

lelelanua Female Half-Elf
Rgr12Clr8

NAME	
Rgr12 Clr8	188000
CLASS	EXPERIENCE
20	210000
TCL	NEXT LEVEL

NPC

PLAYERNAME	
Half-Elf	Medium
RACE	SIZE
0	Female
AGE	GENDER

None	
DEITY	
5'1"	120 lbs
HEIGHT	WEIGHT
	,
EYES	HAIR

Chaotic Neutral
ALIGNMENT
Low-Light, Normal
VISION
0
POINTS

ABILITY NAME		ABILITY SCORE	ABILITY MODIFIER	TEMP SCORE	TEMP MODIFIER	HP		WOUNDS/CURRENT HP		SUBDUAL DAMAGE		DAMAGE REDUCTION		SPEED			
STR Strength		15	+2	15	+2	HP hit points		122							Walk 30'		
DEX Dexterity		21	+5	21	+5	AC armor class		15	10	15	10	0	0	5	0	0	0
CON Constitution		12	+1	12	+1	TOTAL			FLAT	TOUCH	BASE	ARMOR BONUS	SHIELD BONUS	STAT MODIFIER	SIZE MODIFIER	NATURAL ARMOR	MISC MODIFIER
INT Intelligence		15	+2	15	+2	INITIATIVE		+5	+5	+0							
WIS Wisdom		19	+4	19	+4	TOTAL			DEX MODIFIER	MISC MODIFIER							
CHA Charisma		15	+2	15	+2	BASE ATTACK		+18/+13/+8/+3									
						bonus											

SAVING THROWS		TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC MODIFIER	TEMP MODIFIER	conditional modifiers
FORTITUDE (constitution)		+15	+14	+1	+0	+0		
REFLEX (dexterity)		+15	+10	+5	+0	+0		
WILLPOWER (wisdom)		+14	+10	+4	+0	+0		

TOTAL		BASE ATTACK BONUS	STAT MODIFIER	SIZE MODIFIER	MISC MODIFIER	TEMP MODIFIER
MELEE attack bonus		+20/+15/+10/+5	+18/+13/+8/+3	+2	+0	+0
RANGED attack bonus		+23/+18/+13/+8	+18/+13/+8/+3	+5	+0	+0
GRAPPLE attack bonus		+20/+15/+10/+5	+18/+13/+8/+3	+2	+0	+0

UNARMED		TOTAL ATTACK BONUS	DAMAGE	CRITICAL		
		+20/+15/+10/+5	1d3+2	20/x2		
ARMOR		TYPE	AC	MAXDEX	CHECK	SPELL FAILURE

EQUIPMENT					
ITEM	LOCATION	QTY	WT	COST	
Outfit (Explorer's)	Equipped	1	8.0	0.0	
TOTAL WEIGHT CARRIED/VALUE			0.0 lbs	0.0 gp	

WEIGHT ALLOWANCE					
Light	66.0	Medium	133.0	Heavy	200.0
Lift over head	200.0	Lift off ground	400.0	Push / Drag	1000.0

FEATS	
Alertness	See Text
Blind-Fight	See Text
Combat Casting	See Text
Combat Reflexes	See Text
Diligent	See Text
Endurance	See Text
Improved Precise Shot	See Text
Manyshot	See Text
Rapid Shot	See Text
Scribe Scroll	See Text
Track	See Text
Track	See Text
Weapon Focus (Longsword)	See Text

DOMAINS	
Chaos	You cast chaos spells at +1 caster level.
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.

SKILLS		MAX RANKS		23/11.5	
SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
Craft (Armorsmithing)	INT	12	= 2	+ 10.0	+
Craft (Carpentry)	INT	7	= 2	+ 5.0	+
Craft (Pottery)	INT	11	= 2	+ 9.0	+
Craft (Shipmaking)	INT	15	= 2	+ 13.0	+
Craft (Stonemasonry)	INT	12	= 2	+ 10.0	+
Craft (Weaponsmithing)	INT	16	= 2	+ 14.0	+
Handle Animal	CHA	17	= 2	+ 15.0	+
✓ Heal	WIS	13	= 4	+ 9.0	+
Knowledge (Dungeoneering)	INT	10	= 2	+ 8.0	+
Knowledge (Geography)	INT	11	= 2	+ 9.5	+
Knowledge (History)	INT	8	= 2	+ 6.0	+
Knowledge (Nature)	INT	19	= 2	+ 15.0	2
✓ Move Silently	DEX	20	= 5	+ 15.0	+
✓ Survival	WIS	17	= 4	+ 13.5	+
✓ : can be used untrained. ✕ : exclusive skills					

TURN/REBUKE UNDEAD		Turn level	8
TURNING CHECK RESULT	UNDEAD AFFECTED (MAXIMUM HIT DICE)	Turn damage	2d6+10
Up to 0	4	Turns/day	5
1 - 3	5	□□□□□	
4 - 6	6	NOTE: You destroy undead if you have twice as many turning levels as they have Hit Dice	
7 - 9	7		
10 - 12	8		
13 - 15	9		
16 - 18	10		
19 - 21	11		
22 +	12		

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7 - 9	7		
10 - 12	8		
13 - 15	9		
16 - 18	10		
19 - 21	11		
22 +	12		

SPECIAL ABILITIES	
+2 racial bonus on saving throws against enchantment spells or effects.	
+4 to Concentration to use spll or spelllike ability	
Animal Companion (Ex)	
Combat Style Mastery (Ex) - Ranger Archery	
Elven Blood	
Evasion (Ex)	
Immunity to sleep spells and similar magical effects.	
Spontaneous casting	
Swift Tracker (Ex)	
Turn Undead 5/day (turn level 8) (turn damage 2d6+10)	
Wild Empathy (Ex)	
Woodland Stride (Ex)	















PROFICIENCIES	
Axe (Throwing), Battleaxe, Club, Crossbow (Heavy), Crossbow (Light), Dagger, Dagger (Punching), Dart, Falchion, Flail, Flail (Heavy), Gauntlet, Gauntlet (Spiked), Glaive, Greataxe, Greatclub, Greatsword, Guisarme, Halberd, Hammer (Light), Handaxe, Javelin, Kukri, Lance, Longbow, Longspear, Longsword, Mace (Heavy), Mace (Light), Morningstar, Pick (Heavy), Pick (Light), Quarterstaff, Ranscur, Rapier, Sap, Scimitar, Scythe, Shield (Heavy), Shield (Light), Shortbow, Shortspear, Sickle, Sling, Spear, Spells(Energy Missile), Spells(Ray), Spells(Touch), Spiked Armor, Spiked Shield (Heavy), Spiked Shield (Light), Sword (Bastard/Martial), Sword (Short), Trident, Unarmed Strike, Waraxe (Dwarven/Martial), Warhammer	

LANGUAGES	
Common, Elven, Giant, Sylvan	












Ranger 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	0	2	2	2	0	0	0	0	0	0








LEVEL 1

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
 Alarm <i>Effect:</i> Wards an area for 24 hours.	15	None	1 standard action	24 hours [D]	Close (55 Feet)	V, S, F/DF	No	Abjuration
 Animal Messenger <i>Effect:</i> Sends a Tiny animal to a specific place.	15	None; see text	1 standard action	12 days <i>Target:</i> 20-ft.-radius emanation centered on a point in space	Close (55 Feet)	V, S, M	Yes	Enchantment (Compulsion) [Mind-Affecting]
 Calm Animals <i>Effect:</i> Calms [2d4 + level] HD of animals.	15	Will negates; see text	1 standard action	12 minutes <i>Target:</i> One Tiny animal	Close (55 Feet)	V, S	Yes	Enchantment (Compulsion) [Mind-Affecting]
 Charm Animal <i>Effect:</i> Makes one animal your friend.	15	Will negates	1 standard action	12 hours <i>Target:</i> Animals within 30 ft. of each other	Close (55 Feet)	V, S	Yes	Enchantment (Charm) [Mind-Affecting]
 Delay Poison <i>Effect:</i> Stops poison from harming subject for 12 hours.	15	Fortitude negates (harmless)	1 standard action	12 hours <i>Target:</i> Creature touched	Touch	V, S, DF	Yes (harmless)	Conjuration (Healing)
 Detect Animals or Plants <i>Effect:</i> Detects kinds of animals or plants.	15	None	1 standard action	Concentration, up to 10 minutes [D] <i>Target:</i> Cone-shaped emanation	Long (880 Feet)	V, S	No	Divination
 Detect Poison <i>Effect:</i> Detects poison in one creature or small object.	15	None	1 standard action	Instantaneous <i>Target:</i> One creature, one object, or a 5-ft. cube	Close (55 Feet)	V, S	No	Divination
 Detect Snares and Pits <i>Effect:</i> Reveals natural or primitive traps.	15	None	1 standard action	Concentration, up to 120 minutes [D] <i>Target:</i> Cone-shaped emanation	60 ft.	V, S	No	Divination
 Endure Elements <i>Effect:</i> Exist comfortably in hot or cold environments.	15	Will negates (harmless)	1 standard action	24 hours <i>Target:</i> Creature touched	Touch	V, S	Yes (harmless)	Abjuration
 Entangle <i>Effect:</i> Plants entangle everyone in 40-ft.-radius circle.	15	Reflex partial; see text	1 standard action	12 minutes [D] <i>Target:</i> Plants in a 40-ft.-radius spread	Long (880 Feet)	V, S, DF	No	Transmutation
 Hide from Animals <i>Effect:</i> Animals can't perceive 12 subjects.	15	Will negates (harmless)	1 standard action	120 minutes [D] <i>Target:</i> 12 creatures touched	Touch	S, DF	Yes	Abjuration
 Jump <i>Effect:</i> Subject gets bonus on Jump checks.	15	Will negates (harmless)	1 standard action	12 minutes [D] <i>Target:</i> Creature touched	Touch	V, S, M	Yes	Transmutation
 Longstrider <i>Effect:</i> Increases your speed.	15	None	1 standard action	12 hours [D] <i>Target:</i> You	Personal	V, S, M	No	Transmutation
 Magic Fang <i>Effect:</i> One natural weapon of subject creature gets +1 on attack and damage rolls.	15	Will negates (harmless)	1 standard action	12 minutes <i>Target:</i> Living creature touched	Touch	V, S, DF	Yes (harmless)	Transmutation
 Pass without Trace <i>Effect:</i> 12 subjects leaves no tracks.	15	Will negates (harmless)	1 standard action	12 hours [D] <i>Target:</i> 12 creatures touched	Touch	V, S, DF	Yes (harmless)	Transmutation
 Read Magic <i>Effect:</i> Read scrolls and spellbooks.	15	None	1 standard action	120 minutes <i>Target:</i> You	Personal	V, S, F	No	Divination
 Resist Energy <i>Effect:</i> Ignores first 10 [or more] points of damage/attack from specified energy type.	15	Fortitude negates (harmless)	1 standard action	120 minutes <i>Target:</i> Creature touched	Touch	V, S, DF	Yes (harmless)	Abjuration
 Speak with Animals <i>Effect:</i> You can communicate with animals.	15	None	1 standard action	12 minutes <i>Target:</i> You	Personal	V, S	No	Divination
 Summon Nature's Ally I <i>Effect:</i> Calls creature to fight.	15	None	1 round	12 rounds [D] <i>Target:</i> One summoned creature	Close (55 Feet)	V, S, DF	No	Conjuration (Summoning)

LEVEL 2

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
 Barkskin <i>Effect:</i> Grants +5 enhancement to natural armor.	16	None	1 standard action	120 minutes <i>Target:</i> Living creature touched	Touch	V, S, DF	Yes (harmless)	Transmutation
 Cat's Grace <i>Effect:</i> Subject gains +4 to Dex for 12 minutes.	16	Will negates (harmless)	1 standard action	12 minutes <i>Target:</i> Creature touched	Touch	V, S, M	Yes	Transmutation
 Cure Light Wounds <i>Effect:</i> Cures 1d8+5 damage	16	Will half (harmless); see text	1 standard action	Instantaneous <i>Target:</i> Creature touched	Touch	V, S	Yes (harmless); see text	Conjuration (Healing)
 Hold Animal <i>Effect:</i> Paralyzes one animal for 12 rounds.	16	Will negates; see text	1 standard action	12 rounds [D]; see text <i>Target:</i> One animal	Medium (220 Feet)	V, S	Yes	Enchantment (Compulsion) [Mind-Affecting]
 Owl's Wisdom <i>Effect:</i> Subject gains +4 to Wis for 12 minutes.	16	Will negates (harmless)	1 standard action	12 minutes <i>Target:</i> Creature touched	Touch	V, S, M/DF	Yes	Transmutation
 Protection from Energy <i>Effect:</i> Absorb 144 points of damage from one kind of energy.	16	Fortitude negates (harmless)	1 standard action	120 minutes or until discharged <i>Target:</i> Creature touched	Touch	V, S, DF	Yes (harmless)	Abjuration
 Snare <i>Effect:</i> Creates a magic booby trap.	16	None	3 rounds	Until triggered or broken <i>Target:</i> Touched nonmagical circle of vine, rope, or thong with a 2 ft. diameter + 2 ft./level	Touch	V, S, DF	No	Transmutation
 Speak with Plants <i>Effect:</i> You can talk to normal plants and plant creatures.	16	None	1 standard action	12 minutes <i>Target:</i> You	Personal	V, S	No	Divination
 Spike Growth <i>Effect:</i> Creatures in area take 1d4 damage, may be slowed.	16	Reflex partial	1 standard action	12 hours [D] <i>Target:</i> 12 20-ft. squares	Medium (220 Feet)	V, S, DF	Yes	Transmutation
 Summon Nature's Ally II <i>Effect:</i> Calls creature to fight.	16	None	1 round	12 rounds [D] <i>Target:</i> One or more creatures, no two of which can be more than 30 ft. apart	Close (55 Feet)	V, S, DF	No	Conjuration (Summoning)
 Wind Wall <i>Effect:</i> Deflects arrows, smaller creatures, and gases.	16	None; see text	1 standard action	12 rounds <i>Target:</i> Wall up to 120 ft. long and 60 ft. high [S]	Medium (220 Feet)	V, S, M/DF	Yes	Evocation [Air]

LEVEL 3

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
 Command Plants <i>Effect:</i> Sway the actions of one or more plant creatures.	17	Will negates	1 standard action	12 days <i>Target:</i> Up to 12 HD of plant creatures, no two of which can be more than 30 ft. apart	Close (55 Feet)	V	Yes	Transmutation
 Cure Moderate Wounds <i>Effect:</i> Cures 2d8+10 damage	17	Will half (harmless); see text	1 standard action	Instantaneous <i>Target:</i> Creature touched	Touch	V, S	Yes (harmless); see text	Conjuration (Healing)
 Darkvision <i>Effect:</i> See 60 ft. in total darkness.	17	Will negates (harmless)	1 standard action	12 hours <i>Target:</i> Creature touched	Touch	V, S, M	Yes (harmless)	Transmutation
 Diminish Plants <i>Effect:</i> Reduces size or blights growth of normal plants.	17	None	1 standard action	Instantaneous <i>Target:</i> See text	See text	V, S, DF	No	Transmutation
 Magic Fang, Greater <i>Effect:</i> One natural weapon of subject creature gets +4 on attack and damage rolls.	17	Will negates (harmless)	1 standard action	12 hours <i>Target:</i> One living creature	Close (55 Feet)	V, S, DF	Yes (harmless)	Transmutation
 Neutralize Poison <i>Effect:</i> Immunizes subject against poison, detoxifies venom in or on subject.	17	Will negates (harmless, object)	1 standard action	120 minutes <i>Target:</i> Creature or object of up to 12 cu. ft. touched	Touch	V, S, M/DF	Yes (harmless, object)	Conjuration (Healing)
 Plant Growth <i>Effect:</i> Grows vegetation, improves crops.	17	None	1 standard action	Instantaneous <i>Target:</i> See text	See text	V, S, DF	No	Transmutation

* = Domain/Specialty Spell

Ranger Spells									
Reduce Animal	17	None	1 standard action	12 hours [D]	Touch	V, S	No	Transmutation	
Effect: Shrinks one willing animal.				Target: One willing animal of Small, Medium, Large, or Huge size					
Remove Disease	17	Fortitude negates (harmless)	1 standard action	Instantaneous	Touch	V, S	Yes (harmless)	Conjuration (Healing)	
Effect: Cures all diseases affecting subject.				Target: Creature touched					
Repel Vermin	17	None or Will negates; see text	1 standard action	120 minutes [D]	10 ft.	V, S, DF	Yes	Abjuration	
Effect: Insects, spiders, and other vermin stay 10 ft. away.				Target: 10 ft. radius emanation centered on you					
Summon Nature's Ally III	17	None	1 round	12 rounds [D]	Close (55 Feet)	V, S, DF	No	Conjuration (Summoning)	
Effect: Calls creature to fight.				Target: One or more creatures, no two of which can be more than 30 ft. apart					
Tree Shape	17	None	1 standard action	12 hours [D]	Personal	V, S, DF	No	Transmutation	
Effect: You look exactly like a tree for 12 hours.				Target: You					
Water Walk	17	Will negates (harmless)	1 standard action	120 minutes [D]	Touch	V, S, DF	Yes (harmless)	Transmutation [Water]	
Effect: Subject treads on water as if solid.				Target: 12 touched creatures					

* =Domain/Speciality Spell

Cleric Spells

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

LEVEL 0									
Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	
Create Water	14	None	1 standard action	Instantaneous	Close (45 Feet)	V, S	No	Conjuration (Creation) [Water]	
Effect: Creates 16 gallons of pure water.				Target: Up to 16 gallons of water					
Cure Minor Wounds	14	Will half (harmless); see text	1 standard action	Instantaneous	Touch	V, S	Yes (harmless); see text	Conjuration (Healing)	
Effect: Cures 1 point of damage.				Target: Creature touched					
Detect Magic	14	None	1 standard action	Concentration, up to 8 minutes [D]	60 ft.	V, S	No	Divination	
Effect: Detects spells and magic items within 60 ft.				Target: Cone-shaped emanation					
Detect Poison	14	None	1 standard action	Instantaneous	Close (45 Feet)	V, S	No	Divination	
Effect: Detects poison in one creature or small object.				Target: One creature, one object, or a 5-ft. cube					
Guidance	14	Will negates (harmless)	1 standard action	8 minute or until discharged	Touch	V, S	Yes	Divination	
Effect: +1 on one attack roll, saving throw, or skill check.				Target: Creature touched					
Inflict Minor Wounds	14	Will negates	1 standard action	Instantaneous	Touch	V, S	Yes	Necromancy	
Effect: Touch attack, 1 point of damage.				Target: Creature touched					
Light	14	None	1 standard action	80 minutes [D]	Touch	V, M/DF	No	Evocation [Light]	
Effect: Object shines like a torch.				Target: Object touched					
Mending	14	Will negates (harmless, object)	1 standard action	Instantaneous	10 ft.	V, S	Yes (harmless, object)	Transmutation	
Effect: Makes minor repairs on an object.				Target: One object of up to 1 lb.					
Purify Food and Drink	14	Will negates (object)	1 standard action	Instantaneous	10 ft.	V, S	Yes (object)	Transmutation	
Effect: Purifies 8 cu. ft of food or water.				Target: 8 cu. ft. of contaminated food and water					
Read Magic	14	None	1 standard action	80 minutes	Personal	V, S, F	No	Divination	
Effect: Read scrolls and spellbooks.				Target: You					
Resistance	14	Will negates (harmless)	1 standard action	8 minute	Touch	V, S, M/DF	Yes (harmless)	Abjuration	
Effect: Subject gains +1 on saving throws.				Target: Creature touched					
Virtue	14	Fortitude negates (harmless)	1 standard action	8 minutes	Touch	V, S, DF	Yes (harmless)	Transmutation	
Effect: Subject gains 1 temporary hp.				Target: Creature touched					

LEVEL 1									
Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	
Bane	15	Will negates	1 standard action	8 minutes	50 ft.	V, S, DF	Yes	Enchantment (Compulsion) [Fear, Mind-Affecting]	
Effect: Enemies take -1 on attack rolls and saves against fear.				Target: All enemies within 50 ft.					
Bless	15	None	1 standard action	8 minutes	50 ft.	V, S, DF	Yes (harmless)	Enchantment (Compulsion) [Mind-Affecting]	
Effect: Allies gain +1 on attack rolls and +1 on saves against fear.				Target: The caster and all allies within a 50-ft. burst, centered on the caster					
Bless Water	15	Will negates (object)	1 minute	Instantaneous	Touch	V, S, M	Yes (object)	Transmutation [Good]	
Effect: Makes holy water.				Target: Flask of water touched					
Cause Fear	15	Will partial	1 standard action	1d4 rounds or 1 round; see text	Close (45 Feet)	V, S	Yes	Necromancy [Fear, Mind-Affecting]	
Effect: One creature of 5 HD or less flees for 1d4 rounds.				Target: One living creature with 5 or fewer HD					
Command	15	Will negates	1 standard action	8 round	Close (45 Feet)	V	Yes	Enchantment (Compulsion) [Language-Dependent, Mind-Affecting]	
Effect: One subject obeys selected command for 1 round.				Target: One living creature					
Comprehend Languages	15	None	1 standard action	80 minutes	Personal	V, S, M/DF	No	Divination	
Effect: You understand all spoken and written languages.				Target: You					
Cure Light Wounds	15	Will half (harmless); see text	1 standard action	Instantaneous	Touch	V, S	Yes (harmless); see text	Conjuration (Healing)	
Effect: Cures 1d8+5 damage				Target: Creature touched					
Curse Water	15	Will negates (object)	1 minute	Instantaneous	Touch	V, S, M	Yes (object)	Necromancy [Evil]	
Effect: Makes unholy water.				Target: Flask of water touched					
Deathwatch	15	None	1 standard action	80 minutes	30 ft.	V, S	No	Necromancy [Evil]	
Effect: Reveals how near death subjects within 30 ft. are.				Target: Cone-shaped emanation					
Detect Chaos	15	None	1 standard action	Concentration, up to 10 minutes [D]	60 ft.	V, S, DF	No	Divination	
Effect: Reveals creatures, spells, or objects of selected alignment.				Target: Cone-shaped emanation					
Detect Evil	15	None	1 standard action	Concentration, up to 10 minutes [D]	60 ft.	V, S, DF	No	Divination	
Effect: Reveals creatures, spells, or objects of selected alignment.				Target: Cone-shaped emanation					
Detect Good	15	None	1 standard action	Concentration, up to 10 minutes [D]	60 ft.	V, S, DF	No	Divination	
Effect: Reveals creatures, spells, or objects of selected alignment.				Target: Cone-shaped emanation					
Detect Law	15	None	1 standard action	Concentration, up to 10 minutes [D]	60 ft.	V, S, DF	No	Divination	
Effect: Reveals creatures, spells, or objects of selected alignment.				Target: Cone-shaped emanation					
Detect Undead	15	None	1 standard action	Concentration, up to 8 minutes [D]	60 ft.	V, S, M/DF	No	Divination	
Effect: Reveals undead within 60 ft.				Target: Cone-shaped emanation					
Divine Favor	15	None	1 standard action	1 minute	Personal	V, S, DF	No	Evocation	
Effect: You gain +2 on attack and damage rolls.				Target: You					
Doom	15	Will negates	1 standard action	8 minutes	Medium (180 Feet)	V, S, DF	Yes	Necromancy [Fear, Mind-Affecting]	
Effect: One subject takes -2 on attack rolls, damage rolls, saves, and checks.				Target: One living creature					
Endure Elements	15	Will negates (harmless)	1 standard action	24 hours	Touch	V, S	Yes (harmless)	Abjuration	
Effect: Exist comfortably in hot or cold environments.				Target: Creature touched					

* =Domain/Speciality Spell

Cleric Spells

Entropic Shield	15	None	1 standard action	8 minutes [D]	Personal	V, S	No	Abjuration
<i>Effect:</i> Ranged attacks against you have 20% miss chance.				<i>Target:</i> You				
Hide from Undead	15	Will negates (harmless); see text	1 standard action	80 minutes [D]	Touch	V, S, DF	Yes	Abjuration
<i>Effect:</i> Undead can't perceive 8 subjects.				<i>Target:</i> 8 touched creatures				
Inflict Light Wounds	15	Will half	1 standard action	Instantaneous	Touch	V, S	Yes	Necromancy
<i>Effect:</i> Touch deals 1d8+5 damage				<i>Target:</i> Creature touched				
Magic Stone	15	Will negates (harmless, object)	1 standard action	30 minutes or until discharged	Touch	V, S, DF	Yes (harmless, object)	Transmutation
<i>Effect:</i> Three stones gain +1 on attack rolls, deal 1d6+1 damage.				<i>Target:</i> Up to three pebbles touched				
Magic Weapon	15	Will negates (harmless, object)	1 standard action	8 minutes	Touch	V, S, DF	Yes (harmless, object)	Transmutation
<i>Effect:</i> Weapon gains +1 bonus.				<i>Target:</i> Weapon touched				
*Obscuring Mist	15	None	1 standard action	8 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				
Obscuring Mist	15	None	1 standard action	8 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	15	Will negates (harmless)	1 standard action	8 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	15	Will negates (harmless)	1 standard action	8 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	15	Will negates (harmless)	1 standard action	8 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	15	Will negates (harmless)	1 standard action	8 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				
Protection from Law	15	Will negates (harmless)	1 standard action	8 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	15	Will negates (harmless)	1 standard action	80 minutes; see text	Close (45 Feet)	V, S	Yes (harmless)	Abjuration
<i>Effect:</i> Suppresses fear or gives +4 on saves against fear for 3 subjects				<i>Target:</i> 3 creatures, no two of which can be more than 30 ft. apart				
Sanctuary	15	Will negates	1 standard action	8 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	15	Will negates (harmless)	1 standard action	8 minutes	Touch	V, S, M	Yes (harmless)	Abjuration
<i>Effect:</i> Aura grants +3 deflection bonus.				<i>Target:</i> Creature touched				
Summon Monster I	15	None	1 round	8 rounds [D]	Close (45 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	16	None	1 standard action	8 minutes	Touch	V, S, DF	Yes (harmless)	Enchantment (Compulsion) [Mind-Affecting]
<i>Effect:</i> +1 on attack rolls, +1 against fear, 1d8+8 temporary hp.				<i>Target:</i> Living creature touched				
Align Weapon	16	Will negates (harmless, object)	1 standard action	8 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	16	None	1 minute	Instantaneous	Personal	V, S, M, F	No	Divination
<i>Effect:</i> Learns whether an action will be good or bad.				<i>Target:</i> You				
Bear's Endurance	16	Will negates (harmless)	1 standard action	8 minutes	Touch	V, S, DF	Yes	Transmutation
<i>Effect:</i> Subject gains +4 to Con for 8 minutes.				<i>Target:</i> Creature touched				
Bull's Strength	16	Will negates (harmless)	1 standard action	8 minutes	Touch	V, S, M/DF	Yes (harmless)	Transmutation
<i>Effect:</i> Subject gains +4 to Str for 8 minutes.				<i>Target:</i> Creature touched				
Calm Emotions	16	Will negates	1 standard action	Concentration, up to 8 rounds [D]	Medium (180 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	16	None	1 standard action	16 hours	Close (45 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	16	Will half (harmless); see text	1 standard action	Instantaneous	Touch	V, S	Yes (harmless); see text	Conjuration (Healing)
<i>Effect:</i> Cures 2d8+8 damage				<i>Target:</i> Creature touched				
Darkness	16	None	1 standard action	80 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	16	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	16	Fortitude negates (harmless)	1 standard action	8 hours	Touch	V, S, DF	Yes (harmless)	Conjuration (Healing)
<i>Effect:</i> Stops poison from harming subject for 8 hours.				<i>Target:</i> Creature touched				
Desecrate	16	None	1 standard action	16 hours	Close (45 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	16	Will negates (harmless)	1 standard action	8 minutes	Touch	V, S, M/DF	Yes	Transmutation
<i>Effect:</i> Subject gains +4 to Cha for 8 minutes.				<i>Target:</i> Creature touched				
Enthrall	16	Will negates; see text	1 round	8 hour or less	Medium (180 Feet)	V, S	Yes	Enchantment (Charm)
<i>Effect:</i> Captivates all within 180 ft.				<i>Target:</i> Any number of creatures				
Find Traps	16	None	1 standard action	8 minutes	Personal	V, S	No	Divination
<i>Effect:</i> Notice traps as a rogue does.				<i>Target:</i> You				
**Fog Cloud	16	None	1 standard action	80 minutes	Medium (100 Feet)	V, S	No	Conjuration (Creation)
<i>Effect:</i> Fog obscures vision.				<i>Target:</i> Fog spreads in 20-ft. radius, 20 ft. high				
Gentle Repose	16	Will negates (object)	1 standard action	8 days	Touch	V, S, M/DF	Yes (object)	Necromancy
<i>Effect:</i> Preserves one corpse.				<i>Target:</i> Corpse touched				
Hold Person	16	Will negates; see text	1 standard action	8 rounds [D]; see text	Medium (180 Feet)	V, S, F/DF	Yes	Enchantment (Compulsion) [Mind-Affecting]
<i>Effect:</i> Paralyzes one humanoid for 8 rounds.				<i>Target:</i> One humanoid creature				
Inflict Moderate Wounds	16	Will half	1 standard action	Instantaneous	Touch	V, S	Yes	Necromancy
<i>Effect:</i> Touch attack, 2d8+8 damage				<i>Target:</i> Creature touched				
Make Whole	16	Will negates (harmless, object)	1 standard action	Instantaneous	Close (45 Feet)	V, S	Yes (harmless, object)	Transmutation
<i>Effect:</i> Repairs an object.				<i>Target:</i> One object of up to 80 cu. ft.				
Owl's Wisdom	16	Will negates (harmless)	1 standard action	8 minutes	Touch	V, S, M/DF	Yes	Transmutation
<i>Effect:</i> Subject gains +4 to Wis for 8 minutes.				<i>Target:</i> Creature touched				
Remove Paralysis	16	Will negates (harmless)	1 standard action	Instantaneous	Close (45 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	16	Fortitude negates (harmless)	1 standard action	80 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	16	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	16	Will negates (object); Will negates (object) or Fortitude half; see text	1 standard action	Instantaneous	Close (25 Feet)	V, S, M/DF	Yes (object)	Evocation [Sonic]
<i>Effect:</i> Sonic vibration damages objects or crystalline creatures.				<i>Target:</i> 5-ft.-radius spread; or one solid object or one crystalline creature				

* =Domain/Specialty Spell

Cleric Spells

Shatter	16	Will negates (object); Will negates (object) or Fortitude half; see text	1 standard action	Instantaneous	Close (45 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	16	Will negates (harmless)	1 standard action	8 hours [D]	Close (45 Feet)	V, S, F	Yes (harmless)	Abjuration
<i>Effect:</i> You take half of subject's damage.				<i>Target:</i> One creature				
Silence	16	Will negates; see text or none (object)	1 standard action	8 minutes [D]	Long (720 Feet)	V, S	Yes; see text or no (object)	Illusion (Glamour)
<i>Effect:</i> Negates sound in 15-ft. radius.				<i>Target:</i> 20 ft. radius emanation centered on a creature, object, or point in space				
Sound Burst	16	Fortitude partial	1 standard action	Instantaneous	Close (45 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	16	None	1 standard action	8 rounds [D]	Medium (180 Feet)	V, S, DF	Yes	Evocation [Force]
<i>Effect:</i> Magical weapon attacks on its own.				<i>Target:</i> Magic weapon of force				
Status	16	Will negates (harmless)	1 standard action	8 hours	Touch	V, S	Yes (harmless)	Divination
<i>Effect:</i> Monitors condition, position of allies.				<i>Target:</i> 2 living creatures touched				
Summon Monster II	16	None	1 round	8 rounds [D]	Close (45 Feet)	V, S, F/DF	No	Conjuration (Summoning)
<i>Effect:</i> Calls extraplanar creature to fight for you.				<i>Target:</i> One or more summoned creatures, no two of which can be more than 30 ft. apart				
Undetectable Alignment	16	Will negates (object)	1 standard action	24 hours	Close (45 Feet)	V, S	Yes (object)	Abjuration
<i>Effect:</i> Conceals alignment for 24 hours.				<i>Target:</i> One creature or object				
Zone of Truth	16	Will negates	1 standard action	8 minutes	Close (45 Feet)	V, S, DF	Yes	Enchantment (Compulsion) [Mind-Affecting]
<i>Effect:</i> Subjects within range cannot lie.				<i>Target:</i> 20-ft.-radius emanation				

LEVEL 3

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
Animate Dead	17	None	1 standard action	Instantaneous	Touch	V, S, M	No	Necromancy [Evil]
<i>Effect:</i> Creates undead skeletons and zombies.				<i>Target:</i> One or more corpses touched				
Bestow Curse	17	Will negates	1 standard action	Permanent	Touch	V, S	Yes	Necromancy
<i>Effect:</i> -6 to an ability score; -4 on attack rolls, saves, and checks; or 50% chance of losing each action.				<i>Target:</i> Creature touched				
Blindness/Deafness	17	Fortitude negates	1 standard action	Permanent [D]	Medium (180 Feet)	V	Yes	Necromancy
<i>Effect:</i> Makes subject blinded or deafened.				<i>Target:</i> One living creature				
Contagion	17	Fortitude negates	1 standard action	Instantaneous	Touch	V, S	Yes	Necromancy [Evil]
<i>Effect:</i> Infects subject with chosen disease.				<i>Target:</i> Living creature touched				
Continual Flame	17	None	1 standard action	Permanent	Touch	V, S, M	No	Evocation [Light]
<i>Effect:</i> Makes a permanent, heatless torch.				<i>Target:</i> Object touched Magical, heatless flame				
Create Food and Water	17	None	10 minutes	24 hours; see text	Close (45 Feet)	V, S	No	Conjuration (Creation)
<i>Effect:</i> Feeds 24 humans or 8 horse.				<i>Target:</i> Food and water to sustain 24 humans or 8 horses for 24 hours				
Cure Serious Wounds	17	Will half (harmless); see text	1 standard action	Instantaneous	Touch	V, S	Yes (harmless); see text	Conjuration (Healing)
<i>Effect:</i> Cures 3d8+8 damage				<i>Target:</i> Creature touched				
Daylight	17	None	1 standard action	80 minutes [D]	Touch	V, S	No	Evocation [Light]
<i>Effect:</i> 60-ft. radius of bright light.				<i>Target:</i> Object touched				
Deeper Darkness	17	None	1 standard action	8 days [D]	Touch	V, M/DF	No	Evocation [Darkness]
<i>Effect:</i> Object sheds supernatural shadow in 60-ft. radius.				<i>Target:</i> Object touched				
Dispel Magic	17	None	1 standard action	Instantaneous	Medium (180 Feet)	V, S	No	Abjuration
<i>Effect:</i> Cancels magical spells and effects.				<i>Target:</i> One spellcaster, creature, or object; or 20-ft.-radius burst				
Glyph of Warding	17	See text	10 minutes	Permanent until discharged [D]	Touch	V, S, M	No (object) and Yes; see text	Abjuration
<i>Effect:</i> Inscription harms those who pass it.				<i>Target:</i> Object touched or up to 40 sq. ft				
Helping Hand	17	None	1 standard action	8 hours	5 miles	V, S, DF	No	Evocation
<i>Effect:</i> Ghostly hand leads subject to you.				<i>Target:</i> Ghostly hand				
Inflict Serious Wounds	17	Will half	1 standard action	Instantaneous	Touch	V, S	Yes	Necromancy
<i>Effect:</i> Touch attack, 3d8+8 damage				<i>Target:</i> Creature touched				
Invisibility Purge	17	None	1 standard action	8 minutes [D]	Personal	V, S	No	Evocation
<i>Effect:</i> Dispers invisibility within 40 ft				<i>Target:</i> You				
Locate Object	17	None	1 standard action	8 minutes	Long (720 Feet)	V, S, F/DF	No	Divination
<i>Effect:</i> Senses direction toward object [specific or type].				<i>Target:</i> Circle, centered on you, with a radius of 720 ft.				
Magic Circle against Chaos	17	Will negates (harmless)	1 standard action	80 minutes	Touch	V, S, M/DF	No; see text	Abjuration [Lawful]
<i>Effect:</i> As protection spells, but 10-ft. radius and 80 minutes.				<i>Target:</i> 10-ft.-radius emanation from touched creature				
Magic Circle against Evil	17	Will negates (harmless)	1 standard action	80 minutes	Touch	V, S, M/DF	No; see text	Abjuration [Good]
<i>Effect:</i> As protection spells, but 10-ft. radius and 80 minutes.				<i>Target:</i> 10-ft.-radius emanation from touched creature				
Magic Circle against Good	17	Will negates (harmless)	1 standard action	80 minutes	Touch	V, S, M/DF	No; see text	Abjuration [Evil]
<i>Effect:</i> As protection spells, but 10-ft. radius and 80 minutes.				<i>Target:</i> 10-ft.-radius emanation from touched creature				
*Magic Circle against Law	17	Will negates (harmless)	1 standard action	80 minutes	Touch	V, S, M/DF	No; see text	Abjuration [Chaotic]
<i>Effect:</i> As protection spells, but 10-ft. radius and 80 minutes.				<i>Target:</i> 10-ft.-radius emanation from touched creature				
Magic Circle against Law	17	Will negates (harmless)	1 standard action	80 minutes	Touch	V, S, M/DF	No; see text	Abjuration [Chaotic]
<i>Effect:</i> As protection spells, but 10-ft. radius and 80 minutes.				<i>Target:</i> 10-ft.-radius emanation from touched creature				
Magic Vestment	17	Will negates (harmless, object)	1 standard action	8 hours	Touch	V, S, DF	Yes (harmless, object)	Transmutation
<i>Effect:</i> Armor or shield gains 2 enhancement				<i>Target:</i> Armor or shield touched				
Meld into Stone	17	None	1 standard action	80 minutes	Personal	V, S, DF	No	Transmutation [Earth]
<i>Effect:</i> You and your gear merge with stone.				<i>Target:</i> You				
Obscure Object	17	Will negates (object)	1 standard action	8 hours [D]	Touch	V, S, M/DF	Yes (object)	Abjuration
<i>Effect:</i> Masks object against scrying.				<i>Target:</i> One object touched of up to 800 lbs				
Prayer	17	None	1 standard action	8 rounds	40 ft.	V, S, DF	Yes	Enchantment (Compulsion) [Mind-Affecting]
<i>Effect:</i> Allies +1 bonus on most rolls, enemies -1 penalty.				<i>Target:</i> All allies and foes within a 40-ft.-radius burst centered on you				
Protection from Energy	17	Fortitude negates (harmless)	1 standard action	80 minutes or until discharged	Touch	V, S, DF	Yes (harmless)	Abjuration
<i>Effect:</i> Absorb 96 points of damage from one kind of energy.				<i>Target:</i> Creature touched				
Remove Blindness/Deafness	17	Fortitude negates (harmless)	1 standard action	Instantaneous	Touch	V, S	Yes (harmless)	Conjuration (Healing)
<i>Effect:</i> Cures normal or magical conditions.				<i>Target:</i> Creature touched				
Remove Curse	17	Will negates (harmless)	1 standard action	Instantaneous	Touch	V, S	Yes (harmless)	Abjuration
<i>Effect:</i> Frees object or person from curse.				<i>Target:</i> Creature or item touched				
Remove Disease	17	Fortitude negates (harmless)	1 standard action	Instantaneous	Touch	V, S	Yes (harmless)	Conjuration (Healing)
<i>Effect:</i> Cures all diseases affecting subject.				<i>Target:</i> Creature touched				
Searing Light	17	None	1 standard action	Instantaneous	Medium (180 Feet)	V, S	Yes	Evocation
<i>Effect:</i> Ray deals 1d8/two levels, more against undead.				<i>Target:</i> Ray				
Speak with Dead	17	Will negates; see text	10 minutes	8 minutes	10 ft.	V, S, DF	No	Necromancy [Language-Dependent]
<i>Effect:</i> Corpse answers one question/two levels.				<i>Target:</i> One dead creature				
Stone Shape	17	None	1 standard action	Instantaneous	Touch	V, S, M/DF	No	Transmutation [Earth]
<i>Effect:</i> Sculpts stone into any shape.				<i>Target:</i> Stone or stone object touched, up to 18 cu. ft.				
Summon Monster III	17	None	1 round	8 rounds [D]	Close (45 Feet)	V, S, F/DF	No	Conjuration (Summoning)
<i>Effect:</i> Calls extraplanar creature to fight for you.				<i>Target:</i> One or more summoned creatures, no two of which can be more than 30 ft. apart				
*Water Breathing	17	Will negates (harmless)	1 standard action	16 hours; see text	Touch	V, S, M/DF	Yes (harmless)	Transmutation
<i>Effect:</i> Subjects can breathe underwater.				<i>Target:</i> Living creatures touched				

* =Domain/Specialty Spell

Cleric Spells

Water Breathing	17	Will negates (harmless)	1 standard action	16 hours; see text	Touch	V, S, M/DF Yes (harmless)	Transmutation
<i>Effect:</i> Subjects can breathe underwater.				<i>Target:</i> Living creatures touched			
Water Walk	17	Will negates (harmless)	1 standard action	80 minutes [D]	Touch	V, S, DF Yes (harmless)	Transmutation [Water]
<i>Effect:</i> Subject treads on water as if solid.				<i>Target:</i> 8 touched creatures			
Wind Wall	17	None; see text	1 standard action	8 rounds	Medium (180 Feet)	V, S, M/DF Yes	Evocation [Air]
<i>Effect:</i> Deflects arrows, smaller creatures, and gases.				<i>Target:</i> Wall up to 80 ft. long and 40 ft. high [S]			

LEVEL 4

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
☐☐☐☐ Air Walk	18	None	1 standard action	80 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				
☐☐☐☐ **Chaos Hammer	18	Will partial; see text	1 standard action	Instantaneous [1d6 rounds]; see text	Medium (100 Feet)	V, S	Yes	Evocation [Chaotic]
Effect: Damages and staggers lawful creatures.				Target: 20-ft.-radius burst				
☐☐☐☐ *Control Water	18	None; see text	1 standard action	80 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 80 ft by 80 ft by 16 ft [S]				
☐☐☐☐ Control Water	18	None; see text	1 standard action	80 minutes [D]	Long (720 Feet)	V, S, M/DF	No	Transmutation [Water]
Effect: Raises or lowers bodies of water.				Target: Water in a volume of 80 ft by 80 ft by 16 ft [S]				
☐☐☐☐ Cure Critical Wounds	18	Will half (harmless); see text	1 standard action	Instantaneous	Touch	V, S	Yes (harmless); see text	Conjuration (Healing)
Effect: Cures 4d8+8 damage.				Target: Creature touched				
☐☐☐☐ Death Ward	18	Will negates (harmless)	1 standard action	8 minutes	Touch	V, S, DF	Yes (harmless)	Necromancy
Effect: Grants immunity to death spells and negative energy effects.				Target: Living creature touched				
☐☐☐☐ Dimensional Anchor	18	None	1 standard action	8 minutes	Medium (180 Feet)	V, S	Yes (object)	Abjuration
Effect: Bars extradimensional movement.				Target: Ray				
☐☐☐☐ Discern Lies	18	Will negates	1 standard action	Concentration, up to 8 rounds	Close (45 Feet)	V, S, DF	No	Divination
Effect: Reveals deliberate falsehoods.				Target: 8 creatures, no two of which can be more than 30 ft. apart				
☐☐☐☐ Dismissal	18	Will negates; see text	1 standard action	Instantaneous	Close (45 Feet)	V, S, DF	Yes	Abjuration
Effect: Forces a creature to return to native plane.				Target: One extraplanar creature				
☐☐☐☐ Divination	18	None	10 minutes	Instantaneous	Personal	V, S, M	No	Divination
Effect: Provides useful advice for specific proposed actions.				Target: You				
☐☐☐☐ Divine Power	18	None	1 standard action	8 rounds	Personal	V, S, DF	No	Evocation
Effect: You gain attack bonus, +6 to Str, and 8 hps.				Target: You				
☐☐☐☐ Freedom of Movement	18	Will negates (harmless)	1 standard action	80 minutes	Personal or touch	V, S, M, DF	Yes (harmless)	Abjuration
Effect: Subject moves normally despite impediments.				Target: You or creature touched				
☐☐☐☐ Giant Vermin	18	None	1 standard action	8 minutes	Close (45 Feet)	V, S, DF	Yes	Transmutation
Effect: Turns centipedes, scorpions, or spiders into giant vermin.				Target: Up to three vermin, no two of which can be more than 30 ft. apart				
☐☐☐☐ Imbue with Spell Ability	18	Will negates (harmless)	10 minutes	Permanent until discharged [D]	Touch	V, S, DF	Yes (harmless)	Evocation
Effect: Transfer spells to subject.				Target: Creature touched; see text				
☐☐☐☐ Inflict Critical Wounds	18	Will half	1 standard action	Instantaneous	Touch	V, S	Yes	Necromancy
Effect: Touch attack, 4d8+8 damage				Target: Creature touched				
☐☐☐☐ Magic Weapon, Greater	18	Will negates (harmless, object)	1 standard action	8 hours	Close (45 Feet)	V, S, M/DF	Yes (harmless, object)	Transmutation
Effect: +1/four levels 5.				Target: One weapon or fifty projectiles [all of which must be in contact with each other at the time of casting]				
☐☐☐☐ Neutralize Poison	18	Will negates (harmless, object)	1 standard action	80 minutes	Touch	V, S, M/DF	Yes (harmless, object)	Conjuration (Healing)
Effect: Immunizes subject against poison, detoxifies venom in or on subject.				Target: Creature or object of up to 8 cu. ft. touched				
☐☐☐☐ Poison	18	Fortitude negates; see text	1 standard action	Instantaneous; see text	Touch	V, S, DF	Yes	Necromancy
Effect: Touch deals 1d10 Con damage, repeats in 1 minute.				Target: Living creature touched				
☐☐☐☐ Repel Vermin	18	None or Will negates; see text	1 standard action	80 minutes [D]	10 ft.	V, S, DF	Yes	Abjuration
Effect: Insects, spiders, and other vermin stay 10 ft. away.				Target: 10 ft. radius emanation centered on you				
☐☐☐☐ Restoration	18	Will negates (harmless)	3 rounds	Instantaneous	Touch	V, S, M	Yes (harmless)	Conjuration (Healing)
Effect: Restores level and ability score drains.				Target: Creature touched				
☐☐☐☐ Sending	18	None	10 minutes	8 round; see text	See text	V, S, M/DF	No	Evocation
Effect: Delivers short message anywhere, instantly.				Target: One creature				
☐☐☐☐ Spell Immunity	18	Will negates (harmless)	1 standard action	80 minutes	Touch	V, S, DF	Yes (harmless)	Abjuration
Effect: Subject is immune to one spell per four levels.				Target: Creature touched				
☐☐☐☐ Summon Monster IV	18	None	1 round	8 rounds [D]	Close (45 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				
☐☐☐☐ Tongues	18	Will negates (harmless)	1 standard action	80 minutes	Touch	V, M/DF	No	Divination
Effect: Speak any language.				Target: Creature touched				

* =Domain/Specialty Spell