

Vladislav Male Half-Elf
Clr11Brd9

NAME	
Clr11 Brd9	182000
CLASS	EXPERIENCE
20	210000
TCL	NEXT LEVEL

NPC

PLAYERNAME	
Half-Elf	Medium
RACE	SIZE
0	Male
AGE	GENDER

None

DEITY	
5'5"	160 lbs
HEIGHT	WEIGHT
	,
EYES	HAIR

Neutral Evil

ALIGNMENT	
Low-Light, Normal	
VISION	
0	
POINTS	

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP SCORE	TEMP MODIFIER
STR Strength	12	+1	12	+1
DEX Dexterity	19	+4	19	+4
CON Constitution	12	+1	12	+1
INT Intelligence	12	+1	12	+1
WIS Wisdom	17	+3	17	+3
CHA Charisma	20	+5	20	+5

HP	AC	WOUNDS/CURRENT HP	SUBDUAL DAMAGE	DAMAGE REDUCTION	SPEED
hit points	armor class	88			Walk 30'

INITIATIVE	BASE ATTACK
modifier	bonus
+4	+14/+9/+4

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC MODIFIER	TEMP MODIFIER	conditional modifiers
FORTITUDE (constitution)	+11	+10	+1	+0	+0		
REFLEX (dexterity)	+13	+9	+4	+0	+0		
WILLPOWER (wisdom)	+16	+13	+3	+0	+0		

MELEE	TOTAL	BASE ATTACK BONUS	STAT MODIFIER	SIZE MODIFIER	MISC MODIFIER	TEMP MODIFIER
attack bonus	+15/+10/+5	+14/+9/+4	+1	+0	+0	
RANGED attack bonus	+18/+13/+8	+14/+9/+4	+4	+0	+0	
GRAPPLE attack bonus	+15/+10/+5	+14/+9/+4	+1	+0	+0	

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
	+15/+10/+5	1d3+1	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	Medium	Heavy			
43.0	86.0	130.0			
Lift over head	Lift off ground	Push / Drag			
130.0	260.0	650.0			

FEATS	
Brew Potion	See Text
Improved Counterspell	See Text
Leadership	See Text
Scribe Scroll	See Text
Skill Focus (Spellcraft)	See Text
Weapon Focus (Longbow (Composite))	See Text
Widen Spell	See Text

DOMAINS	
Animal	You can use speak with animals once per day as a spell-like ability.
Fire	Turn or destroy water creatures as a good cleric turns undead. Rebuke, command, or bolster fire 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
✓ Concentration	CON	16	= 1 + 15.0 +
Craft (Bowmaking)	INT	11	= 1 + 10.0 +
Craft (Carpentry)	INT	8	= 1 + 7.0 +
Knowledge (Religion)	INT	8	= 1 + 7.0 +
Knowledge (The Planes)	INT	11	= 1 + 10.0 +
Perform (Act)	CHA	17	= 5 + 12.0 +
Perform (Comedy)	CHA	16	= 5 + 11.0 +
Perform (Oratory)	CHA	13	= 5 + 8.0 +
Perform (Percussion Instruments)	CHA	16	= 5 + 11.0 +
Spellcraft	INT	15	= 1 + 14.0 +

✓ : can be used untrained. x : exclusive skills

BARDIC MUSIC	
Uses per day	□□□□□□□□
Effects (Perform ranks required)	Inspire Courage(3), Countersong(3), Fascinate(3), Inspire Competence(6), Suggestion(9), Inspire Greatness(12)

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

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Up to 0	7	11
1 - 3	8	Turn damage
4 - 6	9	2d6+16
7 - 9	10	Turns/day
10 - 12	11	8
13 - 15	12	□□□□□□□□
16 - 18	13	NOTE: You destroy undead if you have twice as many turning levels as they have Hit Dice
19 - 21	14	
22 +	15	

SPECIAL ABILITIES	
+2 racial bonus on saving throws against enchantment spells or effects.	
Bardic knowledge (+10)	
Bardic music 9/day	
Countersong (Su)	
Elven Blood	
Fascinate (Sp) - can effect 3 creature	
Immunity to sleep spells and similar magical effects.	
Inspire Competence (Su)	
Inspire Courage (Su) +2	
Inspire Greatness (Su) - can affect 1 people	
Spontaneous casting	
Suggestion (Sp)	
Turn Undead 8/day (turn level 11) (turn damage 2d6+16)	

PROFICIENCIES	
Club, Crossbow (Heavy), Crossbow (Light), Dagger, Dagger (Punching), Dart, Gauntlet, Gauntlet (Spiked), Javelin, Longspear, Longsword, Mace (Heavy), Mace (Light), Morningstar, Quarterstaff, Rapier, Sap, Shortbow, Shortspear, Sickle, Sling, Spear, Spells(Energy Missile), Spells(Ray), Spells(Touch), Sword (Short), Unarmed Strike, Whip	

LANGUAGES	
Common, Elven, Orc	

Innate Racial Spells

	Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
At Will	Suggestion	10	Will negates	1 standard action	(CASTERLEVEL) hours or until Close (25 Feet) completed		V, M	Yes	Enchantment (Compulsion) [Language-Dependent, Mind-Affecting]

Effect: Compels subject to follow stated course of action.

Target: One living creature

* =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	6+1	5+1	5+1	3+1	2+1	1+1	0	0	0

LEVEL 0

	Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□□	Create Water	13	None	1 standard action	Instantaneous	Close (50 Feet)	V, S	No	Conjuration (Creation) [Water]
	Effect: Creates 22 gallons of pure water.				Target: Up to 22 gallons of water				
□□□□□	Cure Minor Wounds	13	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	13	None	1 standard action	Concentration, up to 11 minutes [D]	60 ft.	V, S	No	Divination
	Effect: Detects spells and magic items within 60 ft.				Target: Cone-shaped emanation				
□□□□□	Detect Poison	13	None	1 standard action	Instantaneous	Close (50 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	13	Will negates (harmless)	1 standard action	11 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	13	Will negates	1 standard action	Instantaneous	Touch	V, S	Yes	Necromancy
	Effect: Touch attack, 1 point of damage.				Target: Creature touched				
□□□□□	Light	13	None	1 standard action	110 minutes [D]	Touch	V, M/DF	No	Evocation [Light]
	Effect: Object shines like a torch.				Target: Object touched				
□□□□□	Mending	13	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	13	Will negates (object)	1 standard action	Instantaneous	10 ft.	V, S	Yes (object)	Transmutation
	Effect: Purifies 11 cu. ft. of food or water.				Target: 11 cu. ft. of contaminated food and water				
□□□□□	Read Magic	13	None	1 standard action	110 minutes	Personal	V, S, F	No	Divination
	Effect: Read scrolls and spellbooks.				Target: You				
□□□□□	Resistance	13	Will negates (harmless)	1 standard action	11 minute	Touch	V, S, M/DF	Yes (harmless)	Abjuration
	Effect: Subject gains +1 on saving throws.				Target: Creature touched				
□□□□□	Virtue	13	Fortitude negates (harmless)	1 standard action	11 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	14	Will negates	1 standard action	11 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	14	None	1 standard action	11 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	14	Will negates (object)	1 minute	Instantaneous	Touch	V, S, M	Yes (object)	Transmutation [Good]
	Effect: Makes holy water.				Target: Flask of water touched				
□□□□□	**Burning Hands	14	Reflex half	1 standard action	Instantaneous	15 ft.	V, S	Yes	Evocation [Fire]
	Effect: 5d4 fire damage				Target: Cone-shaped burst				
□□□□□	**Calm Animals	14	Will negates; see text	1 standard action	11 minutes	Close (25 Feet)	V, S	Yes	Enchantment (Compulsion) [Mind-Affecting]
	Effect: Calms [2d4 + level] HD of animals.				Target: Animals within 30 ft. of each other				
□□□□□	Cause Fear	14	Will partial	1 standard action	1d4 rounds or 1 round; see text	Close (50 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	14	Will negates	1 standard action	11 round	Close (50 Feet)	V	Yes	Enchantment (Compulsion) [Language-Dependent, Mind-Affecting]
	Effect: One subject obeys selected command for 1 round.				Target: One living creature				
□□□□□	Comprehend Languages	14	None	1 standard action	110 minutes	Personal	V, S, M/DF	No	Divination
	Effect: You understand all spoken and written languages.				Target: You				
□□□□□	Cure Light Wounds	14	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	14	Will negates (object)	1 minute	Instantaneous	Touch	V, S, M	Yes (object)	Necromancy [Evil]
	Effect: Makes unholy water.				Target: Flask of water touched				
□□□□□	Deathwatch	14	None	1 standard action	110 minutes	30 ft.	V, S	No	Necromancy [Evil]
	Effect: Reveals how near death subjects within 30 ft. are.				Target: Cone-shaped emanation				
□□□□□	Detect Chaos	14	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	14	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	14	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	14	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	14	None	1 standard action	Concentration, up to 11 minutes [D]	60 ft.	V, S, M/DF	No	Divination
	Effect: Reveals undead within 60 ft.				Target: Cone-shaped emanation				
□□□□□	Divine Favor	14	None	1 standard action	1 minute	Personal	V, S, DF	No	Evocation
	Effect: You gain +3 on attack and damage rolls.				Target: You				
□□□□□	Doom	14	Will negates	1 standard action	11 minutes	Medium (210 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	14	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				
□□□□□	Entropic Shield	14	None	1 standard action	11 minutes [D]	Personal	V, S	No	Abjuration
	Effect: Ranged attacks against you have 20% miss chance.				Target: You				
□□□□□	Hide from Undead	14	Will negates (harmless); see text	1 standard action	110 minutes [D]	Touch	V, S, DF	Yes	Abjuration
	Effect: Undead can't perceive 11 subjects.				Target: 11 touched creatures				

* =Domain/Speciality Spell

Cleric Spells

Inflict Light Wounds	14	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	14	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	14	Will negates (harmless, object)	1 standard action	11 minutes	Touch	V, S, DF	Yes (harmless, object)	Transmutation
<i>Effect:</i> Weapon gains +1 bonus.				<i>Target:</i> Weapon touched				
Obscuring Mist	14	None	1 standard action	11 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	14	Will negates (harmless)	1 standard action	11 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	14	Will negates (harmless)	1 standard action	11 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	14	Will negates (harmless)	1 standard action	11 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	14	Will negates (harmless)	1 standard action	11 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	14	Will negates (harmless)	1 standard action	110 minutes; see text	Close (50 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	14	Will negates	1 standard action	11 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	14	Will negates (harmless)	1 standard action	11 minutes	Touch	V, S, M	Yes (harmless)	Abjuration
<i>Effect:</i> Aura grants +3 deflection bonus.				<i>Target:</i> Creature touched				
Summon Monster I	14	None	1 round	11 rounds [D]	Close (50 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	15	None	1 standard action	11 minutes	Touch	V, S, DF	Yes (harmless)	Enchantment (Compulsion) [Mind-Affecting]
<i>Effect:</i> +1 on attack rolls, +1 against fear, 1d8+10 temporary hp.				<i>Target:</i> Living creature touched				
Align Weapon	15	Will negates (harmless, object)	1 standard action	11 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	15	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	15	Will negates (harmless)	1 standard action	11 minutes	Touch	V, S, DF	Yes	Transmutation
<i>Effect:</i> Subject gains +4 to Con for 11 minutes.				<i>Target:</i> Creature touched				
Bull's Strength	15	Will negates (harmless)	1 standard action	11 minutes	Touch	V, S, M/DF	Yes (harmless)	Transmutation
<i>Effect:</i> Subject gains +4 to Str for 11 minutes.				<i>Target:</i> Creature touched				
Calm Emotions	15	Will negates	1 standard action	Concentration, up to 11 rounds [D]	Medium (210 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	15	None	1 standard action	22 hours	Close (50 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	15	Will half (harmless); see text	1 standard action	Instantaneous	Touch	V, S	Yes (harmless); see text	Conjuration (Healing)
<i>Effect:</i> Cures 2d8+10 damage				<i>Target:</i> Creature touched				
Darkness	15	None	1 standard action	110 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	15	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	15	Fortitude negates (harmless)	1 standard action	11 hours	Touch	V, S, DF	Yes (harmless)	Conjuration (Healing)
<i>Effect:</i> Stops poison from harming subject for 11 hours.				<i>Target:</i> Creature touched				
Desecrate	15	None	1 standard action	22 hours	Close (50 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	15	Will negates (harmless)	1 standard action	11 minutes	Touch	V, S, M/DF	Yes	Transmutation
<i>Effect:</i> Subject gains +4 to Cha for 11 minutes.				<i>Target:</i> Creature touched				
Enthrall	15	Will negates; see text	1 round	11 hour or less	Medium (210 Feet)	V, S	Yes	Enchantment (Charm)
<i>Effect:</i> Captivates all within 210 ft.				<i>Target:</i> Any number of creatures				
Find Traps	15	None	1 standard action	11 minutes	Personal	V, S	No	Divination
<i>Effect:</i> Notice traps as a rogue does.				<i>Target:</i> You				
Gentle Repose	15	Will negates (object)	1 standard action	11 days	Touch	V, S, M/DF	Yes (object)	Necromancy
<i>Effect:</i> Preserves one corpse.				<i>Target:</i> Corpse touched				
**Hold Animal	15	Will negates; see text	1 standard action	11 rounds [D]; see text	Medium (100 Feet)	V, S	Yes	Enchantment (Compulsion) [Mind-Affecting]
<i>Effect:</i> Paralyzes one animal for 11 rounds.				<i>Target:</i> One animal				
Hold Person	15	Will negates; see text	1 standard action	11 rounds [D]; see text	Medium (210 Feet)	V, S, F/DF	Yes	Enchantment (Compulsion) [Mind-Affecting]
<i>Effect:</i> Paralyzes one humanoid for 11 rounds.				<i>Target:</i> One humanoid creature				
Inflict Moderate Wounds	15	Will half	1 standard action	Instantaneous	Touch	V, S	Yes	Necromancy
<i>Effect:</i> Touch attack, 2d8+10 damage				<i>Target:</i> Creature touched				
Make Whole	15	Will negates (harmless, object)	1 standard action	Instantaneous	Close (50 Feet)	V, S	Yes (harmless, object)	Transmutation
<i>Effect:</i> Repairs an object.				<i>Target:</i> One object of up to 110 cu. ft				
Owl's Wisdom	15	Will negates (harmless)	1 standard action	11 minutes	Touch	V, S, M/DF	Yes	Transmutation
<i>Effect:</i> Subject gains +4 to Wis for 11 minutes.				<i>Target:</i> Creature touched				
**Produce Flame	15	None	1 standard action	11 minutes [D]	0 ft.	V, S	Yes	Evocation [Fire]
<i>Effect:</i> 1d6+11 damage, touch or thrown.				<i>Target:</i> Flame in your palm				
Remove Paralysis	15	Will negates (harmless)	1 standard action	Instantaneous	Close (50 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	15	Fortitude negates (harmless)	1 standard action	110 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	15	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	15	Will negates (object); Will negates (object) or Fortitude half; see text	1 standard action	Instantaneous	Close (50 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	15	Will negates (harmless)	1 standard action	11 hours [D]	Close (50 Feet)	V, S, F	Yes (harmless)	Abjuration
<i>Effect:</i> You take half of subject's damage.				<i>Target:</i> One creature				
Silence	15	Will negates; see text or none (object)	1 standard action	11 minutes [D]	Long (840 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	15	Fortitude partial	1 standard action	Instantaneous	Close (50 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				

* =Domain/Specialty Spell

Cleric Spells

☐☐☐☐☐ Spiritual Weapon	15	None	1 standard action	11 rounds [D]	Medium (210 Feet)	V, S, DF	Yes	Evocation [Force]
<i>Effect:</i> Magical weapon attacks on its own.				<i>Target:</i> Magic weapon of force				
☐☐☐☐☐ Status	15	Will negates (harmless)	1 standard action	11 hours	Touch	V, S	Yes (harmless)	Divination
<i>Effect:</i> Monitors condition, position of allies.				<i>Target:</i> 3 living creatures touched				
☐☐☐☐☐ Summon Monster II	15	None	1 round	11 rounds [D]	Close (50 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	15	Will negates (object)	1 standard action	24 hours	Close (50 Feet)	V, S	Yes (object)	Abjuration
<i>Effect:</i> Conceals alignment for 24 hours.				<i>Target:</i> One creature or object				
☐☐☐☐☐ Zone of Truth	15	Will negates	1 standard action	11 minutes	Close (50 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	16	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	16	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	16	Fortitude negates	1 standard action	Permanent [D]	Medium (210 Feet)	V	Yes	Necromancy
<i>Effect:</i> Makes subject blinded or deafened.				<i>Target:</i> One living creature				
☐☐☐☐☐ Contagion	16	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	16	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	16	None	10 minutes	24 hours; see text	Close (50 Feet)	V, S	No	Conjuration (Creation)
<i>Effect:</i> Feeds 33 humans or 11 horse.				<i>Target:</i> Food and water to sustain 33 humans or 11 horses for 24 hours				
☐☐☐☐☐ Cure Serious Wounds	16	Will half (harmless); see text	1 standard action	Instantaneous	Touch	V, S	Yes (harmless); see text	Conjuration (Healing)
<i>Effect:</i> Cures 3d8+11 damage				<i>Target:</i> Creature touched				
☐☐☐☐☐ Daylight	16	None	1 standard action	110 minutes [D]	Touch	V, S	No	Evocation [Light]
<i>Effect:</i> 60-ft. radius of bright light.				<i>Target:</i> Object touched				
☐☐☐☐☐ Deeper Darkness	16	None	1 standard action	11 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	16	None	1 standard action	Instantaneous	Medium (210 Feet)	V, S	No	Abjuration
<i>Effect:</i> Cancels magical spells and effects.				<i>Target:</i> One spellcaster, creature, or object; or 20-ft.-radius burst				
☐☐☐☐☐ **Dominate Animal	16	Will negates	1 round	11 rounds	Close (25 Feet)	V, S	Yes	Enchantment (Compulsion) [Mind-Affecting]
<i>Effect:</i> Subject animal obeys silent mental commands.				<i>Target:</i> One animal				
☐☐☐☐☐ Glyph of Warding	16	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 55 sq. ft				
☐☐☐☐☐ Helping Hand	16	None	1 standard action	11 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	16	Will half	1 standard action	Instantaneous	Touch	V, S	Yes	Necromancy
<i>Effect:</i> Touch attack, 3d8+11 damage				<i>Target:</i> Creature touched				
☐☐☐☐☐ Invisibility Purge	16	None	1 standard action	11 minutes [D]	Personal	V, S	No	Evocation
<i>Effect:</i> Dispel invisibility within 55 ft				<i>Target:</i> You				
☐☐☐☐☐ Locate Object	16	None	1 standard action	11 minutes	Long (840 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 840 ft.				
☐☐☐☐☐ Magic Circle against Chaos	16	Will negates (harmless)	1 standard action	110 minutes	Touch	V, S, M/DF	No; see text	Abjuration [Lawful]
<i>Effect:</i> As protection spells, but 10-ft. radius and 110 minutes.				<i>Target:</i> 10-ft.-radius emanation from touched creature				
☐☐☐☐☐ Magic Circle against Evil	16	Will negates (harmless)	1 standard action	110 minutes	Touch	V, S, M/DF	No; see text	Abjuration [Good]
<i>Effect:</i> As protection spells, but 10-ft. radius and 110 minutes.				<i>Target:</i> 10-ft.-radius emanation from touched creature				
☐☐☐☐☐ Magic Circle against Good	16	Will negates (harmless)	1 standard action	110 minutes	Touch	V, S, M/DF	No; see text	Abjuration [Evil]
<i>Effect:</i> As protection spells, but 10-ft. radius and 110 minutes.				<i>Target:</i> 10-ft.-radius emanation from touched creature				
☐☐☐☐☐ Magic Circle against Law	16	Will negates (harmless)	1 standard action	110 minutes	Touch	V, S, M/DF	No; see text	Abjuration [Chaotic]
<i>Effect:</i> As protection spells, but 10-ft. radius and 110 minutes.				<i>Target:</i> 10-ft.-radius emanation from touched creature				
☐☐☐☐☐ Magic Vestment	16	Will negates (harmless, object)	1 standard action	11 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	16	None	1 standard action	110 minutes	Personal	V, S, DF	No	Transmutation [Earth]
<i>Effect:</i> You and your gear merge with stone.				<i>Target:</i> You				
☐☐☐☐☐ Obscure Object	16	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 1100 lbs				
☐☐☐☐☐ Prayer	16	None	1 standard action	11 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	16	Fortitude negates (harmless)	1 standard action	110 minutes or until discharged	Touch	V, S, DF	Yes (harmless)	Abjuration
<i>Effect:</i> Absorb 132 points of damage from one kind of energy.				<i>Target:</i> Creature touched				
☐☐☐☐☐ Remove Blindness/Deafness	16	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	16	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	16	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				
☐☐☐☐☐ **Resist Energy	16	Fortitude negates (harmless)	1 standard action	110 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				
☐☐☐☐☐ Searing Light	16	None	1 standard action	Instantaneous	Medium (210 Feet)	V, S	Yes	Evocation
<i>Effect:</i> Ray deals 1d8+two levels, more against undead.				<i>Target:</i> Ray				
☐☐☐☐☐ Speak with Dead	16	Will negates; see text	10 minutes	11 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	16	None	1 standard action	Instantaneous	Touch	V, S, M/DF	No	Transmutation [Earth]
<i>Effect:</i> Sculpt stone into any shape.				<i>Target:</i> Stone or stone object touched, up to 21 cu. ft.				
☐☐☐☐☐ Summon Monster III	16	None	1 round	11 rounds [D]	Close (50 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	16	Will negates (harmless)	1 standard action	22 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	16	Will negates (harmless)	1 standard action	110 minutes [D]	Touch	V, S, DF	Yes (harmless)	Transmutation [Water]
<i>Effect:</i> Subject treads on water as if solid.				<i>Target:</i> 11 touched creatures				
☐☐☐☐☐ Wind Wall	16	None; see text	1 standard action	11 rounds	Medium (210 Feet)	V, S, M/DF	Yes	Evocation [Air]
<i>Effect:</i> Deflects arrows, smaller creatures, and gases.				<i>Target:</i> Wall up to 110 ft. long and 55 ft. high [S]				

* =Domain/Specialty Spell

Cleric Spells

LEVEL 4

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□ Air Walk <i>Effect:</i> Subject treads on air as if solid [climb at 45-degree angle].	17	None	1 standard action	110 minutes	Touch	V, S, DF	Yes (harmless)	Transmutation [Air]
□□□□ Control Water <i>Effect:</i> Raises or lowers bodies of water.	17	None; see text	1 standard action	110 minutes [D]	Long (840 Feet)	V, S, M/DF	No	Transmutation [Water]
□□□□ Cure Critical Wounds <i>Effect:</i> Cures 4d8+11 damage.	17	Will half (harmless); see text	1 standard action	Instantaneous	Touch	V, S	Yes (harmless); see text	Conjuration (Healing)
□□□□ Death Ward <i>Effect:</i> Grants immunity to death spells and negative energy effects.	17	Will negates (harmless)	1 standard action	11 minutes	Touch	V, S, DF	Yes (harmless)	Necromancy
□□□□ Dimensional Anchor <i>Effect:</i> Bars extradimensional movement.	17	None	1 standard action	11 minutes	Medium (210 Feet)	V, S	Yes (object)	Abjuration
□□□□ Discern Lies <i>Effect:</i> Reveals deliberate falsehoods.	17	Will negates	1 standard action	Concentration, up to 11 rounds	Close (50 Feet)	V, S, DF	No	Divination
□□□□ Dismissal <i>Effect:</i> Forces a creature to return to native plane.	17	Will negates; see text	1 standard action	Instantaneous	Close (50 Feet)	V, S, DF	Yes	Abjuration
□□□□ Divination <i>Effect:</i> Provides useful advice for specific proposed actions.	17	None	10 minutes	Instantaneous	Personal	V, S, M	No	Divination
□□□□ Divine Power <i>Effect:</i> You gain attack bonus, +6 to Str, and 11 hps.	17	None	1 standard action	11 rounds	Personal	V, S, DF	No	Evocation
□□□□ Freedom of Movement <i>Effect:</i> Subject moves normally despite impediments.	17	Will negates (harmless)	1 standard action	110 minutes	Personal or touch	V, S, M, DF	Yes (harmless)	Abjuration
□□□□ Giant Vermin <i>Effect:</i> Turns centipedes, scorpions, or spiders into giant vermin.	17	None	1 standard action	11 minutes	Close (50 Feet)	V, S, DF	Yes	Transmutation
□□□□ Imbue with Spell Ability <i>Effect:</i> Transfer spells to subject.	17	Will negates (harmless)	10 minutes	Permanent until discharged [D]	Touch	V, S, DF	Yes (harmless)	Evocation
□□□□ Inflict Critical Wounds <i>Effect:</i> Touch attack, 4d8+11 damage	17	Will half	1 standard action	Instantaneous	Touch	V, S	Yes	Necromancy
□□□□ Magic Weapon, Greater <i>Effect:</i> +1/four levels 5.	17	Will negates (harmless, object)	1 standard action	11 hours	Close (50 Feet)	V, S, M/DF	Yes (harmless, object)	Transmutation
□□□□ Neutralize Poison <i>Effect:</i> Immunizes subject against poison, detoxifies venom in or on subject.	17	Will negates (harmless, object)	1 standard action	110 minutes	Touch	V, S, M/DF	Yes (harmless, object)	Conjuration (Healing)
□□□□ Poison <i>Effect:</i> Touch deals 1d10 Con damage, repeats in 1 minute.	17	Fortitude negates; see text	1 standard action	Instantaneous; see text	Touch	V, S, DF	Yes	Necromancy
□□□□ Repel Vermin <i>Effect:</i> Insects, spiders, and other vermin stay 10 ft. away.	17	None or Will negates; see text	1 standard action	110 minutes [D]	10 ft.	V, S, DF	Yes	Abjuration
□□□□ Restoration <i>Effect:</i> Restores level and ability score drains.	17	Will negates (harmless)	3 rounds	Instantaneous	Touch	V, S, M	Yes (harmless)	Conjuration (Healing)
□□□□ Sending <i>Effect:</i> Delivers short message anywhere, instantly.	17	None	10 minutes	11 round; see text	See text	V, S, M/DF	No	Evocation
□□□□ Spell Immunity <i>Effect:</i> Subject is immune to one spell per four levels.	17	Will negates (harmless)	1 standard action	110 minutes	Touch	V, S, DF	Yes (harmless)	Abjuration
□□□□ Summon Monster IV <i>Effect:</i> Calls extraplanar creature to fight for you.	17	None	1 round	11 rounds [D]	Close (50 Feet)	V, S, F/DF	No	Conjuration (Summoning)
□□□□ **Summon Nature's Ally IV <i>Effect:</i> Calls creature to fight.	17	None	1 round	11 rounds [D]	Close (25 Feet)	V, S, DF	No	Conjuration (Summoning)
□□□□ Tongues <i>Effect:</i> Speak any language.	17	Will negates (harmless)	1 standard action	110 minutes	Touch	V, M/DF	No	Divination
□□□□ **Wall of Fire <i>Effect:</i> Deals 2d4 fire damage out 10 ft. and 1d4 out 20 ft. Passing through wall deals 2d6+11 damage	17	None	1 standard action	Concentration + 11 rounds	Medium (100 Feet)	V, S, M/DF	Yes	Evocation [Fire]

LEVEL 5

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□ Atonement <i>Effect:</i> Removes burden of misdeeds from subject.	18	None	1 hour	Instantaneous	Touch	V, S, M, F, DF, XP	Yes	Abjuration
□□□□ Break Enchantment <i>Effect:</i> Frees subjects from enchantments, alterations, curses, and petrification.	18	See text	1 minute	Instantaneous	Close (50 Feet)	V, S	No	Abjuration
□□□□ Command, Greater <i>Effect:</i> As command, but affects 11 subjects.	18	Will negates	1 standard action	11 rounds	Close (50 Feet)	V	Yes	Enchantment (Compulsion)
□□□□ Commune <i>Effect:</i> Deity answers 11 yes-or-no questions.	18	None	10 minutes	11 rounds	Personal	V, S, M, DF, XP	No	Divination
□□□□ **Commune with Nature <i>Effect:</i> Learn about terrain for 11 miles.	18	None	10 minutes	Instantaneous	Personal	V, S	No	Divination
□□□□ Cure Light Wounds, Mass <i>Effect:</i> Cures 1d8+11 damage for many creatures.	18	Will half (harmless) or Will half; see text	1 standard action	Instantaneous	Close (50 Feet)	V, S	Yes (harmless) or Yes; see text	Conjuration (Healing)
□□□□ Dispel Chaos <i>Effect:</i> +4 bonus against attacks.	18	See text	1 standard action	11 rounds or until discharged, whichever comes first	Touch	V, S, DF	See text	Abjuration [Lawful]
□□□□ Dispel Evil <i>Effect:</i> +4 bonus against attacks.	18	See text	1 standard action	11 rounds or until discharged, whichever comes first	Touch	V, S, DF	See text	Abjuration [Good]
□□□□ Dispel Good <i>Effect:</i> +4 bonus against attacks.	18	See text	1 standard action	11 rounds or until discharged, whichever comes first	Touch	V, S, DF	See text	Abjuration [Evil]
□□□□ Dispel Law <i>Effect:</i> +4 bonus against attacks.	18	See text	1 standard action	11 rounds or until discharged, whichever comes first	Touch	V, S, DF	See text	Abjuration [Chaotic]
□□□□ Disrupting Weapon <i>Effect:</i> Melee weapon destroys undead.	18	Will negates (harmless, object); see text	1 standard action	11 rounds	Touch	V, S	Yes (harmless, object)	Transmutation
□□□□ **Fire Shield <i>Effect:</i> Creatures attacking you take fire damage; you're protected from heat or cold.	18	None	1 standard action	11 rounds [D]	Personal	V, S, M/DF	No	Evocation
□□□□ Flame Strike <i>Effect:</i> Smite foes with divine fire for 11d6 damage.	18	Reflex half	1 standard action	Instantaneous	Medium (210 Feet)	V, S, DF	Yes	Evocation [Fire]
□□□□ Hallow <i>Effect:</i> Designates location as holy.	18	See text	24 hours	Instantaneous	Touch	V, S, M, DF	See text	Evocation [Good]
□□□□ Inflict Light Wounds, Mass <i>Effect:</i> Deals 1d8+11 damage to many creatures.	18	Will half	1 standard action	Instantaneous	Close (50 Feet)	V, S	Yes	Necromancy

* =Domain/Specialty Spell

Cleric Spells

■■■■■	Insect Plague <i>Effect:</i> Locust swarms attack creatures.	18	None	1 round	11 minutes	Long (840 Feet)	V, S, DF	No	Conjuration (Summoning)
■■■■■	Mark of Justice <i>Effect:</i> Designates action that will trigger curse on subject.	18	None	10 minutes	Permanent;see text	Touch	V, S, DF	Yes	Necromancy
■■■■■	Plane Shift <i>Effect:</i> As many as eight subjects travel to another plane.	18	Will negates	1 standard action	Instantaneous	Touch	V, S, F	Yes	Conjuration (Teleportation)
■■■■■	Raise Dead <i>Effect:</i> Restores life to subject who died as long as 11 days ago.	18	None; see text	1 minute	Instantaneous	Touch	V, S, M, DF	Yes (harmless)	Conjuration (Healing)
■■■■■	Righteous Might <i>Effect:</i> Your size increases, and you gain combat bonuses.	18	None	1 standard action	11 rounds [D]	Personal	V, S, DF	No	Transmutation
■■■■■	Screying <i>Effect:</i> Spies on subject from a distance.	18	Will negates	1 hour	11 minutes	See text	V, S, M/DF, F	Yes	Divination (Screying)
■■■■■	Slay Living <i>Effect:</i> Touch attack kills subject.	18	Fortitude partial	1 standard action	Instantaneous	Touch	V, S	Yes	Necromancy [Death]
■■■■■	Spell Resistance <i>Effect:</i> Subject gains SR 12 + level.	18	Will negates (harmless)	1 standard action	11 minutes	Touch	V, S, DF	Yes (harmless)	Abjuration
■■■■■	Summon Monster V <i>Effect:</i> Calls extraplanar creature to fight for you.	18	None	1 round	11 rounds [D]	Close (50 Feet)	V, S, F/DF	No	Conjuration (Summoning)
■■■■■	Symbol of Pain <i>Effect:</i> Triggered rune wracks nearby creatures with pain.	18	Fortitude negates	10 minutes	See text	0 ft.; see text	V, S, M	Yes	Necromancy [Evil]
■■■■■	Symbol of Sleep <i>Effect:</i> Triggered rune puts nearby creatures into catatonic slumber.	18	Will negates	10 minutes	See text	0 ft.; see text	V, S, M	Yes	Enchantment (Compulsion) [Mind-Affecting]
■■■■■	True Seeing <i>Effect:</i> Lets you see all things as they really are.	18	Will negates (harmless)	1 standard action	11 minutes	Touch	V, S, M	Yes (harmless)	Divination
■■■■■	Unhallow <i>Effect:</i> Designates location as unholy.	18	See text	24 hours	Instantaneous	Touch	V, S, M	See text	Evocation [Evil]
■■■■■	Wall of Stone <i>Effect:</i> Creates a stone wall that can be shaped.	18	See text	1 standard action	Instantaneous	Medium (210 Feet)	V, S, M/DF	No	Conjuration (Creation) [Earth]

LEVEL 6

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
■■■■■ Animate Objects <i>Effect:</i> Objects attack your foes.	19	None	1 standard action	11 rounds	Medium (210 Feet)	V, S	No	Transmutation
■■■■■ *Antilife Shell <i>Effect:</i> 10-ft. field hedges out living creatures.	19	None	1 round	110 minutes [D]	10 ft.	V, S, DF	Yes	Abjuration
■■■■■ Antilife Shell <i>Effect:</i> 10-ft. field hedges out living creatures.	19	None	1 round	110 minutes [D]	10 ft.	V, S, DF	Yes	Abjuration
■■■■■ Banishment <i>Effect:</i> Banishes 22 HD of extraplanar creatures.	19	Will negates	1 standard action	Instantaneous	Close (50 Feet)	V, S, F	Yes	Abjuration
■■■■■ Bear's Endurance, Mass <i>Effect:</i> As bear's endurance, affects 11 subjects.	19	Will negates (harmless)	1 standard action	11 minutes	Close (50 Feet)	V, S, DF	Yes	Transmutation
■■■■■ Blade Barrier <i>Effect:</i> Wall of blades deals 11d6 damage.	19	Reflex half or Reflex negates; see text	1 standard action	11 minutes [D]	Medium (210 Feet)	V, S	Yes	Evocation [Force]
■■■■■ Bull's Strength, Mass <i>Effect:</i> As bull's strength, affects one subject/ level.	19	Will negates (harmless)	1 standard action	11 minutes	Close (50 Feet)	V, S, M/DF	Yes (harmless)	Transmutation
■■■■■ Create Undead <i>Effect:</i> Creates ghouls, ghastrs, mummies, or mohrgs.	19	None	1 hour	Instantaneous	Close (50 Feet)	V, S, M	No	Necromancy [Evil]
■■■■■ Cure Moderate Wounds, Mass <i>Effect:</i> Cures 2d8+11 damage for many creatures.	19	Will half (harmless) or Will half; see text	1 standard action	Instantaneous	Close (50 Feet)	V, S	Yes (harmless) or Yes; see text	Conjuration (Healing)
■■■■■ Dispel Magic, Greater <i>Effect:</i> As dispel magic, but +20 on check.	19	None	1 standard action	Instantaneous	Medium (210 Feet)	V, S	No	Abjuration
■■■■■ Eagle's Splendor, Mass <i>Effect:</i> As eagle's splendor, affects 11 subjects.	19	Will negates (harmless)	1 standard action	11 minutes	Close (50 Feet)	V, S, M/DF	Yes	Transmutation
■■■■■ Find the Path <i>Effect:</i> Shows most direct way to a location.	19	None or Will negates (harmless)	3 rounds	110 minutes	Personal or touch	V, S, F	No or Yes (harmless)	Divination
■■■■■ **Fire Seeds <i>Effect:</i> Acorns and berries become grenades and bombs.	19	None or Reflex half; see text	1 standard action	110 minutes or until used	Touch	V, S, M	No	Conjuration (Creation) [Fire]
■■■■■ Forbiddance <i>Effect:</i> Blocks planar travel, damages creatures of different alignment.	19	See text	6 rounds	Permanent	Medium (210 Feet)	V, S, M, DF	Yes	Abjuration
■■■■■ Geas/Quest <i>Effect:</i> As lesser geas, plus it affects any creature.	19	None	10 minutes	11 days or until discharged [D]	Close (50 Feet)	V	Yes	Enchantment (Compulsion) [Language-Dependent, Mind-Affecting]
■■■■■ Glyph of Warding, Greater <i>Effect:</i> As glyph of warding, but up to 10d8 damage or 6th-level spell.	19	See text	10 minutes	Permanent until discharged [D]	Touch	V, S, M	No (object) and Yes; see text	Abjuration
■■■■■ Harm <i>Effect:</i> Deals 110 points damage to target.	19	Will half; see text	1 standard action	Instantaneous	Touch	V, S	Yes	Necromancy
■■■■■ Heal <i>Effect:</i> Cures 110 points of damage, all diseases and mental conditions.	19	Will negates (harmless)	1 standard action	Instantaneous	Touch	V, S	Yes (harmless)	Conjuration (Healing)
■■■■■ Heroes' Feast <i>Effect:</i> Food for 11 creatures cures and grants combat bonuses.	19	None	10 minutes	11 hour plus 12 hours; see text	Close (50 Feet)	V, S, DF	No	Conjuration (Creation) [Creation]
■■■■■ Inflict Moderate Wounds, Mass <i>Effect:</i> Deals 2d8+11 damage to many creatures.	19	Will half	1 standard action	Instantaneous	Close (50 Feet)	V, S	Yes	Necromancy
■■■■■ Owl's Wisdom, Mass <i>Effect:</i> As owl's wisdom, affects one subject/ level.	19	Will negates (harmless)	1 standard action	11 minutes	Close (50 Feet)	V, S, M/DF	Yes	Transmutation
■■■■■ Planar Ally <i>Effect:</i> As lesser planar ally, but up to 12 HD.	19	None	10 minutes	Instantaneous	Close (50 Feet)	V, S, DF, XP	No	Conjuration (Calling)
■■■■■ Summon Monster VI <i>Effect:</i> Calls extraplanar creature to fight for you.	19	None	1 round	11 rounds [D]	Close (50 Feet)	V, S, F/DF	No	Conjuration (Summoning)
■■■■■ Symbol of Fear <i>Effect:</i> Triggered rune panics nearby creatures.	19	Will negates	10 minutes	See text	0 ft.; see text	V, S, M	Yes	Necromancy [Fear, Mind-Affecting]
■■■■■ Symbol of Persuasion <i>Effect:</i> Triggered rune charms nearby creatures.	19	Will negates	10 minutes	See text	0 ft.; see text	V, S, M	Yes	Enchantment (Charm) [Mind-Affecting]
■■■■■ Undeath to Death <i>Effect:</i> Destroys 11d4 HD of undead.	19	Will negates	1 standard action	Instantaneous	Medium (210 Feet)	V, S, M/DF	Yes	Necromancy [Death]

* =Domain/Specialty Spell

Cleric Spells

□□□□□ Wind Walk	19	No and Will negates (harmless)	1 standard action	11 hours [D]; see text	Touch	V, S, DF	No and Yes (harmless)	Transmutation [Air]
<i>Effect:</i> You and your allies turn vaporous and travel fast.				<i>Target:</i> You and 3 touched creatures				
□□□□□ Word of Recall	19	None or Will negates (harmless, object)	1 standard action	Instantaneous	Unlimited	V	No or Yes (harmless, object)	Conjuration (Teleportation)
<i>Effect:</i> Teleports you back to designated place.				<i>Target:</i> You and touched objects or other willing creatures				

* =Domain/Speciality Spell

Bard Spells

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

LEVEL 0

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□□ Dancing Lights	15	None	1 standard action	9 minutes [D]	Medium (190 Feet)	V, S	No	Evocation [Light]
<i>Effect:</i> Creates torches or other lights.				<i>Target:</i> Up to four lights, all within a 10-ft.-radius area				
□□□□□ Daze	15	Will negates	1 standard action	9 rounds	Close (45 Feet)	V, S, M	Yes	Enchantment (Compulsion) [Mind-Affecting]
<i>Effect:</i> Humanoid creature of 4 HD or less loses next action.				<i>Target:</i> One humanoid creature of 4 HD or less				
□□□□□ Ghost Sound	15	Will disbelief (if interacted with)	1 standard action	9 rounds [D]	Close (45 Feet)	V, S, M	No	Illusion (Figment)
<i>Effect:</i> Figment sounds.				<i>Target:</i> Illusory sounds				
□□□□□ Mending	15	Will negates (harmless, object)	1 standard action	Instantaneous	10 ft.	V, S	Yes (harmless, object)	Transmutation
<i>Effect:</i> Makes minor repairs on an object.				<i>Target:</i> One object of up to 1 lb.				
□□□□□ Prestidigitation	15	See text	1 standard action	9 hour	10 ft.	V, S	No	Universal
<i>Effect:</i> Performs minor tricks.				<i>Target:</i> See text				
□□□□□ Resistance	15	Will negates (harmless)	1 standard action	9 minutes	Touch	V, S, M/DF	Yes (harmless)	Abjuration
<i>Effect:</i> Subject gains +1 on saving throws.				<i>Target:</i> Creature touched				

LEVEL 1

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□□ Alarm	16	None	1 standard action	18 hours [D]	Close (45 Feet)	V, S, F/DF	No	Abjuration
<i>Effect:</i> Wards an area for 18 hours.				<i>Target:</i> 20-ft.-radius emanation centered on a point in space				
□□□□□ Charm Person	16	Will negates	1 standard action	9 hours	Close (45 Feet)	V, S	Yes	Enchantment (Charm) [Mind-Affecting]
<i>Effect:</i> Makes one person your friend.				<i>Target:</i> One humanoid creature				
□□□□□ Comprehend Languages	16	None	1 standard action	90 minutes	Personal	V, S, M/DF	No	Divination
<i>Effect:</i> You understand all spoken and written languages.				<i>Target:</i> You				
□□□□□ Sleep	16	Will negates	1 round	9 minutes	Medium (190 Feet)	V, S, M	Yes	Enchantment (Compulsion) [Mind-Affecting]
<i>Effect:</i> Puts 4 HD of creatures into magical slumber.				<i>Target:</i> One or more living creatures within a 10-ft.-radius burst				

LEVEL 2

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□□ Animal Messenger	17	None; see text	1 standard action	9 days	Close (45 Feet)	V, S, M	Yes	Enchantment (Compulsion) [Mind-Affecting]
<i>Effect:</i> Sends a Tiny animal to a specific place.				<i>Target:</i> One Tiny animal				
□□□□□ Enthral	17	Will negates; see text	1 round	9 hour or less	Medium (190 Feet)	V, S	Yes	Enchantment (Charm)
<i>Effect:</i> Captivates all within 190 ft.				<i>Target:</i> Any number of creatures				
□□□□□ Glitterdust	17	Will negates (blinding only)	1 standard action	9 rounds	Medium (190 Feet)	V, S, M	No	Conjuration (Creation)
<i>Effect:</i> Blinds creatures, outlines invisible creatures.				<i>Target:</i> Creatures and objects within 10-ft.-radius spread				
□□□□□ Invisibility	17	Will negates (harmless) or Will negates (harmless, object)	1 standard action	9 minutes [D]	Personal or touch	V, S, M/DF	Yes (harmless) or Yes (harmless, object)	Illusion (Glamour)
<i>Effect:</i> Subject is invisible for 9 minutes or until it attacks.				<i>Target:</i> You or a creature or object weighing no more than 900 lbs				

LEVEL 3

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□□ Daylight	18	None	1 standard action	90 minutes [D]	Touch	V, S	No	Evocation [Light]
<i>Effect:</i> 60-ft. radius of bright light.				<i>Target:</i> Object touched				
□□□□□ Deep Slumber	18	Will negates	1 round	9 minutes	Close (45 Feet)	V, S, M	Yes	Enchantment (Compulsion) [Mind-Affecting]
<i>Effect:</i> Puts 10 HD of creatures to sleep.				<i>Target:</i> One or more living creatures within a 10-ft.-radius burst				
□□□□□ Displacement	18	Will negates (harmless)	1 standard action	9 rounds [D]	Touch	V, M	Yes (harmless)	Illusion (Glamour)
<i>Effect:</i> Attacks miss subject 50%.				<i>Target:</i> Creature touched				

* =Domain/Speciality Spell