

**Godomar**

NAME  
 Clr15  
 CLASS  
 105000  
 EXPERIENCE  
 15  
 Character Level  
 120000  
 NEXT LEVEL

**Jeremy**

PLAYERNAME  
 Human(DS)  
 RACE  
 Medium  
 SIZE  
 32  
 AGE  
 Male  
 GENDER

**The Adversary**

DEITY  
 6' 0"  
 HEIGHT  
 205 lbs.  
 WEIGHT  
 Green  
 EYES  
 Brown, Shoulder length, stringy  
 HAIR

**Chaotic Neutral**

ALIGNMENT  
 Normal  
 VISION  
 -3  
 POINTS

ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD
<b>STR</b> Strength	14	+2	14	+2	14	+2
<b>DEX</b> Dexterity	16	+3	16	+3	16	+3
<b>CON</b> Constitution	16	+3	16	+3	16	+3
<b>INT</b> Intelligence	14	+2	14	+2	14	+2
<b>WIS</b> Wisdom	20	+5	20	+5	20	+5
<b>CHA</b> Charisma	15	+2	15	+2	15	+2

HP	WOUNDS	CURRENT HP	SUBDUAL DAMAGE	DAMAGE REDUCTION	SPEED
105 hit points					Walk 30'

AC	TOTAL	FLAT	TOUCH	BASE	ARMOR BONUS	SHIELD BONUS	STAT	SIZE	NATURAL	MISC	MISS CHANCE	ARCANE SPELL FAILURE	ARMOR CHECK PENALTY	SPELL RESIST	
28	28	25	13	10	+10	+0	+3	+0	+5	+0			20	-3	0

INITIATIVE	TOTAL	DEX MODIFIER	MISC MODIFIER
+3	+3	+3	+0

BASE ATTACK	TOTAL	STR	DEX	CON
+11/+6/+1	+11/+6/+1	+11	+6	+1

SAVING THROWS	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP	conditional modifiers
<b>FORTITUDE</b> (constitution)	+17	+9	+3	+5	+0	+0		
<b>REFLEX</b> (dexterity)	+15	+5	+3	+5	+2	+0		
<b>WILLPOWER</b> (wisdom)	+19	+9	+5	+5	+0	+0		

MELEE	TOTAL	BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP
+13/+8/+3	+13/+8/+3	+11/+6/+1	+2	+0	+0	+0	
RANGED	TOTAL	BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP
+14/+9/+4	+14/+9/+4	+11/+6/+1	+3	+0	+0	+0	
GRAPPLE	TOTAL	BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP
+13/+8/+3	+13/+8/+3	+11/+6/+1	+2	+0	+0	+0	

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
	+13/+8/+3	1d3+2	20/x2

Automatic Crossbow	CURRENT HAND	TYPE	SIZE	CRITICAL	
	Carried		M	19-20/x2	
To Hit	30'	150'	300'	450'	600'
Dam	+14/+9/+4	+14/+9/+4	+12/+7/+2	+10/+5/+0	+8/+3/-2
Special Properties	2d6	2d6	2d6	2d6	2d6

*Blaster Pistol	CURRENT HAND	TYPE	SIZE	CRITICAL	
	Primary		S	20/x2	
To Hit	30'	100'	200'	300'	400'
Dam	+14/+9/+4	+14/+9/+4	+12/+7/+2	+10/+5/+0	+8/+3/-2
Special Properties	3d8	3d8	3d8	3d8	3d8

Crossbow, Light	CURRENT HAND	TYPE	SIZE	CRITICAL	
	Carried	P	S	19-20/x0	
To Hit	30'	80'	160'	240'	320'
Dam	+14/+9/+4	+14/+9/+4	+12/+7/+2	+10/+5/+0	+8/+3/-2
Special Properties	1d8	1d8	1d8	1d8	1d8

Flail, Heavy	CURRENT HAND	TYPE	SIZE	CRITICAL
	Carried	B	L	19-20/x2
TOTAL ATTACK BONUS	+9/+4/-1	DAMAGE		
		1d10+3		
Special Properties				

Heavy AutoPistol	CURRENT HAND	TYPE	SIZE	CRITICAL	
	Carried	P	S	20/x3	
To Hit	30'	200'	400'	600'	800'
Dam	+14/+9/+4	+14/+9/+4	+12/+7/+2	+10/+5/+0	+8/+3/-2
Special Properties	1d12	1d12	1d12	1d12	1d12

\*: weapon is equipped  
 1H-P: One handed, in primary hand. 1H-O: One handed, in off hand. 2H: Two handed. 2W-P-(OH): 2 weapons, primary hand (off hand weapon is heavy). 2W-P-(OL): 2 weapons, primary hand (off hand weapon is light). 2W-OH: 2 weapons, off hand.

ARMOR	TYPE	AC	MAXDEX	CHECK	SPELL FAILURE
*Combat armor		+9	+5	-3	20
*Amulet of Natural Armor +5		+5		+0	0

SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	MAX RANKS	RANKS	MISC MODIFIER
Appraise	INT	2	= 2	+	+	
Balance	DEX	0	= 3	+	+	-3
Bluff	CHA	4	= 2	+	2.5	+
Climb	STR	-1	= 2	+	+	-3
Concentration	CON	8	= 3	+	5.0	+
Craft (Biotechnology)	INT	2	= 2	+	+	
Craft (Electronics)	INT	0	= 2	+	+	-2
Craft (Gunsmithing)	INT	2	= 2	+	+	
Craft (Mechanics)	INT	0	= 2	+	+	-2
Craft (Metallurgy)	INT	2	= 2	+	+	
Craft (Pharmaceuticals)	INT	2	= 2	+	+	
Craft (Printing)	INT	2	= 2	+	+	
Craft (Robotics)	INT	0	= 2	+	+	-2
Craft (Untrained)	INT	2	= 2	+	+	
Diplomacy	CHA	10	= 2	+	8.0	+
Disguise	CHA	8	= 2	+	6.0	+
Escape Artist	DEX	0	= 3	+	+	-3
Forgery	INT	2	= 2	+	+	
Freefall	DEX	0	= 3	+	+	-3
Gather Information	CHA	4	= 2	+	2.5	+
Heal	WIS	13	= 5	+	8.0	+
Hide	DEX	0	= 3	+	+	-3
Intimidate	CHA	2	= 2	+	+	
Jump	STR	-1	= 2	+	+	-3
Knowledge (Undead)	INT	6	= 2	+	4.5	+
Listen	WIS	10	= 5	+	3.0	2
Move Silently	DEX	2	= 3	+	2.5	-3
Navigate	INT	2	= 2	+	+	
Perform	CHA	2	= 2	+	+	
Pilot	DEX	0	= 3	+	+	-3
Research	WIS	5	= 5	+	+	
Ride	DEX	3	= 3	+	+	
Scry	INT	2	= 2	+	+	
Search	INT	2	= 2	+	+	
Sense Motive	WIS	5	= 5	+	+	
Spellcraft	INT	8	= 2	+	6.0	+
Spot	WIS	11	= 5	+	4.5	2
Swim	STR	-6	= 2	+	+	-8
Urban Lore	WIS	5	= 5	+	+	
Use Device	INT	2	= 2	+	+	
Use Rope	DEX	3	= 3	+	+	
Wilderness Lore	WIS	5	= 5	+	+	
			=	+	+	
			=	+	+	

EQUIPMENT					
ITEM	LOCATION	QTY	WT	COST	
Ale (Gallon)	Equipped	1	8.0	0.2	
Combat armor	Equipped	1	25.0	750.0	
Ale (Mug)	Equipped	1	1.0	0.04	
<b>Amulet of Natural Armor +5</b>	Equipped	1	0.0	50000.0	
Arrows (20)	Handy	2	3.0	1.0 (2.0)	
☐☐	Haversack		(6.0)		
Automatic Crossbow	Handy	1	8.0	200.0	
	Haversack				
<b>Black Dragon Orb</b>	Handy	1	0.0	0.0	
See text. Fly once per round	Haversack				
Blaster Pistol	Equipped	1	3.0	600.0	
<b>Boots, Winged</b>	Handy	1	1.0	12000.0	
	Haversack				
<b>Boots of Striding and Springing</b>	Handy	1	1.0	6000.0	
	Haversack				
<b>Cloak of Resistance +5</b>	Equipped	1	1.0	25000.0	
Crossbow, Light	Handy	1	6.0	35.0	
0 lbs.	Haversack				
Flail, Heavy	Handy	1	20.0	15.0	
	Haversack				
<b>Gloves of Dexterity +6</b>	Handy	1	0.0	36000.0	
	Haversack				
<b>Goggles of Night</b>	Handy	1	0.0	8000.0	
	Haversack				
<b>Handy Haversack</b>	Equipped	1	5.0	2000.0	
71.5 lbs., 2 Arrows (20), 1 Boots (Winged), 1 Boots of Striding and Springing, 1 Crossbow (Light), 1 Gloves of Dexterity +6, 1 Goggles of Night, 1 Potion (Gaseous Form), 1 Potion (Invisibility), 1 Potion (See Invisibility), 1 Potion (Spider Climb), 1 Potion (Swimming), 1 Potion (Water Breathing), 1 Slippers of Spider Climbing, 1 Flail (Heavy), 1 Heavy AutoPistol, 2 Magazine (20) (Heavy Autopistol), 2 Minicell (30) (Blaster Pistol), 1 Tent, 1 Automatic Crossbow, 1 Black Dragon Orb					
Heavy AutoPistol	Handy	1	7.0	400.0	
	Haversack				
Magazine (20) (Heavy Autopistol)	Handy	2	0.5	15.0	
☐☐	Haversack		(1.0)	(30.0)	
Minicell (30) (Blaster Pistol)	Handy	2	0.5	15.0	
☐☐	Haversack		(1.0)	(30.0)	
Outfit (Traveler's)	Equipped	1	5.0	0.0	
<b>Potion of Gaseous Form</b>	Handy	1	0.0	750.0	
☐	Haversack				
<b>Potion of Invisibility</b>	Handy	1	0.0	300.0	
☐	Haversack				
<b>Potion of See Invisibility</b>	Handy	1	0.0	300.0	
☐	Haversack				
<b>Potion of Spider Climb</b>	Handy	1	0.0	50.0	
☐	Haversack				
<b>Potion of Swimming</b>	Handy	1	0.0	150.0	
☐	Haversack				
<b>Potion of Water Breathing</b>	Handy	1	0.0	750.0	
☐	Haversack				
<b>Slippers of Spider Climbing</b>	Handy	1	0.5	2000.0	
	Haversack				
Tent	Handy	1	20.0	10.0	
	Haversack				
TOTAL WEIGHT CARRIED/VALUE			43 lbs.	145372.24 gp	

WEIGHT ALLOWANCE					
Light	58	Medium	116	Heavy	175
Lift over head	175	Lift off ground	350	Push / Drag	875

SPECIAL ABILITIES
Spontaneous casting

FEATS	
Alertness	The character gets a +2 bonus on all Listen checks and Spot checks.
Combat Casting	The character gets a +4 bonus to Concentration checks made to cast a spell while on the defensive.
Exotic Weapon Proficiency	The character makes attack rolls with the weapon normally.
Leadership	Having this feat enables the character to attract loyal companions and devoted followers, subordinates who assist her.
Lightning Reflexes	The character gets a +2 bonus to all Reflex saving throws.
Run	When running, the character moves five times normal speed instead of four times normal speed.
Technical Proficiency	You can use high-tech devices without penalty
Armor Proficiency (Heavy)	When a character wears a type of armor with which the character is proficient, the armor check penalty applies only to Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble checks.
Armor Proficiency (HighTechHeavy)	See Text
Armor Proficiency (HighTechLight)	See Text
Armor Proficiency (HighTechMedium)	See Text
Armor Proficiency (Light)	When a character wears a type of armor with which the character is proficient, the armor check penalty applies only to Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble checks.
Armor Proficiency (Medium)	When a character wears a type of armor with which the character is proficient, the armor check penalty applies only to Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble checks.
HighTechSimple Weapon Proficiency	You are proficient in High-tech simple weapons
Shield Proficiency	The character can use a shield and suffer only the standard penalties.
Simple Weapon Proficiency	The character makes attack rolls with simple weapons normally.

DOMAINS	
Chaos	You cast chaos spells at +1 caster level.
Death	You may use a death touch once per day. It is a spell-like ability that is a death effect. You must succeed at a melee touch attack against a living creature. Roll 1d6 per your cleric level, if the total is greater than the creature's current hit points, it dies.

PROFICIENCIES
Automatic Crossbow, Bayonet, Blaster Carbine, Blaster Pistol, Blaster Rifle, Blowgun, Club, Compound Longbow, Crossbow (Heavy), Crossbow (Light), Crossbow (Repeating), Dagger, Dagger (Punching), Dart, Flail (Dire), Gauntlet, Gauntlet (Spiked), Halbspear, Heavy AutoPistol, Holdout Laser, Holdout Pistol, Hunting Carbine, Hunting Rifle, Javelin, Laser Carbine, Laser Pistol, Laser Rifle, Light AutoPistol, Mace, Mace (Heavy), Morningstar, Quarterstaff, Screamer Pistol, Screamer Rifle, Shieldbash, Shortspear, Shotgun, Sickle, Sling, Stun baton, Stun gauntlets, Taser Pistol, Unarmed Strike

LANGUAGES
Common, Literacy

TEMPLATES

# Cleric Spells

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

## LEVEL 0

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
<b>Create Water</b> <i>Effect:</i> Creates 30 gallons of pure water.	15	None	1 action	Instantaneous	Close (60')	V, S	No	Conjuration (Creation)	SRD: srdspellsc.rtf
<b>Cure Minor Wounds</b> <i>Effect:</i> Cures 1 point of damage.	15	Will half (Harmless)	1 action	Instantaneous	Touch	V, S	Yes (Harmless)	Conjuration (Healing)	SRD: srdspellsc.rtf
<b>Detect Magic</b> <i>Effect:</i> Detects spells and magic items within 60 ft.	15	None	1 action	Concentration up to 15 minutes [D]	60 feet	V, S	No	Universal	SRD: srdspellsc.rtf
<b>Detect Poison</b> <i>Effect:</i> Detects poison in one creature or small object.	15	None	1 action	Instantaneous/10 minutes per target HD	Close (60')	V, S	No	Divination	SRD: srdspellsc.rtf
<b>Guidance</b> <i>Effect:</i> +1 on one roll, save, or check.	15	None	1 action	1 minute or until discharged	Touch	V, S	Yes	Divination	SRD: srdspellsgr.rtf
<b>Inflict Minor Wounds</b> <i>Effect:</i> Touch attack, 1 point of damage.	15	Will half	1 action	Instantaneous	Touch	V, S	Yes	Necromancy	SRD: srdspellsir.rtf
<b>Light</b> <i>Effect:</i> Object shines like a torch.	15	None	1 action	150 minutes [D]	Touch	V, M/DF	No	Evocation [Light]	SRD: srdspellsjkl.rtf
<b>Mending</b> <i>Effect:</i> Makes minor repairs on an object.	15	Will negates (Harmless object)	1 action	Instantaneous	10 feet	V, S	Yes (Harmless object)	Transmutation	SRD: srdspellsm.rtf
<b>Purify Food and Drink</b> <i>Effect:</i> Purifies 15 cu. ft. of food or water.	15	Will negates (object)	1 action	Instantaneous	10 feet	V, S	Yes (object)	Universal	SRD: srdspellspr.rtf
<b>Read Magic</b> <i>Effect:</i> Read scrolls and spellbooks.	15	None	1 action	150 minutes	Personal	V, S, F	No	Universal	SRD: srdspellsqr.rtf
<b>Resistance</b> <i>Effect:</i> Subject gains +1 on saving throws.	15	Will negates (Harmless)	1 action	1 minute	Touch	V, S, M/DF	Yes (Harmless)	Abjuration	SRD: srdspellsqr.rtf
<b>Virtue</b> <i>Effect:</i> Subject gains 1 temporary hp.	15	Will (Harmless)	1 action	1 minute	Touch	V, S, DF	Yes (Harmless)	Transmutation	SRD: srdspellsuvxyz.rtf

## LEVEL 1

<b>Bane</b> <i>Effect:</i> Enemies suffer -1 attack, -1 on saves against fear.	16	Will negates	1 action	15 minutes	50 feet	V, S, DF	Yes	Enchantment (Compulsion) [Mind-Affecting]	SRD: srdspellsb.rtf
<b>Bless</b> <i>Effect:</i> Allies gain +1 attack and +1 on saves against fear.	16	None	1 action	15 minutes	50 feet	V, S, DF	Yes (Harmless)	Enchantment (Compulsion) [Mind-Affecting]	SRD: srdspellsb.rtf
<b>Bless Water</b> <i>Effect:</i> Makes holy water.	16	Will negates (object)	1 minute	Instantaneous	Touch	V, S, M	Yes (object)	Transmutation [Good]	SRD: srdspellsb.rtf
<b>**Cause Fear</b> <i>Effect:</i> One creature flees for 1d4 rounds.	16	Will negates	1 action	1d4 rounds	Close (60')	V, S	Yes	Necromancy [Fear, Mind-Affecting]	SRD: srdspellsc.rtf
<b>Cause Fear</b> <i>Effect:</i> One creature flees for 1d4 rounds.	16	Will negates	1 action	1d4 rounds	Close (60')	V, S	Yes	Necromancy [Fear, Mind-Affecting]	SRD: srdspellsc.rtf
<b>Command</b> <i>Effect:</i> One subject obeys one-word command for 1 round.	16	Will negates	1 action	1 round	Close (60')	V	Yes	Enchantment (Compulsion) [Mind-Affecting, Language-Dependent]	SRD: srdspellsc.rtf
<b>Comprehend Languages</b> <i>Effect:</i> Understands all spoken and written languages.	16	None	1 action	150 minutes	Personal	V, S, M/DF	No	Divination	SRD: srdspellsc.rtf
<b>Cure Light Wounds</b> <i>Effect:</i> Cures 1d8 + 5 damage.	16	Will half (Harmless)	1 action	Instantaneous	Touch	V, S	Yes (Harmless)	Conjuration (Healing)	SRD: srdspellsc.rtf
<b>Curse Water</b> <i>Effect:</i> Makes unholy water.	16	Will negates (object)	1 minute	Instantaneous	Touch	V, S, M	Yes (object)	Transmutation [Evil]	SRD: srdspellsc.rtf
<b>Deathwatch</b> <i>Effect:</i> Sees how wounded subjects within 30 ft. are.	16	None	1 action	150 minutes	Close (60')	V, S	No	Necromancy	SRD: srdspellsd.rtf
<b>Detect Chaos</b> <i>Effect:</i> Reveals creatures, spells, or objects.	16	None	1 action	Concentration up to 150 minutes [D]	60 feet	V, S, DF	No	Divination	SRD: srdspellsd.rtf
<b>Detect Evil</b> <i>Effect:</i> Reveals creatures, spells, or objects.	16	None	1 action	Concentration up to 150 minutes [D]	60 feet	V, S, DF	No	Divination	SRD: srdspellsd.rtf
<b>Detect Good</b> <i>Effect:</i> Reveals creatures, spells, or objects.	16	None	1 action	Concentration up to 150 minutes [D]	60 feet	V, S, DF	No	Divination	SRD: srdspellsd.rtf
<b>Detect Law</b> <i>Effect:</i> Reveals creatures, spells, or objects.	16	None	1 action	Concentration up to 150 minutes [D]	60 feet	V, S, DF	No	Divination	SRD: srdspellsd.rtf
<b>Detect Undead</b> <i>Effect:</i> Reveals undead within 60 ft.	16	None	1 action	Concentration up to 15 minutes [D]	60 feet	V, S, M/DF	No	Divination	SRD: srdspellsd.rtf
<b>Divine Favor</b> <i>Effect:</i> The caster gains attack, damage bonus, +5.	16	None	1 action	1 minute	Personal	V, S, DF	No	Evocation	SRD: srdspellsd.rtf
<b>Doom</b> <i>Effect:</i> One subject suffers -2 on attacks, damage, saves, and checks.	16	Will negates	1 action	15 minutes	Medium (250')	V, S, DF	Yes	Enchantment (Compulsion) [Mind-Affecting, Fear]	SRD: srdspellsd.rtf
<b>Endure Elements</b> <i>Effect:</i> Ignores 5 damage/round from one energy type.	16	None	1 action	24 hours	Touch	V, S	Yes	Abjuration [Acid, Cold, Fire, Electricity, Sonic]	SRD: srdspellsd.rtf
<b>Endure Radiation</b> <i>Effect:</i> See text	16	None	1 action	24 hours	Touch	V, S	Yes	Abjuration [Radiation]	Starfare: p.146

\* = Domain/Specialty Spell

## Cleric Spells

██████	<b>Entropic Shield</b>	16	None	1 action	15 minutes	Personal	V, S	No	Abjuration	SRD: srdspellse.rtf
	<i>Effect:</i> Ranged attacks against the caster suffer 20% miss chance.					<i>Target:</i> The character				
██████	<b>Inflict Light Wounds</b>	16	Will half	1 action	Instantaneous	Touch	V, S	Yes	Necromancy	SRD: srdspellsr.rtf
	<i>Effect:</i> Touch, 1d8 + 5 damage					<i>Target:</i> Creature touched				
██████	<b>Invisibility to Undead</b>	16	Will negates	1 action	150 minutes [D]	Touch	V, S, DF	Yes	Abjuration	SRD: srdspellsr.rtf
	<i>Effect:</i> Undead can't perceive 15 subjects.					<i>Target:</i> 15 touched creatures				
██████	<b>Magic Stone</b>	16	Will negates (Harmless)	1 action	30 minutes or until discharged	Touch	V, S, DF	Yes (Harmless)	Transmutation [Earth]	SRD: srdspellsr.rtf
	<i>Effect:</i> Three stones gain +1 attack, deal 1d6+1 damage.					<i>Target:</i> Up to three pebbles touched				
██████	<b>Magic Weapon</b>	16	Will negates (Harmless)	1 action	15 minutes	Touch	V, S, DF	Yes (Harmless)	Transmutation	SRD: srdspellsr.rtf
	<i>Effect:</i> Weapon gains +1 bonus.					<i>Target:</i> Weapon touched				
██████	<b>Obscuring Mist</b>	16	None	1 action	15 minutes	30 feet	V, S	No	Conjuration (Creation)	SRD: srdspellsno.rtf
	<i>Effect:</i> Fog surrounds the caster.					<i>Target:</i> Cloud centered on the character spreads 30 ft. and is 20 ft. high				
██████	<b>Protection from Chaos</b>	16	Will negates (Harmless)	1 action	15 minutes [D]	Touch	V, S, M/DF	Yes (Harmless)	Abjuration [Lawful]	SRD: srdspellsr.rtf
	<i>Effect:</i> +2 AC and saves, counter mind control, hedge out elementals and outsiders.					<i>Target:</i> Creature touched				
██████	<b>Protection from Evil</b>	16	Will negates (Harmless)	1 action	15 minutes [D]	Touch	V, S, M/DF	Yes (Harmless)	Abjuration [Good]	SRD: srdspellsr.rtf
	<i>Effect:</i> +2 AC and saves, counter mind control, hedge out elementals and outsiders.					<i>Target:</i> Creature touched				
██████	<b>Protection from Good</b>	16	Will negates (Harmless)	1 action	15 minutes [D]	Touch	V, S, M/DF	Yes (Harmless)	Abjuration [Evil]	SRD: srdspellsr.rtf
	<i>Effect:</i> +2 AC and saves, counter mind control, hedge out elementals and outsiders.					<i>Target:</i> Creature touched				
██████	<b>**Protection from Law</b>	16	Will negates (Harmless)	1 action	16 minutes [D]	Touch	V, S, M/DF	Yes (Harmless)	Abjuration [Chaotic]	SRD: srdspellsr.rtf
	<i>Effect:</i> +2 AC and saves, counter mind control, hedge out elementals and outsiders.					<i>Target:</i> Creature touched				
██████	<b>Protection from Law</b>	16	Will negates (Harmless)	1 action	16 minutes [D]	Touch	V, S, M/DF	Yes (Harmless)	Abjuration [Chaotic]	SRD: srdspellsr.rtf
	<i>Effect:</i> +2 AC and saves, counter mind control, hedge out elementals and outsiders.					<i>Target:</i> Creature touched				
██████	<b>Random Action</b>	16	Will negates	1 action	1 round	Close (60')	V, S, DF	Yes	Enchantment (Compulsion) [Mind-Affecting]	SRD: srdspellsqr.rtf
	<i>Effect:</i> One creature acts randomly for one round.					<i>Target:</i> One living creature				
██████	<b>Remove Fear</b>	16	Will negates (Harmless)	1 action	10 minutes	Close (60')	V, S	Yes (Harmless)	Abjuration	SRD: srdspellsqr.rtf
	<i>Effect:</i> +4 on saves against fear for 4 subjects.					<i>Target:</i> 4 creatures, no two of which can be more than 30 ft. apart				
██████	<b>Sanctuary</b>	16	Will negates	1 action	15 rounds	Touch	V, S, DF	No	Abjuration	SRD: srdspellsr.rtf
	<i>Effect:</i> Opponents can't attack the caster, and the caster can't attack.					<i>Target:</i> Creature touched				
██████	<b>Shield of Faith</b>	16	Will negates (Harmless)	1 action	15 minutes	Touch	V, S, M	Yes (Harmless)	Abjuration	SRD: srdspellsr.rtf
	<i>Effect:</i> Aura grants +2 or higher deflection bonus.					<i>Target:</i> Creature touched				
██████	<b>Summon Monster I</b>	16	None	1 full round	16 rounds	Close (65')	V, S, F/DF	No	Conjuration (Summoning) [Air, Earth, Water, Fire, Chaotic, Lawful, Evil, Good]	SRD: srdspellsr.rtf
	<i>Effect:</i> Calls outsider to fight for the caster.					<i>Target:</i> One summoned creature				

## LEVEL 2

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source	
██████	<b>Aid</b>	17	None	1 action	15 minutes	Touch	V, S, DF	Yes (Harmless)	Enchantment (Compulsion) [Mind-Affecting]	SRD: srdspellsa.rtf
	<i>Effect:</i> +1 attack, +1 on saves against fear, 1d8 temporary hit points.					<i>Target:</i> Living creature touched				
██████	<b>Animal Messenger</b>	17	None	1 action	15 days	Close (60')	V, S, M	Yes	Enchantment (Compulsion) [Mind-Affecting]	SRD: srdspellsa.rtf
	<i>Effect:</i> Sends a Tiny animal to a specific place.					<i>Target:</i> One Tiny animal				
██████	<b>Augury</b>	17	None	1 action	Instantaneous	Personal	V, S, F	No	Divination	SRD: srdspellsa.rtf
	<i>Effect:</i> Learns whether an action will be good or bad.					<i>Target:</i> The character				
██████	<b>Bull's Strength</b>	17	Will negates (Harmless)	1 action	15 hours	Touch	V, S, M/DF	Yes (Harmless)	Transmutation	SRD: srdspellsb.rtf
	<i>Effect:</i> Subject gains 1d4+1 Str for 15 hrs.					<i>Target:</i> Creature touched				
██████	<b>Calm Emotions</b>	17	Will negates	1 action	Concentration up to 15 rounds [D]	Medium (250')	V, S, DF	Yes	Enchantment (Compulsion)	SRD: srdspellsr.rtf
	<i>Effect:</i> Calms 15d6 subjects, negating emotion effects.					<i>Target:</i> 15d6 creatures, all of whom must be within 30 ft. of each other				
██████	<b>Consecrate</b>	17	None	1 action	30 hours	Close (60')	V, S, M, DF	No	Evocation	SRD: srdspellsr.rtf
	<i>Effect:</i> Fills area with positive energy, making undead weaker.					<i>Target:</i> 20-ft.-radius emanation				
██████	<b>Cure Moderate Wounds</b>	17	Will half (Harmless)	1 action	Instantaneous	Touch	V, S	Yes (Harmless)	Conjuration (Healing)	SRD: srdspellsr.rtf
	<i>Effect:</i> Cures 2d8 + 10 damage.					<i>Target:</i> Creature touched				
██████	<b>Darkness</b>	17	None	1 action	150 minutes [D]	Touch	V, M/DF	No	Evocation [Darkness]	SRD: srdspellsd.rtf
	<i>Effect:</i> 20-ft. radius of supernatural darkness.					<i>Target:</i> Object touched				
██████	<b>**Death Knell</b>	17	Will negates	1 action	Instantaneous/10 minutes per target HD	Touch	V, S	Yes	Necromancy [Death, Evil]	SRD: srdspellsd.rtf
	<i>Effect:</i> Kills dying creature; the caster gain 1d8 temporary hp, +2 Str, and +1 level.					<i>Target:</i> Living creature touched				
██████	<b>Death Knell</b>	17	Will negates	1 action	Instantaneous/10 minutes per target HD	Touch	V, S	Yes	Necromancy [Death, Evil]	SRD: srdspellsd.rtf
	<i>Effect:</i> Kills dying creature; the caster gain 1d8 temporary hp, +2 Str, and +1 level.					<i>Target:</i> Living creature touched				
██████	<b>Delay Poison</b>	17	Fortitude negates (Harmless)	1 action	15 hours	Touch	V, S, DF	Yes (Harmless)	Conjuration (Healing)	SRD: srdspellsd.rtf
	<i>Effect:</i> Stops poison from harming subject for 15 hours.					<i>Target:</i> Creature touched				
██████	<b>Desecrate</b>	17	None	1 action	30 hours	Close (60')	V, S, M, DF	Yes	Evocation	SRD: srdspellsd.rtf
	<i>Effect:</i> Fills area with negative energy, making undead stronger.					<i>Target:</i> 20-ft.-radius emanation				
██████	<b>Endurance</b>	17	Will negates (Harmless)	1 action	15 hours	Touch	V, S, DF	Yes	Transmutation	SRD: srdspellsr.rtf
	<i>Effect:</i> Gain 1d4+1 Con for 15 hrs.					<i>Target:</i> Creature touched				
██████	<b>Enthral</b>	17	Will negates	1 full round	Up to 1 hour	Medium (250')	V, S	Yes	Enchantment (Charm) [Mind-Affecting, Sonic, Language-Dependent]	SRD: srdspellsr.rtf
	<i>Effect:</i> Captivates all within 250 ft.					<i>Target:</i> Any number of creatures				
██████	<b>Find Traps</b>	17	None	1 action	15 minutes	Medium (250')	V, S	No	Divination	SRD: srdspellsf.rtf
	<i>Effect:</i> Notice traps as a rogue does.					<i>Target:</i> The character				
██████	<b>Gentle Repose</b>	17	Will negates (object)	1 action	15 days	Touch	V, S, M/DF	Yes (object)	Necromancy	SRD: srdspellsgr.rtf
	<i>Effect:</i> Preserves one corpse.					<i>Target:</i> Corpse touched				
██████	<b>Hold Person</b>	17	Will negates	1 action	15 rounds [D]	Medium (250')	V, S, F/DF	Yes	Enchantment (Compulsion) [Mind-Affecting]	SRD: srdspellsrh.rtf
	<i>Effect:</i> Holds one person helpless for 15 rounds.					<i>Target:</i> One humanoid of Medium-size or smaller				

\* = Domain/Specialty Spell

## Cleric Spells

☐☐☐☐	<b>Inflict Moderate Wounds</b> Effect: Touch, 2d8 + 10 damage	17	Will half	1 action	Instantaneous	Touch	V, S	Yes	Necromancy	SRD: srdspells.rdf
☐☐☐☐	<b>Instant Reboot</b> Effect: See text	17	Reflex negates	1 action	Instantaneous	Touch	V, S	Yes	Transmutation	Starfare: p.146
☐☐☐☐	<b>Lesser Restoration</b> Effect: Dispel's magic ability penalty or repairs 1d4 ability damage.	17	Will negates (Harmless)	3 rounds	Instantaneous	Touch	V, S	Yes (Harmless)	Conjuration (Healing)	SRD: srdspellsjkl.rdf
☐☐☐☐	<b>Magic Bullets</b> Effect: See text	17	Will negates (Harmless, object)	1 action	1 minute/level[D]	Touch	V S F DF	Yes (Harmless, object)	Transmutation	Starfare: p.147
☐☐☐☐	<b>Make Whole</b> Effect: Repairs an object.	17	Will negates (Harmless)	1 action	Instantaneous	Close (60')	V, S	Yes (Harmless)	Transmutation	SRD: srdspellsm.rdf
☐☐☐☐	<b>Power Down</b> Effect: See text	17	Reflex negates	1 action	Instantaneous	Touch	V, S	Yes	Transmutation	Starfare: p.147
☐☐☐☐	<b>Remove Paralysis</b> Effect: Frees one or more creatures from paralysis, hold, or slow.	17	Will negates (Harmless)	1 action	Instantaneous	Close (60')	V, S	Yes (Harmless)	Conjuration (Healing)	SRD: srdspellsqr.rdf
☐☐☐☐	<b>Resist Elements</b> Effect: Ignores 12 damage/round from one energy type.	17	None	1 action	15 minutes	Touch	V, S, DF	Yes	Abjuration [Fire, Acid, Cold, Electricity, Sonic]	SRD: srdspellsqr.rdf
☐☐☐☐	<b>Resist Radiation</b> Effect: See text	17	None	1 action	1 minute/level	Touch	V S DF	Yes	Abjuration [Radiation]	Starfare: p.149
☐☐☐☐	<b>**Shatter</b> Effect: Sonic vibration damages objects or crystalline creatures.	17	None	1 action	Instantaneous	Close (60')	V, S, M/DF	Will negates (object) or Fortitude half	Evocation [Sonic]	SRD: srdspells.rdf
☐☐☐☐	<b>Shatter</b> Effect: Sonic vibration damages objects or crystalline creatures.	17	None	1 action	Instantaneous	Close (60')	V, S, M/DF	Will negates (object) or Fortitude half	Evocation [Sonic]	SRD: srdspells.rdf
☐☐☐☐	<b>Shield Other</b> Effect: The caster takes half of subject's damage.	17	Will negates (Harmless)	1 action	15 hours [D]	Close (60')	V, S, F	Yes (Harmless)	Abjuration	SRD: srdspells.rdf
☐☐☐☐	<b>Silence</b> Effect: Negates sound in 15-ft. radius.	17	Will negates or none (object)	1 action	15 minutes	Long (1000')	V, S	Yes or no (object)	Illusion (Glamour)	SRD: srdspells.rdf
☐☐☐☐	<b>Sound Burst</b> Effect: Deals 1d8 sonic damage to subjects; may stun them.	17	Will partial	1 action	Instantaneous	Close (60')	V, S, F/DF	Yes	Evocation [Sonic]	SRD: srdspells.rdf
☐☐☐☐	<b>Speak with Animals</b> Effect: The caster can communicate with natural animals.	17	None	1 action	15 minutes	Personal	V, S	No	Divination	SRD: srdspells.rdf
☐☐☐☐	<b>Spiritual Weapon</b> Effect: Magical weapon attacks on its own.	17	None	1 action	15 rounds [D]	Medium (250')	V, S, DF	Yes	Evocation [Force]	SRD: srdspells.rdf
☐☐☐☐	<b>Summon Monster II</b> Effect: Calls outsider to fight for the caster.	17	None	1 full round	16 rounds	Close (65')	V, S, F/DF	No	Conjuration (Summoning) [Air, Earth, Water, Fire, Chaotic, Lawful, Evil, Good]	SRD: srdspells.rdf
☐☐☐☐	<b>Undetectable Alignment</b> Effect: Conceals alignment for 24 hours.	17	Will negates (object)	1 action	24 hours	Close (60')	V, S	Yes (object)	Abjuration	SRD: srdspellsuvwxz.rdf
☐☐☐☐	<b>Zone of Truth</b> Effect: Subjects within range cannot lie.	17	Will negates	1 action	15 minutes	Close (60')	V, S, DF	Yes	Enchantment (Compulsion) [Mind-Affecting]	SRD: srdspellsuvwxz.rdf

## LEVEL 3

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
☐☐☐☐ <b>**Animate Dead</b> Effect: Creates undead skeletons and zombies.	18	None	1 action	Instantaneous	Touch	V, S, M	No	Necromancy [Evil]	SRD: srdspellsa.rdf
☐☐☐☐ <b>Animate Dead</b> Effect: Creates undead skeletons and zombies.	18	None	1 action	Instantaneous	Touch	V, S, M	No	Necromancy [Evil]	SRD: srdspellsa.rdf
☐☐☐☐ <b>Bestow Curse</b> Effect: -6 to an ability; -4 on attacks, saves, and checks; or 50% chance of losing each action.	18	Will negates	1 action	Permanent	Touch	V, S	Yes	Transmutation	SRD: srdspellsb.rdf
☐☐☐☐ <b>Blindness/Deafness</b> Effect: Makes subject blind or deaf.	18	Fortitude negates	1 action	Permanent [D]	Medium (250')	V	Yes	Transmutation	SRD: srdspellsb.rdf
☐☐☐☐ <b>Contagion</b> Effect: Infects subject with chosen disease.	18	Fortitude negates	1 action	Instantaneous	Touch	V, S	Yes	Necromancy	SRD: srdspellsc.rdf
☐☐☐☐ <b>Continual Flame</b> Effect: Makes a permanent, heatless torch.	18	None	1 action	Permanent	Touch	V, S, M	No	Evocation [Light]	SRD: srdspellsc.rdf
☐☐☐☐ <b>Create Food and Water</b> Effect: Feeds 45 humans or 15 horses.	18	None	10 minutes	24 hours	Close (60')	V, S	No	Conjuration (Creation)	SRD: srdspellsd.rdf
☐☐☐☐ <b>Cure Serious Wounds</b> Effect: Cures 3d8 + 15 damage.	18	Will half (Harmless)	1 action	Instantaneous	Touch	V, S	Yes (Harmless)	Conjuration (Healing)	SRD: srdspellsd.rdf
☐☐☐☐ <b>Daylight</b> Effect: 60-ft. radius of bright light.	18	None	1 action	150 minutes	Touch	V, S	No	Evocation (Light)	SRD: srdspellsd.rdf
☐☐☐☐ <b>Deeper Darkness</b> Effect: Object sheds absolute darkness in 60-ft. radius.	18	None	1 action	15 days	Touch	V, S	No	Evocation [Darkness]	SRD: srdspellsd.rdf
☐☐☐☐ <b>Dispel Magic</b> Effect: Cancels magical spells and effects.	18	None	1 action	Instantaneous	Medium (250')	V, S	No	Abjuration	SRD: srdspellsd.rdf
☐☐☐☐ <b>Electric Scry</b> Effect: See text	18	None	1 action	1 minute/level	Special	V S F DF	No	Divination	Starfare: p.146
☐☐☐☐ <b>Glyph of Warding</b> Effect: Inscription harms those who pass it.	18	Special	10 minutes	Permanent until discharged	Touch	V, S, M	Yes (object)	Abjuration	SRD: srdspellsg.rdf
☐☐☐☐ <b>Helping Hand</b> Effect: Ghostly hand leads subject to the caster.	18	None	1 action	15 hours	Five miles	V, S, DF	No	Evocation	SRD: srdspellsrh.rdf
☐☐☐☐ <b>Inflict Serious Wounds</b> Effect: Touch, 3d8 + 15 damage	18	Will half	1 action	Instantaneous	Touch	V, S	Yes	Necromancy	SRD: srdspellsi.rdf
☐☐☐☐ <b>Invisibility Purge</b> Effect: Dispel's invisibility within 75 ft.	18	None	1 action	15 minutes [D]	Personal	V, S	No	Evocation	SRD: srdspellsi.rdf
☐☐☐☐ <b>Locate Object</b> Effect: Senses direction toward object [specific or type].	18	None	1 action	15 minutes	Long (1000')	V, S, F/DF	No	Divination	SRD: srdspellsjkl.rdf
☐☐☐☐ <b>Magic Circle against Chaos</b> Effect: As protection spells, but 10-ft. radius and 150 min.	18	Will negates (Harmless)	1 action	150 minutes	Touch	V, S, M/DF	Yes (Harmless)	Abjuration [Lawful]	SRD: srdspellsm.rdf

\* =Domain/Specialty Spell

## Cleric Spells

☐☐☐☐	<b>Magic Circle against Evil</b>	18	Will negates (Harmless)	1 action	150 minutes	Touch	V, S, M/DF	Yes (Harmless)	Abjuration [Good]	SRD: srdspellsm.rtf
	<i>Effect: As protection spells, but 10-ft. radius and 150 min.</i>					<i>Target: Emanates</i>				
☐☐☐☐	<b>Magic Circle against Good</b>	18	Will negates (Harmless)	1 action	150 minutes	Touch	V, S, M/DF	Yes (Harmless)	Abjuration [Evil]	SRD: srdspellsm.rtf
	<i>Effect: As protection spells, but 10-ft. radius and 150 min.</i>					<i>Target: Emanates</i>				
☐☐☐☐	<b>**Magic Circle against Law</b>	18	Will negates (Harmless)	1 action	160 minutes	Touch	V, S, M/DF	Yes (Harmless)	Abjuration [Chaotic]	SRD: srdspellsm.rtf
	<i>Effect: As protection spells, but 10-ft. radius and 160 min.</i>					<i>Target: Emanates</i>				
☐☐☐☐	<b>Magic Circle against Law</b>	18	Will negates (Harmless)	1 action	160 minutes	Touch	V, S, M/DF	Yes (Harmless)	Abjuration [Chaotic]	SRD: srdspellsm.rtf
	<i>Effect: As protection spells, but 10-ft. radius and 160 min.</i>					<i>Target: Emanates</i>				
☐☐☐☐	<b>Magic Vestment</b>	18	Will negates (Harmless)	1 action	15 hours	Touch	V, S, DF	Yes (Harmless)	Transmutation	SRD: srdspellsm.rtf
	<i>Effect: Armor or shield gains +5 enhancement.</i>					<i>Target: Armor or shield touched</i>				
☐☐☐☐	<b>Meld into Stone</b>	18	None	1 action	150 minutes	Personal	V, S, DF	No	Transmutation [Earth]	SRD: srdspellsm.rtf
	<i>Effect: The caster and the caster's gear merge with stone.</i>					<i>Target: The character</i>				
☐☐☐☐	<b>Negative Energy Protection</b>	18	Will negates (Harmless)	1 action	15 rounds	Touch	V, S	Yes (Harmless)	Abjuration	SRD: srdspellsno.rtf
	<i>Effect: Subject resists level and ability drains.</i>					<i>Target: Living creature touched</i>				
☐☐☐☐	<b>Obscure Object</b>	18	Will negates (object)	1 action	8 hours	Touch	V, S, M/DF	Yes (object)	Abjuration	SRD: srdspellsno.rtf
	<i>Effect: Masks object against divination.</i>					<i>Target: One object touched of up to 1500 lbs.</i>				
☐☐☐☐	<b>Prayer</b>	18	None	1 action	15 rounds	30 feet	V, S, DF	Yes	Conjuration (Creation)	SRD: srdspellsr.rtf
	<i>Effect: Allies gain +1 on most rolls, and enemies suffer -1.</i>					<i>Target: All allies and foes within a 30-ft.-radius burst centered on the character</i>				
☐☐☐☐	<b>Protection from Elements</b>	18	None	1 action	150 minutes	Touch	V, S, DF	Yes	Abjuration [Fire, Acid, Cold, Electricity, Sonic]	SRD: srdspellsr.rtf
	<i>Effect: Absorb 180 damage from one kind of energy.</i>					<i>Target: Creature touched</i>				
☐☐☐☐	<b>Protection From Radiation</b>	18	Will negates (Harmless)	1 action	10 minutes/level [D]	Touch	V S DF	Yes (Harmless)	Abjuration [Radiation]	Starfare: p.147
	<i>Effect: See text</i>					<i>Target: Creature touched</i>				
☐☐☐☐	<b>Remove Blindness/Deafness</b>	18	Fortitude negates (Harmless)	1 action	Instantaneous	Touch	V, S	Yes (Harmless)	Conjuration (Healing)	SRD: srdspellsqr.rtf
	<i>Effect: Cures normal or magical conditions.</i>					<i>Target: Creature touched</i>				
☐☐☐☐	<b>Remove Curse</b>	18	Will negates (Harmless)	1 action	Instantaneous	Touch	V, S	Yes (Harmless)	Abjuration	SRD: srdspellsr.rtf
	<i>Effect: Frees object or person from curse.</i>					<i>Target: Creature or item touched</i>				
☐☐☐☐	<b>Remove Disease</b>	18	Fortitude negates (Harmless)	1 action	Instantaneous	Touch	V, S	Yes (Harmless)	Conjuration (Healing)	SRD: srdspellsqr.rtf
	<i>Effect: Cures all diseases affecting subject.</i>					<i>Target: Creature touched</i>				
☐☐☐☐	<b>Searing Light</b>	18	None	1 action	Instantaneous	Medium (250')	V, S	Yes	Evocation	SRD: srdspellss.rtf
	<i>Effect: Ray deals 7d8, more against undead.</i>					<i>Target: Ray</i>				
☐☐☐☐	<b>Speak with Dead</b>	18	Will negates	10 minutes	15 minutes	10 feet	V, S, DF	No	Necromancy [Language-Dependent]	SRD: srdspellss.rtf
	<i>Effect: Corpse answers 7 questions.</i>					<i>Target: One dead creature</i>				
☐☐☐☐	<b>Speak with Plants</b>	18	None	1 action	15 minutes	Personal	V, S	No	Divination	SRD: srdspellss.rtf
	<i>Effect: The caster can talk to normal plants and plant creatures.</i>					<i>Target: The character</i>				
☐☐☐☐	<b>Stone Shape</b>	18	None	1 action	Instantaneous	Touch	V, S, M/DF	No	Transmutation	SRD: srdspellss.rtf
	<i>Effect: Sculpts stone into any form.</i>					<i>Target: Stone or stone object touched, up to 25 cu. ft.</i>				
☐☐☐☐	<b>Summon Monster III</b>	18	None	1 full round	16 rounds	Close (65')	V, S, F/DF	No	Conjuration (Summoning) [Air, Earth, Water, Fire, Chaotic, Lawful, Evil, Good]	SRD: srdspellss.rtf
	<i>Effect: Calls outsider to fight for the caster.</i>					<i>Target: One or more summoned creatures, no two of which can be more than 30 ft. apart</i>				
☐☐☐☐	<b>Water Breathing</b>	18	Will negates (Harmless)	1 action	30 hours	Touch	V, S, M/DF	Yes (Harmless)	Transmutation	SRD: srdspellsuvwxz.rtf
	<i>Effect: Subjects can breathe underwater.</i>					<i>Target: Living creatures touched</i>				
☐☐☐☐	<b>Water Walk</b>	18	Will negates (Harmless)	1 action	150 minutes	Touch	V, S, DF	Yes (Harmless)	Transmutation	SRD: srdspellsuvwxz.rtf
	<i>Effect: Subject treads on water as if solid.</i>					<i>Target: 15 touched creatures</i>				
☐☐☐☐	<b>Wind Wall</b>	18	None	1 action	15 rounds	Medium (250')	V, S, M/DF	Yes	Evocation	SRD: srdspellsuvwxz.rtf
	<i>Effect: Deflects arrows, smaller creatures, and gases.</i>					<i>Target: Wall up to 150 ft. long and 75 ft. high [S]</i>				

## LEVEL 4

	Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
☐☐☐☐	<b>Air Walk</b>	19	None	1 action	150 minutes	Touch	V, S, DF	Yes (Harmless)	Transmutation [Air]	SRD: srdspellsa.rtf
	<i>Effect: Subject treads on air as if solid [climb at 45-degree angle].</i>					<i>Target: Creature [Gargantuan or smaller] touched</i>				
☐☐☐☐	<b>*Chaos Hammer</b>	19	Will half	1 action	Instantaneous	Medium (260')	V, S	Yes	Evocation [Chaotic]	SRD: srdspellsr.rtf
	<i>Effect: Damages and staggers lawful creatures.</i>					<i>Target: 20-ft.-radius burst</i>				
☐☐☐☐	<b>Control Water</b>	19	None	1 action	150 minutes [D]	Long (1000')	V, S, M/DF	No	Transmutation	SRD: srdspellsr.rtf
	<i>Effect: Raises or lowers bodies of water.</i>					<i>Target: Water in a volume of 150 ft. x 150 ft. x 30 ft. [S]</i>				
☐☐☐☐	<b>Cure Critical Wounds</b>	19	Will half (Harmless)	1 action	Instantaneous	Touch	V, S	Yes (Harmless)	Conjuration (Healing)	SRD: srdspellsr.rtf
	<i>Effect: Cures 4d8 + 15 damage.</i>					<i>Target: Creature touched</i>				
☐☐☐☐	<b>**Death Ward</b>	19	None	1 action	150 minutes	Touch	V, S, DF	Yes (Harmless)	Necromancy	SRD: srdspellsd.rtf
	<i>Effect: Grants immunity to death spells and effects.</i>					<i>Target: Living creature touched</i>				
☐☐☐☐	<b>Death Ward</b>	19	None	1 action	150 minutes	Touch	V, S, DF	Yes (Harmless)	Necromancy	SRD: srdspellsd.rtf
	<i>Effect: Grants immunity to death spells and effects.</i>					<i>Target: Living creature touched</i>				
☐☐☐☐	<b>Dimensional Anchor</b>	19	None	1 action	15 minutes	Medium (250')	V, S	Yes (object)	Abjuration	SRD: srdspellsd.rtf
	<i>Effect: Bars extradimensional movement.</i>					<i>Target: Ray</i>				
☐☐☐☐	<b>Discern Lies</b>	19	Will negates	1 action	Concentration up to 15 rounds	Close (60')	V, S, DF	No	Divination	SRD: srdspellsd.rtf
	<i>Effect: Reveals deliberate falsehoods.</i>					<i>Target: 15 creatures, no two of which can be more than 30 ft. apart</i>				
☐☐☐☐	<b>Dismissal</b>	19	Will negates	1 action	Instantaneous	Close (60')	V, S, F/DF	Yes	Abjuration	SRD: srdspellsd.rtf
	<i>Effect: Forces a creature to return to native plane.</i>					<i>Target: One extraplanar creature</i>				
☐☐☐☐	<b>Divination</b>	19	None	10 minutes	Instantaneous	Personal	V, S, M	No	Divination	SRD: srdspellsd.rtf
	<i>Effect: Provides useful advice for specific proposed actions.</i>					<i>Target: The character</i>				
☐☐☐☐	<b>Divine Power</b>	19	None	1 action	15 rounds	Personal	V, S, DF	No	Evocation	SRD: srdspellsd.rtf
	<i>Effect: The caster gains attack bonus, 18 Str, and 15 hp.</i>					<i>Target: The character</i>				
☐☐☐☐	<b>Freedom of Movement</b>	19	None	1 action	150 minutes	Personal or touch	V, S, M, DF	No or Yes (Harmless)	Abjuration	SRD: srdspellsf.rtf
	<i>Effect: Subject moves normally despite impediments.</i>					<i>Target: The character or creature touched</i>				
☐☐☐☐	<b>Giant Vermin</b>	19	None	1 action	15 minutes	Close (60')	V, S, DF	Yes	Transmutation	SRD: srdspellsq.rtf
	<i>Effect: Turns insects into giant vermin.</i>					<i>Target: Up to three vermin, no two of which can be more than 30 ft. apart</i>				

\* =Domain/Specialty Spell

## Cleric Spells

Greater Magic Weapon	19	Will negates (Harmless)	1 action	15 hours	Close (60')	V, S, M/DF	Yes (Harmless)	Transmutation	SRD: srdspellsg.rf
<i>Effect: +5 bonus</i>									
<i>Target: One weapon or fifty projectiles [all of which must be in contact with each other at the time of casting]</i>									
Imbue with Spell Ability	19	Will negates (Harmless)	10 minutes	Until discharged	Touch	V, S, DF	Yes (Harmless)	Evocation	SRD: srdspells.rf
<i>Effect: Transfer spells to subject.</i>									
<i>Target: Creature touched</i>									
Inflict Critical Wounds	19	Will half	1 action	Instantaneous	Touch	V, S	Yes	Necromancy	SRD: srdspells.rf
<i>Effect: Touch, 4d8 + 15 damage</i>									
<i>Target: Creature touched</i>									
Lesser Planar Ally	19	None	10 minutes	Instantaneous	Close (65')	V, S, DF	No	Conjuration (Calling) [Air, Earth, Water, Fire, Chaotic, Evil, Lawful, Good]	SRD: srdspellsjkl.rf
<i>Effect: Exchange services with an 8 HD outsider.</i>									
<i>Target: One summoned elemental or outsider of up to 8 HD</i>									
Neutralize Poison	19	Will negates (Harmless object)	1 action	Instantaneous	Touch	V, S, M/DF	Yes (Harmless object)	Conjuration (Healing)	SRD: srdspellsno.rf
<i>Effect: Detoxifies venom in or on subject.</i>									
<i>Target: Creature or object of up to 15 cu. ft. touched</i>									
Poison	19	Fortitude negates	1 action	Instantaneous	Touch	V, S, DF	Yes	Necromancy	SRD: srdspellsp.rf
<i>Effect: Touch deals 1d10 Con damage, repeats in 1 min.</i>									
<i>Target: Living creature touched</i>									
Repel Vermin	19	None or Will negates	1 action	150 minutes	10 feet	V, S, DF	Yes	Abjuration	SRD: srdspellsqr.rf
<i>Effect: Insects stay 10 ft. away.</i>									
<i>Target: 10-ft.-radius emanation centered on the character</i>									
Restoration	19	Will negates (Harmless)	3 rounds	Instantaneous	Touch	V, S, M	Yes (Harmless)	Conjuration (Healing)	SRD: srdspellsqr.rf
<i>Effect: Restores level and ability score drains.</i>									
<i>Target: Creature touched</i>									
Sending	19	None	10 minutes	1 round	Special	V, S, M/DF	No	Evocation	SRD: srdspells.rf
<i>Effect: Delivers short message anywhere, instantly.</i>									
<i>Target: One creature</i>									
Spell Immunity	19	Will negates (Harmless)	1 action	150 minutes	Touch	V, S, DF	Yes (Harmless)	Abjuration	SRD: srdspells.rf
<i>Effect: Subject is immune to 3 spells.</i>									
<i>Target: Creature touched</i>									
Status	19	Will negates (Harmless)	1 action	15 hours	Touch	V, S	Yes (Harmless)	Divination	SRD: srdspells.rf
<i>Effect: Monitors condition, position of allies.</i>									
<i>Target: 5 creatures touched</i>									
Summon Monster IV	19	None	1 full round	16 rounds	Close (65')	V, S, F/DF	No	Conjuration (Summoning) [Air, Earth, Water, Fire, Chaotic, Lawful, Evil, Good]	SRD: srdspells.rf
<i>Effect: Calls outsider to fight for the caster.</i>									
<i>Target: One or more summoned creatures, no two of which can be more than 30 ft. apart</i>									
Tongues	19	None	1 action	150 minutes	Touch	V, M/DF	No	Divination	SRD: srdspellsrf.rf
<i>Effect: Speak any language.</i>									
<i>Target: Creature touched</i>									

## LEVEL 5

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
Atonement	20	None	1 hour	Instantaneous	Touch	V, S, M, F/DF, XP	Yes	Abjuration	SRD: srdspellsa.rf
<i>Effect: Removes burden of misdeeds from subject.</i>									
<i>Target: Living creature touched</i>									
Break Enchantment	20	Special	1 minute	Instantaneous	Close (60')	V, S	No	Abjuration	SRD: srdspellsb.rf
<i>Effect: Frees subjects from enchantments, alterations, curses, and petrification.</i>									
<i>Target: Up to 15 creatures, all within 30 ft. of each other</i>									
Circle of Doom	20	Fortitude half	1 action	Instantaneous	20'	V, S	Yes	Necromancy	SRD: srdspellscc.rf
<i>Effect: Deals 1d8 + 15 damage in all directions.</i>									
<i>Target: All living enemies and undead creatures within a 20-ft.-radius burst centered on the character</i>									
Commune	20	None	10 minutes	15 rounds	Personal	V, S, M, DF, XP	No	Divination	SRD: srdspellscc.rf
<i>Effect: Deity answers 15 yes-or-no questions.</i>									
<i>Target: The character</i>									
Dispel Chaos	20	Special	1 action	None	Touch	V, S, DF	Special	Abjuration [Lawful]	SRD: srdspellsd.rf
<i>Effect: +4 bonus against attacks.</i>									
<i>Target: The character and a touched chaotic creature from another plane; or the character and an enchantment or chaotic spell on a touched creature or object</i>									
Dispel Evil	20	Special	1 action	None	Touch	V, S, DF	Special	Abjuration [Good]	SRD: srdspellsd.rf
<i>Effect: +4 bonus against attacks.</i>									
<i>Target: The character and a touched evil creature from another plane; or the character and an enchantment or evil spell on a touched creature or object</i>									
Dispel Good	20	Special	1 action	None	Touch	V, S, DF	Special	Abjuration [Evil]	SRD: srdspellsd.rf
<i>Effect: +4 bonus against attacks.</i>									
<i>Target: The character and a touched good creature from another plane; or the character and an enchantment or good spell on a touched creature or object</i>									
**Dispel Law	20	Special	1 action	None	Touch	V, S, DF	Special	Abjuration [Chaotic]	SRD: srdspellsd.rf
<i>Effect: +4 bonus against attacks.</i>									
<i>Target: The character and a touched lawful creature from another plane; or the character and an enchantment or lawful spell on a touched creature or object</i>									
Dispel Law	20	Special	1 action	None	Touch	V, S, DF	Special	Abjuration [Chaotic]	SRD: srdspellsd.rf
<i>Effect: +4 bonus against attacks.</i>									
<i>Target: The character and a touched lawful creature from another plane; or the character and an enchantment or lawful spell on a touched creature or object</i>									
Ethereal Jaunt	20	None	1 action	15 rounds [D]	Personal	V, S	No	Transmutation	SRD: srdspellsse.rf
<i>Effect: The caster becomes ethereal for 15 rounds.</i>									
<i>Target: The character</i>									
Flame Strike	20	Reflex half	1 action	Instantaneous	Medium (250')	V, S, DF	Yes	Evocation [Fire]	SRD: srdspellsf.rf
<i>Effect: Smites foes with divine fire [15d6].</i>									
<i>Target: Cylinder 10</i>									
Greater Command	20	Will negates	1 action	1 round	Close (60')	V	Yes	Enchantment (Compulsion) [Mind-Affecting, Language-Dependent]	SRD: srdspellsg.rf
<i>Effect: As command, but affects 15 subjects.</i>									
<i>Target: 15 creatures, no two of which can be more than 30 ft. apart</i>									
Greater Electric Scry	20	None	1 action	1 minute/level	Special	V S F DF	No	Divination	Starfare: p.146
<i>Effect: See text</i>									
<i>Target: Special</i>									
Hallow	20	None	One day	Instantaneous	Touch	V, S, M, DF	Special	Evocation [Good]	SRD: srdspellsrh.rf
<i>Effect: Designates location as holy.</i>									
<i>Target: 150 ft. radius emanating from the touched point</i>									
Healing Circle	20	Fortitude half (Harmless)	1 action	Instantaneous	20 feet	V, S	Yes (Harmless)	Conjuration (Healing)	SRD: srdspellsrh.rf
<i>Effect: Cures 1d8 + 15 damage in all directions.</i>									
<i>Target: All living allies and undead creatures within a 20-ft.-radius burst centered on the character</i>									
Insect Plague	20	Special	1 full round	15 minutes	Long (1000')	V, S, DF	No	Conjuration (Summoning)	SRD: srdspellsrf.rf
<i>Effect: Insect horde limits vision, inflicts damage, and weak creatures flee.</i>									
<i>Target: Cloud of insects 180 ft in diameter</i>									
Mark of Justice	20	None	10 minutes	Permanent	Touch	V, S, DF	Yes	Transmutation	SRD: srdspellsm.rf
<i>Effect: Designates action that will trigger curse on subject.</i>									
<i>Target: Creature touched</i>									
Plane Shift	20	Will negates	1 action	Instantaneous	Touch	V, S, F	Yes	Transmutation	SRD: srdspellsp.rf
<i>Effect: Up to eight subjects travel to another plane.</i>									
<i>Target: Creature touched, or up to eight willing creatures joining hands</i>									
Raise Dead	20	None	1 minute	Instantaneous	Touch	V, S, M, DF	Yes (Harmless)	Conjuration (Healing)	SRD: srdspellsqr.rf
<i>Effect: Restores life to subject who died up to 15 days ago.</i>									
<i>Target: Dead creature touched</i>									

\* =Domain/Specialty Spell

## Cleric Spells

☐☐☐☐	<b>Righteous Might</b>	20	None	1 action	15 rounds	Personal	V, S, DF	No	Transmutation	SRD: srdspellsqr.rtf
	<i>Effect:</i> The caster's size increases, and the caster gains +4 Str.									
☐☐☐☐	<b>Scrying</b>	20	None	1 hour	15 minutes	Special	V, S, M/DF, F	No	Divination	SRD: srdspellsr.rtf
	<i>Effect:</i> Spies on subject from a distance.									
☐☐☐☐	<b>**Slay Living</b>	20	Fortitude partial	1 action	Instantaneous	Touch	V, S	Yes	Necromancy [Death]	SRD: srdspellsr.rtf
	<i>Effect:</i> Touch attack kills subject.									
☐☐☐☐	<b>Slay Living</b>	20	Fortitude partial	1 action	Instantaneous	Touch	V, S	Yes	Necromancy [Death]	SRD: srdspellsr.rtf
	<i>Effect:</i> Touch attack kills subject.									
☐☐☐☐	<b>Spell Resistance</b>	20	Will negates (Harmless)	1 action	15 minutes	Touch	V, S, DF	Yes (Harmless)	Abjuration	SRD: srdspellsr.rtf
	<i>Effect:</i> Subject gains +27 SR.									
☐☐☐☐	<b>Summon Monster V</b>	20	None	1 full round	16 rounds	Close (65')	V, S, F/DF	No	Conjuration (Summoning) [Air, Earth, Water, Fire, Chaotic, Lawful, Evil, Good]	SRD: srdspellsr.rtf
	<i>Effect:</i> Calls outsider to fight for the caster.									
☐☐☐☐	<b>Total Protection</b>	20	None	1 action	1 hour/level [D]	Touch	V S DF	Yes	Abjuration [Fire, Acid, Cold, Electricity, Sonic, Radiation]	Starfare: p.149
	<i>Effect:</i> See text									
☐☐☐☐	<b>True Seeing</b>	20	Will negates (Harmless)	1 action	15 minutes	Touch	V, S, M	Yes (Harmless)	Divination	SRD: srdspellsr.rtf
	<i>Effect:</i> See all things as they really are.									
☐☐☐☐	<b>Unhallow</b>	20	None	1 day	Instantaneous	Touch	V, S, M	Special	Evocation [Evil]	SRD: srdspellsuvwxyz.rtf
	<i>Effect:</i> Designates location as unholy.									
☐☐☐☐	<b>Wall of Stone</b>	20	Special	1 action	Instantaneous	Medium (250')	V, S, M/DF	No	Conjuration (Creation)	SRD: srdspellsuvwxyz.rtf
	<i>Effect:</i> Creates a stone wall that can be shaped.									
										<i>Target:</i> Stone wall whose area is up to 15 5-ft. squares [S]

## LEVEL 6

	Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
☐☐☐☐	<b>**Animate Objects</b>	21	None	1 action	15 rounds	Medium (250')	V, S	No	Transmutation	SRD: srdspellsa.rtf
	<i>Effect:</i> Objects attack the caster's foes.									
☐☐☐☐	<b>Animate Objects</b>	21	None	1 action	15 rounds	Medium (250')	V, S	No	Transmutation	SRD: srdspellsa.rtf
	<i>Effect:</i> Objects attack the caster's foes.									
☐☐☐☐	<b>Antilife Shell</b>	21	None	1 round	150 minutes [D]	10 feet	V, S, DF	Yes	Abjuration	SRD: srdspellsa.rtf
	<i>Effect:</i> 10-ft. field hedges out living creatures.									
☐☐☐☐	<b>Banishment</b>	21	Will negates	1 action	Instantaneous	Close (60')	V, S, F	Yes	Abjuration	SRD: srdspellsb.rtf
	<i>Effect:</i> Banishes 30 HD extraplanar creatures.									
☐☐☐☐	<b>Blade Barrier</b>	21	Reflex negates	1 round	150 minutes	Medium (250')	V, S	Yes	Evocation	SRD: srdspellsb.rtf
	<i>Effect:</i> Blades encircling the caster deal 15d6 damage.									
☐☐☐☐	<b>**Create Undead</b>	21	None	1 hour	Instantaneous	Close (60')	V, S, M	No	Necromancy [Evil]	SRD: srdspellsr.rtf
	<i>Effect:</i> Ghouls, shadows, ghouls, wights, or wraiths.									
☐☐☐☐	<b>Create Undead</b>	21	None	1 hour	Instantaneous	Close (60')	V, S, M	No	Necromancy [Evil]	SRD: srdspellsr.rtf
	<i>Effect:</i> Ghouls, shadows, ghouls, wights, or wraiths.									
☐☐☐☐	<b>Etherealness</b>	21	None	1 action	15 minutes [D]	Touch	V, S	Yes	Transmutation	SRD: srdspellsr.rtf
	<i>Effect:</i> Travel to Ethereal Plane with companions.									
☐☐☐☐	<b>Find the Path</b>	21	Will negates (Harmless)	3 rounds	150 minutes	Personal or Touch	V, S, F	Yes (Harmless)	Divination	SRD: srdspellsf.rtf
	<i>Effect:</i> Shows most direct way to a location.									
☐☐☐☐	<b>Forbiddance</b>	21	Special	6 rounds	Permanent	Medium (250')	V, S, M, DF	Yes	Abjuration	SRD: srdspellsf.rtf
	<i>Effect:</i> Denies area to creatures of another alignment.									
☐☐☐☐	<b>Geas/Quest</b>	21	None	1 action	15 days or until discharged [D]	Close (60')	V	Yes	Enchantment (Compulsion) [Mind-Affecting, Language-Dependent]	SRD: srdspellsq.rtf
	<i>Effect:</i> As lesser geas, plus it affects any creature.									
☐☐☐☐	<b>Greater Dispelling</b>	21	None	1 action	Instantaneous	Medium (250')	V, S	No	Abjuration	SRD: srdspellsq.rtf
	<i>Effect:</i> As dispel magic, but +20 on check.									
☐☐☐☐	<b>Greater Glyph of Warding</b>	21	Special	10 minutes	Until discharged	Touch	V, S, M	Yes (object)	Abjuration	SRD: srdspellsq.rtf
	<i>Effect:</i> As glyph of warding, but up to 10d8 damage or 6th level spell.									
☐☐☐☐	<b>Harm</b>	21	None	1 action	Instantaneous	Touch	V, S	Yes	Necromancy	SRD: srdspellsq.rtf
	<i>Effect:</i> Subject loses all but 1d4 hp.									
☐☐☐☐	<b>Heal</b>	21	None	1 action	Instantaneous	Touch	V, S	Yes (Harmless)	Conjuration (Healing)	SRD: srdspellsq.rtf
	<i>Effect:</i> Cures all damage, diseases, and mental conditions.									
☐☐☐☐	<b>Heroes' Feast</b>	21	None	10 minutes	1 hour + 12 hours	Close (60')	V, S, DF	Yes (Harmless)	Evocation	SRD: srdspellsq.rtf
	<i>Effect:</i> Food for 15 creatures, cures and blesses.									
☐☐☐☐	<b>Planar Ally</b>	21	None	10 minutes	Instantaneous	Close (65')	V, S, DF	No	Conjuration (Calling) [Air, Earth, Water, Fire, Chaotic, Evil, Lawful, Good]	SRD: srdspellsr.rtf
	<i>Effect:</i> As lesser planar ally, but up to 16 HD.									
☐☐☐☐	<b>Summon Monster VI</b>	21	None	1 full round	16 rounds	Close (65')	V, S, F/DF	No	Conjuration (Summoning) [Air, Earth, Water, Fire, Chaotic, Lawful, Evil, Good]	SRD: srdspellsr.rtf
	<i>Effect:</i> Calls outsider to fight for the caster.									
☐☐☐☐	<b>Wind Walk</b>	21	No and Will negates (Harmless)	1 action	15 hours [D]	Touch	V, S, DF	No and Yes (Harmless)	Transmutation	SRD: srdspellsuvwxyz.rtf
	<i>Effect:</i> The caster and the caster's allies turn vaporous and travel fast.									
☐☐☐☐	<b>Word of Recall</b>	21	None or Will negates (Harmless object)	1 action	Instantaneous	Unlimited	V	No or Yes (Harmless object)	Conjuration [Teleportation]	SRD: srdspellsuvwxyz.rtf
	<i>Effect:</i> Teleports the caster back to designated place.									
										<i>Target:</i> The character and objects and willing creatures totaling up to 750 lb.

## LEVEL 7

	Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
☐☐☐☐	<b>Blasphemy</b>	22	None	1 action	Instantaneous	30 feet	V	Yes	Evocation [Evil, Sonic]	SRD: srdspellsb.rtf
	<i>Effect:</i> Kills, paralyzes, weakens, or dazes nonevil subjects.									
										<i>Target:</i> Creatures in a 30-ft.-radius spread centered on the character

\* =Domain/Speciality Spell

## Cleric Spells

Control Weather	22	None	10 minutes	4d12 hours	2 miles	V, S	No	Transmutation	SRD: srdspells.crf
<i>Effect:</i> Changes weather in local area.									
**Destruction	22	Fortitude partial	1 action	Instantaneous/10 minutes per target HD	Close (60')	V, S, F	Yes	Necromancy [Death]	SRD: srdspells.crf
<i>Effect:</i> Kills subject and destroys remains.									
Destruction	22	Fortitude partial	1 action	Instantaneous/10 minutes per target HD	Close (60')	V, S, F	Yes	Necromancy [Death]	SRD: srdspells.crf
<i>Effect:</i> Kills subject and destroys remains.									
Dictum	22	None	1 action	Instantaneous	30 feet	V	Yes	Evocation [Lawful, Sonic]	SRD: srdspells.crf
<i>Effect:</i> Kills, paralyzes, weakens, or dazes nonlawful subjects.									
Greater Restoration	22	Will negates (Harmless)	10 minutes	Instantaneous	Touch	V, S, XP	Yes (Harmless object)	Necromancy	SRD: srdspells.crf
<i>Effect:</i> As restoration, plus restores all levels and ability scores									
Greater Scrying	22	None	1 action	15 hours	Special	V, S	No	Divination	SRD: srdspells.crf
<i>Effect:</i> As scrying, but faster and longer.									
Holy Word	22	None	1 action	Instantaneous	30 feet	V	Yes	Evocation [Good, Sonic]	SRD: srdspells.crf
<i>Effect:</i> Kills, paralyzes, blinds, or deafens nongood subjects.									
Refuge	22	None	1 action	Permanent until discharged	Touch	V, S, M	No	Transmutation [Teleportation]	SRD: srdspells.crf
<i>Effect:</i> Alters item to transport its possessor to the caster.									
Regenerate	22	Fortitude negates (Harmless)	3 full rounds	Instantaneous	Touch	V, S, DF	Yes (Harmless)	Conjuration (Healing)	SRD: srdspells.crf
<i>Effect:</i> Subject's severed limbs grow back.									
Repulsion	22	Will negates	1 action	15 rounds [D]	Up to (CASTERLEVEL*10')	V, S, F/DF	Yes	Abjuration	SRD: srdspells.crf
<i>Effect:</i> Creatures can't approach the caster.									
Resurrection	22	None	10 minutes	Instantaneous	Touch	V, S, M, DF	Yes (Harmless)	Conjuration (Healing)	SRD: srdspells.crf
<i>Effect:</i> Fully restore dead subject.									
Summon Monster VII	22	None	1 full round	16 rounds	Close (65')	V, S, F/DF	No	Conjuration (Summoning) [Air, Earth, Water, Fire, Chaotic, Lawful, Evil, Good]	SRD: srdspells.crf
<i>Effect:</i> Calls outsider to fight for the caster.									
**Word of Chaos	22	None	1 action	Instantaneous	30 feet	V	Yes	Evocation [Chaotic, Sonic]	SRD: srdspells.crf
<i>Effect:</i> Kills, confuses, stuns, or deafens nonchaotic subjects.									
Word of Chaos	22	None	1 action	Instantaneous	30 feet	V	Yes	Evocation [Chaotic, Sonic]	SRD: srdspells.crf
<i>Effect:</i> Kills, confuses, stuns, or deafens nonchaotic subjects.									

## LEVEL 8

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
Antimagic Field	23	None	1 action	150 minutes [D]	10 feet	V, S, M/DF	Special	Abjuration	SRD: srdspells.crf
<i>Effect:</i> Negates magic within 10 ft.									
**Cloak of Chaos	23	Special	1 action	16 rounds	20'	V, S, F	Yes (Harmless)	Abjuration [Chaotic]	SRD: srdspells.crf
<i>Effect:</i> +4 AC, +4 resistance, and SR 25 against lawful spells.									
Cloak of Chaos	23	Special	1 action	16 rounds	20'	V, S, F	Yes (Harmless)	Abjuration [Chaotic]	SRD: srdspells.crf
<i>Effect:</i> +4 AC, +4 resistance, and SR 25 against lawful spells.									
**Create Greater Undead	23	None	1 hour	Instantaneous	Close (60')	V, S, M	No	Necromancy [Evil]	SRD: srdspells.crf
<i>Effect:</i> Mummies, spectres, vampires, or ghosts.									
Create Greater Undead	23	None	1 hour	Instantaneous	Close (60')	V, S, M	No	Necromancy [Evil]	SRD: srdspells.crf
<i>Effect:</i> Mummies, spectres, vampires, or ghosts.									
Discern Location	23	None	10 minutes	Instantaneous	Unlimited	V, S, DF	No	Divination	SRD: srdspells.crf
<i>Effect:</i> Exact location of creature or object.									
Earthquake	23	Special	1 action	1 round	Long (1000')	V, S, DF	No	Evocation [Earth]	SRD: srdspells.crf
<i>Effect:</i> Intense tremor shakes 75 ft. radius.									
Fire Storm	23	Reflex half	1 full round	Instantaneous	Medium (250')	V, S	Yes	Evocation [Fire]	SRD: srdspells.crf
<i>Effect:</i> Deals 15d6 fire damage.									
Greater Planar Ally	23	None	10 minutes	Instantaneous	Close (65')	V, S, DF	No	Conjuration (Calling) [Air, Earth, Water, Fire, Chaotic, Evil, Lawful, Good]	SRD: srdspells.crf
<i>Effect:</i> As lesser planar ally, but up to 24 HD.									
Holy Aura	23	Special	1 action	15 rounds [D]	20 feet	V, S, F	Yes (Harmless)	Abjuration [Good]	SRD: srdspells.crf
<i>Effect:</i> +4 AC, +4 resistance, and SR 25 against evil spells.									
Mass Heal	23	None	1 action	Instantaneous	Close (60')	V, S	Yes (Harmless)	Conjuration (Healing)	SRD: srdspells.crf
<i>Effect:</i> As heal, but with several subjects.									
Shield of Law	23	Special	1 action	15 rounds [D]	20 feet	V, S, F	Yes (Harmless)	Abjuration [Lawful]	SRD: srdspells.crf
<i>Effect:</i> +4 AC, +4 resistance, and SR 25 against chaotic spells.									
Summon Monster VIII	23	None	1 full round	16 rounds	Close (65')	V, S, F/DF	No	Conjuration (Summoning) [Air, Earth, Water, Fire, Chaotic, Lawful, Evil, Good]	SRD: srdspells.crf
<i>Effect:</i> Calls outsider to fight for the caster.									
Symbol	23	Special	1 action or 10 minutes	Special	0 ft	V, S, M/DF	Yes	Universal	SRD: srdspells.crf
<i>Effect:</i> Triggered runes have array of effects.									
Unholy Aura	23	Special	1 action	15 rounds [D]	20 feet	V, S, F	Yes (Harmless)	Abjuration [Evil]	SRD: srdspells.crf
<i>Effect:</i> +4 AC, +4 resistance, and SR 25 against good spells.									

## LEVEL 9

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
Astral Projection	24	None	30 minutes	Special	Touch	V, S, M	Yes	Necromancy	SRD: srdspells.crf
<i>Effect:</i> Projects the caster and companions into Astral Plane.									
Energy Drain	24	Fortitude negates	1 action	Instantaneous	Close (60')	V, S	Yes	Necromancy	SRD: srdspells.crf
<i>Effect:</i> Subject gains 2d4 negative levels.									

\* =Domain/Specialty Spell

## Cleric Spells

██████	<b>Gate</b>	24	None	1 action	Instantaneous	Medium (250')	V, S	No	Conjuration (Creation)	SRD: srdspellsg.rf
	<i>Effect:</i> Connects two planes for travel or summoning.									
██████	<b>Implosion</b>	24	Fortitude negates	1 action	Concentration [up to 4 rounds]	Close (60')	V, S	Yes	Evocation	SRD: srdspells.rf
	<i>Effect:</i> Kills one creature/round.									
██████	<b>Miracle</b>	24	Special	1 action	Special	Special	V, S, XP	Yes	Evocation	SRD: srdspellsm.rf
	<i>Effect:</i> Requests a deity's intercession.									
██████	<b>Soul Bind</b>	24	Will negates	1 action	Permanent	Close (60')	V, S, F	No	Necromancy	SRD: srdspells.rf
	<i>Effect:</i> Traps newly dead soul to prevent resurrection.									
██████	<b>Storm of Vengeance</b>	24	Special	1 full round	Concentration [max 10 rounds] [D]	Long (1000')	V, S	Yes	Conjuration (Summoning)	SRD: srdspells.rf
	<i>Effect:</i> Storm rains acid, lightning, and hail.									
██████	<b>Summon Monster IX</b>	24	None	1 full round	16 rounds	Close (65')	V, S, F/DF	No	Conjuration (Summoning) [Air, Earth, Water, Fire, Chaotic, Lawful, Evil, Good]	SRD: srdspells.rf
	<i>Effect:</i> Calls outsider to fight for the caster.									
██████	<b>True Resurrection</b>	24	None	10 minutes	Instantaneous	Touch	V, S, M, DF	Yes (Harmless)	Conjuration (Healing)	SRD: srdspells.rf
	<i>Effect:</i> As resurrection, plus remains aren't needed.									

\* =Domain/Speciality Spell

## Notes:

Character Sheet Notes: