

Caaguul Male Half-orc Clr17

NAME

Clr17
CLASS
17
TCL

272000
EXPERIENCE
153000
NEXT LEVEL

NPC

PLAYERNAME

Half-orc
RACE
0
AGE

Medium
SIZE
Male
GENDER

None
DEITY

5'4"
HEIGHT
172 lbs
WEIGHT

,
HAIR

Lawful Neutral
ALIGNMENT
Darkvision (60'),
Normal
VISION
0
POINTS

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP SCORE	TEMP MODIFIER
STR Strength	20	+5	20	+5
DEX Dexterity	12	+1	12	+1
CON Constitution	15	+2	15	+2
INT Intelligence	10	+0	10	+0
WIS Wisdom	22	+6	22	+6
CHA Charisma	14	+2	14	+2

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC MODIFIER	TEMP MODIFIER	conditional modifiers
FORTITUDE (constitution)	+12	= +10	+ +2	+ +0	+ +0		
REFLEX (dexterity)	+6	= +5	+ +1	+ +0	+ +0		
WILLPOWER (wisdom)	+18	= +10	+ +6	+ +0	+ +2		

	TOTAL		BASE ATTACK BONUS		STAT MODIFIER		SIZE MODIFIER		MISC MODIFIER		TEMP MODIFIER
MELEE attack bonus	+17/+12/+7	=	+12/+7/+2	+	+5	+	+0	+	+0	+	
RANGED attack bonus	+13/+8/+3	=	+12/+7/+2	+	+1	+	+0	+	+0	+	
GRAPPLE attack bonus	+17/+12/+7	=	+12/+7/+2	+	+5	+	+0	+	+0	+	

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
	+17/+12/+7	1d3+5	20/x2

ARMOR	TYPE	AC	MAXDEX	CHECK	SPELL FAILURE
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EQUIPMENT				
ITEM	LOCATION	QTY	WT	COST
Outfit (Explorer's)	Equipped	1	8.0	0.0
TOTAL WEIGHT CARRIED/VALUE			0.0 lbs	0.0 gp

WEIGHT ALLOWANCE			
Light	133.0	Medium	266.0
Lift over head	400.0	Lift off ground	800.0
		Heavy	400.0
		Push / Drag	2000.0

FEATS	
Extra Turning (1x)	See Text
Improved Turning	See Text
Iron Will	See Text
Persuasive	See Text
Point Blank Shot	See Text
Self Sufficient	See Text

DOMAINS	
Animal	You can use speak with animals once per day as a spell-like ability.
Protection	You can generate a protective ward as a supernatural ability. Grant someone you touch a resistance bonus equal to your cleric level on his or her next saving throw. Activating this power is a standard action. The protective ward is an abjuration effect with a duration of 1 hour that is usable once per day.

HP hit points	WOUNDS/CURRENT HP										SUBDUAL DAMAGE					DAMAGE REDUCTION		SPEED									
	121															Walk 30'											
AC mor class	11	:	10	:	11	=	10	+	0	+	0	+	1	+	0	+	0	+	0		0	+	0	0			
	TOTAL		FLAT		TOUCH		BASE		ARMOR BONUS		SHIELD BONUS		STAT MODIFIER		SIZE MODIFIER		NATURAL ARMOR		MISC MODIFIER		MISS CHANCE		ARCANE SPELL		ARMOR CHECK		SPELL RESISTANCE

INITIATIVE	modifier	+1	=	+1	+	+0
TOTAL				DEX MODIFIER		MISC MODIFIER
BASE ATTACK bonus		+12/+7/+2				

SKILLS							MAX RANKS	20/10	
SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER				
Craft (Armorsmithing)	INT	1	=	0	+	1.0	+		
Craft (Blacksmithing)	INT	15	=	0	+	15.0	+		
✓ Jump	STR	9	=	5	+	4.0	+		
✓ Move Silently	DEX	2	=	1	+	1.0	+		
Spellcraft	INT	17	=	0	+	17.0	+		
							=	+	+
✓ : can be used untrained. X : exclusive skills									

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

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

SPECIAL ABILITIES	
Orc Blood	
Spontaneous casting	
Turn Undead 13/day (turn level 18) (turn damage 2d6+19)	

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

LANGUAGES	
Common, Orc	

Cleric Spells

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

LEVEL 0

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
Create Water <i>Effect:</i> Creates 34 gallons of pure water.	16	None	1 standard action	Instantaneous	Close (65 Feet)	V, S	No	Conjuration (Creation) [Water]
Cure Minor Wounds <i>Effect:</i> Cures 1 point of damage.	16	Will half (harmless); see text	1 standard action	Instantaneous	Touch	V, S	Yes (harmless); see text	Conjuration (Healing)
Detect Magic <i>Effect:</i> Detects spells and magic items within 60 ft.	16	None	1 standard action	<i>Target:</i> Creature touched Instantaneous	60 ft.	V, S	No	Divination
Detect Poison <i>Effect:</i> Detects poison in one creature or small object.	16	None	1 standard action	<i>Target:</i> Cone-shaped emanation Instantaneous	Close (65 Feet)	V, S	No	Divination
Guidance <i>Effect:</i> +1 on one attack roll, saving throw, or skill check.	16	Will negates (harmless)	1 standard action	<i>Target:</i> One creature, one object, or a 5-ft. cube 17 minute or until discharged	Touch	V, S	Yes	Divination
Inflict Minor Wounds <i>Effect:</i> Touch attack, 1 point of damage.	16	Will negates	1 standard action	<i>Target:</i> Creature touched Instantaneous	Touch	V, S	Yes	Necromancy
Light <i>Effect:</i> Object shines like a torch.	16	None	1 standard action	<i>Target:</i> Creature touched 170 minutes [D]	Touch	V, M/DF	No	Evocation [Light]
Mending <i>Effect:</i> Makes minor repairs on an object.	16	Will negates (harmless, object)	1 standard action	<i>Target:</i> Object touched Instantaneous	10 ft.	V, S	Yes (harmless, object)	Transmutation
Purify Food and Drink <i>Effect:</i> Purifies 17 cu. ft. of food or water.	16	Will negates (object)	1 standard action	<i>Target:</i> One object of up to 1 lb. Instantaneous	10 ft.	V, S	Yes (object)	Transmutation
Read Magic <i>Effect:</i> Read scrolls and spellbooks.	16	None	1 standard action	<i>Target:</i> 17 cu. ft. of contaminated food and water 170 minutes	Personal	V, S, F	No	Divination
Resistance <i>Effect:</i> Subject gains +1 on saving throws.	16	Will negates (harmless)	1 standard action	<i>Target:</i> You 17 minute	Touch	V, S, M/DF	Yes (harmless)	Abjuration
Virtue <i>Effect:</i> Subject gains 1 temporary hp.	16	Fortitude negates (harmless)	1 standard action	<i>Target:</i> Creature touched 17 minutes	Touch	V, S, DF	Yes (harmless)	Transmutation

LEVEL 1

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
Bane <i>Effect:</i> Enemies take -1 on attack rolls and saves against fear.	17	Will negates	1 standard action	17 minutes	50 ft.	V, S, DF	Yes	Enchantment (Compulsion) [Fear, Mind-Affecting]
Bless <i>Effect:</i> Allies gain +1 on attack rolls and +1 on saves against fear.	17	None	1 standard action	17 minutes	50 ft.	V, S, DF	Yes (harmless)	Enchantment (Compulsion) [Mind-Affecting]
Bless Water <i>Effect:</i> Makes holy water.	17	Will negates (object)	1 minute	<i>Target:</i> The caster and all allies within a 50-ft. burst, centered on the caster Instantaneous	Touch	V, S, M	Yes (object)	Transmutation [Good]
**Calm Animals <i>Effect:</i> Calms [2d4 + level] HD of animals.	17	Will negates; see text	1 standard action	<i>Target:</i> Flask of water touched 17 minutes	Close (25 Feet)	V, S	Yes	Enchantment (Compulsion) [Mind-Affecting]
Cause Fear <i>Effect:</i> One creature of 5 HD or less flees for 1d4 rounds.	17	Will partial	1 standard action	<i>Target:</i> Animals within 30 ft. of each other 1d4 rounds or 1 round; see text	Close (65 Feet)	V, S	Yes	Necromancy [Fear, Mind-Affecting]
Command <i>Effect:</i> One subject obeys selected command for 1 round.	17	Will negates	1 standard action	<i>Target:</i> One living creature with 5 or fewer HD 17 round	Close (65 Feet)	V	Yes	Enchantment (Compulsion) [Language-Dependent, Mind-Affecting]
Comprehend Languages <i>Effect:</i> You understand all spoken and written languages.	17	None	1 standard action	<i>Target:</i> One living creature 170 minutes	Personal	V, S, M/DF	No	Divination
Cure Light Wounds <i>Effect:</i> Cures 1d8+5 damage	17	Will half (harmless); see text	1 standard action	<i>Target:</i> You Instantaneous	Touch	V, S	Yes (harmless); see text	Conjuration (Healing)
Curse Water <i>Effect:</i> Makes unholy water.	17	Will negates (object)	1 minute	<i>Target:</i> Creature touched Instantaneous	Touch	V, S, M	Yes (object)	Necromancy [Evil]
Deathwatch <i>Effect:</i> Reveals how near death subjects within 30 ft. are.	17	None	1 standard action	<i>Target:</i> Flask of water touched 170 minutes	30 ft.	V, S	No	Necromancy [Evil]
Detect Chaos <i>Effect:</i> Reveals creatures, spells, or objects of selected alignment.	17	None	1 standard action	<i>Target:</i> Cone-shaped emanation Concentration, up to 10 minutes [D]	60 ft.	V, S, DF	No	Divination
Detect Evil <i>Effect:</i> Reveals creatures, spells, or objects of selected alignment.	17	None	1 standard action	<i>Target:</i> Cone-shaped emanation Concentration, up to 10 minutes [D]	60 ft.	V, S, DF	No	Divination
Detect Good <i>Effect:</i> Reveals creatures, spells, or objects of selected alignment.	17	None	1 standard action	<i>Target:</i> Cone-shaped emanation Concentration, up to 10 minutes [D]	60 ft.	V, S, DF	No	Divination
Detect Law <i>Effect:</i> Reveals creatures, spells, or objects of selected alignment.	17	None	1 standard action	<i>Target:</i> Cone-shaped emanation Concentration, up to 10 minutes [D]	60 ft.	V, S, DF	No	Divination
Detect Undead <i>Effect:</i> Reveals undead within 60 ft.	17	None	1 standard action	<i>Target:</i> Cone-shaped emanation Concentration, up to 17 minutes [D]	60 ft.	V, S, M/DF	No	Divination
Divine Favor <i>Effect:</i> You gain +5 on attack and damage rolls.	17	None	1 standard action	<i>Target:</i> Cone-shaped emanation 1 minute	Personal	V, S, DF	No	Evocation
Doom <i>Effect:</i> One subject takes -2 on attack rolls, damage rolls, saves, and checks.	17	Will negates	1 standard action	<i>Target:</i> You 17 minutes	Medium (270 Feet)	V, S, DF	Yes	Necromancy [Fear, Mind-Affecting]
Endure Elements <i>Effect:</i> Exist comfortably in hot or cold environments.	17	Will negates (harmless)	1 standard action	<i>Target:</i> One living creature 24 hours	Touch	V, S	Yes (harmless)	Abjuration
Entropic Shield <i>Effect:</i> Ranged attacks against you have 20% miss chance.	17	None	1 standard action	<i>Target:</i> Creature touched 17 minutes [D]	Personal	V, S	No	Abjuration
Hide from Undead <i>Effect:</i> Undead can't perceive 17 subjects.	17	Will negates (harmless); see text	1 standard action	<i>Target:</i> You 170 minutes [D]	Touch	V, S, DF	Yes	Abjuration
Inflict Light Wounds <i>Effect:</i> Touch deals 1d8+5 damage	17	Will half	1 standard action	<i>Target:</i> 17 touched creatures Instantaneous	Touch	V, S	Yes	Necromancy
Magic Stone <i>Effect:</i> Three stones gain +1 on attack rolls, deal 1d6+1 damage.	17	Will negates (harmless, object)	1 standard action	<i>Target:</i> Creature touched 30 minutes or until discharged	Touch	V, S, DF	Yes (harmless, object)	Transmutation
Magic Weapon <i>Effect:</i> Weapon gains +1 bonus.	17	Will negates (harmless, object)	1 standard action	<i>Target:</i> Up to three pebbles touched 17 minutes	Touch	V, S, DF	Yes (harmless, object)	Transmutation
Obscuring Mist <i>Effect:</i> Fog surrounds you.	17	None	1 standard action	<i>Target:</i> Weapon touched 17 minutes	20 ft.	V, S	No	Conjuration (Creation)

* =Domain/Specialty Spell

Cleric Spells

Protection from Chaos	17	Will negates (harmless)	1 standard action	17 minutes [D]	Touch	V, S, M/DF No; see text	Abjuration [Lawful]
<i>Effect: +2 to AC and saves, counter mind control, hedge out elementals and outsiders.</i>				<i>Target: Creature touched</i>			
Protection from Evil	17	Will negates (harmless)	1 standard action	17 minutes [D]	Touch	V, S, M/DF No; see text	Abjuration [Good]
<i>Effect: +2 to AC and saves, counter mind control, hedge out elementals and outsiders.</i>				<i>Target: Creature touched</i>			
Protection from Good	17	Will negates (harmless)	1 standard action	17 minutes [D]	Touch	V, S, M/DF No; see text	Abjuration [Evil]
<i>Effect: +2 to AC and saves, counter mind control, hedge out elementals and outsiders.</i>				<i>Target: Creature touched</i>			
Protection from Law	17	Will negates (harmless)	1 standard action	17 minutes [D]	Touch	V, S, M/DF No; see text	Abjuration [Chaotic]
<i>Effect: +2 to AC and saves, counter mind control, hedge out elementals and outsiders.</i>				<i>Target: Creature touched</i>			
Remove Fear	17	Will negates (harmless)	1 standard action	170 minutes; see text	Close (65 Feet)	V, S Yes (harmless)	Abjuration
<i>Effect: Suppresses fear or gives +4 on saves against fear for 5 subjects</i>				<i>Target: 5 creatures, no two of which can be more than 30 ft. apart</i>			
*Sanctuary	17	Will negates	1 standard action	17 rounds	Touch	V, S, DF No	Abjuration
<i>Effect: Opponents can't attack you, and you can't attack.</i>				<i>Target: Creature touched</i>			
Sanctuary	17	Will negates	1 standard action	17 rounds	Touch	V, S, DF No	Abjuration
<i>Effect: Opponents can't attack you, and you can't attack.</i>				<i>Target: Creature touched</i>			
Shield of Faith	17	Will negates (harmless)	1 standard action	17 minutes	Touch	V, S, M Yes (harmless)	Abjuration
<i>Effect: Aura grants +4 deflection bonus.</i>				<i>Target: Creature touched</i>			
Summon Monster I	17	None	1 round	17 rounds [D]	Close (65 Feet)	V, S, F/DF No	Conjuration (Summoning)
<i>Effect: Calls extraplanar creature to fight for you.</i>				<i>Target: One summoned creature</i>			

LEVEL 2

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
<div><div></div><div></div><div></div><div></div><div></div></div> Aid	18	None	1 standard action	17 minutes	Touch	V, S, DF	Yes (harmless)	Enchantment (Compulsion) [Mind-Affecting]
Effect: +1 on attack rolls, +1 against fear, 1d8+10 temporary hp.				Target: Living creature touched				
<div><div></div><div></div><div></div><div></div><div></div></div> Align Weapon	18	Will negates (harmless, object)	1 standard action	17 minutes	Touch	V, S, DF	Yes (harmless, object)	Transmutation
Effect: Weapon becomes good, evil, lawful, or chaotic.				Target: Weapon touched or fifty projectiles [all of which must be in contact with each other at the time of casting]				
<div><div></div><div></div><div></div><div></div><div></div></div> Augury	18	None	1 minute	Instantaneous	Personal	V, S, M, F	No	Divination
Effect: Learns whether an action will be good or bad.				Target: You				
<div><div></div><div></div><div></div><div></div><div></div></div> Bear's Endurance	18	Will negates (harmless)	1 standard action	17 minutes	Touch	V, S, DF	Yes	Transmutation
Effect: Subject gains +4 to Con for 17 minutes.				Target: Creature touched				
<div><div></div><div></div><div></div><div></div><div></div></div> Bull's Strength	18	Will negates (harmless)	1 standard action	17 minutes	Touch	V, S, M/DF	Yes (harmless)	Transmutation
Effect: Subject gains +4 to Str for 17 minutes.				Target: Creature touched				
<div><div></div><div></div><div></div><div></div><div></div></div> Calm Emotions	18	Will negates	1 standard action	Concentration, up to 17 rounds [D]	Medium (270 Feet)	V, S, DF	Yes	Enchantment (Compulsion) [Mind-Affecting]
Effect: Calms creatures, negating emotion effects.				Target: Creatures in a 20-ft.-radius spread				
<div><div></div><div></div><div></div><div></div><div></div></div> Consecrate	18	None	1 standard action	34 hours	Close (65 Feet)	V, S, M, DF	No	Evocation [Good]
Effect: Fills area with positive energy, making undead weaker.				Target: 20-ft.-radius emanation				
<div><div></div><div></div><div></div><div></div><div></div></div> Cure Moderate Wounds	18	Will half (harmless); see text	1 standard action	Instantaneous	Touch	V, S	Yes (harmless); see text	Conjuration (Healing)
Effect: Cures 2d8+10 damage				Target: Creature touched				
<div><div></div><div></div><div></div><div></div><div></div></div> Darkness	18	None	1 standard action	170 minutes [D]	Touch	V, M/DF	No	Evocation [Darkness]
Effect: 20-ft. radius of supernatural shadow.				Target: Object touched				
<div><div></div><div></div><div></div><div></div><div></div></div> Death Knell	18	Will negates	1 standard action	Instantaneous/10 minutes per HD of subject; see text	Touch	V, S	Yes	Necromancy [Death, Evil]
Effect: Kill dying creature and gain 1d8 temporary hp, +2 to Str, and +1 caster level.				Target: Living creature touched				
<div><div></div><div></div><div></div><div></div><div></div></div> Delay Poison	18	Fortitude negates (harmless)	1 standard action	17 hours	Touch	V, S, DF	Yes (harmless)	Conjuration (Healing)
Effect: Stops poison from harming subject for 17 hours.				Target: Creature touched				
<div><div></div><div></div><div></div><div></div><div></div></div> Desecrate	18	None	1 standard action	34 hours	Close (65 Feet)	V, S, M, DF	Yes	Evocation [Evil]
Effect: Fills area with negative energy, making undead stronger.				Target: 20-ft.-radius emanation				
<div><div></div><div></div><div></div><div></div><div></div></div> Eagle's Splendor	18	Will negates (harmless)	1 standard action	17 minutes	Touch	V, S, M/DF	Yes	Transmutation
Effect: Subject gains +4 to Cha for 17 minutes.				Target: Creature touched				
<div><div></div><div></div><div></div><div></div><div></div></div> Enthrall	18	Will negates; see text	1 round	17 hour or less	Medium (270 Feet)	V, S	Yes	Enchantment (Charm)
Effect: Captivates all within 270 ft.				Target: Any number of creatures				
<div><div></div><div></div><div></div><div></div><div></div></div> Find Traps	18	None	1 standard action	17 minutes	Personal	V, S	No	Divination
Effect: Notice traps as a rogue does.				Target: You				
<div><div></div><div></div><div></div><div></div><div></div></div> Gentle Repose	18	Will negates (object)	1 standard action	17 days	Touch	V, S, M/DF	Yes (object)	Necromancy
Effect: Preserves one corpse.				Target: Corpse touched				
<div><div></div><div></div><div></div><div></div><div></div></div> **Hold Animal	18	Will negates; see text	1 standard action	17 rounds [D]; see text	Medium (100 Feet)	V, S	Yes	Enchantment (Compulsion) [Mind-Affecting]
Effect: Paralyzes one animal for 17 rounds.				Target: One animal				
<div><div></div><div></div><div></div><div></div><div></div></div> Hold Person	18	Will negates; see text	1 standard action	17 rounds [D]; see text	Medium (270 Feet)	V, S, F/DF	Yes	Enchantment (Compulsion) [Mind-Affecting]
Effect: Paralyzes one humanoid for 17 rounds.				Target: One humanoid creature				
<div><div></div><div></div><div></div><div></div><div></div></div> Inflict Moderate Wounds	18	Will half	1 standard action	Instantaneous	Touch	V, S	Yes	Necromancy
Effect: Touch attack, 2d8+10 damage				Target: Creature touched				
<div><div></div><div></div><div></div><div></div><div></div></div> Make Whole	18	Will negates (harmless, object)	1 standard action	Instantaneous	Close (65 Feet)	V, S	Yes (harmless, object)	Transmutation
Effect: Repairs an object.				Target: One object of up to 170 cu. ft.				
<div><div></div><div></div><div></div><div></div><div></div></div> Owl's Wisdom	18	Will negates (harmless)	1 standard action	17 minutes	Touch	V, S, M/DF	Yes	Transmutation
Effect: Subject gains +4 to Wis for 17 minutes.				Target: Creature touched				
<div><div></div><div></div><div></div><div></div><div></div></div> Remove Paralysis	18	Will negates (harmless)	1 standard action	Instantaneous	Close (65 Feet)	V, S	Yes (harmless)	Conjuration (Healing)
Effect: Frees one or more creatures from paralysis or slow effect.				Target: Up to four creatures, no two of which can be more than 30 ft. apart				
<div><div></div><div></div><div></div><div></div><div></div></div> Resist Energy	18	Fortitude negates (harmless)	1 standard action	170 minutes	Touch	V, S, DF	Yes (harmless)	Abjuration
Effect: Ignores first 10 [or more] points of damage/attack from specified energy type.				Target: Creature touched				
<div><div></div><div></div><div></div><div></div><div></div></div> Restoration, Lesser	18	Will negates (harmless)	3 rounds	Instantaneous	Touch	V, S	Yes (harmless)	Conjuration (Healing)
Effect: Dispels magical ability penalty or repairs 1d4 ability damage.				Target: Creature touched				
<div><div></div><div></div><div></div><div></div><div></div></div> Shatter	18	Will negates (object); Will negates (object) or Fortitude half; see text	1 standard action	Instantaneous	Close (65 Feet)	V, S, M/DF	Yes (object)	Evocation [Sonic]
Effect: Sonic vibration damages objects or crystalline creatures.				Target: 5-ft.-radius spread; or one solid object or one crystalline creature				
<div><div></div><div></div><div></div><div></div><div></div></div> *Shield Other	18	Will negates (harmless)	1 standard action	17 hours [D]	Close (25 Feet)	V, S, F	Yes (harmless)	Abjuration
Effect: You take half of subject's damage.				Target: One creature				
<div><div></div><div></div><div></div><div></div><div></div></div> Shield Other	18	Will negates (harmless)	1 standard action	17 hours [D]	Close (65 Feet)	V, S, F	Yes (harmless)	Abjuration
Effect: You take half of subject's damage.				Target: One creature				
<div><div></div><div></div><div></div><div></div><div></div></div> Silence	18	Will negates; see text or none (object)	1 standard action	17 minutes [D]	Long (1080 Feet)	V, S	Yes; see text or no (object)	Illusion (Glamer)
Effect: Negates sound in 15-ft. radius.				Target: 20 ft. radius emanation centered on a creature, object, or point in space				
<div><div></div><div></div><div></div><div></div><div></div></div> Sound Burst	18	Fortitude partial	1 standard action	Instantaneous	Close (65 Feet)	V, S, F/DF	Yes	Evocation [Sonic]
Effect: Deals 1d8 sonic damage to subjects; may stun them.				Target: 10-ft.-radius spread				
<div><div></div><div></div><div></div><div></div><div></div></div> Spiritual Weapon	18	None	1 standard action	17 rounds [D]	Medium (270 Feet)	V, S, DF	Yes	Evocation [Force]
Effect: Magical weapon attacks on its own.				Target: Magic weapon of force				
<div><div></div><div></div><div></div><div></div><div></div></div> Status	18	Will negates (harmless)	1 standard action	17 hours	Touch	V, S	Yes (harmless)	Divination
Effect: Monitors condition, position of allies.				Target: 5 living creatures touched				
<div><div></div><div></div><div></div><div></div><div></div></div> Summon Monster II	18	None	1 round	17 rounds [D]	Close (65 Feet)	V, S, F/DF	No	Conjuration (Summoning)
Effect: Calls extraplanar creature to fight for you.				Target: One or more summoned creatures, no two of which can be more than 30 ft. apart				

* =Domain/Specialty Spell

Cleric Spells

☐☐☐☐☐ Undetectable Alignment	18	Will negates (object)	1 standard action	24 hours	Close (65 Feet)	V, S	Yes (object)	Abjuration
<i>Effect:</i> Conceals alignment for 24 hours.				<i>Target:</i> One creature or object				
☐☐☐☐☐ Zone of Truth	18	Will negates	1 standard action	17 minutes	Close (65 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	19	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	19	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	19	Fortitude negates	1 standard action	Permanent [D]	Medium (270 Feet)	V	Yes	Necromancy
<i>Effect:</i> Makes subject blinded or deafened.				<i>Target:</i> One living creature				
☐☐☐☐☐ Contagion	19	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	19	None	1 standard action	Permanent	Touch	V, S, M	No	Evocation [Light]
<i>Effect:</i> Makes a permanent, heatless torch.				<i>Target:</i> Object touched				
☐☐☐☐☐ Create Food and Water	19	None	10 minutes	24 hours; see text	Close (65 Feet)	V, S	No	Conjuration (Creation)
<i>Effect:</i> Feeds 51 humans or 17 horse.				<i>Target:</i> Food and water to sustain 51 humans or 17 horses for 24 hours				
☐☐☐☐☐ Cure Serious Wounds	19	Will half (harmless); see text	1 standard action	Instantaneous	Touch	V, S	Yes (harmless); see text	Conjuration (Healing)
<i>Effect:</i> Cures 3d8+15 damage				<i>Target:</i> Creature touched				
☐☐☐☐☐ Daylight	19	None	1 standard action	170 minutes [D]	Touch	V, S	No	Evocation [Light]
<i>Effect:</i> 60-ft. radius of bright light.				<i>Target:</i> Object touched				
☐☐☐☐☐ Deeper Darkness	19	None	1 standard action	17 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	19	None	1 standard action	Instantaneous	Medium (270 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	19	Will negates	1 round	17 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	19	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 85 sq. ft				
☐☐☐☐☐ Helping Hand	19	None	1 standard action	17 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	19	Will half	1 standard action	Instantaneous	Touch	V, S	Yes	Necromancy
<i>Effect:</i> Touch attack, 3d8+15 damage				<i>Target:</i> Creature touched				
☐☐☐☐☐ Invisibility Purge	19	None	1 standard action	17 minutes [D]	Personal	V, S	No	Evocation
<i>Effect:</i> Dispel invisibility within 85 ft				<i>Target:</i> You				
☐☐☐☐☐ Locate Object	19	None	1 standard action	17 minutes	Long (1080 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 1080 ft.				
☐☐☐☐☐ Magic Circle against Chaos	19	Will negates (harmless)	1 standard action	170 minutes	Touch	V, S, M/DF	No; see text	Abjuration [Lawful]
<i>Effect:</i> As protection spells, but 10-ft. radius and 170 minutes.				<i>Target:</i> 10-ft.-radius emanation from touched creature				
☐☐☐☐☐ Magic Circle against Evil	19	Will negates (harmless)	1 standard action	170 minutes	Touch	V, S, M/DF	No; see text	Abjuration [Good]
<i>Effect:</i> As protection spells, but 10-ft. radius and 170 minutes.				<i>Target:</i> 10-ft.-radius emanation from touched creature				
☐☐☐☐☐ Magic Circle against Good	19	Will negates (harmless)	1 standard action	170 minutes	Touch	V, S, M/DF	No; see text	Abjuration [Evil]
<i>Effect:</i> As protection spells, but 10-ft. radius and 170 minutes.				<i>Target:</i> 10-ft.-radius emanation from touched creature				
☐☐☐☐☐ Magic Circle against Law	19	Will negates (harmless)	1 standard action	170 minutes	Touch	V, S, M/DF	No; see text	Abjuration [Chaotic]
<i>Effect:</i> As protection spells, but 10-ft. radius and 170 minutes.				<i>Target:</i> 10-ft.-radius emanation from touched creature				
☐☐☐☐☐ Magic Vestment	19	Will negates (harmless, object)	1 standard action	17 hours	Touch	V, S, DF	Yes (harmless, object)	Transmutation
<i>Effect:</i> Armor or shield gains 4 enhancement				<i>Target:</i> Armor or shield touched				
☐☐☐☐☐ Meld into Stone	19	None	1 standard action	170 minutes	Personal	V, S, DF	No	Transmutation [Earth]
<i>Effect:</i> You and your gear merge with stone.				<i>Target:</i> You				
☐☐☐☐☐ Obscure Object	19	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 1700 lbs				
☐☐☐☐☐ Prayer	19	None	1 standard action	17 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	19	Fortitude negates (harmless)	1 standard action	170 minutes or until discharged	Touch	V, S, DF	Yes (harmless)	Abjuration
<i>Effect:</i> Absorb 204 points of damage from one kind of energy.				<i>Target:</i> Creature touched				
☐☐☐☐☐ Protection from Energy	19	Fortitude negates (harmless)	1 standard action	170 minutes or until discharged	Touch	V, S, DF	Yes (harmless)	Abjuration
<i>Effect:</i> Absorb 204 points of damage from one kind of energy.				<i>Target:</i> Creature touched				
☐☐☐☐☐ Remove Blindness/Deafness	19	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	19	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	19	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	19	None	1 standard action	Instantaneous	Medium (270 Feet)	V, S	Yes	Evocation
<i>Effect:</i> Ray deals 1d8/two levels, more against undead.				<i>Target:</i> Ray				
☐☐☐☐☐ Speak with Dead	19	Will negates; see text	10 minutes	17 minutes	10 ft.	V, S, DF	No	Necromancy [Language-Dependent]
<i>Effect:</i> Corpse answers one question/two levels.				<i>Target:</i> One dead creature				
☐☐☐☐☐ Stone Shape	19	None	1 standard action	Instantaneous	Touch	V, S, M/DF	No	Transmutation [Earth]
<i>Effect:</i> Sculpts stone into any shape.				<i>Target:</i> Stone or stone object touched, up to 27 cu. ft.				
☐☐☐☐☐ Summon Monster III	19	None	1 round	17 rounds [D]	Close (65 Feet)	V, S, F/DF	No	Conjuration (Summoning)
<i>Effect:</i> Calls extraplanar creature to fight for you.				<i>Target:</i> One or more summoned creatures, no two of which can be more than 30 ft. apart				
☐☐☐☐☐ Water Breathing	19	Will negates (harmless)	1 standard action	34 hours; see text	Touch	V, S, M/DF	Yes (harmless)	Transmutation
<i>Effect:</i> Subjects can breathe underwater.				<i>Target:</i> Living creatures touched				
☐☐☐☐☐ Water Walk	19	Will negates (harmless)	1 standard action	170 minutes [D]	Touch	V, S, DF	Yes (harmless)	Transmutation [Water]
<i>Effect:</i> Subject treads on water as if solid.				<i>Target:</i> 17 touched creatures				
☐☐☐☐☐ Wind Wall	19	None; see text	1 standard action	17 rounds	Medium (270 Feet)	V, S, M/DF	Yes	Evocation [Air]
<i>Effect:</i> Deflects arrows, smaller creatures, and gases.				<i>Target:</i> Wall up to 170 ft. long and 85 ft. high [S]				

LEVEL 4

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
☐☐☐☐☐ Air Walk	20	None	1 standard action	170 minutes	Touch	V, S, DF	Yes (harmless)	Transmutation [Air]
<i>Effect:</i> Subject treads on air as if solid [climb at 45-degree angle].				<i>Target:</i> Creature [Gargantuan or smaller] touched				
☐☐☐☐☐ Control Water	20	None; see text	1 standard action	170 minutes [D]	Long (1080 Feet)	V, S, M/DF	No	Transmutation [Water]
<i>Effect:</i> Raises or lowers bodies of water.				<i>Target:</i> Water in a volume of 170 ft by 170 ft by 34 ft [S]				
☐☐☐☐☐ Cure Critical Wounds	20	Will half (harmless); see text	1 standard action	Instantaneous	Touch	V, S	Yes (harmless); see text	Conjuration (Healing)
<i>Effect:</i> Cures 4d8+17 damage.				<i>Target:</i> Creature touched				

* =Domain/Specialty Spell

Cleric Spells

☐☐☐☐☐	Death Ward	20	Will negates (harmless)	1 standard action	17 minutes	Touch	V, S, DF	Yes (harmless)	Necromancy
	<i>Effect:</i> Grants immunity to death spells and negative energy effects.				<i>Target:</i> Living creature touched				
☐☐☐☐☐	Dimensional Anchor	20	None	1 standard action	17 minutes	Medium (270 Feet)	V, S	Yes (object)	Abjuration
	<i>Effect:</i> Bars extradimensional movement.				<i>Target:</i> Ray				
☐☐☐☐☐	Discern Lies	20	Will negates	1 standard action	Concentration, up to 17 rounds	Close (65 Feet)	V, S, DF	No	Divination
	<i>Effect:</i> Reveals deliberate falsehoods.				<i>Target:</i> 17 creatures, no two of which can be more than 30 ft. apart				
☐☐☐☐☐	Dismissal	20	Will negates; see text	1 standard action	Instantaneous	Close (65 Feet)	V, S, DF	Yes	Abjuration
	<i>Effect:</i> Forces a creature to return to native plane.				<i>Target:</i> One extraplanar creature				
☐☐☐☐☐	Divination	20	None	10 minutes	Instantaneous	Personal	V, S, M	No	Divination
	<i>Effect:</i> Provides useful advice for specific proposed actions.				<i>Target:</i> You				
☐☐☐☐☐	Divine Power	20	None	1 standard action	17 rounds	Personal	V, S, DF	No	Evocation
	<i>Effect:</i> You gain attack bonus, +6 to Str, and 17 hps.				<i>Target:</i> You				
☐☐☐☐☐	Freedom of Movement	20	Will negates (harmless)	1 standard action	170 minutes	Personal or touch	V, S, M, DF	Yes (harmless)	Abjuration
	<i>Effect:</i> Subject moves normally despite impediments.				<i>Target:</i> You or creature touched				
☐☐☐☐☐	Giant Vermin	20	None	1 standard action	17 minutes	Close (65 Feet)	V, S, DF	Yes	Transmutation
	<i>Effect:</i> Turns centipedes, scorpions, or spiders into giant vermin.				<i>Target:</i> Up to three vermin, no two of which can be more than 30 ft. apart				
☐☐☐☐☐	Imbue with Spell Ability	20	Will negates (harmless)	10 minutes	Permanent until discharged [D]	Touch	V, S, DF	Yes (harmless)	Evocation
	<i>Effect:</i> Transfer spells to subject.				<i>Target:</i> Creature touched; see text				
☐☐☐☐☐	Inflict Critical Wounds	20	Will half	1 standard action	Instantaneous	Touch	V, S	Yes	Necromancy
	<i>Effect:</i> Touch attack, 4d8+17 damage				<i>Target:</i> Creature touched				
☐☐☐☐☐	Magic Weapon, Greater	20	Will negates (harmless, object)	1 standard action	17 hours	Close (65 Feet)	V, S, M/DF	Yes (harmless, object)	Transmutation
	<i>Effect:</i> +1/four levels 5.				<i>Target:</i> One weapon or fifty projectiles [all of which must be in contact with each other at the time of casting]				
☐☐☐☐☐	Neutralize Poison	20	Will negates (harmless, object)	1 standard action	170 minutes	Touch	V, S, M/DF	Yes (harmless, object)	Conjuration (Healing)
	<i>Effect:</i> Immunizes subject against poison, detoxifies venom in or on subject.				<i>Target:</i> Creature or object of up to 17 cu. ft. touched				
☐☐☐☐☐	Poison	20	Fortitude negates; see text	1 standard action	Instantaneous; see text	Touch	V, S, DF	Yes	Necromancy
	<i>Effect:</i> Touch deals 1d10 Con damage, repeats in 1 minute.				<i>Target:</i> Living creature touched				
☐☐☐☐☐	Repel Vermin	20	None or Will negates; see text	1 standard action	170 minutes [D]	10 ft.	V, S, DF	Yes	Abjuration
	<i>Effect:</i> Insects, spiders, and other vermin stay 10 ft. away.				<i>Target:</i> 10 ft. radius emanation centered on you				
☐☐☐☐☐	Restoration	20	Will negates (harmless)	3 rounds	Instantaneous	Touch	V, S, M	Yes (harmless)	Conjuration (Healing)
	<i>Effect:</i> Restores level and ability score drains.				<i>Target:</i> Creature touched				
☐☐☐☐☐	Sending	20	None	10 minutes	17 round; see text	See text	V, S, M/DF	No	Evocation
	<i>Effect:</i> Delivers short message anywhere, instantly.				<i>Target:</i> One creature				
☐☐☐☐☐	*Spell Immunity	20	Will negates (harmless)	1 standard action	170 minutes	Touch	V, S, DF	Yes (harmless)	Abjuration
	<i>Effect:</i> Subject is immune to one spell per four levels.				<i>Target:</i> Creature touched				
☐☐☐☐☐	Spell Immunity	20	Will negates (harmless)	1 standard action	170 minutes	Touch	V, S, DF	Yes (harmless)	Abjuration
	<i>Effect:</i> Subject is immune to one spell per four levels.				<i>Target:</i> Creature touched				
☐☐☐☐☐	Summon Monster IV	20	None	1 round	17 rounds [D]	Close (65 Feet)	V, S, F/DF	No	Conjuration (Summoning)
	<i>Effect:</i> Calls extraplanar creature to fight for you.				<i>Target:</i> One or more summoned creatures, no two of which can be more than 30 ft. apart				
☐☐☐☐☐	**Summon Nature's Ally IV	20	None	1 round	17 rounds [D]	Close (25 Feet)	V, S, DF	No	Conjuration (Summoning)
	<i>Effect:</i> Calls creature to fight.				<i>Target:</i> One or more creatures, no two of which can be more than 30 ft. apart				
☐☐☐☐☐	Tongues	20	Will negates (harmless)	1 standard action	170 minutes	Touch	V, M/DF	No	Divination
	<i>Effect:</i> Speak any language.				<i>Target:</i> Creature touched				

LEVEL 5

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
☐☐☐☐☐ Atonement	21	None	1 hour	Instantaneous	Touch	V, S, M, F, DF, XP	Yes	Abjuration
Effect: Removes burden of misdeeds from subject.				Target: Living creature touched				
☐☐☐☐☐ Break Enchantment	21	See text	1 minute	Instantaneous	Close (65 Feet)	V, S	No	Abjuration
Effect: Frees subjects from enchantments, alterations, curses, and petrification.				Target: Up to 17 creatures, all within 30 ft. of each other				
☐☐☐☐☐ Command, Greater	21	Will negates	1 standard action	17 rounds	Close (65 Feet)	V	Yes	Enchantment (Compulsion)
Effect: As command, but affects 17 subjects.				Target: 17 creatures, no two of which can be more than 30 ft. apart				
☐☐☐☐☐ Commune	21	None	10 minutes	17 rounds	Personal	V, S, M, DF, XP	No	Divination
Effect: Deity answers 17 yes-or-no questions.				Target: You				
☐☐☐☐☐ **Commune with Nature	21	None	10 minutes	Instantaneous	Personal	V, S	No	Divination
Effect: Learn about terrain for 17 miles.				Target: You				
☐☐☐☐☐ Cure Light Wounds, Mass	21	Will half (harmless) or Will half; see text	1 standard action	Instantaneous	Close (65 Feet)	V, S	Yes (harmless) or Yes; see text	Conjuration (Healing)
Effect: Cures 1d8+17 damage for many creatures.				Target: 17 creatures, no two of which can be more than 30 ft. apart				
☐☐☐☐☐ Dispel Chaos	21	See text	1 standard action	17 rounds or until discharged, whichever comes first	Touch	V, S, DF	See text	Abjuration [Lawful]
Effect: +4 bonus against attacks.				Target: You and a touched evil creature from another plane; or you and an enchantment or evil spell on a touched creature or object				
☐☐☐☐☐ Dispel Evil	21	See text	1 standard action	17 rounds or until discharged, whichever comes first	Touch	V, S, DF	See text	Abjuration [Good]
Effect: +4 bonus against attacks.				Target: You and a touched evil creature from another plane; or you and an enchantment or evil spell on a touched creature or object				
☐☐☐☐☐ Dispel Good	21	See text	1 standard action	17 rounds or until discharged, whichever comes first	Touch	V, S, DF	See text	Abjuration [Evil]
Effect: +4 bonus against attacks.				Target: You and a touched evil creature from another plane; or you and an enchantment or evil spell on a touched creature or object				
☐☐☐☐☐ Dispel Law	21	See text	1 standard action	17 rounds or until discharged, whichever comes first	Touch	V, S, DF	See text	Abjuration [Chaotic]
Effect: +4 bonus against attacks.				Target: You and a touched evil creature from another plane; or you and an enchantment or evil spell on a touched creature or object				
☐☐☐☐☐ Disrupting Weapon	21	Will negates (harmless, object); see text	1 standard action	17 rounds	Touch	V, S	Yes (harmless, object)	Transmutation
Effect: Melee weapon destroys undead.				Target: One melee weapon				
☐☐☐☐☐ Flame Strike	21	Reflex half	1 standard action	Instantaneous	Medium (270 Feet)	V, S, DF	Yes	Evocation [Fire]
Effect: Smite foes with divine fire for 17d6 damage.				Target: Cylinder 10				
☐☐☐☐☐ Hallow	21	See text	24 hours	Instantaneous	Touch	V, S, M, DF	See text	Evocation [Good]
Effect: Designates location as holy.				Target: 40-ft. radius emanating from the touched point				
☐☐☐☐☐ Inflict Light Wounds, Mass	21	Will half	1 standard action	Instantaneous	Close (65 Feet)	V, S	Yes	Necromancy
Effect: Deals 1d8+17 damage to many creatures.				Target: 17 creatures, no two of which can be more than 30 ft. apart				
☐☐☐☐☐ Insect Plague	21	None	1 round	17 minutes	Long (1080 Feet)	V, S, DF	No	Conjuration (Summoning)
Effect: Locust swarms attack creatures.				Target: 5 swarms of locust, each of which must be adjacent to at least one other swarm				
☐☐☐☐☐ Mark of Justice	21	None	10 minutes	Permanent; see text	Touch	V, S, DF	Yes	Necromancy
Effect: Designates action that will trigger curse on subject.				Target: Creature touched				
☐☐☐☐☐ Plane Shift	21	Will negates	1 standard action	Instantaneous	Touch	V, S, F	Yes	Conjuration (Teleportation)
Effect: As many as eight subjects travel to another plane.				Target: Creature touched, or up to eight willing creatures joining hands				
☐☐☐☐☐ Raise Dead	21	None; see text	1 minute	Instantaneous	Touch	V, S, M, DF	Yes (harmless)	Conjuration (Healing)
Effect: Restores life to subject who died as long as 17 days ago.				Target: Dead creature touched				
☐☐☐☐☐ Righteous Might	21	None	1 standard action	17 rounds [D]	Personal	V, S, DF	No	Transmutation
Effect: Your size increases, and you gain combat bonuses.				Target: You				

* =Domain/Specialty Spell

Cleric Spells

■■■■■ Scrying	21	Will negates	1 hour	17 minutes	See text	V, S, M/DF, F	Yes	Divination (Scrying)
<i>Effect:</i> Spies on subject from a distance.				<i>Target:</i> Magical sensor				
■■■■■ Slay Living	21	Fortitude partial	1 standard action	Instantaneous	Touch	V, S	Yes	Necromancy [Death]
<i>Effect:</i> Touch attack kills subject.				<i>Target:</i> Living creature touched				
■■■■■ *Spell Resistance	21	Will negates (harmless)	1 standard action	17 minutes	Touch	V, S, DF	Yes (harmless)	Abjuration
<i>Effect:</i> Subject gains SR 12 + level.				<i>Target:</i> Creature touched				
■■■■■ Spell Resistance	21	Will negates (harmless)	1 standard action	17 minutes	Touch	V, S, DF	Yes (harmless)	Abjuration
<i>Effect:</i> Subject gains SR 12 + level.				<i>Target:</i> Creature touched				
■■■■■ Summon Monster V	21	None	1 round	17 rounds [D]	Close (65 Feet)	V, S, F/DF	No	Conjuration (Summoning)
<i>Effect:</i> Calls extraplanar creature to fight for you.				<i>Target:</i> One or more summoned creatures, no two of which can be more than 30 ft. apart				
■■■■■ Symbol of Pain	21	Fortitude negates	10 minutes	See text	0 ft.; see text	V, S, M	Yes	Necromancy [Evil]
<i>Effect:</i> Triggered rune wracks nearby creatures with pain.				<i>Target:</i> One symbol				
■■■■■ Symbol of Sleep	21	Will negates	10 minutes	See text	0 ft.; see text	V, S, M	Yes	Enchantment (Compulsion) [Mind-Affecting]
<i>Effect:</i> Triggered rune puts nearby creatures into catatonic slumber.				<i>Target:</i> One symbol				
■■■■■ True Seeing	21	Will negates (harmless)	1 standard action	17 minutes	Touch	V, S, M	Yes (harmless)	Divination
<i>Effect:</i> Lets you see all things as they really are.				<i>Target:</i> Creature touched				
■■■■■ Unhallow	21	See text	24 hours	Instantaneous	Touch	V, S, M	See text	Evocation [Evil]
<i>Effect:</i> Designates location as unholy.				<i>Target:</i> 40-ft. radius emanating from the touched point				
■■■■■ Wall of Stone	21	See text	1 standard action	Instantaneous	Medium (270 Feet)	V, S, M/DF	No	Conjuration (Creation) [Earth]
<i>Effect:</i> Creates a stone wall that can be shaped.				<i>Target:</i> Stone wall whose area is up to 17 5-ft. squares [S]				

LEVEL 6

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
■■■■■ Animate Objects	22	None	1 standard action	17 rounds	Medium (270 Feet)	V, S	No	Transmutation
<i>Effect:</i> Objects attack your foes.				<i>Target:</i> 17 Small objects; see text				
■■■■■ *Antilife Shell	22	None	1 round	170 minutes [D]	10 ft.	V, S, DF	Yes	Abjuration
<i>Effect:</i> 10-ft. field hedges out living creatures.				<i>Target:</i> 10-ft.-radius emanation, centered on you				
■■■■■ Antilife Shell	22	None	1 round	170 minutes [D]	10 ft.	V, S, DF	Yes	Abjuration
<i>Effect:</i> 10-ft. field hedges out living creatures.				<i>Target:</i> 10-ft.-radius emanation, centered on you				
■■■■■ **Antimagic Field	22	None	1 standard action	170 minutes [D]	10 ft.	V, S, M/DF	See text	Abjuration
<i>Effect:</i> Negates magic within 10 ft.				<i>Target:</i> 10-ft.-radius emanation, centered on you				
■■■■■ Banishment	22	Will negates	1 standard action	Instantaneous	Close (65 Feet)	V, S, F	Yes	Abjuration
<i>Effect:</i> Banishes 34 HD of extraplanar creatures.				<i>Target:</i> One or more extraplanar creatures, no two of which can be more than 30 ft. apart				
■■■■■ Bear's Endurance, Mass	22	Will negates (harmless)	1 standard action	17 minutes	Close (65 Feet)	V, S, DF	Yes	Transmutation
<i>Effect:</i> As bear's endurance, affects 17 subjects.				<i>Target:</i> 17 creatures, no two of which can be more than 30 ft. apart				
■■■■■ Blade Barrier	22	Reflex half or Reflex negates; see text	1 standard action	17 minutes [D]	Medium (270 Feet)	V, S	Yes	Evocation [Force]
<i>Effect:</i> Wall of blades deals 17d6 damage.				<i>Target:</i> Wall of whirling blades up to 340 ft. long, or a ringed wall of whirling blades with a radius of up to 42 ft; either form 20 ft. high				
■■■■■ Bull's Strength, Mass	22	Will negates (harmless)	1 standard action	17 minutes	Close (65 Feet)	V, S, M/DF	Yes (harmless)	Transmutation
<i>Effect:</i> As bull's strength, affects one subject/ level.				<i>Target:</i> 17 creatures, no two of which can be more than 30 ft. apart				
■■■■■ Create Undead	22	None	1 hour	Instantaneous	Close (65 Feet)	V, S, M	No	Necromancy [Evil]
<i>Effect:</i> Creates ghouls, ghosts, mummies, or mohrgs.				<i>Target:</i> One corpse				
■■■■■ Cure Moderate Wounds, Mass	22	Will half (harmless) or Will half; see text	1 standard action	Instantaneous	Close (65 Feet)	V, S	Yes (harmless) or Yes; see text	Conjuration (Healing)
<i>Effect:</i> Cures 2d8+17 damage for many creatures.				<i>Target:</i> 17 creatures, no two of which can be more than 30 ft. apart				
■■■■■ Dispel Magic, Greater	22	None	1 standard action	Instantaneous	Medium (270 Feet)	V, S	No	Abjuration
<i>Effect:</i> As dispel magic, but +20 on check.				<i>Target:</i> One spellcaster, creature, or object; or 20-ft.-radius burst				
■■■■■ Eagle's Splendor, Mass	22	Will negates (harmless)	1 standard action	17 minutes	Close (65 Feet)	V, S, M/DF	Yes	Transmutation
<i>Effect:</i> As eagle's splendor, affects 17 subjects.				<i>Target:</i> 17 creatures, no two of which can be more than 30 ft. apart				
■■■■■ Find the Path	22	None or Will negates (harmless)	3 rounds	170 minutes	Personal or touch	V, S, F	No or Yes (harmless)	Divination
<i>Effect:</i> Shows most direct way to a location.				<i>Target:</i> You or creature touched				
■■■■■ Forbiddance	22	See text	6 rounds	Permanent	Medium (270 Feet)	V, S, M, DF	Yes	Abjuration
<i>Effect:</i> Blocks planar travel, damages creatures of different alignment.				<i>Target:</i> 17 60-ft. cubes [S]				
■■■■■ Geas/Quest	22	None	10 minutes	17 days or until discharged [D]	Close (65 Feet)	V	Yes	Enchantment (Compulsion) [Language-Dependent, Mind-Affecting]
<i>Effect:</i> As lesser geas, plus it affects any creature.				<i>Target:</i> One living creature				
■■■■■ Glyph of Warding, Greater	22	See text	10 minutes	Permanent until discharged [D]	Touch	V, S, M	No (object) and Yes; see text	Abjuration
<i>Effect:</i> As glyph of warding, but up to 10d8 damage or 6th-level spell.				<i>Target:</i> Object touched or up to 85 sq. ft				
■■■■■ Harm	22	Will half; see text	1 standard action	Instantaneous	Touch	V, S	Yes	Necromancy
<i>Effect:</i> Deals 170 points damage to target.				<i>Target:</i> Creature touched				
■■■■■ Heal	22	Will negates (harmless)	1 standard action	Instantaneous	Touch	V, S	Yes (harmless)	Conjuration (Healing)
<i>Effect:</i> Cures 170 points of damage, all diseases and mental conditions.				<i>Target:</i> Creature touched				
■■■■■ Heroes' Feast	22	None	10 minutes	17 hour plus 12 hours; see text	Close (65 Feet)	V, S, DF	No	Conjuration (Creation) [Creation]
<i>Effect:</i> Food for 17 creatures cures and grants combat bonuses.				<i>Target:</i> Feast for 17 creatures				
■■■■■ Inflict Moderate Wounds, Mass	22	Will half	1 standard action	Instantaneous	Close (65 Feet)	V, S	Yes	Necromancy
<i>Effect:</i> Deals 2d8+17 damage to many creatures.				<i>Target:</i> 17 creatures, no two of which can be more than 30 ft. apart				
■■■■■ Owl's Wisdom, Mass	22	Will negates (harmless)	1 standard action	17 minutes	Close (65 Feet)	V, S, M/DF	Yes	Transmutation
<i>Effect:</i> As owl's wisdom, affects one subject/ level.				<i>Target:</i> 17 creatures, no two of which can be more than 30 ft. apart				
■■■■■ Planar Ally	22	None	10 minutes	Instantaneous	Close (65 Feet)	V, S, DF, XP	No	Conjuration (Calling)
<i>Effect:</i> As lesser planar ally, but up to 12 HD.				<i>Target:</i> 1-2 called elementals or outsiders totaling no more than 12 HD, which cannot be more than 30 ft. apart when they appear				
■■■■■ Summon Monster VI	22	None	1 round	17 rounds [D]	Close (65 Feet)	V, S, F/DF	No	Conjuration (Summoning)
<i>Effect:</i> Calls extraplanar creature to fight for you.				<i>Target:</i> One or more summoned creatures, no two of which can be more than 30 ft. apart				
■■■■■ Symbol of Fear	22	Will negates	10 minutes	See text	0 ft.; see text	V, S, M	Yes	Necromancy [Fear, Mind-Affecting]
<i>Effect:</i> Triggered rune panics nearby creatures.				<i>Target:</i> One symbol				
■■■■■ Symbol of Persuasion	22	Will negates	10 minutes	See text	0 ft.; see text	V, S, M	Yes	Enchantment (Charm) [Mind-Affecting]
<i>Effect:</i> Triggered rune charms nearby creatures.				<i>Target:</i> One symbol				
■■■■■ Undeath to Death	22	Will negates	1 standard action	Instantaneous	Medium (270 Feet)	V, S, M/DF	Yes	Necromancy [Death]
<i>Effect:</i> Destroys 17d4 HD of undead.				<i>Target:</i> Several undead creatures within a 40-ft.-radius burst				
■■■■■ Wind Walk	22	No and Will negates (harmless)	1 standard action	17 hours [D]; see text	Touch	V, S, DF	No and Yes (harmless)	Transmutation [Air]
<i>Effect:</i> You and your allies turn vaporous and travel fast.				<i>Target:</i> You and 5 touched creatures				
■■■■■ Word of Recall	22	None or Will negates (harmless, object)	1 standard action	Instantaneous	Unlimited	V	No or Yes (harmless, object)	Conjuration (Teleportation)
<i>Effect:</i> Teleports you back to designated place.				<i>Target:</i> You and touched objects or other willing creatures				

LEVEL 7

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
■■■■■ **Animal Shapes	23	None; see text	1 standard action	17 hours [D]	Close (25 Feet)	V, S, DF	Yes (harmless)	Transmutation
<i>Effect:</i> 17 allies polymorphs into chosen animal.				<i>Target:</i> Up to one willing creature per level, all within 30 ft. of each other				

* =Domain/Specialty Spell

Cleric Spells

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

LEVEL 8

	Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
■■■■■	Antimagic Field	24	None	1 standard action	170 minutes [D]	10 ft.	V, S, M/DF	See text	Abjuration
	<i>Effect:</i> Negates magic within 10 ft.				<i>Target:</i> 10-ft.-radius emanation, centered on you				
■■■■■	Cloak of Chaos	24	See text	1 standard action	17 rounds [D]	20 ft.	V, S, F	Yes (harmless)	Abjuration [Chaotic]
	<i>Effect:</i> +4 to AC, +4 resistance, and SR 25 against lawful spells.				<i>Target:</i> 17 creatures in a 20-ft.-radius burst centered on you				
■■■■■	Create Greater Undead	24	None	1 hour	Instantaneous	Close (65 Feet)	V, S, M	No	Necromancy [Evil]
	<i>Effect:</i> Create shadows, wraiths, spectres, or devourers.				<i>Target:</i> One corpse				
■■■■■	Cure Critical Wounds, Mass	24	Will half (harmless) or Will half; see text	1 standard action	Instantaneous	Close (65 Feet)	V, S	Yes (harmless) or Yes; see text	Conjuration (Healing)
	<i>Effect:</i> Cures 4d8+17 damage for many creatures.				<i>Target:</i> 17 creatures, no two of which can be more than 30 ft. apart				
■■■■■	Dimensional Lock	24	None	1 standard action	17 days	Medium (270 Feet)	V, S	Yes	Abjuration
	<i>Effect:</i> Teleportation and interplanar travel blocked for 17 days.				<i>Target:</i> 20-ft.-radius emanation centered on a point in space				
■■■■■	Discern Location	24	None	10 minutes	Instantaneous	Unlimited	V, S, DF	No	Divination
	<i>Effect:</i> Reveals exact location of creature or object.				<i>Target:</i> One creature or object				
■■■■■	Earthquake	24	See text	1 standard action	17 round	Long (1080 Feet)	V, S, DF	No	Evocation [Earth]
	<i>Effect:</i> Intense tremor shakes 85 ft radius.				<i>Target:</i> 80-ft.-radius spread [S]				
■■■■■	Fire Storm	24	Reflex half	1 round	Instantaneous	Medium (270 Feet)	V, S	Yes	Evocation [Fire]
	<i>Effect:</i> Deals 17d6 fire damage.				<i>Target:</i> 34 10-ft. cubes [S]				
■■■■■	Holy Aura	24	See text	1 standard action	17 rounds [D]	20 ft.	V, S, F	Yes (harmless)	Abjuration [Good]
	<i>Effect:</i> +4 to AC, +4 resistance, and SR 25 against evil spells.				<i>Target:</i> 17 creatures in a 20-ft.-radius burst centered on you				
■■■■■	Inflict Critical Wounds, Mass	24	Will half	1 standard action	Instantaneous	Close (65 Feet)	V, S	Yes	Necromancy
	<i>Effect:</i> Deals 4d8+17 damage to many creatures.				<i>Target:</i> 17 creatures, no two of which can be more than 30 ft. apart				
■■■■■	**Mind Blank	24	Will negates (harmless)	1 standard action	24 hours	Close (25 Feet)	V, S	Yes (harmless)	Abjuration
	<i>Effect:</i> Subject is immune to mental/emotional magic and scrying.				<i>Target:</i> One creature				
■■■■■	Planar Ally, Greater	24	None	10 minutes	Instantaneous	Close (65 Feet)	V, S, DF, XP	No	Conjuration (Calling)
	<i>Effect:</i> As lesser planar ally, but up to 18 HD.				<i>Target:</i> Up to three called elementals or outsiders, totaling no more than 18 HD, no two of which can be more than 30 ft. apart when they appear.				
■■■■■	Planar Ally (Lesser)	24	None	10 minutes	Instantaneous	Close (65 Feet)	V, S, DF, XP	No	Conjuration (Calling)
	<i>Effect:</i> As lesser planar ally, but up to 18 HD.				<i>Target:</i> One called elemental or outsider of 6 HD or less				
■■■■■	Shield of Law	24	See text	1 standard action	17 rounds [D]	20 ft.	V, S, F	Yes (harmless)	Abjuration [Lawful]
	<i>Effect:</i> +4 to AC, +4 resistance, and SR 25 against chaotic spells.				<i>Target:</i> 17 creatures in a 20-ft.-radius burst centered on you				
■■■■■	Spell Immunity, Greater	24	Will negates (harmless)	1 standard action	170 minutes	Touch	V, S, DF	Yes (harmless)	Abjuration
	<i>Effect:</i> As spell immunity, but up to 8th-level spells.				<i>Target:</i> Creature touched				
■■■■■	Summon Monster VIII	24	None	1 round	17 rounds [D]	Close (65 Feet)	V, S, F/DF	No	Conjuration (Summoning)
	<i>Effect:</i> Calls extraplanar creature to fight for you.				<i>Target:</i> One or more summoned creatures, no two of which can be more than 30 ft. apart				
■■■■■	**Summon Nature's Ally VIII	24	None	1 round	17 rounds [D]	Close (25 Feet)	V, S, DF	No	Conjuration (Summoning)
	<i>Effect:</i> Calls creature to fight.				<i>Target:</i> One or more creatures, no two of which can be more than 30 ft. apart				
■■■■■	Symbol of Death	24	Fortitude negates	10 minutes	See text	0 ft.; see text	V, S, M	Yes	Necromancy [Death]
	<i>Effect:</i> Triggered rune slays nearby creatures.				<i>Target:</i> One symbol				
■■■■■	Symbol of Insanity	24	Will negates	10 minutes	See text	0 ft.; see text	V, S, M	Yes	Enchantment (Compulsion) [Mind-Affecting]
	<i>Effect:</i> Triggered rune renders nearby creatures insane.				<i>Target:</i> One symbol				
■■■■■	Unholy Aura	24	See text	1 standard action	17 rounds [D]	20 ft.	V, S, F	Yes (harmless)	Abjuration [Evil]
	<i>Effect:</i> +4 to AC, +4 resistance, and SR 25 against good spells.				<i>Target:</i> 17 creatures in a 20-ft.-radius burst centered on you				

LEVEL 9

	Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□□	Astral Projection	25	None	30 minutes	See text	Touch	V, S, M	Yes	Necromancy
	Effect: Projects you and companions onto Astral Plane.				Target: You plus one additional willing creature touched per two caster levels				
	* =Domain/Speciality Spell								

Cleric Spells

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

* =Domain/Speciality Spell