

Freydis Female Half-Elf Clr20

NAME

Clr20

CLASS

380000

EXPERIENCE

20

TCL

210000

NEXT LEVEL

NPC

PLAYERNAME

Half-Elf

RACE

Medium

SIZE

5'2"

HEIGHT

116 lbs

WEIGHT

0

AGE

Female

GENDER

None

DEITY

5'2"

HEIGHT

116 lbs

WEIGHT

0

HAIR

Lawful Evil

ALIGNMENT

Low-Light, Normal

VISION

0

POINTS

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP SCORE	TEMP MODIFIER
STR Strength	13	+1	13	+1
DEX Dexterity	13	+1	13	+1
CON Constitution	16	+3	16	+3
INT Intelligence	12	+1	12	+1
WIS Wisdom	22	+6	22	+6
CHA Charisma	18	+4	18	+4

HP  
hit points

136

WOUNDS/CURRENT HP

AC  
armor class

11

TOTAL

10

FLAT

11

TOUCH

10

BASE

0

ARMOR BONUS

0

SHIELD BONUS

1

STAT MODIFIER

0

SIZE MODIFIER

0

NATURAL ARMOR MODIFIER

0

MISC MODIFIER

0

MISS CHANCE

INITIATIVE  
modifier

+1

TOTAL

+1

DEX MODIFIER

+0

MISC MODIFIER

BASE ATTACK  
bonus

+15/+10/+5

SUBDUAL DAMAGE

DAMAGE REDUCTION

SPEED

Walk 30'

0

ARCANE SPELL FAILURE

+0

ARMOR CHECK PENALTY

0

SPELL RESISTANCE

SAVING THROWS

FORTITUDE  
(constitution)

REFLEX  
(dexterity)

WILLPOWER  
(wisdom)

+15

TOTAL

+12

BASE SAVE

+3

ABILITY MODIFIER

+0

MAGIC MODIFIER

+0

MISC MODIFIER

+0

TEMP MODIFIER

+7

TOTAL

+6

BASE SAVE

+1

ABILITY MODIFIER

+0

MAGIC MODIFIER

+0

MISC MODIFIER

+2

TOTAL

+12

BASE SAVE

+0

ABILITY MODIFIER

+0

MAGIC MODIFIER

+2

TOTAL

conditional modifiers

MELEE  
attack bonus

+16/+11/+6

TOTAL

+15/+10/+5

BASE ATTACK BONUS

+1

STAT MODIFIER

+0

SIZE MODIFIER

+0

MISC MODIFIER

RANGED  
attack bonus

+16/+11/+6

TOTAL

+15/+10/+5

BASE ATTACK BONUS

+1

STAT MODIFIER

+0

SIZE MODIFIER

+0

MISC MODIFIER

GRAPPLE  
attack bonus

+16/+11/+6

TOTAL

+15/+10/+5

BASE ATTACK BONUS

+1

STAT MODIFIER

+0

SIZE MODIFIER

+0

MISC MODIFIER

UNARMED

TOTAL ATTACK BONUS

+16/+11/+6

DAMAGE

1d3+1

CRITICAL

20/x2

ARMOR

TYPE

AC

MAXDEX

CHECK

SPELL FAILURE

EQUIPMENT

ITEM

LOCATION

QTY

WT

COST

Outfit (Explorer's)

Equipped

1

8.0

0.0

TOTAL WEIGHT CARRIED/VALUE

0.0 lbs

0.0 gp

WEIGHT ALLOWANCE

Light

50.0

Medium

100.0

Heavy

150.0

Lift over head

150.0

Lift off ground

300.0

Push / Drag

750.0

FEATS

Combat Casting

See Text

Diligent

See Text

Improved Counterspell

See Text

Iron Will

See Text

Maximize Spell

See Text

Persuasive

See Text

Self Sufficient

See Text

DOMAINS

Animal

You can use speak with animals once per day as a spell-like ability.

Law

You cast law spells at +1 caster level.

SKILLS

MAX RANKS

23/11.5

SKILL NAME

KEY ABILITY

SKILL MODIFIER

ABILITY MODIFIER

RANKS

MISC MODIFIER

Craft (Blacksmithing)

INT

15

=

1

+

14.0

+

Handle Animal

CHA

8

=

4

+

4.5

+

Heal

WIS

30

=

6

+

22.0

+

Knowledge (History)

INT

2

=

1

+

1.0

+

Profession (Miner)

WIS

25

=

6

+

19.0

+

Tumble

DEX

7

=

1

+

6.0

+

✓ : can be used untrained. ✗ : exclusive skills

TURN/REBUKE UNDEAD

TURNING CHECK RESULT

UNDEAD AFFECTED (MAXIMUM HIT DICE)

Turn level

20

Turn damage

2d6+24

Turns/day

7

Up to 0

16

1 - 3

17

4 - 6

18

7 - 9

19

10 - 12

20

13 - 15

21

16 - 18

22

19 - 21

23

22 +

24

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

TURN/REBUKE UNDEAD

TURNING CHECK RESULT

UNDEAD AFFECTED (MAXIMUM HIT DICE)

Turn level

20

Turn damage

2d6+24

Turns/day

7

Up to 0

16

1 - 3

17

4 - 6

18

7 - 9

19

10 - 12

20

13 - 15

21

16 - 18

22

19 - 21

23

22 +

24

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

SPECIAL ABILITIES

+2 racial bonus on saving throws against enchantment spells or effects.

+4 to Concentration to use spll or spelllike ability

Elven Blood

Immunity to sleep spells and similar magical effects.

Spontaneous casting

Turn Undead 7/day (turn level 20) (turn damage 2d6+24)

PROFICIENCIES

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













LANGUAGES

Common, Elven, Undercommon

























# 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	6+1	5+1	4+1	4+1	4+1

## LEVEL 0

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
 <b>Create Water</b> <i>Effect:</i> Creates 40 gallons of pure water.	16	None	1 standard action	Instantaneous	Close (75 Feet)	V, S	No	Conjuration (Creation) [Water]
 <b>Cure Minor Wounds</b> <i>Effect:</i> Cures 1 point of damage.	16	Will half (harmless); see text	1 standard action	Instantaneous	Touch	V, S	Yes (harmless); see text	Conjuration (Healing)
 <b>Detect Magic</b> <i>Effect:</i> Detects spells and magic items within 60 ft.	16	None	1 standard action	<i>Target:</i> Creature touched Instantaneous	60 ft.	V, S	No	Divination
 <b>Detect Poison</b> <i>Effect:</i> Detects poison in one creature or small object.	16	None	1 standard action	<i>Target:</i> Cone-shaped emanation Instantaneous	Close (75 Feet)	V, S	No	Divination
 <b>Guidance</b> <i>Effect:</i> +1 on one attack roll, saving throw, or skill check.	16	Will negates (harmless)	1 standard action	<i>Target:</i> One creature, one object, or a 5-ft. cube 20 minute or until discharged	Touch	V, S	Yes	Divination
 <b>Inflict Minor Wounds</b> <i>Effect:</i> Touch attack, 1 point of damage.	16	Will negates	1 standard action	<i>Target:</i> Creature touched Instantaneous	Touch	V, S	Yes	Necromancy
 <b>Light</b> <i>Effect:</i> Object shines like a torch.	16	None	1 standard action	<i>Target:</i> Creature touched 200 minutes [D]	Touch	V, M/DF	No	Evocation [Light]
 <b>Mending</b> <i>Effect:</i> Makes minor repairs on an object.	16	Will negates (harmless, object)	1 standard action	<i>Target:</i> Object touched Instantaneous	10 ft.	V, S	Yes (harmless, object)	Transmutation
 <b>Purify Food and Drink</b> <i>Effect:</i> Purifies 20 cu. ft. of food or water.	16	Will negates (object)	1 standard action	<i>Target:</i> One object of up to 1 lb. Instantaneous	10 ft.	V, S	Yes (object)	Transmutation
 <b>Read Magic</b> <i>Effect:</i> Read scrolls and spellbooks.	16	None	1 standard action	<i>Target:</i> 20 cu. ft. of contaminated food and water 200 minutes	Personal	V, S, F	No	Divination
 <b>Resistance</b> <i>Effect:</i> Subject gains +1 on saving throws.	16	Will negates (harmless)	1 standard action	<i>Target:</i> You 20 minute	Touch	V, S, M/DF	Yes (harmless)	Abjuration
 <b>Virtue</b> <i>Effect:</i> Subject gains 1 temporary hp.	16	Fortitude negates (harmless)	1 standard action	<i>Target:</i> Creature touched 20 minutes	Touch	V, S, DF	Yes (harmless)	Transmutation

## LEVEL 1

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
 <b>Bane</b> <i>Effect:</i> Enemies take -1 on attack rolls and saves against fear.	17	Will negates	1 standard action	20 minutes	50 ft.	V, S, DF	Yes	Enchantment (Compulsion) [Fear, Mind-Affecting]
 <b>Bless</b> <i>Effect:</i> Allies gain +1 on attack rolls and +1 on saves against fear.	17	None	1 standard action	20 minutes	50 ft.	V, S, DF	Yes (harmless)	Enchantment (Compulsion) [Mind-Affecting]
 <b>Bless Water</b> <i>Effect:</i> Makes holy water.	17	Will negates (object)	1 minute	<i>Target:</i> The caster and all allies within a 50-ft. burst, centered on the caster Instantaneous	Touch	V, S, M	Yes (object)	Transmutation [Good]
 <b>**Calm Animals</b> <i>Effect:</i> Calms [2d4 + level] HD of animals.	17	Will negates; see text	1 standard action	<i>Target:</i> Flask of water touched 20 minutes	Close (25 Feet)	V, S	Yes	Enchantment (Compulsion) [Mind-Affecting]
 <b>Cause Fear</b> <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 (75 Feet)	V, S	Yes	Necromancy [Fear, Mind-Affecting]
 <b>Command</b> <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 20 round	Close (75 Feet)	V	Yes	Enchantment (Compulsion) [Language-Dependent, Mind-Affecting]
 <b>Comprehend Languages</b> <i>Effect:</i> You understand all spoken and written languages.	17	None	1 standard action	<i>Target:</i> One living creature 200 minutes	Personal	V, S, M/DF	No	Divination
 <b>Cure Light Wounds</b> <i>Effect:</i> Cures 1d8+5 damage	17	Will half (harmless); see text	1 standard action	<i>Target:</i> You Instantaneous	Touch	V, S	Yes (harmless); see text	Conjuration (Healing)
 <b>Curse Water</b> <i>Effect:</i> Makes unholy water.	17	Will negates (object)	1 minute	<i>Target:</i> Creature touched Instantaneous	Touch	V, S, M	Yes (object)	Necromancy [Evil]
 <b>Deathwatch</b> <i>Effect:</i> Reveals how near death subjects within 30 ft. are.	17	None	1 standard action	<i>Target:</i> Flask of water touched 200 minutes	30 ft.	V, S	No	Necromancy [Evil]
 <b>Detect Chaos</b> <i>Effect:</i> Reveals creatures, spells, or objects of selected alignment.	17	None	1 standard action	<i>Target:</i> Cone-shaped emanation Concentration, up to 10 minutes [D]	60 ft.	V, S, DF	No	Divination
 <b>Detect Evil</b> <i>Effect:</i> Reveals creatures, spells, or objects of selected alignment.	17	None	1 standard action	<i>Target:</i> Cone-shaped emanation Concentration, up to 10 minutes [D]	60 ft.	V, S, DF	No	Divination
 <b>Detect Good</b> <i>Effect:</i> Reveals creatures, spells, or objects of selected alignment.	17	None	1 standard action	<i>Target:</i> Cone-shaped emanation Concentration, up to 10 minutes [D]	60 ft.	V, S, DF	No	Divination
 <b>Detect Law</b> <i>Effect:</i> Reveals creatures, spells, or objects of selected alignment.	17	None	1 standard action	<i>Target:</i> Cone-shaped emanation Concentration, up to 10 minutes [D]	60 ft.	V, S, DF	No	Divination
 <b>Detect Undead</b> <i>Effect:</i> Reveals undead within 60 ft.	17	None	1 standard action	<i>Target:</i> Cone-shaped emanation Concentration, up to 20 minutes [D]	60 ft.	V, S, M/DF	No	Divination
 <b>Divine Favor</b> <i>Effect:</i> You gain +6 on attack and damage rolls.	17	None	1 standard action	<i>Target:</i> One living creature 1 minute	Personal	V, S, DF	No	Evocation
 <b>Doom</b> <i>Effect:</i> One subject takes -2 on attack rolls, damage rolls, saves, and checks.	17	Will negates	1 standard action	<i>Target:</i> You 20 minutes	Medium (300 Feet)	V, S, DF	Yes	Necromancy [Fear, Mind-Affecting]
 <b>Endure Elements</b> <i>Effect:</i> Exist comfortably in hot or cold environments.	17	Will negates (harmless)	1 standard action	<i>Target:</i> One living creature 24 hours	Touch	V, S	Yes (harmless)	Abjuration
 <b>Entropic Shield</b> <i>Effect:</i> Ranged attacks against you have 20% miss chance.	17	None	1 standard action	<i>Target:</i> Creature touched 20 minutes [D]	Personal	V, S	No	Abjuration
 <b>Hide from Undead</b> <i>Effect:</i> Undead can't perceive 20 subjects.	17	Will negates (harmless); see text	1 standard action	<i>Target:</i> You 200 minutes [D]	Touch	V, S, DF	Yes	Abjuration
 <b>Inflict Light Wounds</b> <i>Effect:</i> Touch deals 1d8+5 damage	17	Will half	1 standard action	<i>Target:</i> 20 touched creatures Instantaneous	Touch	V, S	Yes	Necromancy
 <b>Magic Stone</b> <i>Effect:</i> Three stones gain +1 on attack rolls, deal 1d6+1 damage.	17	Will negates (harmless, object)	1 standard action	<i>Target:</i> Creature touched 30 minutes or until discharged	Touch	V, S, DF	Yes (harmless, object)	Transmutation
 <b>Magic Weapon</b> <i>Effect:</i> Weapon gains +1 bonus.	17	Will negates (harmless, object)	1 standard action	<i>Target:</i> Up to three pebbles touched 20 minutes	Touch	V, S, DF	Yes (harmless, object)	Transmutation
 <b>Obscuring Mist</b> <i>Effect:</i> Fog surrounds you.	17	None	1 standard action	<i>Target:</i> Weapon touched 20 minutes	20 ft.	V, S	No	Conjuration (Creation)

\* =Domain/Specialty Spell

## Cleric Spells

*****	<b>*Protection from Chaos</b>	17	Will negates (harmless)	1 standard action	20 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>			
*****	<b>Protection from Chaos</b>	17	Will negates (harmless)	1 standard action	20 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>			
*****	<b>Protection from Evil</b>	17	Will negates (harmless)	1 standard action	20 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>			
*****	<b>Protection from Good</b>	17	Will negates (harmless)	1 standard action	20 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>			
*****	<b>Protection from Law</b>	17	Will negates (harmless)	1 standard action	20 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>			
*****	<b>Remove Fear</b>	17	Will negates (harmless)	1 standard action	200 minutes; see text	Close (75 Feet)	V, S Yes (harmless)	Abjuration
	<i>Effect: Suppresses fear or gives +4 on saves against fear for 6 subjects</i>				<i>Target: 6 creatures, no two of which can be more than 30 ft. apart</i>			
*****	<b>Sanctuary</b>	17	Will negates	1 standard action	20 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>			
*****	<b>Shield of Faith</b>	17	Will negates (harmless)	1 standard action	20 minutes	Touch	V, S, M Yes (harmless)	Abjuration
	<i>Effect: Aura grants +5 deflection bonus.</i>				<i>Target: Creature touched</i>			
*****	<b>Summon Monster I</b>	17	None	1 round	20 rounds [D]	Close (75 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
*****	<b>Aid</b>	18	None	1 standard action	20 minutes	Touch	V, S, DF	Yes (harmless)	Enchantment (Compulsion) [Mind-Affecting]
	<i>Effect: +1 on attack rolls, +1 against fear, 1d8+10 temporary hp.</i>				<i>Target: Living creature touched</i>				
*****	<b>Align Weapon</b>	18	Will negates (harmless, object)	1 standard action	20 minutes	Touch	V, S, DF	Yes (harmless, object)	Transmutation
	<i>Effect: Weapon becomes good, evil, lawful, or chaotic.</i>				<i>Target: Weapon touched or fifty projectiles [all of which must be in contact with each other at the time of casting]</i>				
*****	<b>Augury</b>	18	None	1 minute	Instantaneous	Personal	V, S, M, F	No	Divination
	<i>Effect: Learns whether an action will be good or bad.</i>				<i>Target: You</i>				
*****	<b>Bear's Endurance</b>	18	Will negates (harmless)	1 standard action	20 minutes	Touch	V, S, DF	Yes	Transmutation
	<i>Effect: Subject gains +4 to Con for 20 minutes.</i>				<i>Target: Creature touched</i>				
*****	<b>Bull's Strength</b>	18	Will negates (harmless)	1 standard action	20 minutes	Touch	V, S, M/DF	Yes (harmless)	Transmutation
	<i>Effect: Subject gains +4 to Str for 20 minutes.</i>				<i>Target: Creature touched</i>				
*****	<b>*Calm Emotions</b>	18	Will negates	1 standard action	Concentration, up to 20 rounds [D]	Medium (100 Feet)	V, S, DF	Yes	Enchantment (Compulsion) [Mind-Affecting]
	<i>Effect: Calms creatures, negating emotion effects.</i>				<i>Target: Creatures in a 20-ft.-radius spread</i>				
*****	<b>Calm Emotions</b>	18	Will negates	1 standard action	Concentration, up to 20 rounds [D]	Medium (300 Feet)	V, S, DF	Yes	Enchantment (Compulsion) [Mind-Affecting]
	<i>Effect: Calms creatures, negating emotion effects.</i>				<i>Target: Creatures in a 20-ft.-radius spread</i>				
*****	<b>Consecrate</b>	18	None	1 standard action	40 hours	Close (75 Feet)	V, S, M, DF	No	Evocation [Good]
	<i>Effect: Fills area with positive energy, making undead weaker.</i>				<i>Target: 20-ft.-radius emanation</i>				
*****	<b>Cure Moderate Wounds</b>	18	Will half (harmless); see text	1 standard action	Instantaneous	Touch	V, S	Yes (harmless); see text	Conjuration (Healing)
	<i>Effect: Cures 2d8+10 damage</i>				<i>Target: Creature touched</i>				
*****	<b>Darkness</b>	18	None	1 standard action	200 minutes [D]	Touch	V, M/DF	No	Evocation [Darkness]
	<i>Effect: 20-ft. radius of supernatural shadow.</i>				<i>Target: Object touched</i>				
*****	<b>Death Knell</b>	18	Will negates	1 standard action	Instantaneous/10 minutes per HD of subject; see text	Touch	V, S	Yes	Necromancy [Death, Evil]
	<i>Effect: Kill dying creature and gain 1d8 temporary hp, +2 to Str, and +1 caster level.</i>				<i>Target: Living creature touched</i>				
*****	<b>Delay Poison</b>	18	Fortitude negates (harmless)	1 standard action	20 hours	Touch	V, S, DF	Yes (harmless)	Conjuration (Healing)
	<i>Effect: Stops poison from harming subject for 20 hours.</i>				<i>Target: Creature touched</i>				
*****	<b>Desecrate</b>	18	None	1 standard action	40 hours	Close (75 Feet)	V, S, M, DF	Yes	Evocation [Evil]
	<i>Effect: Fills area with negative energy, making undead stronger.</i>				<i>Target: 20-ft.-radius emanation</i>				
*****	<b>Eagle's Splendor</b>	18	Will negates (harmless)	1 standard action	20 minutes	Touch	V, S, M/DF	Yes	Transmutation
	<i>Effect: Subject gains +4 to Cha for 20 minutes.</i>				<i>Target: Creature touched</i>				
*****	<b>Enthrall</b>	18	Will negates; see text	1 round	20 hour or less	Medium (300 Feet)	V, S	Yes	Enchantment (Charm)
	<i>Effect: Captivates all within 300 ft.</i>				<i>Target: Any number of creatures</i>				
*****	<b>Find Traps</b>	18	None	1 standard action	20 minutes	Personal	V, S	No	Divination
	<i>Effect: Notice traps as a rogue does.</i>				<i>Target: You</i>				
*****	<b>Gentle Repose</b>	18	Will negates (object)	1 standard action	20 days	Touch	V, S, M/DF	Yes (object)	Necromancy
	<i>Effect: Preserves one corpse.</i>				<i>Target: Corpse touched</i>				
*****	<b>**Hold Animal</b>	18	Will negates; see text	1 standard action	20 rounds [D]; see text	Medium (100 Feet)	V, S	Yes	Enchantment (Compulsion) [Mind-Affecting]
	<i>Effect: Paralyzes one animal for 20 rounds.</i>				<i>Target: One animal</i>				
*****	<b>Hold Person</b>	18	Will negates; see text	1 standard action	20 rounds [D]; see text	Medium (300 Feet)	V, S, F/DF	Yes	Enchantment (Compulsion) [Mind-Affecting]
	<i>Effect: Paralyzes one humanoid for 20 rounds.</i>				<i>Target: One humanoid creature</i>				
*****	<b>Inflict Moderate Wounds</b>	18	Will half	1 standard action	Instantaneous	Touch	V, S	Yes	Necromancy
	<i>Effect: Touch attack, 2d8+10 damage</i>				<i>Target: Creature touched</i>				
*****	<b>Make Whole</b>	18	Will negates (harmless, object)	1 standard action	Instantaneous	Close (75 Feet)	V, S	Yes (harmless, object)	Transmutation
	<i>Effect: Repairs an object.</i>				<i>Target: One object of up to 200 cu. ft</i>				
*****	<b>Owl's Wisdom</b>	18	Will negates (harmless)	1 standard action	20 minutes	Touch	V, S, M/DF	Yes	Transmutation
	<i>Effect: Subject gains +4 to Wis for 20 minutes.</i>				<i>Target: Creature touched</i>				
*****	<b>Remove Paralysis</b>	18	Will negates (harmless)	1 standard action	Instantaneous	Close (75 Feet)	V, S	Yes (harmless)	Conjuration (Healing)
	<i>Effect: Frees one or more creatures from paralysis or slow effect.</i>				<i>Target: Up to four creatures, no two of which can be more than 30 ft. apart</i>				
*****	<b>Resist Energy</b>	18	Fortitude negates (harmless)	1 standard action	200 minutes	Touch	V, S, DF	Yes (harmless)	Abjuration
	<i>Effect: Ignores first 10 [or more] points of damage/attack from specified energy type.</i>				<i>Target: Creature touched</i>				
*****	<b>Restoration, Lesser</b>	18	Will negates (harmless)	3 rounds	Instantaneous	Touch	V, S	Yes (harmless)	Conjuration (Healing)
	<i>Effect: Dispels magical ability penalty or repairs 1d4 ability damage.</i>				<i>Target: Creature touched</i>				
*****	<b>Shatter</b>	18	Will negates (object); Will negates (object) or Fortitude half; see text	1 standard action	Instantaneous	Close (75 Feet)	V, S, M/DF	Yes (object)	Evocation [Sonic]
	<i>Effect: Sonic vibration damages objects or crystalline creatures.</i>				<i>Target: 5-ft.-radius spread; or one solid object or one crystalline creature</i>				
*****	<b>Shield Other</b>	18	Will negates (harmless)	1 standard action	20 hours [D]	Close (75 Feet)	V, S, F	Yes (harmless)	Abjuration
	<i>Effect: You take half of subject's damage.</i>				<i>Target: One creature</i>				
*****	<b>Silence</b>	18	Will negates; see text or none (object)	1 standard action	20 minutes [D]	Long (1200 Feet)	V, S	Yes; see text or no (object)	Illusion (Glamer)
	<i>Effect: Negates sound in 15-ft. radius.</i>				<i>Target: 20 ft. radius emanation centered on a creature, object, or point in space</i>				
*****	<b>Sound Burst</b>	18	Fortitude partial	1 standard action	Instantaneous	Close (75 Feet)	V, S, F/DF	Yes	Evocation [Sonic]
	<i>Effect: Deals 1d8 sonic damage to subjects; may stun them.</i>				<i>Target: 10-ft.-radius spread</i>				
*****	<b>Spiritual Weapon</b>	18	None	1 standard action	20 rounds [D]	Medium (300 Feet)	V, S, DF	Yes	Evocation [Force]
	<i>Effect: Magical weapon attacks on its own.</i>				<i>Target: Magic weapon of force</i>				
*****	<b>Status</b>	18	Will negates (harmless)	1 standard action	20 hours	Touch	V, S	Yes (harmless)	Divination
	<i>Effect: Monitors condition, position of allies.</i>				<i>Target: 6 living creatures touched</i>				
*****	<b>Summon Monster II</b>	18	None	1 round	20 rounds [D]	Close (75 Feet)	V, S, F/DF	No	Conjuration (Summoning)
	<i>Effect: Calls extraplanar creature to fight for you.</i>				<i>Target: One or more summoned creatures, no two of which can be more than 30 ft. apart</i>				
* =Domain/Speciality Spell									

\* =Domain/Specialty Spell

## Cleric Spells

☐☐☐☐☐ Undetectable Alignment	18	Will negates (object)	1 standard action	24 hours	Close (75 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	20 minutes	Close (75 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 (300 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 (75 Feet)	V, S	No	Conjuration (Creation)
<i>Effect:</i> Feeds 60 humans or 20 horse.				<i>Target:</i> Food and water to sustain 60 humans or 20 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	200 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	20 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 (300 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	20 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 100 sq. ft.				
☐☐☐☐☐ Helping Hand	19	None	1 standard action	20 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	20 minutes [D]	Personal	V, S	No	Evocation
<i>Effect:</i> Dispel invisibility within 100 ft				<i>Target:</i> You				
☐☐☐☐☐ Locate Object	19	None	1 standard action	20 minutes	Long (1200 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 1200 ft.				
☐☐☐☐☐ *Magic Circle against Chaos	19	Will negates (harmless)	1 standard action	200 minutes	Touch	V, S, M/DF	No; see text	Abjuration [Lawful]
<i>Effect:</i> As protection spells, but 10-ft. radius and 200 minutes.				<i>Target:</i> 10-ft.-radius emanation from touched creature				
☐☐☐☐☐ Magic Circle against Chaos	19	Will negates (harmless)	1 standard action	200 minutes	Touch	V, S, M/DF	No; see text	Abjuration [Lawful]
<i>Effect:</i> As protection spells, but 10-ft. radius and 200 minutes.				<i>Target:</i> 10-ft.-radius emanation from touched creature				
☐☐☐☐☐ Magic Circle against Evil	19	Will negates (harmless)	1 standard action	200 minutes	Touch	V, S, M/DF	No; see text	Abjuration [Good]
<i>Effect:</i> As protection spells, but 10-ft. radius and 200 minutes.				<i>Target:</i> 10-ft.-radius emanation from touched creature				
☐☐☐☐☐ Magic Circle against Good	19	Will negates (harmless)	1 standard action	200 minutes	Touch	V, S, M/DF	No; see text	Abjuration [Evil]
<i>Effect:</i> As protection spells, but 10-ft. radius and 200 minutes.				<i>Target:</i> 10-ft.-radius emanation from touched creature				
☐☐☐☐☐ Magic Circle against Law	19	Will negates (harmless)	1 standard action	200 minutes	Touch	V, S, M/DF	No; see text	Abjuration [Chaotic]
<i>Effect:</i> As protection spells, but 10-ft. radius and 200 minutes.				<i>Target:</i> 10-ft.-radius emanation from touched creature				
☐☐☐☐☐ Magic Vestment	19	Will negates (harmless, object)	1 standard action	20 hours	Touch	V, S, DF	Yes (harmless, object)	Transmutation
<i>Effect:</i> Armor or shield gains 5 enhancement				<i>Target:</i> Armor or shield touched				
☐☐☐☐☐ Meld into Stone	19	None	1 standard action	200 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 2000 lbs				
☐☐☐☐☐ Prayer	19	None	1 standard action	20 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	200 minutes or until discharged	Touch	V, S, DF	Yes (harmless)	Abjuration
<i>Effect:</i> Absorb 240 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 (300 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	20 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> Sculpt stone into any shape.				<i>Target:</i> Stone or stone object touched, up to 30 cu. ft.				
☐☐☐☐☐ Summon Monster III	19	None	1 round	20 rounds [D]	Close (75 Feet)	V, S, F/DF	No	Conjuration (Summoning)
<i>Effect:</i> Calls extraplanar creature to fight for you.				<i>Target:</i> One or more summoned creatures, no two of which can be more than 30 ft. apart				
☐☐☐☐☐ Water Breathing	19	Will negates (harmless)	1 standard action	40 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	200 minutes [D]	Touch	V, S, DF	Yes (harmless)	Transmutation [Water]
<i>Effect:</i> Subject treads on water as if solid.				<i>Target:</i> 20 touched creatures				
☐☐☐☐☐ Wind Wall	19	None; see text	1 standard action	20 rounds	Medium (300 Feet)	V, S, M/DF	Yes	Evocation [Air]
<i>Effect:</i> Deflects arrows, smaller creatures, and gases.				<i>Target:</i> Wall up to 200 ft. long and 100 ft. high [S]				

## LEVEL 4

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
☐☐☐☐☐ Air Walk	20	None	1 standard action	200 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	200 minutes [D]	Long (1200 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 200 ft by 200 ft by 40 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+20 damage.				<i>Target:</i> Creature touched				

\* =Domain/Specialty Spell

## Cleric Spells

☐☐☐☐☐	Death Ward	20	Will negates (harmless)	1 standard action	20 minutes	Touch	V, S, DF	Yes (harmless)	Necromancy
	<i>Effect:</i> Grants immunity to death spells and negative energy effects.				<i>Target:</i> Living creature touched				
☐☐☐☐☐	Dimensional Anchor	20	None	1 standard action	20 minutes	Medium (300 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 20 rounds	Close (75 Feet)	V, S, DF	No	Divination
	<i>Effect:</i> Reveals deliberate falsehoods.				<i>Target:</i> 20 creatures, no two of which can be more than 30 ft. apart				
☐☐☐☐☐	Dismissal	20	Will negates; see text	1 standard action	Instantaneous	Close (75 Feet)	V, S, DF	Yes	Abjuration
	<i>Effect:</i> Forces a creature to return to native plane.				<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	20 rounds	Personal	V, S, DF	No	Evocation
	<i>Effect:</i> You gain attack bonus, +6 to Str, and 20 hps.				<i>Target:</i> You				
☐☐☐☐☐	Freedom of Movement	20	Will negates (harmless)	1 standard action	200 minutes	Personal or touch	V, S, M, DF	Yes (harmless)	Abjuration
	<i>Effect:</i> Subject moves normally despite impediments.				<i>Target:</i> You or creature touched				
☐☐☐☐☐	Giant Vermin	20	None	1 standard action	20 minutes	Close (75 Feet)	V, S, DF	Yes	Transmutation
	<i>Effect:</i> Turns centipedes, scorpions, or spiders into giant vermin.				<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+20 damage				<i>Target:</i> Creature touched				
☐☐☐☐☐	Magic Weapon, Greater	20	Will negates (harmless, object)	1 standard action	20 hours	Close (75 Feet)	V, S, M/DF	Yes (harmless, object)	Transmutation
	<i>Effect:</i> +1/four levels 5.				<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	200 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 20 cu. ft. touched				
☐☐☐☐☐	**Order's Wrath	20	Will partial; see text	1 standard action	Instantaneous [1 round]; see text	Medium (100 Feet)	V, S	Yes	Evocation [Lawful]
	<i>Effect:</i> Damages and dazes chaotic creatures.				<i>Target:</i> Nonlawful creatures within a burst that fills a 30-ft. cube				
☐☐☐☐☐	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	200 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	20 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	200 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	20 rounds [D]	Close (75 Feet)	V, S, F/DF	No	Conjuration (Summoning)
	<i>Effect:</i> Calls extraplanar creature to fight for you.				<i>Target:</i> One or more summoned creatures, no two of which can be more than 30 ft. apart				
☐☐☐☐☐	**Summon Nature's Ally IV	20	None	1 round	20 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	200 minutes	Touch	V, M/DF	No	Divination
	<i>Effect:</i> Speak any language.				<i>Target:</i> Creature touched				

## LEVEL 5

	Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
☐☐☐☐☐	Atonement	21	None	1 hour	Instantaneous	Touch	V, S, M, F, DF, XP	Yes	Abjuration
	<i>Effect:</i> Removes burden of misdeeds from subject.				<i>Target:</i> Living creature touched				
☐☐☐☐☐	Break Enchantment	21	See text	1 minute	Instantaneous	Close (75 Feet)	V, S	No	Abjuration
	<i>Effect:</i> Frees subjects from enchantments, alterations, curses, and petrification.				<i>Target:</i> Up to 20 creatures, all within 30 ft. of each other				
☐☐☐☐☐	Command, Greater	21	Will negates	1 standard action	20 rounds	Close (75 Feet)	V	Yes	Enchantment (Compulsion)
	<i>Effect:</i> As command, but affects 20 subjects.				<i>Target:</i> 20 creatures, no two of which can be more than 30 ft. apart				
☐☐☐☐☐	Commune	21	None	10 minutes	20 rounds	Personal	V, S, M, DF, XP	No	Divination
	<i>Effect:</i> Deity answers 20 yes-or-no questions.				<i>Target:</i> You				
☐☐☐☐☐	**Commune with Nature	21	None	10 minutes	Instantaneous	Personal	V, S	No	Divination
	<i>Effect:</i> Learn about terrain for 20 miles.				<i>Target:</i> You				
☐☐☐☐☐	Cure Light Wounds, Mass	21	Will half (harmless) or Will half; see text	1 standard action	Instantaneous	Close (75 Feet)	V, S	Yes (harmless) or Yes; see text	Conjuration (Healing)
	<i>Effect:</i> Cures 1d8+20 damage for many creatures.				<i>Target:</i> 20 creatures, no two of which can be more than 30 ft. apart				
☐☐☐☐☐	Dispel Chaos	21	See text	1 standard action	20 rounds or until discharged, whichever comes first	Touch	V, S, DF	See text	Abjuration [Lawful]
	<i>Effect:</i> +4 bonus against attacks.				<i>Target:</i> You and a touched evil creature from another plane; or you and an enchantment or evil spell on a touched creature or object				
☐☐☐☐☐	Dispel Chaos	21	See text	1 standard action	20 rounds or until discharged, whichever comes first	Touch	V, S, DF	See text	Abjuration [Lawful]
	<i>Effect:</i> +4 bonus against attacks.				<i>Target:</i> You and a touched evil creature from another plane; or you and an enchantment or evil spell on a touched creature or object				
☐☐☐☐☐	Dispel Evil	21	See text	1 standard action	20 rounds or until discharged, whichever comes first	Touch	V, S, DF	See text	Abjuration [Good]
	<i>Effect:</i> +4 bonus against attacks.				<i>Target:</i> You and a touched evil creature from another plane; or you and an enchantment or evil spell on a touched creature or object				
☐☐☐☐☐	Dispel Good	21	See text	1 standard action	20 rounds or until discharged, whichever comes first	Touch	V, S, DF	See text	Abjuration [Evil]
	<i>Effect:</i> +4 bonus against attacks.				<i>Target:</i> You and a touched evil creature from another plane; or you and an enchantment or evil spell on a touched creature or object				
☐☐☐☐☐	Dispel Law	21	See text	1 standard action	20 rounds or until discharged, whichever comes first	Touch	V, S, DF	See text	Abjuration [Chaotic]
	<i>Effect:</i> +4 bonus against attacks.				<i>Target:</i> You and a touched evil creature from another plane; or you and an enchantment or evil spell on a touched creature or object				
☐☐☐☐☐	Disrupting Weapon	21	Will negates (harmless, object); see text	1 standard action	20 rounds	Touch	V, S	Yes (harmless, object)	Transmutation
	<i>Effect:</i> Melee weapon destroys undead.				<i>Target:</i> One melee weapon				
☐☐☐☐☐	Flame Strike	21	Reflex half	1 standard action	Instantaneous	Medium (300 Feet)	V, S, DF	Yes	Evocation [Fire]
	<i>Effect:</i> Smite foes with divine fire for 20d6 damage.				<i>Target:</i> Cylinder 10				
☐☐☐☐☐	Hallow	21	See text	24 hours	Instantaneous	Touch	V, S, M, DF	See text	Evocation [Good]
	<i>Effect:</i> Designates location as holy.				<i>Target:</i> 40-ft. radius emanating from the touched point				
☐☐☐☐☐	Inflict Light Wounds, Mass	21	Will half	1 standard action	Instantaneous	Close (75 Feet)	V, S	Yes	Necromancy
	<i>Effect:</i> Deals 1d8+20 damage to many creatures.				<i>Target:</i> 20 creatures, no two of which can be more than 30 ft. apart				
☐☐☐☐☐	Insect Plague	21	None	1 round	20 minutes	Long (1200 Feet)	V, S, DF	No	Conjuration (Summoning)
	<i>Effect:</i> Locust swarms attack creatures.				<i>Target:</i> 6 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
	<i>Effect:</i> Designates action that will trigger curse on subject.				<i>Target:</i> Creature touched				
☐☐☐☐☐	Plane Shift	21	Will negates	1 standard action	Instantaneous	Touch	V, S, F	Yes	Conjuration (Teleportation)
	<i>Effect:</i> As many as eight subjects travel to another plane.				<i>Target:</i> Creature touched, or up to eight willing creatures joining hands				

\* =Domain/Specialty Spell

## Cleric Spells

☐☐☐☐ Raise Dead	21	None; see text	1 minute	Instantaneous	Touch	V, S, M, DF	Yes (harmless)	Conjuration (Healing)
<i>Effect:</i> Restores life to subject who died as long as 20 days ago.				<i>Target:</i> Dead creature touched				
☐☐☐☐ Righteous Might	21	None	1 standard action	20 rounds [D]	Personal	V, S, DF	No	Transmutation
<i>Effect:</i> Your size increases, and you gain combat bonuses.				<i>Target:</i> You				
☐☐☐☐ Scrying	21	Will negates	1 hour	20 minutes	See text	V, S, M/DF, F	Yes	Divination (Scrying)
<i>Effect:</i> Spies on subject from a distance.				<i>Target:</i> Magical sensor				
☐☐☐☐ Slay Living	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	20 minutes	Touch	V, S, DF	Yes (harmless)	Abjuration
<i>Effect:</i> Subject gains SR 12 + level.				<i>Target:</i> Creature touched				
☐☐☐☐ Summon Monster V	21	None	1 round	20 rounds [D]	Close (75 Feet)	V, S, F/DF	No	Conjuration (Summoning)
<i>Effect:</i> Calls extraplanar creature to fight for you.				<i>Target:</i> One or more summoned creatures, no two of which can be more than 30 ft. apart				
☐☐☐☐ Symbol of 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	20 minutes	Touch	V, S, M	Yes (harmless)	Divination
<i>Effect:</i> Lets you see all things as they really are.				<i>Target:</i> Creature touched				
☐☐☐☐ Unhallow	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 (300 Feet)	V, S, M/DF	No	Conjuration (Creation) [Earth]
<i>Effect:</i> Creates a stone wall that can be shaped.				<i>Target:</i> Stone wall whose area is up to 20 5-ft. squares [S]				

## LEVEL 6

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
☐☐☐☐ Animate Objects	22	None	1 standard action	20 rounds	Medium (300 Feet)	V, S	No	Transmutation
<i>Effect:</i> Objects attack your foes.				<i>Target:</i> 20 Small objects; see text				
☐☐☐☐ *Antilife Shell	22	None	1 round	200 minutes [D]	10 ft.	V, S, DF	Yes	Abjuration
<i>Effect:</i> 10-ft. field hedges out living creatures.				<i>Target:</i> 10-ft.-radius emanation, centered on you				
☐☐☐☐ Antilife Shell	22	None	1 round	200 minutes [D]	10 ft.	V, S, DF	Yes	Abjuration
<i>Effect:</i> 10-ft. field hedges out living creatures.				<i>Target:</i> 10-ft.-radius emanation, centered on you				
☐☐☐☐ Banishment	22	Will negates	1 standard action	Instantaneous	Close (75 Feet)	V, S, F	Yes	Abjuration
<i>Effect:</i> Banishes 40 HD of extraplanar creatures.				<i>Target:</i> One or more extraplanar creatures, no two of which can be more than 30 ft. apart				
☐☐☐☐ Bear's Endurance, Mass	22	Will negates (harmless)	1 standard action	20 minutes	Close (75 Feet)	V, S, DF	Yes	Transmutation
<i>Effect:</i> As bear's endurance, affects 20 subjects.				<i>Target:</i> 20 creatures, no two of which can be more than 30 ft. apart				
☐☐☐☐ Blade Barrier	22	Reflex half or Reflex negates; see text	1 standard action	20 minutes [D]	Medium (300 Feet)	V, S	Yes	Evocation [Force]
<i>Effect:</i> Wall of blades deals 20d6 damage.				<i>Target:</i> Wall of whirling blades up to 400 ft. long, or a ringed wall of whirling blades with a radius of up to 50 ft; either form 20 ft. high				
☐☐☐☐ Bull's Strength, Mass	22	Will negates (harmless)	1 standard action	20 minutes	Close (75 Feet)	V, S, M/DF	Yes (harmless)	Transmutation
<i>Effect:</i> As bull's strength, affects one subject/ level.				<i>Target:</i> 20 creatures, no two of which can be more than 30 ft. apart				
☐☐☐☐ Create Undead	22	None	1 hour	Instantaneous	Close (75 Feet)	V, S, M	No	Necromancy [Evil]
<i>Effect:</i> Creates ghouls, ghosts, mummies, or mohrgs.				<i>Target:</i> One corpse				
☐☐☐☐ Cure Moderate Wounds, Mass	22	Will half (harmless) or Will half; see text	1 standard action	Instantaneous	Close (75 Feet)	V, S	Yes (harmless) or Yes; see text	Conjuration (Healing)
<i>Effect:</i> Cures 2d8+20 damage for many creatures.				<i>Target:</i> 20 creatures, no two of which can be more than 30 ft. apart				
☐☐☐☐ Dispel Magic, Greater	22	None	1 standard action	Instantaneous	Medium (300 Feet)	V, S	No	Abjuration
<i>Effect:</i> As dispel magic, but +20 on check.				<i>Target:</i> One spellcaster, creature, or object; or 20-ft.-radius burst				
☐☐☐☐ Eagle's Splendor, Mass	22	Will negates (harmless)	1 standard action	20 minutes	Close (75 Feet)	V, S, M/DF	Yes	Transmutation
<i>Effect:</i> As eagle's splendor, affects 20 subjects.				<i>Target:</i> 20 creatures, no two of which can be more than 30 ft. apart				
☐☐☐☐ Find the Path	22	None or Will negates (harmless)	3 rounds	200 minutes	Personal or touch	V, S, F	No or Yes (harmless)	Divination
<i>Effect:</i> Shows most direct way to a location.				<i>Target:</i> You or creature touched				
☐☐☐☐ Forbiddance	22	See text	6 rounds	Permanent	Medium (300 Feet)	V, S, M, DF	Yes	Abjuration
<i>Effect:</i> Blocks planar travel, damages creatures of different alignment.				<i>Target:</i> 20 60-ft. cubes [S]				
☐☐☐☐ Geas/Quest	22	None	10 minutes	20 days or until discharged [D]	Close (75 Feet)	V	Yes	Enchantment (Compulsion) [Language-Dependent, Mind-Affecting]
<i>Effect:</i> As lesser geas, plus it affects any creature.				<i>Target:</i> One living creature				
☐☐☐☐ Glyph of Warding, Greater	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 100 sq. ft				
☐☐☐☐ Harm	22	Will half; see text	1 standard action	Instantaneous	Touch	V, S	Yes	Necromancy
<i>Effect:</i> Deals 200 points damage to target.				<i>Target:</i> Creature touched				
☐☐☐☐ Heal	22	Will negates (harmless)	1 standard action	Instantaneous	Touch	V, S	Yes (harmless)	Conjuration (Healing)
<i>Effect:</i> Cures 200 points of damage, all diseases and mental conditions.				<i>Target:</i> Creature touched				
☐☐☐☐ Heroes' Feast	22	None	10 minutes	20 hour plus 12 hours; see text	Close (75 Feet)	V, S, DF	No	Conjuration (Creation) [Creation]
<i>Effect:</i> Food for 20 creatures cures and grants combat bonuses.				<i>Target:</i> Feast for 20 creatures				
☐☐☐☐ **Hold Monster	22	Will negates; see text	1 standard action	20 rounds [D]; see text	Medium (100 Feet)	V, S, M/DF	Yes	Enchantment (Compulsion) [Mind-Affecting]
<i>Effect:</i> As hold person, but any creature.				<i>Target:</i> One living creature				
☐☐☐☐ Inflict Moderate Wounds, Mass	22	Will half	1 standard action	Instantaneous	Close (75 Feet)	V, S	Yes	Necromancy
<i>Effect:</i> Deals 2d8+20 damage to many creatures.				<i>Target:</i> 20 creatures, no two of which can be more than 30 ft. apart				
☐☐☐☐ Owl's Wisdom, Mass	22	Will negates (harmless)	1 standard action	20 minutes	Close (75 Feet)	V, S, M/DF	Yes	Transmutation
<i>Effect:</i> As owl's wisdom, affects one subject/ level.				<i>Target:</i> 20 creatures, no two of which can be more than 30 ft. apart				
☐☐☐☐ Planar Ally	22	None	10 minutes	Instantaneous	Close (75 Feet)	V, S, DF, No 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	20 rounds [D]	Close (75 Feet)	V, S, F/DF	No	Conjuration (Summoning)
<i>Effect:</i> Calls extraplanar creature to fight for you.				<i>Target:</i> One or more summoned creatures, no two of which can be more than 30 ft. apart				
☐☐☐☐ Symbol of Fear	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 (300 Feet)	V, S, M/DF	Yes	Necromancy [Death]
<i>Effect:</i> Destroys 20d4 HD of undead.				<i>Target:</i> Several undead creatures within a 40-ft.-radius burst				
☐☐☐☐ Wind Walk	22	No and Will negates (harmless)	1 standard action	20 hours [D]; see text	Touch	V, S, DF	No and Yes (harmless)	Transmutation [Air]
<i>Effect:</i> You and your allies turn vaporous and travel fast.				<i>Target:</i> You and 6 touched creatures				
☐☐☐☐ Word of Recall	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				

\* = Domain/Specialty Spell

# Cleric Spells

## LEVEL 7

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
****Animal Shapes	23	None; see text	1 standard action	20 hours [D]	Close (25 Feet)	V, S, DF	Yes (harmless)	Transmutation
<i>Effect: 20 allies polymorphs into chosen animal.</i>								
****Blasphemy	23	None or Will negates; see text	1 standard action	Instantaneous	30 ft.	V	Yes	Evocation [Evil, Sonic]
<i>Effect: Kills, paralyzes, weakens, or dazes nonevil subjects.</i>								
****Control Weather	23	None	10 minutes; see text	4d12 hours; see text	2 miles	V, S	No	Transmutation
<i>Effect: Changes weather in local area.</i>								
****Cure Serious Wounds, Mass	23	Will half (harmless) or Will half; see text	1 standard action	Instantaneous	Close (75 Feet)	V, S	Yes (harmless) or Yes; see text	Conjuration (Healing)
<i>Effect: Cures 3d8+20 damage for many creatures.</i>								
****Destruction	23	Fortitude partial	1 standard action	Instantaneous	Close (75 Feet)	V, S, F	Yes	Necromancy [Death]
<i>Effect: Kills subject and destroys remains.</i>								
****Dictum	23	None or Will negates; see text	1 standard action	Instantaneous	40 ft.	V	Yes	Evocation [Lawful, Sonic]
<i>Effect: Kills, paralyzes, slows, or deafens nonlawful subjects.</i>								
****Dictum	23	None or Will negates; see text	1 standard action	Instantaneous	40 ft.	V	Yes	Evocation [Lawful, Sonic]
<i>Effect: Kills, paralyzes, slows, or deafens nonlawful subjects.</i>								
****Ethereal Jaunt	23	None	1 standard action	20 rounds [D]	Personal	V, S	No	Transmutation
<i>Effect: You become ethereal for 20 rounds.</i>								
****Holy Word	23	None or Will negates; see text	1 standard action	Instantaneous	40 ft.	V	Yes	Evocation [Good, Sonic]
<i>Effect: Kills, paralyzes, slows, or deafens nongood subjects.</i>								
****Inflict Serious Wounds, Mass	23	Will half	1 standard action	Instantaneous	Close (75 Feet)	V, S	Yes	Necromancy
<i>Effect: Deals 3d8+20 damage to many creatures.</i>								
****Refuge	23	None	1 standard action	Permanent until discharged	Touch	V, S, M	No	Conjuration (Teleportation)
<i>Effect: Alters item to transport its possessor to you.</i>								
****Regenerate	23	Fortitude negates (harmless)	3 full rounds	Instantaneous	Touch	V, S, DF	Yes (harmless)	Conjuration (Healing)
<i>Effect: Subject's severed limbs grow back, cures 4d8+20</i>								
****Repulsion	23	Will negates	1 standard action	20 rounds [D]	Up to 10 ft./level	V, S, F/DF	Yes	Abjuration
<i>Effect: Creatures can't approach you.</i>								
****Restoration, Greater	23	Will negates (harmless)	10 minutes	Instantaneous	Touch	V, S, XP	Yes (harmless)	Conjuration (Healing)
<i>Effect: As restoration, plus restores all levels and ability scores.</i>								
****Resurrection	23	None; see text	10 minutes	Instantaneous	Touch	V, S, M, DF	Yes (harmless)	Conjuration (Healing)
<i>Effect: Fully restore dead subject.</i>								
****Scrying, Greater	23	Will negates	1 standard action	20 hours	See text	V, S	Yes	Divination (Scrying)
<i>Effect: As scrying, but faster and longer.</i>								
****Summon Monster VII	23	None	1 round	20 rounds [D]	Close (75 Feet)	V, S, F/DF	No	Conjuration (Summoning)
<i>Effect: Calls extraplanar creature to fight for you.</i>								
****Symbol of Stunning	23	Will negates	10 minutes	See text	0 ft.; see text	V, S, M	Yes	Enchantment (Compulsion) [Mind-Affecting]
<i>Effect: Triggered rune stuns nearby creatures.</i>								
****Symbol of Weakness	23	Fortitude negates	10 minutes	See text	0 ft.; see text	V, S, M	Yes	Necromancy [Death]
<i>Effect: Triggered rune weakens nearby creatures.</i>								
****Word of Chaos	23	None or Will negates; see text	1 standard action	Instantaneous	40 ft.	V	Yes	Evocation [Chaotic, Sonic]
<i>Effect: Kills, confuses, stuns, or deafens nonchaotic subjects.</i>								
<i>Target: Nonchaotic creatures in a 40-ft.- radius spread centered on you</i>								

## LEVEL 8

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
****Antimagic Field	24	None	1 standard action	200 minutes [D]	10 ft.	V, S, M/DF	See text	Abjuration
<i>Effect: Negates magic within 10 ft.</i>								
****Cloak of Chaos	24	See text	1 standard action	20 rounds [D]	20 ft.	V, S, F	Yes (harmless)	Abjuration [Chaotic]
<i>Effect: +4 to AC, +4 resistance, and SR 25 against lawful spells.</i>								
****Create Greater Undead	24	None	1 hour	Instantaneous	Close (75 Feet)	V, S, M	No	Necromancy [Evil]
<i>Effect: Create shadows, wraiths, spectres, or devourers.</i>								
****Cure Critical Wounds, Mass	24	Will half (harmless) or Will half; see text	1 standard action	Instantaneous	Close (75 Feet)	V, S	Yes (harmless) or Yes; see text	Conjuration (Healing)
<i>Effect: Cures 4d8+20 damage for many creatures.</i>								
****Dimensional Lock	24	None	1 standard action	20 days	Medium (300 Feet)	V, S	Yes	Abjuration
<i>Effect: Teleportation and interplanar travel blocked for 20 days.</i>								
****Discern Location	24	None	10 minutes	Instantaneous	Unlimited	V, S, DF	No	Divination
<i>Effect: Reveals exact location of creature or object.</i>								
****Earthquake	24	See text	1 standard action	20 round	Long (1200 Feet)	V, S, DF	No	Evocation [Earth]
<i>Effect: Intense tremor shakes 100 ft radius.</i>								
****Fire Storm	24	Reflex half	1 round	Instantaneous	Medium (300 Feet)	V, S	Yes	Evocation [Fire]
<i>Effect: Deals 20d6 fire damage.</i>								
****Holy Aura	24	See text	1 standard action	20 rounds [D]	20 ft.	V, S, F	Yes (harmless)	Abjuration [Good]
<i>Effect: +4 to AC, +4 resistance, and SR 25 against evil spells.</i>								
****Inflict Critical Wounds, Mass	24	Will half	1 standard action	Instantaneous	Close (75 Feet)	V, S	Yes	Necromancy
<i>Effect: Deals 4d8+20 damage to many creatures.</i>								
****Planar Ally, Greater	24	None	10 minutes	Instantaneous	Close (75 Feet)	V, S, DF, XP	No	Conjuration (Calling)
<i>Effect: As lesser planar ally, but up to 18 HD.</i>								
****Planar Ally (Lesser)	24	None	10 minutes	Instantaneous	Close (75 Feet)	V, S, DF, XP	No	Conjuration (Calling)
<i>Effect: As lesser planar ally, but up to 18 HD.</i>								
****Shield of Law	24	See text	1 standard action	20 rounds [D]	20 ft.	V, S, F	Yes (harmless)	Abjuration [Lawful]
<i>Effect: +4 to AC, +4 resistance, and SR 25 against chaotic spells.</i>								
****Shield of Law	24	See text	1 standard action	20 rounds [D]	20 ft.	V, S, F	Yes (harmless)	Abjuration [Lawful]
<i>Effect: +4 to AC, +4 resistance, and SR 25 against chaotic spells.</i>								
****Spell Immunity, Greater	24	Will negates (harmless)	1 standard action	200 minutes	Touch	V, S, DF	Yes (harmless)	Abjuration
<i>Effect: As spell immunity, but up to 8th-level spells.</i>								
****Summon Monster VIII	24	None	1 round	20 rounds [D]	Close (75 Feet)	V, S, F/DF	No	Conjuration (Summoning)
<i>Effect: Calls extraplanar creature to fight for you.</i>								
****Summon Nature's Ally VIII	24	None	1 round	20 rounds [D]	Close (25 Feet)	V, S, DF	No	Conjuration (Summoning)
<i>Effect: Calls creature to fight.</i>								
****Symbol of Death	24	Fortitude negates	10 minutes	See text	0 ft.; see text	V, S, M	Yes	Necromancy [Death]
<i>Effect: Triggered rune slays nearby creatures.</i>								
****Symbol of Insanity	24	Will negates	10 minutes	See text	0 ft.; see text	V, S, M	Yes	Enchantment (Compulsion) [Mind-Affecting]
<i>Effect: Triggered rune renders nearby creatures insane.</i>								
****Unholy Aura	24	See text	1 standard action	20 rounds [D]	20 ft.	V, S, F	Yes (harmless)	Abjuration [Evil]
<i>Effect: +4 to AC, +4 resistance, and SR 25 against good spells.</i>								
<i>Target: 20 creatures in a 20-ft.-radius burst centered on you</i>								

\* =Domain/Specialty Spell

# Cleric Spells

## 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
<i>Effect:</i> Projects you and companions onto Astral Plane.				<i>Target:</i> You plus one additional willing creature touched per two caster levels				
☐☐☐☐ Energy Drain	25	Fortitude partial; see text for enervation	1 standard action	Instantaneous	Close (75 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	20 minutes [D]	Touch; see text	V, S	Yes	Transmutation
<i>Effect:</i> Travel to Ethereal Plane with companions.				<i>Target:</i> You and 6 other touched creatures				
☐☐☐☐ Gate	25	None	1 standard action	Instantaneous or concentration [up to 20 rounds]; see text	Medium (300 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 (75 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 (75 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				
☐☐☐☐ **Shapechange	25	None	1 standard action	200 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 (75 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 (1200 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	20 rounds [D]	Close (25 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 Monster IX	25	None	1 round	20 rounds [D]	Close (75 Feet)	V, S, F/DF	No	Conjuration (Summoning)
<i>Effect:</i> Calls extraplanar creature to fight for you.				<i>Target:</i> One or more summoned creatures, no two of which can be more than 30 ft. apart				
☐☐☐☐ 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