 standard action	Instantaneous	Touch	V, S	Yes	Necromancy
Effect: Touch attack, 3d8+15 damage				Target: Creature touched				
☐☐☐☐☐ Invisibility Purge	18	None	1 standard action	17 minutes [D]	Personal	V, S	No	Evocation
Effect: Dispels invisibility within 85 ft				Target: You				
☐☐☐☐☐ Locate Object	18	None	1 standard action	17 minutes	Long (1080 Feet)	V, S, F/DF	No	Divination
Effect: Senses direction toward object [specific or type].				Target: Circle, centered on you, with a radius of 1080 ft.				
☐☐☐☐☐ Magic Circle against Chaos	18	Will negates (harmless)	1 standard action	170 minutes	Touch	V, S, M/DF	No; see text	Abjuration [Lawful]
Effect: As protection spells, but 10-ft. radius and 170 minutes.				Target: 10-ft.-radius emanation from touched creature				
☐☐☐☐☐ Magic Circle against Evil	18	Will negates (harmless)	1 standard action	170 minutes	Touch	V, S, M/DF	No; see text	Abjuration [Good]
Effect: As protection spells, but 10-ft. radius and 170 minutes.				Target: 10-ft.-radius emanation from touched creature				
☐☐☐☐☐ Magic Circle against Good	18	Will negates (harmless)	1 standard action	170 minutes	Touch	V, S, M/DF	No; see text	Abjuration [Evil]
Effect: As protection spells, but 10-ft. radius and 170 minutes.				Target: 10-ft.-radius emanation from touched creature				
☐☐☐☐☐ Magic Circle against Law	18	Will negates (harmless)	1 standard action	170 minutes	Touch	V, S, M/DF	No; see text	Abjuration [Chaotic]
Effect: As protection spells, but 10-ft. radius and 170 minutes.				Target: 10-ft.-radius emanation from touched creature				
☐☐☐☐☐ Magic Vestment	19	Will negates (harmless, object)	1 standard action	17 hours	Touch	V, S, DF	Yes (harmless, object)	Transmutation
Effect: Armor or shield gains 4 enhancement				Target: Armor or shield touched				
☐☐☐☐☐ Meld into Stone	19	None	1 standard action	170 minutes	Personal	V, S, DF	No	Transmutation [Earth]
Effect: You and your gear merge with stone.				Target: You				
☐☐☐☐☐ 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 1700 lbs				
☐☐☐☐☐ Prayer	18	None	1 standard action	17 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				
☐☐☐☐☐ Protection from Energy	18	Fortitude negates (harmless)	1 standard action	170 minutes or until discharged	Touch	V, S, DF	Yes (harmless)	Abjuration
Effect: Absorb 204 points of damage from one kind of energy.				Target: Creature touched				
☐☐☐☐☐ 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				
☐☐☐☐☐ 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				
☐☐☐☐☐ 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				
☐☐☐☐☐ Searing Light	18	None	1 standard action	Instantaneous	Medium (270 Feet)	V, S	Yes	Evocation
Effect: Ray deals 1d8/two levels, more against undead.				Target: Ray				
☐☐☐☐☐ Speak with Dead	18	Will negates; see text	10 minutes	17 minutes	10 ft.	V, S, DF	No	Necromancy [Language-Dependent]
Effect: Corpse answers one question/two levels.				Target: One dead creature				
☐☐☐☐☐ 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 27 cu. ft.				
☐☐☐☐☐ Summon Monster III	18	None	1 round	17 rounds [D]	Close (65 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				
☐☐☐☐☐ *Water Breathing	19	Will negates (harmless)	1 standard action	34 hours; see text	Touch	V, S, M/DF	Yes (harmless)	Transmutation
Effect: Subjects can breathe underwater.				Target: Living creatures touched				
☐☐☐☐☐ Water Breathing	19	Will negates (harmless)	1 standard action	34 hours; see text	Touch	V, S, M/DF	Yes (harmless)	Transmutation
Effect: Subjects can breathe underwater.				Target: Living creatures touched				
☐☐☐☐☐ Water Walk	19	Will negates (harmless)	1 standard action	170 minutes [D]	Touch	V, S, DF	Yes (harmless)	Transmutation [Water]
Effect: Subject treads on water as if solid.				Target: 17 touched creatures				
☐☐☐☐☐ Wind Wall	18	None; see text	1 standard action	17 rounds	Medium (270 Feet)	V, S, M/DF	Yes	Evocation [Air]
Effect: Deflects arrows, smaller creatures, and gases.				Target: Wall up to 170 ft. long and 85 ft. high [S]				

## LEVEL 4

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
☐☐☐☐☐ Air Walk	20	None	1 standard action	170 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				
☐☐☐☐☐ *Control Water	20	None; see text	1 standard action	170 minutes [D]	Long (400 Feet)	V, S, M/DF	No	Transmutation [Water]
Effect: Raises or lowers bodies of water.				Target: Water in a volume of 170 ft by 170 ft by 34 ft [S]				
☐☐☐☐☐ Control Water	20	None; see text	1 standard action	170 minutes [D]	Long (1080 Feet)	V, S, M/DF	No	Transmutation [Water]
Effect: Raises or lowers bodies of water.				Target: Water in a volume of 170 ft by 170 ft by 34 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								

\* =Domain/Specialty Spell

# Cleric Spells

text								
<i>Effect:</i> Cures 4d8+17 damage.				<i>Target:</i> Creature touched				
☐☐☐☐☐ Death Ward	19	Will negates (harmless)	1 standard action	17 minutes	Touch	V, S, DF	Yes (harmless)	Necromancy
<i>Effect:</i> Grants immunity to death spells and negative energy effects.				<i>Target:</i> Living creature touched				
☐☐☐☐☐ Dimensional Anchor	19	None	1 standard action	17 minutes	Medium (270 Feet)	V, S	Yes (object)	Abjuration
<i>Effect:</i> Bars extradimensional movement.				<i>Target:</i> Ray				
☐☐☐☐☐ Discern Lies	19	Will negates	1 standard action	Concentration, up to 17 rounds	Close (65 Feet)	V, S, DF	No	Divination
<i>Effect:</i> Reveals deliberate falsehoods.				<i>Target:</i> 17 creatures, no two of which can be more than 30 ft. apart				
☐☐☐☐☐ Dismissal	19	Will negates; see text	1 standard action	Instantaneous	Close (65 Feet)	V, S, DF	Yes	Abjuration
<i>Effect:</i> Forces a creature to return to native plane.				<i>Target:</i> One extraplanar creature				
☐☐☐☐☐ Divination	19	None	10 minutes	Instantaneous	Personal	V, S, M	No	Divination
<i>Effect:</i> Provides useful advice for specific proposed actions.				<i>Target:</i> You				
☐☐☐☐☐ Divine Power	19	None	1 standard action	17 rounds	Personal	V, S, DF	No	Evocation
<i>Effect:</i> You gain attack bonus, +6 to Str, and 17 hps.				<i>Target:</i> You				
☐☐☐☐☐ Freedom of Movement	19	Will negates (harmless)	1 standard action	170 minutes	Personal or touch	V, S, M, DF	Yes (harmless)	Abjuration
<i>Effect:</i> Subject moves normally despite impediments.				<i>Target:</i> You or creature touched				
☐☐☐☐☐ Giant Vermin	20	None	1 standard action	17 minutes	Close (65 Feet)	V, S, DF	Yes	Transmutation
<i>Effect:</i> Turns centipedes, scorpions, or spiders into giant vermin.				<i>Target:</i> Up to three vermin, no two of which can be more than 30 ft. apart				
☐☐☐☐☐ Imbue with Spell Ability	19	Will negates (harmless)	10 minutes	Permanent until discharged [D]	Touch	V, S, DF	Yes (harmless)	Evocation
<i>Effect:</i> Transfer spells to subject.				<i>Target:</i> Creature touched; see text				
☐☐☐☐☐ *Inflict Critical Wounds	19	Will half	1 standard action	Instantaneous	Touch	V, S	Yes	Necromancy
<i>Effect:</i> Touch attack, 4d8+17 damage				<i>Target:</i> Creature touched				
☐☐☐☐☐ Inflict Critical Wounds	19	Will half	1 standard action	Instantaneous	Touch	V, S	Yes	Necromancy
<i>Effect:</i> Touch attack, 4d8+17 damage				<i>Target:</i> Creature touched				
☐☐☐☐☐ Magic Weapon, Greater	20	Will negates (harmless, object)	1 standard action	17 hours	Close (65 Feet)	V, S, M/DF	Yes (harmless, object)	Transmutation
<i>Effect:</i> +1/four levels 5.				<i>Target:</i> One weapon or fifty projectiles [all of which must be in contact with each other at the time of casting]				
☐☐☐☐☐ Neutralize Poison	19	Will negates (harmless, object)	1 standard action	170 minutes	Touch	V, S, M/DF	Yes (harmless, object)	Conjuration (Healing)
<i>Effect:</i> Immunizes subject against poison, detoxifies venom in or on subject.				<i>Target:</i> Creature or object of up to 17 cu. ft. touched				
☐☐☐☐☐ Poison	19	Fortitude negates; see text	1 standard action	Instantaneous; see text	Touch	V, S, DF	Yes	Necromancy
<i>Effect:</i> Touch deals 1d10 Con damage, repeats in 1 minute.				<i>Target:</i> Living creature touched				
☐☐☐☐☐ Repel Vermin	19	None or Will negates; see text	1 standard action	170 minutes [D]	10 ft.	V, S, DF	Yes	Abjuration
<i>Effect:</i> Insects, spiders, and other vermin stay 10 ft. away.				<i>Target:</i> 10 ft. radius emanation centered on you				
☐☐☐☐☐ Restoration	19	Will negates (harmless)	3 rounds	Instantaneous	Touch	V, S, M	Yes (harmless)	Conjuration (Healing)
<i>Effect:</i> Restores level and ability score drains.				<i>Target:</i> Creature touched				
☐☐☐☐☐ Sending	19	None	10 minutes	17 round; see text	See text	V, S, M/DF	No	Evocation
<i>Effect:</i> Delivers short message anywhere, instantly.				<i>Target:</i> One creature				
☐☐☐☐☐ Spell Immunity	19	Will negates (harmless)	1 standard action	170 minutes	Touch	V, S, DF	Yes (harmless)	Abjuration
<i>Effect:</i> Subject is immune to one spell per four levels.				<i>Target:</i> Creature touched				
☐☐☐☐☐ Summon Monster IV	19	None	1 round	17 rounds [D]	Close (65 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				
☐☐☐☐☐ Tongues	19	Will negates (harmless)	1 standard action	170 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.				<i>Target:</i> Living creature touched				
☐☐☐☐☐ Break Enchantment	20	See text	1 minute	Instantaneous	Close (65 Feet)	V, S	No	Abjuration
<i>Effect:</i> Frees subjects from enchantments, alterations, curses, and petrification.				<i>Target:</i> Up to 17 creatures, all within 30 ft. of each other				
☐☐☐☐☐ Command, Greater	20	Will negates	1 standard action	17 rounds	Close (65 Feet)	V	Yes	Enchantment (Compulsion)
<i>Effect:</i> As command, but affects 17 subjects.				<i>Target:</i> 17 creatures, no two of which can be more than 30 ft. apart				
☐☐☐☐☐ Commune	20	None	10 minutes	17 rounds	Personal	V, S, M, DF, XP	No	Divination
<i>Effect:</i> Deity answers 17 yes-or-no questions.				<i>Target:</i> You				
☐☐☐☐☐ Cure Light Wounds, Mass	20	Will half (harmless) or Will half; see text	1 standard action	Instantaneous	Close (65 Feet)	V, S	Yes (harmless) or Yes; see text	Conjuration (Healing)
<i>Effect:</i> Cures 1d8+17 damage for many creatures.				<i>Target:</i> 17 creatures, no two of which can be more than 30 ft. apart				
☐☐☐☐☐ Dispel Chaos	20	See text	1 standard action	17 rounds or until discharged, whichever comes first	Touch	V, S, DF	See text	Abjuration [Lawful]
<i>Effect:</i> +4 bonus against attacks.				<i>Target:</i> You and a touched evil creature from another plane; or you and an enchantment or evil spell on a touched creature or object				
☐☐☐☐☐ Dispel Evil	20	See text	1 standard action	17 rounds or until discharged, whichever comes first	Touch	V, S, DF	See text	Abjuration [Good]
<i>Effect:</i> +4 bonus against attacks.				<i>Target:</i> You and a touched evil creature from another plane; or you and an enchantment or evil spell on a touched creature or object				
☐☐☐☐☐ Dispel Good	20	See text	1 standard action	17 rounds or until discharged, whichever comes first	Touch	V, S, DF	See text	Abjuration [Evil]
<i>Effect:</i> +4 bonus against attacks.				<i>Target:</i> You and a touched evil creature from another plane; or you and an enchantment or evil spell on a touched creature or object				
☐☐☐☐☐ Dispel Law	20	See text	1 standard action	17 rounds or until discharged, whichever comes first	Touch	V, S, DF	See text	Abjuration [Chaotic]
<i>Effect:</i> +4 bonus against attacks.				<i>Target:</i> You and a touched evil creature from another plane; or you and an enchantment or evil spell on a touched creature or object				
☐☐☐☐☐ Disrupting Weapon	21	Will negates (harmless, object); see text	1 standard action	17 rounds	Touch	V, S	Yes (harmless, object)	Transmutation
<i>Effect:</i> Melee weapon destroys undead.				<i>Target:</i> One melee weapon				
☐☐☐☐☐ Flame Strike	20	Reflex half	1 standard action	Instantaneous	Medium (270 Feet)	V, S, DF	Yes	Evocation [Fire]
<i>Effect:</i> Smite foes with divine fire for 17d6 damage.				<i>Target:</i> Cylinder 10				
☐☐☐☐☐ Hallow	20	See text	24 hours	Instantaneous	Touch	V, S, M, DF	See text	Evocation [Good]
<i>Effect:</i> Designates location as holy.				<i>Target:</i> 40-ft. radius emanating from the touched point				
☐☐☐☐☐ **Ice Storm	20	None	1 standard action	17 full round	Long (400 Feet)	V, S, M/DF	Yes	Evocation [Cold]
<i>Effect:</i> Hail deals 5d6 damage in cylinder 40 ft. across.				<i>Target:</i> Cylinder 20				
☐☐☐☐☐ *Inflict Light Wounds, Mass	20	Will half	1 standard action	Instantaneous	Close (25 Feet)	V, S	Yes	Necromancy
<i>Effect:</i> Deals 1d8+17 damage to many creatures.				<i>Target:</i> 17 creatures, no two of which can be more than 30 ft. apart				
☐☐☐☐☐ Inflict Light Wounds, Mass	20	Will half	1 standard action	Instantaneous	Close (65 Feet)	V, S	Yes	Necromancy
<i>Effect:</i> Deals 1d8+17 damage to many creatures.				<i>Target:</i> 17 creatures, no two of which can be more than 30 ft. apart				
☐☐☐☐☐ Insect Plague	20	None	1 round	17 minutes	Long (1080 Feet)	V, S, DF	No	Conjuration (Summoning)
<i>Effect:</i> Locust swarms attack creatures.				<i>Target:</i> 5 swarms of locust, each of which must be adjacent to at least one other swarm				
☐☐☐☐☐ Mark of Justice	20	None	10 minutes	Permanent; see text	Touch	V, S, DF	Yes	Necromancy
<i>Effect:</i> Designates action that will trigger curse on subject.				<i>Target:</i> Creature touched				
☐☐☐☐☐ Plane Shift	20	Will negates	1 standard action	Instantaneous	Touch	V, S, F	Yes	Conjuration (Teleportation)
<i>Effect:</i> As many as eight subjects travel to another plane.				<i>Target:</i> Creature touched, or up to eight willing creatures joining hands				
☐☐☐☐☐ Raise Dead	20	None; see text	1 minute	Instantaneous	Touch	V, S, M, DF	Yes (harmless)	Conjuration (Healing)
<i>Effect:</i> Restores life to subject who died as long as 17 days ago.				<i>Target:</i> Dead creature touched				

\* =Domain/Specialty Spell

## Cleric Spells

Righteous Might	21	None	1 standard action	17 rounds [D]	Personal	V, S, DF	No	Transmutation
<i>Effect:</i> Your size increases, and you gain combat bonuses.								
Scrying	20	Will negates	1 hour	17 minutes	See text	V, S, M/DF, F	Yes	Divination (Scrying)
<i>Effect:</i> Spies on subject from a distance.								
Slay Living	20	Fortitude partial	1 standard action	Instantaneous	Touch	V, S	Yes	Necromancy [Death]
<i>Effect:</i> Touch attack kills subject.								
Spell Resistance	20	Will negates (harmless)	1 standard action	17 minutes	Touch	V, S, DF	Yes (harmless)	Abjuration
<i>Effect:</i> Subject gains SR 12 + level.								
Summon Monster V	20	None	1 round	17 rounds [D]	Close (65 Feet)	V, S, F/DF	No	Conjuration (Summoning)
<i>Effect:</i> Calls extraplanar creature to fight for you.								
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.								
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.								
True Seeing	20	Will negates (harmless)	1 standard action	17 minutes	Touch	V, S, M	Yes (harmless)	Divination
<i>Effect:</i> Lets you see all things as they really are.								
Unhallow	20	See text	24 hours	Instantaneous	Touch	V, S, M	See text	Evocation [Evil]
<i>Effect:</i> Designates location as unholy.								
Wall of Stone	20	See text	1 standard action	Instantaneous	Medium (270 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 17 5-ft. squares [S]								

## LEVEL 6

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
Animate Objects	22	None	1 standard action	17 rounds	Medium (270 Feet)	V, S	No	Transmutation
<i>Effect:</i> Objects attack your foes.								
Antilife Shell	21	None	1 round	170 minutes [D]	10 ft.	V, S, DF	Yes	Abjuration
<i>Effect:</i> 10-ft. field hedges out living creatures.								
Banishment	21	Will negates	1 standard action	Instantaneous	Close (65 Feet)	V, S, F	Yes	Abjuration
<i>Effect:</i> Banishes 34 HD of extraplanar creatures.								
Bear's Endurance, Mass	22	Will negates (harmless)	1 standard action	17 minutes	Close (65 Feet)	V, S, DF	Yes	Transmutation
<i>Effect:</i> As bear's endurance, affects 17 subjects.								
Blade Barrier	21	Reflex half or Reflex negates; see text	1 standard action	17 minutes [D]	Medium (270 Feet)	V, S	Yes	Evocation [Force]
<i>Effect:</i> Wall of blades deals 17d6 damage.								
<i>Target:</i> Wall of whirling blades up to 340 ft. long, or a ringed wall of whirling blades with a radius of up to 42 ft; either form 20 ft. high								
Bull's Strength, Mass	22	Will negates (harmless)	1 standard action	17 minutes	Close (65 Feet)	V, S, M/DF	Yes (harmless)	Transmutation
<i>Effect:</i> As bull's strength, affects one subject/ level.								
**Cone of Cold	21	Reflex half	1 standard action	Instantaneous	60 ft.	V, S, M/DF	Yes	Evocation [Cold]
<i>Effect:</i> 17d6 cold damage.								
Create Undead	21	None	1 hour	Instantaneous	Close (65 Feet)	V, S, M	No	Necromancy [Evil]
<i>Effect:</i> Creates ghouls, ghastrs, mummies, or mohrgs.								
Cure Moderate Wounds, Mass	21	Will half (harmless) or Will half; see text	1 standard action	Instantaneous	Close (65 Feet)	V, S	Yes (harmless) or Yes; see text	Conjuration (Healing)
<i>Effect:</i> Cures 2d8+17 damage for many creatures.								
Dispel Magic, Greater	21	None	1 standard action	Instantaneous	Medium (270 Feet)	V, S	No	Abjuration
<i>Effect:</i> As dispel magic, but +20 on check.								
Eagle's Splendor, Mass	22	Will negates (harmless)	1 standard action	17 minutes	Close (65 Feet)	V, S, M/DF	Yes	Transmutation
<i>Effect:</i> As eagle's splendor, affects 17 subjects.								
Find the Path	21	None or Will negates (harmless)	3 rounds	170 minutes	Personal or touch	V, S, F	No or Yes (harmless)	Divination
<i>Effect:</i> Shows most direct way to a location.								
Forbiddance	21	See text	6 rounds	Permanent	Medium (270 Feet)	V, S, M, DF	Yes	Abjuration
<i>Effect:</i> Blocks planar travel, damages creatures of different alignment.								
Geas/Quest	21	None	10 minutes	17 days or until discharged [D]	Close (65 Feet)	V	Yes	Enchantment (Compulsion) [Language-Dependent, Mind-Affecting]
<i>Effect:</i> As lesser geas, plus it affects any 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.								
*Harm	21	Will half; see text	1 standard action	Instantaneous	Touch	V, S	Yes	Necromancy
<i>Effect:</i> Deals 170 points damage to target.								
Harm	21	Will half; see text	1 standard action	Instantaneous	Touch	V, S	Yes	Necromancy
<i>Effect:</i> Deals 170 points damage to target.								
Heal	21	Will negates (harmless)	1 standard action	Instantaneous	Touch	V, S	Yes (harmless)	Conjuration (Healing)
<i>Effect:</i> Cures 170 points of damage, all diseases and mental conditions.								
Heroes' Feast	21	None	10 minutes	17 hour plus 12 hours; see text	Close (65 Feet)	V, S, DF	No	Conjuration (Creation) [Creation]
<i>Effect:</i> Food for 17 creatures cures and grants combat bonuses.								
Inflict Moderate Wounds, Mass	21	Will half	1 standard action	Instantaneous	Close (65 Feet)	V, S	Yes	Necromancy
<i>Effect:</i> Deals 2d8+17 damage to many creatures.								
Owl's Wisdom, Mass	22	Will negates (harmless)	1 standard action	17 minutes	Close (65 Feet)	V, S, M/DF	Yes	Transmutation
<i>Effect:</i> As owl's wisdom, affects one subject/ level.								
Planar Ally	21	None	10 minutes	Instantaneous	Close (65 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	17 rounds [D]	Close (65 Feet)	V, S, F/DF	No	Conjuration (Summoning)
<i>Effect:</i> Calls extraplanar creature to fight for you.								
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.								
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.								
Undeath to Death	21	Will negates	1 standard action	Instantaneous	Medium (270 Feet)	V, S, M/DF	Yes	Necromancy [Death]
<i>Effect:</i> Destroys 17d4 HD of undead.								
Wind Walk	22	No and Will negates (harmless)	1 standard action	17 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.								
Word of Recall	21	None or Will negates (harmless, object)	1 standard action	Instantaneous	Unlimited	V	No or Yes (harmless, object)	Conjuration (Teleportation)
<i>Effect:</i> Teleports you back to designated place.								
<i>Target:</i> You and touched objects or other willing creatures								

## LEVEL 7

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
**Acid Fog	22	None	1 standard action	17 rounds	Medium (100 Feet)	V, S, M/DF	No	Conjuration (Creation) [Acid]
<i>Effect:</i> Fog deals acid damage.								
<i>Target:</i> Fog spreads in 20-ft. radius, 20 ft. high								

\* =Domain/Specialty Spell

## Cleric Spells

■■■■■	Blasphemy	22	None or Will negates; see text	1 standard action	Instantaneous	30 ft.	V	Yes	Evocation [Evil, Sonic]
	<i>Effect:</i> Kills, paralyzes, weakens, or dazes nonevil subjects.				<i>Target:</i> Nonevil creatures in a 40-ft.-radius spread centered on you				
■■■■■	Control Weather	23	None	10 minutes; see text	4d12 hours; see text	2 miles	V, S	No	Transmutation
	<i>Effect:</i> Changes weather in local area.				<i>Target:</i> 2-mile-radius circle, centered on you; see text				
■■■■■	Cure Serious Wounds, Mass	22	Will half (harmless) or Will half; see text	1 standard action	Instantaneous	Close (65 Feet)	V, S	Yes (harmless) or Yes; see text	Conjuration (Healing)
	<i>Effect:</i> Cures 3d8+17 damage for many creatures.				<i>Target:</i> 17 creatures, no two of which can be more than 30 ft. apart				
■■■■■	Destruction	22	Fortitude partial	1 standard action	Instantaneous	Close (65 Feet)	V, S, F	Yes	Necromancy [Death]
	<i>Effect:</i> Kills subject and destroys remains.				<i>Target:</i> One creature				
■■■■■	Dictum	22	None or Will negates; see text	1 standard action	Instantaneous	40 ft.	V	Yes	Evocation [Lawful, Sonic]
	<i>Effect:</i> Kills, paralyzes, slows, or deafens nonlawful subjects.				<i>Target:</i> Nonlawful creatures in a 40-ft.-radius spread centered on you				
■■■■■	**Disintegrate	23	Fortitude partial (object)	1 standard action	Instantaneous	Medium (100 Feet)	V, S, M/DF	Yes	Transmutation
	<i>Effect:</i> Makes one creature or object vanish.				<i>Target:</i> Ray				
■■■■■	Ethereal Jaunt	23	None	1 standard action	17 rounds [D]	Personal	V, S	No	Transmutation
	<i>Effect:</i> You become ethereal for 17 rounds.				<i>Target:</i> You				
■■■■■	Holy Word	22	None or Will negates; see text	1 standard action	Instantaneous	40 ft.	V	Yes	Evocation [Good, Sonic]
	<i>Effect:</i> Kills, paralyzes, slows, or deafens nongood subjects.				<i>Target:</i> Nongood creatures in a 40-ft.-radius spread centered on you				
■■■■■	Inflict Serious Wounds, Mass	22	Will half	1 standard action	Instantaneous	Close (65 Feet)	V, S	Yes	Necromancy
	<i>Effect:</i> Deals 3d8+17 damage to many creatures.				<i>Target:</i> 17 creatures, no two of which can be more than 30 ft. apart				
■■■■■	Refuge	22	None	1 standard action	Permanent until discharged	Touch	V, S, M	No	Conjuration (Teleportation)
	<i>Effect:</i> Alters item to transport its possessor to you.				<i>Target:</i> Object touched				
■■■■■	Regenerate	22	Fortitude negates (harmless)	3 full rounds	Instantaneous	Touch	V, S, DF	Yes (harmless)	Conjuration (Healing)
	<i>Effect:</i> Subject's severed limbs grow back, cures 4d8+17				<i>Target:</i> Living creature touched				
■■■■■	Repulsion	22	Will negates	1 standard action	17 rounds [D]	Up to 10 ft./level	V, S, F/DF	Yes	Abjuration
	<i>Effect:</i> Creatures can't approach you.				<i>Target:</i> 170 ft. radius emanation centered on you				
■■■■■	Restoration, Greater	22	Will negates (harmless)	10 minutes	Instantaneous	Touch	V, S, XP	Yes (harmless)	Conjuration (Healing)
	<i>Effect:</i> As restoration, plus restores all levels and ability scores.				<i>Target:</i> Creature touched				
■■■■■	Resurrection	22	None; see text	10 minutes	Instantaneous	Touch	V, S, M, DF	Yes (harmless)	Conjuration (Healing)
	<i>Effect:</i> Fully restore dead subject.				<i>Target:</i> Dead creature touched				
■■■■■	Scrying, Greater	22	Will negates	1 standard action	17 hours	See text	V, S	Yes	Divination (Scrying)
	<i>Effect:</i> As scrying, but faster and longer.				<i>Target:</i> Magical sensor				
■■■■■	Summon Monster VII	22	None	1 round	17 rounds [D]	Close (65 Feet)	V, S, F/DF	No	Conjuration (Summoning)
	<i>Effect:</i> Calls extraplanar creature to fight for you.				<i>Target:</i> One or more summoned creatures, no two of which can be more than 30 ft. apart				
■■■■■	Symbol of Stunning	22	Will negates	10 minutes	See text	0 ft.; see text	V, S, M	Yes	Enchantment (Compulsion) [Mind-Affecting]
	<i>Effect:</i> Triggered rune stuns nearby creatures.				<i>Target:</i> One symbol				
■■■■■	Symbol of Weakness	22	Fortitude negates	10 minutes	See text	0 ft.; see text	V, S, M	Yes	Necromancy [Death]
	<i>Effect:</i> Triggered rune weakens nearby creatures.				<i>Target:</i> One symbol				
■■■■■	Word of Chaos	22	None or Will negates; see text	1 standard action	Instantaneous	40 ft.	V	Yes	Evocation [Chaotic, Sonic]
	<i>Effect:</i> Kills, confuses, stuns, or deafens nonchaotic subjects.				<i>Target:</i> Nonchaotic creatures in a 40-ft.- radius spread centered on you				

## LEVEL 8

	Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
■■■■■	Antimagic Field	23	None	1 standard action	170 minutes [D]	10 ft.	V, S, M/DF	See text	Abjuration
	<i>Effect:</i> Negates magic within 10 ft.				<i>Target:</i> 10-ft.-radius emanation, centered on you				
■■■■■	Cloak of Chaos	23	See text	1 standard action	17 rounds [D]	20 ft.	V, S, F	Yes (harmless)	Abjuration [Chaotic]
	<i>Effect:</i> +4 to AC, +4 resistance, and SR 25 against lawful spells.				<i>Target:</i> 17 creatures in a 20-ft.-radius burst centered on you				
■■■■■	Create Greater Undead	23	None	1 hour	Instantaneous	Close (65 Feet)	V, S, M	No	Necromancy [Evil]
	<i>Effect:</i> Create shadows, wraiths, spectres, or devourers.				<i>Target:</i> One corpse				
■■■■■	Cure Critical Wounds, Mass	23	Will half (harmless) or Will half; see text	1 standard action	Instantaneous	Close (65 Feet)	V, S	Yes (harmless) or Yes; see text	Conjuration (Healing)
	<i>Effect:</i> Cures 4d8+17 damage for many creatures.				<i>Target:</i> 17 creatures, no two of which can be more than 30 ft. apart				
■■■■■	Dimensional Lock	23	None	1 standard action	17 days	Medium (270 Feet)	V, S	Yes	Abjuration
	<i>Effect:</i> Teleportation and interplanar travel blocked for 17 days.				<i>Target:</i> 20-ft.-radius emanation centered on a point in space				
■■■■■	Discern Location	23	None	10 minutes	Instantaneous	Unlimited	V, S, DF	No	Divination
	<i>Effect:</i> Reveals exact location of creature or object.				<i>Target:</i> One creature or object				
■■■■■	*Earthquake	23	See text	1 standard action	17 round	Long (400 Feet)	V, S, DF	No	Evocation [Earth]
	<i>Effect:</i> Intense tremor shakes 85 ft radius.				<i>Target:</i> 80-ft.-radius spread [S]				
■■■■■	Earthquake	23	See text	1 standard action	17 round	Long (1080 Feet)	V, S, DF	No	Evocation [Earth]
	<i>Effect:</i> Intense tremor shakes 85 ft radius.				<i>Target:</i> 80-ft.-radius spread [S]				
■■■■■	Fire Storm	23	Reflex half	1 round	Instantaneous	Medium (270 Feet)	V, S	Yes	Evocation [Fire]
	<i>Effect:</i> Deals 17d6 fire damage.				<i>Target:</i> 34 10-ft. cubes [S]				
■■■■■	Holy Aura	23	See text	1 standard action	17 rounds [D]	20 ft.	V, S, F	Yes (harmless)	Abjuration [Good]
	<i>Effect:</i> +4 to AC, +4 resistance, and SR 25 against evil spells.				<i>Target:</i> 17 creatures in a 20-ft.-radius burst centered on you				
■■■■■	**Horrid Wilting	23	Fortitude half	1 standard action	Instantaneous	Long (400 Feet)	V, S, M/DF	Yes	Necromancy
	<i>Effect:</i> Deals 17d6 damage within 30 ft.				<i>Target:</i> Living creatures, no two of which can be more than 60 ft. apart				
■■■■■	Inflict Critical Wounds, Mass	23	Will half	1 standard action	Instantaneous	Close (65 Feet)	V, S	Yes	Necromancy
	<i>Effect:</i> Deals 4d8+17 damage to many creatures.				<i>Target:</i> 17 creatures, no two of which can be more than 30 ft. apart				
■■■■■	Planar Ally, Greater	23	None	10 minutes	Instantaneous	Close (65 Feet)	V, S, DF, XP	No	Conjuration (Calling)
	<i>Effect:</i> As lesser planar ally, but up to 18 HD.				<i>Target:</i> Up to three called elementals or outsiders, totaling no more than 18 HD, no two of which can be more than 30 ft. apart when they appear.				
■■■■■	Planar Ally (Lesser)	23	None	10 minutes	Instantaneous	Close (65 Feet)	V, S, DF, XP	No	Conjuration (Calling)
	<i>Effect:</i> As lesser planar ally, but up to 18 HD.				<i>Target:</i> One called elemental or outsider of 6 HD or less				
■■■■■	Shield of Law	23	See text	1 standard action	17 rounds [D]	20 ft.	V, S, F	Yes (harmless)	Abjuration [Lawful]
	<i>Effect:</i> +4 to AC, +4 resistance, and SR 25 against chaotic spells.				<i>Target:</i> 17 creatures in a 20-ft.-radius burst centered on you				
■■■■■	Spell Immunity, Greater	23	Will negates (harmless)	1 standard action	170 minutes	Touch	V, S, DF	Yes (harmless)	Abjuration
	<i>Effect:</i> As spell immunity, but up to 8th-level spells.				<i>Target:</i> Creature touched				
■■■■■	Summon Monster VIII	23	None	1 round	17 rounds [D]	Close (65 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 Death	23	Fortitude negates	10 minutes	See text	0 ft.; see text	V, S, M	Yes	Necromancy [Death]
	<i>Effect:</i> Triggered rune slays nearby creatures.				<i>Target:</i> One symbol				
■■■■■	Symbol of Insanity	23	Will negates	10 minutes	See text	0 ft.; see text	V, S, M	Yes	Enchantment (Compulsion) [Mind-Affecting]
	<i>Effect:</i> Triggered rune renders nearby creatures insane.				<i>Target:</i> One symbol				
■■■■■	Unholy Aura	23	See text	1 standard action	17 rounds [D]	20 ft.	V, S, F	Yes (harmless)	Abjuration [Evil]
	<i>Effect:</i> +4 to AC, +4 resistance, and SR 25 against good spells.				<i>Target:</i> 17 creatures in a 20-ft.-radius burst centered on you				

## LEVEL 9

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

## Cleric Spells

☐☐☐☐☐	<b>**Elemental Swarm</b>	24	None	10 minutes	170 minutes [D]	Medium (100 Feet)	V, S	No	Conjuration (Summoning)
	<i>Effect: Summons multiple elementals.</i>				<i>Target: Two or more summoned creatures, no two of which can be more than 30 ft. apart</i>				
☐☐☐☐☐	<b>Energy Drain</b>	24	Fortitude partial; see text for enervation	1 standard action	Instantaneous	Close (65 Feet)	V, S	Yes	Necromancy
	<i>Effect: Subject gains 2d4 negative levels.</i>				<i>Target: Ray of negative energy</i>				
☐☐☐☐☐	<b>Etherealness</b>	25	None	1 standard action	17 minutes [D]	Touch; see text	V, S	Yes	Transmutation
	<i>Effect: Travel to Ethereal Plane with companions.</i>				<i>Target: You and 5 other touched creatures</i>				
☐☐☐☐☐	<b>Gate</b>	24	None	1 standard action	Instantaneous or concentration [up to 17 rounds]; see text	Medium (270 Feet)	V, S, XP; see text	No	Conjuration (Creation)Calling
	<i>Effect: Connects two planes for travel or summoning.</i>				<i>Target: See text</i>				
☐☐☐☐☐	<b>Heal, Mass</b>	24	Will negates (harmless)	1 standard action	Instantaneous	Close (65 Feet)	V, S	Yes (harmless)	Conjuration (Healing)
	<i>Effect: As heal, but with several subjects.</i>				<i>Target: One or more creatures, no two of which can be more than 30 ft. apart</i>				
☐☐☐☐☐	<b>*Implosion</b>	24	Fortitude negates	1 standard action	Concentration [up to 4 rounds]	Close (25 Feet)	V, S	Yes	Evocation
	<i>Effect: Kills one creature/round.</i>				<i>Target: One corporeal creature/round</i>				
☐☐☐☐☐	<b>Implosion</b>	24	Fortitude negates	1 standard action	Concentration [up to 4 rounds]	Close (65 Feet)	V, S	Yes	Evocation
	<i>Effect: Kills one creature/round.</i>				<i>Target: One corporeal creature/round</i>				
☐☐☐☐☐	<b>Miracle</b>	24	See text	1 standard action	See text	See text	V, S, XP; see text	Yes	Evocation
	<i>Effect: Requests a deity's intercession.</i>				<i>Target: See text</i>				
☐☐☐☐☐	<b>Soul Bind</b>	24	Will negates	1 standard action	Permanent	Close (65 Feet)	V, S, F	No	Necromancy
	<i>Effect: Traps newly dead soul to prevent resurrection.</i>				<i>Target: Corpse</i>				
☐☐☐☐☐	<b>Storm of Vengeance</b>	24	See text	1 round	Concentration [maximum 10 rounds] [D]	Long (1080 Feet)	V, S	Yes	Conjuration (Summoning)
	<i>Effect: Storm rains acid, lightning, and hail.</i>				<i>Target: 360-ft.-radius storm cloud</i>				
☐☐☐☐☐	<b>Summon Monster IX</b>	24	None	1 round	17 rounds [D]	Close (65 Feet)	V, S, F/DF	No	Conjuration (Summoning)
	<i>Effect: Calls extraplanar creature to fight for you.</i>				<i>Target: One or more summoned creatures, no two of which can be more than 30 ft. apart</i>				
☐☐☐☐☐	<b>True Resurrection</b>	24	None; see text	10 minutes	Instantaneous	Touch	V, S, M, DF	Yes (harmless)	Conjuration (Healing)
	<i>Effect: As resurrection, plus remains aren't needed.</i>				<i>Target: Dead creature touched</i>				

\* =Domain/Speciality Spell