

# Amar Male Human Clr9

NAME  
Clr9  
CLASS  
9  
TCL

27000  
EXPERIENCE  
45000  
NEXT LEVEL

# NPC

PLAYERNAME  
Human  
RACE  
0  
AGE

Medium  
SIZE  
Male  
GENDER

None  
DEITY  
6'4"  
HEIGHT  
228 lbs  
WEIGHT  
EYES  
HAIR  
Chaotic Evil  
ALIGNMENT  
Normal  
VISION  
0  
POINTS

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP SCORE	TEMP MODIFIER
<b>STR</b> Strength	16	+3	16	+3
<b>DEX</b> Dexterity	12	+1	12	+1
<b>CON</b> Constitution	18	+4	18	+4
<b>INT</b> Intelligence	12	+1	12	+1
<b>WIS</b> Wisdom	19	+4	19	+4
<b>CHA</b> Charisma	12	+1	12	+1

<b>HP</b> hit points	75	WOUNDS/CURRENT HP				
<b>AC</b> armor class	11	10	11	10	0	
		TOTAL	FLAT	TOUCH	BASE	
<b>INITIATIVE</b> modifier	+1	+1	+0			
		TOTAL	DEX MODIFIER	MISC MODIFIER		
<b>BASE ATTACK</b> bonus	+6/+1					

SUBDUAL DAMAGE		DAMAGE REDUCTION		SPEED	
				Walk 30'	
ARMOR BONUS	SHIELD BONUS	STAT MODIFIER	SIZE MODIFIER	NATURAL ARMOR	MISC MODIFIER
0	0	1	0	0	0
MISS CHANCE		ARCANE SPELL FAILURE		ARMOR CHECK PENALTY	
		0		0	
				SPELL RESISTANCE	
				0	

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC MODIFIER	TEMP MODIFIER	conditional modifiers
<b>FORTITUDE</b> (constitution)	+10	+6	+4	+0	+0		
<b>REFLEX</b> (dexterity)	+4	+3	+1	+0	+0		
<b>WILLPOWER</b> (wisdom)	+10	+6	+4	+0	+0		

	TOTAL	BASE ATTACK BONUS	STAT MODIFIER	SIZE MODIFIER	MISC MODIFIER	TEMP MODIFIER
<b>MELEE</b> attack bonus	+9/+4	+6/+1	+3	+0	+0	
<b>RANGED</b> attack bonus	+7/+2	+6/+1	+1	+0	+0	
<b>GRAPPLE</b> attack bonus	+9/+4	+6/+1	+3	+0	+0	

<b>UNARMED</b>	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
	+9/+4	1d3+3	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	76.0	Medium	153.0	Heavy	230.0
Lift over head	230.0	Lift off ground	460.0	Push / Drag	1150.0

FEATS	
Combat Casting	See Text
Leadership	See Text
Maximize Spell	See Text
Self Sufficient	See Text
Weapon Focus (Mace (Light))	See Text

DOMAINS	
Air	Turn or destroy earth creatures as a good cleric turns undead. Rebuke, command, or bolster air creatures as an evil cleric rebukes undead. Use these abilities a total number of times per day equal to 3 + your Charisma modifier. This granted power is a supernatural ability
Water	Turn or destroy fire creatures as a good cleric turns undead. Rebuke, command, or bolster water creatures as an evil cleric rebukes undead. Use these abilities a total number of times per day equal to 3 + your Charisma modifier. This granted power is a supernatural ability.

SKILLS						MAX RANKS	12/6
SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER		
Craft (Leatherworking)	INT	11	= 1	+ 10.0	+		
Heal	WIS	17	= 4	+ 11.0	+ 2		
Knowledge (Nobility and Royalty)	INT	3	= 1	+ 2.5	+		
Knowledge (Religion)	INT	13	= 1	+ 12.0	+		
Profession (Hunter)	WIS	14	= 4	+ 10.0	+		

✓ : can be used untrained. X : exclusive skills

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

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

SPECIAL ABILITIES	
+4 to Concentration to use spll or spelllike ability	
Spontaneous casting	
Turn Undead 4/day (turn level 9) (turn damage 2d6+10)	

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

LANGUAGES	
Common, Dwarven	

# Cleric Spells

LEVEL	0	1	2	3	4	5	6	7	8	9
<b>KNOWN</b>	0	0	0	0	0	0	0	0	0	0
<b>PER DAY</b>	6	5+1	5+1	4+1	3+1	1+1	0	0	0	0

## LEVEL 0

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□ Create Water <i>Effect:</i> Creates 18 gallons of pure water. <i>Target:</i> Up to 18 gallons of water	14	None	1 standard action	Instantaneous	Close (45 Feet)	V, S	No	Conjuration (Creation) [Water]
□□□□ Cure Minor Wounds <i>Effect:</i> Cures 1 point of damage.	14	Will half (harmless); see text	1 standard action	Instantaneous	Touch	V, S	Yes (harmless); see text	Conjuration (Healing)
□□□□ Detect Magic <i>Effect:</i> Detects spells and magic items within 60 ft.	14	None	1 standard action	Instantaneous	Concentration, up to 9 minutes	V, S	No	Divination
□□□□ Detect Poison <i>Effect:</i> Detects poison in one creature or small object.	14	None	1 standard action	Instantaneous	Close (45 Feet)	V, S	No	Divination
□□□□ Guidance <i>Effect:</i> +1 on one attack roll, saving throw, or skill check.	14	Will negates (harmless)	1 standard action	Instantaneous	Touch	V, S	Yes	Divination
□□□□ Inflict Minor Wounds <i>Effect:</i> Touch attack, 1 point of damage.	14	Will negates	1 standard action	Instantaneous	Touch	V, S	Yes	Necromancy
□□□□ Light <i>Effect:</i> Object shines like a torch.	14	None	1 standard action	90 minutes [D]	Touch	V, M/DF	No	Evocation [Light]
□□□□ Mending <i>Effect:</i> Makes minor repairs on an object.	14	Will negates (harmless, object)	1 standard action	Instantaneous	10 ft.	V, S	Yes (harmless, object)	Transmutation
□□□□ Purify Food and Drink <i>Effect:</i> Purifies 9 cu. ft. of food or water.	14	Will negates (object)	1 standard action	Instantaneous	10 ft.	V, S	Yes (object)	Transmutation
□□□□ Read Magic <i>Effect:</i> Read scrolls and spellbooks.	14	None	1 standard action	90 minutes	Personal	V, S, F	No	Divination
□□□□ Resistance <i>Effect:</i> Subject gains +1 on saving throws.	14	Will negates (harmless)	1 standard action	9 minutes	Touch	V, S, M/DF	Yes (harmless)	Abjuration
□□□□ Virtue <i>Effect:</i> Subject gains 1 temporary hp.	14	Fortitude negates (harmless)	1 standard action	9 minutes	Touch	V, S, DF	Yes (harmless)	Transmutation

## LEVEL 1

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□ Bane <i>Effect:</i> Enemies take -1 on attack rolls and saves against fear.	15	Will negates	1 standard action	9 minutes	50 ft.	V, S, DF	Yes	Enchantment (Compulsion) [Fear, Mind-Affecting]
□□□□ Bless <i>Effect:</i> Allies gain +1 on attack rolls and +1 on saves against fear.	15	None	1 standard action	9 minutes	50 ft.	V, S, DF	Yes (harmless)	Enchantment (Compulsion) [Mind-Affecting]
□□□□ Bless Water <i>Effect:</i> Makes holy water.	15	Will negates (object)	1 minute	Instantaneous	Touch	V, S, M	Yes (object)	Transmutation [Good]
□□□□ Cause Fear <i>Effect:</i> One creature of 5 HD or less flees for 1d4 rounds.	15	Will partial	1 standard action	1d4 rounds or 1 round; see text	Close (45 Feet)	V, S	Yes	Necromancy [Fear, Mind-Affecting]
□□□□ Command <i>Effect:</i> One subject obeys selected command for 1 round.	15	Will negates	1 standard action	9 round	Close (45 Feet)	V	Yes	Enchantment (Compulsion) [Language-Dependent, Mind-Affecting]
□□□□ Comprehend Languages <i>Effect:</i> You understand all spoken and written languages.	15	None	1 standard action	90 minutes	Personal	V, S, M/DF	No	Divination
□□□□ Cure Light Wounds <i>Effect:</i> Cures 1d8+5 damage	15	Will half (harmless); see text	1 standard action	Instantaneous	Touch	V, S	Yes (harmless); see text	Conjuration (Healing)
□□□□ Curse Water <i>Effect:</i> Makes unholy water.	15	Will negates (object)	1 minute	Instantaneous	Touch	V, S, M	Yes (object)	Necromancy [Evil]
□□□□ Deathwatch <i>Effect:</i> Reveals how near death subjects within 30 ft. are.	15	None	1 standard action	90 minutes	30 ft.	V, S	No	Necromancy [Evil]
□□□□ Detect Chaos <i>Effect:</i> Reveals creatures, spells, or objects of selected alignment.	15	None	1 standard action	Concentration, up to 10 minutes [D]	60 ft.	V, S, DF	No	Divination
□□□□ Detect Evil <i>Effect:</i> Reveals creatures, spells, or objects of selected alignment.	15	None	1 standard action	Concentration, up to 10 minutes [D]	60 ft.	V, S, DF	No	Divination
□□□□ Detect Good <i>Effect:</i> Reveals creatures, spells, or objects of selected alignment.	15	None	1 standard action	Concentration, up to 10 minutes [D]	60 ft.	V, S, DF	No	Divination
□□□□ Detect Law <i>Effect:</i> Reveals creatures, spells, or objects of selected alignment.	15	None	1 standard action	Concentration, up to 10 minutes [D]	60 ft.	V, S, DF	No	Divination
□□□□ Detect Undead <i>Effect:</i> Reveals undead within 60 ft.	15	None	1 standard action	Concentration, up to 9 minutes [D]	60 ft.	V, S, M/DF	No	Divination
□□□□ Divine Favor <i>Effect:</i> You gain +3 on attack and damage rolls.	15	None	1 standard action	1 minute	Personal	V, S, DF	No	Evocation
□□□□ Doom <i>Effect:</i> One subject takes -2 on attack rolls, damage rolls, saves, and checks.	15	Will negates	1 standard action	9 minutes	Medium (190 Feet)	V, S, DF	Yes	Necromancy [Fear, Mind-Affecting]
□□□□ Endure Elements <i>Effect:</i> Exist comfortably in hot or cold environments.	15	Will negates (harmless)	1 standard action	24 hours	Touch	V, S	Yes (harmless)	Abjuration
□□□□ Entropic Shield <i>Effect:</i> Ranged attacks against you have 20% miss chance.	15	None	1 standard action	9 minutes [D]	Personal	V, S	No	Abjuration
□□□□ Hide from Undead <i>Effect:</i> Undead can't perceive 9 subjects.	15	Will negates (harmless); see text	1 standard action	90 minutes [D]	Touch	V, S, DF	Yes	Abjuration
□□□□ Inflict Light Wounds <i>Effect:</i> Touch deals 1d8+5 damage	15	Will half	1 standard action	Instantaneous	Touch	V, S	Yes	Necromancy
□□□□ Magic Stone <i>Effect:</i> Three stones gain +1 on attack rolls, deal 1d6+1 damage.	15	Will negates (harmless, object)	1 standard action	30 minutes or until discharged	Touch	V, S, DF	Yes (harmless, object)	Transmutation
□□□□ Magic Weapon <i>Effect:</i> Weapon gains +1 bonus.	15	Will negates (harmless, object)	1 standard action	9 minutes	Touch	V, S, DF	Yes (harmless, object)	Transmutation
□□□□ *Obscuring Mist <i>Effect:</i> Fog surrounds you.	15	None	1 standard action	9 minutes	20 ft.	V, S	No	Conjuration (Creation)
□□□□ *Obscuring Mist <i>Effect:</i> Fog surrounds you.	15	None	1 standard action	9 minutes	20 ft. high	V, S	No	Conjuration (Creation)

\* =Domain/Specialty Spell

## Cleric Spells

□□□□□	<b>Obscuring Mist</b>	15	None	1 standard action	9 minutes	20 ft.	V, S	No	Conjuration (Creation)
	<i>Effect:</i> Fog surrounds you.								
	<i>Target:</i> Cloud spreads in 20-ft. radius from you, 20 ft. high								
□□□□□	<b>Protection from Chaos</b>	15	Will negates (harmless)	1 standard action	9 minutes [D]	Touch	V, S, M/DF	No; see text	Abjuration [Lawful]
	<i>Effect:</i> +2 to AC and saves, counter mind control, hedge out elementals and outsiders.								
	<i>Target:</i> Creature touched								
□□□□□	<b>Protection from Evil</b>	15	Will negates (harmless)	1 standard action	9 minutes [D]	Touch	V, S, M/DF	No; see text	Abjuration [Good]
	<i>Effect:</i> +2 to AC and saves, counter mind control, hedge out elementals and outsiders.								
	<i>Target:</i> Creature touched								
□□□□□	<b>Protection from Good</b>	15	Will negates (harmless)	1 standard action	9 minutes [D]	Touch	V, S, M/DF	No; see text	Abjuration [Evil]
	<i>Effect:</i> +2 to AC and saves, counter mind control, hedge out elementals and outsiders.								
	<i>Target:</i> Creature touched								
□□□□□	<b>Protection from Law</b>	15	Will negates (harmless)	1 standard action	9 minutes [D]	Touch	V, S, M/DF	No; see text	Abjuration [Chaotic]
	<i>Effect:</i> +2 to AC and saves, counter mind control, hedge out elementals and outsiders.								
	<i>Target:</i> Creature touched								
□□□□□	<b>Remove Fear</b>	15	Will negates (harmless)	1 standard action	90 minutes; see text	Close (45 Feet)	V, S	Yes (harmless)	Abjuration
	<i>Effect:</i> Suppresses fear or gives +4 on saves against fear for 3 subjects								
	<i>Target:</i> 3 creatures, no two of which can be more than 30 ft. apart								
□□□□□	<b>Sanctuary</b>	15	Will negates	1 standard action	9 rounds	Touch	V, S, DF	No	Abjuration
	<i>Effect:</i> Opponents can't attack you, and you can't attack.								
	<i>Target:</i> Creature touched								
□□□□□	<b>Shield of Faith</b>	15	Will negates (harmless)	1 standard action	9 minutes	Touch	V, S, M	Yes (harmless)	Abjuration
	<i>Effect:</i> Aura grants +3 deflection bonus.								
	<i>Target:</i> Creature touched								
□□□□□	<b>Summon Monster I</b>	15	None	1 round	9 rounds [D]	Close (45 Feet)	V, S, F/DF	No	Conjuration (Summoning)
	<i>Effect:</i> Calls extraplanar creature to fight for you.								
	<i>Target:</i> One summoned creature								

## LEVEL 2

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	
□□□□□	<b>Aid</b>	16	None	1 standard action	9 minutes	Touch	V, S, DF	Yes (harmless)	Enchantment (Compulsion) [Mind-Affecting]
	<i>Effect:</i> +1 on attack rolls, +1 against fear, 1d8+9 temporary hp.								
	<i>Target:</i> Living creature touched								
□□□□□	<b>Align Weapon</b>	16	Will negates (harmless, object)	1 standard action	9 minutes	Touch	V, S, DF	Yes (harmless, object)	Transmutation
	<i>Effect:</i> Weapon becomes good, evil, lawful, or chaotic.								
	<i>Target:</i> Weapon touched or fifty projectiles [all of which must be in contact with each other at the time of casting]								
□□□□□	<b>Augury</b>	16	None	1 minute	Instantaneous	Personal	V, S, M, F	No	Divination
	<i>Effect:</i> Learns whether an action will be good or bad.								
	<i>Target:</i> You								
□□□□□	<b>Bear's Endurance</b>	16	Will negates (harmless)	1 standard action	9 minutes	Touch	V, S, DF	Yes	Transmutation
	<i>Effect:</i> Subject gains +4 to Con for 9 minutes.								
	<i>Target:</i> Creature touched								
□□□□□	<b>Bull's Strength</b>	16	Will negates (harmless)	1 standard action	9 minutes	Touch	V, S, M/DF	Yes (harmless)	Transmutation
	<i>Effect:</i> Subject gains +4 to Str for 9 minutes.								
	<i>Target:</i> Creature touched								
□□□□□	<b>Calm Emotions</b>	16	Will negates	1 standard action	9 minutes	Medium (190 Feet)	V, S, DF	Yes	Enchantment (Compulsion) [Mind-Affecting]
	<i>Effect:</i> Calms creatures, negating emotion effects.								
	<i>Target:</i> Creatures in a 20-ft.-radius spread								
□□□□□	<b>Consecrate</b>	16	None	1 standard action	18 hours	Close (45 Feet)	V, S, M, DF	No	Evocation [Good]
	<i>Effect:</i> Fills area with positive energy, making undead weaker.								
	<i>Target:</i> 20-ft.-radius emanation								
□□□□□	<b>Cure Moderate Wounds</b>	16	Will half (harmless); see text	1 standard action	Instantaneous	Touch	V, S	Yes (harmless); see text	Conjuration (Healing)
	<i>Effect:</i> Cures 2d8+9 damage								
	<i>Target:</i> Creature touched								
□□□□□	<b>Darkness</b>	16	None	1 standard action	90 minutes [D]	Touch	V, M/DF	No	Evocation [Darkness]
	<i>Effect:</i> 20-ft. radius of supernatural shadow.								
	<i>Target:</i> Object touched								
□□□□□	<b>Death Knell</b>	16	Will negates	1 standard action	Instantaneous/10 minutes per HD of subject; see text	Touch	V, S	Yes	Necromancy [Death, Evil]
	<i>Effect:</i> Kill dying creature and gain 1d8 temporary hp, +2 to Str, and +1 caster level.								
	<i>Target:</i> Living creature touched								
□□□□□	<b>Delay Poison</b>	16	Fortitude negates (harmless)	1 standard action	9 hours	Touch	V, S, DF	Yes (harmless)	Conjuration (Healing)
	<i>Effect:</i> Stops poison from harming subject for 9 hours.								
	<i>Target:</i> Creature touched								
□□□□□	<b>Desecrate</b>	16	None	1 standard action	18 hours	Close (45 Feet)	V, S, M, DF	Yes	Evocation [Evil]
	<i>Effect:</i> Fills area with negative energy, making undead stronger.								
	<i>Target:</i> 20-ft.-radius emanation								
□□□□□	<b>Eagle's Splendor</b>	16	Will negates (harmless)	1 standard action	9 minutes	Touch	V, S, M/DF	Yes	Transmutation
	<i>Effect:</i> Subject gains +4 to Cha for 9 minutes.								
	<i>Target:</i> Creature touched								
□□□□□	<b>Enthral</b>	16	Will negates; see text	1 round	9 hours or less	Medium (190 Feet)	V, S	Yes	Enchantment (Charm)
	<i>Effect:</i> Captivates all within 190 ft.								
	<i>Target:</i> Any number of creatures								
□□□□□	<b>Find Traps</b>	16	None	1 standard action	9 minutes	Personal	V, S	No	Divination
	<i>Effect:</i> Notice traps as a rogue does.								
	<i>Target:</i> You								
□□□□□	<b>**Fog Cloud</b>	16	None	1 standard action	90 minutes	Medium (100 Feet)	V, S	No	Conjuration (Creation)
	<i>Effect:</i> Fog obscures vision.								
	<i>Target:</i> Fog spreads in 20-ft. radius, 20 ft. high								
□□□□□	<b>Gentle Repose</b>	16	Will negates (object)	1 standard action	9 days	Touch	V, S, M/DF	Yes (object)	Necromancy
	<i>Effect:</i> Preserves one corpse.								
	<i>Target:</i> Corpse touched								
□□□□□	<b>Hold Person</b>	16	Will negates; see text	1 standard action	9 rounds [D]; see text	Medium (190 Feet)	V, S, F/DF	Yes	Enchantment (Compulsion) [Mind-Affecting]
	<i>Effect:</i> Paralyzes one humanoid for 9 rounds.								
	<i>Target:</i> One humanoid creature								
□□□□□	<b>Inflict Moderate Wounds</b>	16	Will half	1 standard action	Instantaneous	Touch	V, S	Yes	Necromancy
	<i>Effect:</i> Touch attack, 2d8+9 damage								
	<i>Target:</i> Creature touched								
□□□□□	<b>Make Whole</b>	16	Will negates (harmless, object)	1 standard action	Instantaneous	Close (45 Feet)	V, S	Yes (harmless, object)	Transmutation
	<i>Effect:</i> Repairs an object.								
	<i>Target:</i> One object of up to 90 cu. ft.								
□□□□□	<b>Owl's Wisdom</b>	16	Will negates (harmless)	1 standard action	9 minutes	Touch	V, S, M/DF	Yes	Transmutation
	<i>Effect:</i> Subject gains +4 to Wis for 9 minutes.								
	<i>Target:</i> Creature touched								
□□□□□	<b>Remove Paralysis</b>	16	Will negates (harmless)	1 standard action	Instantaneous	Close (45 Feet)	V, S	Yes (harmless)	Conjuration (Healing)
	<i>Effect:</i> Frees one or more creatures from paralysis or slow effect.								
	<i>Target:</i> Up to four creatures, no two of which can be more than 30 ft. apart								
□□□□□	<b>Resist Energy</b>	16	Fortitude negates (harmless)	1 standard action	90 minutes	Touch	V, S, DF	Yes (harmless)	Abjuration
	<i>Effect:</i> Ignores first 10 [or more] points of damage/attack from specified energy type.								
	<i>Target:</i> Creature touched								
□□□□□	<b>Restoration, Lesser</b>	16	Will negates (harmless)	3 rounds	Instantaneous	Touch	V, S	Yes (harmless)	Conjuration (Healing)
	<i>Effect:</i> Dispels magical ability penalty or repairs 1d4 ability damage.								
	<i>Target:</i> Creature touched								
□□□□□	<b>Shatter</b>	16	Will negates (object); Will negates (object) or Fortitude half; see text	1 standard action	Instantaneous	Close (45 Feet)	V, S, M/DF	Yes (object)	Evocation [Sonic]
	<i>Effect:</i> Sonic vibration damages objects or crystalline creatures.								
	<i>Target:</i> 5-ft.-radius spread; or one solid object or one crystalline creature								
□□□□□	<b>Shield Other</b>	16	Will negates (harmless)	1 standard action	9 hours [D]	Close (45 Feet)	V, S, F	Yes (harmless)	Abjuration
	<i>Effect:</i> You take half of subject's damage.								
	<i>Target:</i> One creature								
□□□□□	<b>Silence</b>	16	Will negates; see text or none (object)	1 standard action	9 minutes [D]	Long (760 Feet)	V, S	Yes; see text or no (object)	Illusion (Glamour)
	<i>Effect:</i> Negates sound in 15-ft. radius.								
	<i>Target:</i> 20 ft. radius emanation centered on a creature, object, or point in space								
□□□□□	<b>Sound Burst</b>	16	Fortitude partial	1 standard action	Instantaneous	Close (45 Feet)	V, S, F/DF	Yes	Evocation [Sonic]
	<i>Effect:</i> Deals 1d8 sonic damage to subjects; may stun them.								
	<i>Target:</i> 10-ft.-radius spread								
□□□□□	<b>Spiritual Weapon</b>	16	None	1 standard action	9 rounds [D]	Medium (190 Feet)	V, S, DF	Yes	Evocation [Force]
	<i>Effect:</i> Magical weapon attacks on its own.								
	<i>Target:</i> Magic weapon of force								
□□□□□	<b>Status</b>	16	Will negates (harmless)	1 standard action	9 hours	Touch	V, S	Yes (harmless)	Divination
	<i>Effect:</i> Monitors condition, position of allies.								
	<i>Target:</i> 3 living creatures touched								
□□□□□	<b>Summon Monster II</b>	16	None	1 round	9 rounds [D]	Close (45 Feet)	V, S, F/DF	No	Conjuration (Summoning)
	<i>Effect:</i> Calls extraplanar creature to fight for you.								
	<i>Target:</i> One or more summoned creatures, no two of which can be more than 30 ft. apart								
□□□□□	<b>Undetectable Alignment</b>	16	Will negates (object)	1 standard action	24 hours	Close (45 Feet)	V, S	Yes (object)	Abjuration
	<i>Effect:</i> Conceals alignment for 24 hours.								
	<i>Target:</i> One creature or object								

\* = Domain/Specialty Spell

## Cleric Spells

□□□□□	<b>**Wind Wall</b>	16	None; see text	1 standard action	9 rounds	Medium (100 Feet)	V, S, M/DF	Yes	Evocation [Air]
	<i>Effect:</i> Deflects arrows, smaller creatures, and gases.								<i>Target:</i> Wall up to 90 ft. long and 45 ft. high [S]
□□□□□	<b>Zone of Truth</b>	16	Will negates	1 standard action	9 minutes	Close (45 Feet)	V, S, DF	Yes	Enchantment (Compulsion) [Mind-Affecting]
	<i>Effect:</i> Subjects within range cannot lie.								<i>Target:</i> 20-ft.-radius emanation

## LEVEL 3

	Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□□	<b>Animate Dead</b>	17	None	1 standard action	Instantaneous	Touch	V, S, M	No	Necromancy [Evil]
	<i>Effect:</i> Creates undead skeletons and zombies.								<i>Target:</i> One or more corpses touched
□□□□□	<b>Bestow Curse</b>	17	Will negates	1 standard action	Permanent	Touch	V, S	Yes	Necromancy
	<i>Effect:</i> -6 to an ability score; -4 on attack rolls, saves, and checks; or 50% chance of losing each action.								<i>Target:</i> Creature touched
□□□□□	<b>Blindness/Deafness</b>	17	Fortitude negates	1 standard action	Permanent [D]	Medium (190 Feet)	V	Yes	Necromancy
	<i>Effect:</i> Makes subject blinded or deafened.								<i>Target:</i> One living creature
□□□□□	<b>Contagion</b>	17	Fortitude negates	1 standard action	Instantaneous	Touch	V, S	Yes	Necromancy [Evil]
	<i>Effect:</i> Infects subject with chosen disease.								<i>Target:</i> Living creature touched
□□□□□	<b>Continual Flame</b>	17	None	1 standard action	Permanent	Touch	V, S, M	No	Evocation [Light]
	<i>Effect:</i> Makes a permanent, heatless torch.								<i>Target:</i> Object touched Magical, heatless flame
□□□□□	<b>Create Food and Water</b>	17	None	10 minutes	24 hours; see text	Close (45 Feet)	V, S	No	Conjuration (Creation)
	<i>Effect:</i> Feeds 27 humans or 9 horses.								<i>Target:</i> Food and water to sustain 27 humans or 9 horses for 24 hours
□□□□□	<b>Cure Serious Wounds</b>	17	Will half (harmless); see text	1 standard action	Instantaneous	Touch	V, S	Yes (harmless); see text	Conjuration (Healing)
	<i>Effect:</i> Cures 3d8+9 damage								<i>Target:</i> Creature touched
□□□□□	<b>Daylight</b>	17	None	1 standard action	90 minutes [D]	Touch	V, S	No	Evocation [Light]
	<i>Effect:</i> 60-ft. radius of bright light.								<i>Target:</i> Object touched
□□□□□	<b>Deeper Darkness</b>	17	None	1 standard action	9 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
□□□□□	<b>Dispel Magic</b>	17	None	1 standard action	Instantaneous	Medium (190 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
□□□□□	<b>**Gaseous Form</b>	17	None	1 standard action	18 minutes [D]	Touch	S, M/DF	No	Transmutation
	<i>Effect:</i> Subject becomes insubstantial and can fly slowly.								<i>Target:</i> Willing corporeal creature touched
□□□□□	<b>Glyph of Warding</b>	17	See text	10 minutes	Permanent until discharged [D]	Touch	V, S, M	No (object) and Yes; see text	Abjuration
	<i>Effect:</i> Inscription harms those who pass it.								<i>Target:</i> Object touched or up to 45 sq. ft
□□□□□	<b>Helping Hand</b>	17	None	1 standard action	9 hours	5 miles	V, S, DF	No	Evocation
	<i>Effect:</i> Ghostly hand leads subject to you.								<i>Target:</i> Ghostly hand
□□□□□	<b>Inflict Serious Wounds</b>	17	Will half	1 standard action	Instantaneous	Touch	V, S	Yes	Necromancy
	<i>Effect:</i> Touch attack, 3d8+9 damage								<i>Target:</i> Creature touched
□□□□□	<b>Invisibility Purge</b>	17	None	1 standard action	9 minutes [D]	Personal	V, S	No	Evocation
	<i>Effect:</i> Dispel invisibility within 45 ft								<i>Target:</i> You
□□□□□	<b>Locate Object</b>	17	None	1 standard action	9 minutes	Long (760 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 760 ft.
□□□□□	<b>Magic Circle against Chaos</b>	17	Will negates (harmless)	1 standard action	90 minutes	Touch	V, S, M/DF	No; see text	Abjuration [Lawful]
	<i>Effect:</i> As protection spells, but 10-ft. radius and 90 minutes.								<i>Target:</i> 10-ft.-radius emanation from touched creature
□□□□□	<b>Magic Circle against Evil</b>	17	Will negates (harmless)	1 standard action	90 minutes	Touch	V, S, M/DF	No; see text	Abjuration [Good]
	<i>Effect:</i> As protection spells, but 10-ft. radius and 90 minutes.								<i>Target:</i> 10-ft.-radius emanation from touched creature
□□□□□	<b>Magic Circle against Good</b>	17	Will negates (harmless)	1 standard action	90 minutes	Touch	V, S, M/DF	No; see text	Abjuration [Evil]
	<i>Effect:</i> As protection spells, but 10-ft. radius and 90 minutes.								<i>Target:</i> 10-ft.-radius emanation from touched creature
□□□□□	<b>Magic Circle against Law</b>	17	Will negates (harmless)	1 standard action	90 minutes	Touch	V, S, M/DF	No; see text	Abjuration [Chaotic]
	<i>Effect:</i> As protection spells, but 10-ft. radius and 90 minutes.								<i>Target:</i> 10-ft.-radius emanation from touched creature
□□□□□	<b>Magic Vestment</b>	17	Will negates (harmless, object)	1 standard action	9 hours	Touch	V, S, DF	Yes (harmless, object)	Transmutation
	<i>Effect:</i> Armor or shield gains 2 enhancement								<i>Target:</i> Armor or shield touched
□□□□□	<b>Meld into Stone</b>	17	None	1 standard action	90 minutes	Personal	V, S, DF	No	Transmutation [Earth]
	<i>Effect:</i> You and your gear merge with stone.								<i>Target:</i> You
□□□□□	<b>Obscure Object</b>	17	Will negates (object)	1 standard action	8 hours [D]	Touch	V, S, M/DF	Yes (object)	Abjuration
	<i>Effect:</i> Masks object against scrying.								<i>Target:</i> One object touched of up to 900 lbs
□□□□□	<b>Prayer</b>	17	None	1 standard action	9 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
□□□□□	<b>Protection from Energy</b>	17	Fortitude negates (harmless)	1 standard action	90 minutes or until discharged	Touch	V, S, DF	Yes (harmless)	Abjuration
	<i>Effect:</i> Absorb 108 points of damage from one kind of energy.								<i>Target:</i> Creature touched
□□□□□	<b>Remove Blindness/Deafness</b>	17	Fortitude negates (harmless)	1 standard action	Instantaneous	Touch	V, S	Yes (harmless)	Conjuration (Healing)
	<i>Effect:</i> Cures normal or magical conditions.								<i>Target:</i> Creature touched
□□□□□	<b>Remove Curse</b>	17	Will negates (harmless)	1 standard action	Instantaneous	Touch	V, S	Yes (harmless)	Abjuration
	<i>Effect:</i> Frees object or person from curse.								<i>Target:</i> Creature or item touched
□□□□□	<b>Remove Disease</b>	17	Fortitude negates (harmless)	1 standard action	Instantaneous	Touch	V, S	Yes (harmless)	Conjuration (Healing)
	<i>Effect:</i> Cures all diseases affecting subject.								<i>Target:</i> Creature touched
□□□□□	<b>Searing Light</b>	17	None	1 standard action	Instantaneous	Medium (190 Feet)	V, S	Yes	Evocation
	<i>Effect:</i> Ray deals 1d8/two levels, more against undead.								<i>Target:</i> Ray
□□□□□	<b>Speak with Dead</b>	17	Will negates; see text	10 minutes	9 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
□□□□□	<b>Stone Shape</b>	17	None	1 standard action	Instantaneous	Touch	V, S, M/DF	No	Transmutation [Earth]
	<i>Effect:</i> Sculpts stone into any shape.								<i>Target:</i> Stone or stone object touched. up to 19 cu. ft.
□□□□□	<b>Summon Monster III</b>	17	None	1 round	9 rounds [D]	Close (45 Feet)	V, S, F/DF	No	Conjuration (Summoning)
	<i>Effect:</i> Calls extraplanar creature to fight for you.								<i>Target:</i> One or more summoned creatures, no two of which can be more than 30 ft. apart
□□□□□	<b>*Water Breathing</b>	17	Will negates (harmless)	1 standard action	18 hours; see text	Touch	V, S, M/DF	Yes (harmless)	Transmutation
	<i>Effect:</i> Subjects can breathe underwater.								<i>Target:</i> Living creatures touched
□□□□□	<b>Water Breathing</b>	17	Will negates (harmless)	1 standard action	18 hours; see text	Touch	V, S, M/DF	Yes (harmless)	Transmutation
	<i>Effect:</i> Subjects can breathe underwater.								<i>Target:</i> Living creatures touched
□□□□□	<b>Water Walk</b>	17	Will negates (harmless)	1 standard action	90 minutes [D]	Touch	V, S, DF	Yes (harmless)	Transmutation [Water]
	<i>Effect:</i> Subject treads on water as if solid.								<i>Target:</i> 9 touched creatures
□□□□□	<b>Wind Wall</b>	17	None; see text	1 standard action	9 rounds	Medium (190 Feet)	V, S, M/DF	Yes	Evocation [Air]
	<i>Effect:</i> Deflects arrows, smaller creatures, and gases.								<i>Target:</i> Wall up to 90 ft. long and 45 ft. high [S]

## LEVEL 4

	Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□□	<b>*Air Walk</b>	18	None	1 standard action	90 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
□□□□□	<b>Air Walk</b>	18	None	1 standard action	90 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
□□□□□	<b>*Control Water</b>	18	None; see text	1 standard action	90 minutes [D]	Long (400 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 90 ft by 90 ft by 18 ft [S]

\* = Domain/Specialty Spell

## Cleric Spells

☐☐☐☐☐	<b>Control Water</b>	18	None; see text	1 standard action	90 minutes [D]	Long (760 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 90 ft by 90 ft by 18 ft [S]
☐☐☐☐☐	<b>Cure Critical Wounds</b>	18	Will half (harmless); see text	1 standard action	Instantaneous	Touch	V, S	Yes (harmless); see text	Conjuration (Healing)
	<i>Effect:</i> Cures 4d8+9 damage.								<i>Target:</i> Creature touched
☐☐☐☐☐	<b>Death Ward</b>	18	Will negates (harmless)	1 standard action	9 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
☐☐☐☐☐	<b>Dimensional Anchor</b>	18	None	1 standard action	9 minutes	Medium (190 Feet)	V, S	Yes (object)	Abjuration
	<i>Effect:</i> Bars extradimensional movement.								<i>Target:</i> Ray
☐☐☐☐☐	<b>Discern Lies</b>	18	Will negates	1 standard action	Concentration, up to 9 rounds	Close (45 Feet)	V, S, DF	No	Divination
	<i>Effect:</i> Reveals deliberate falsehoods.								<i>Target:</i> 9 creatures, no two of which can be more than 30 ft. apart
☐☐☐☐☐	<b>Dismissal</b>	18	Will negates; see text	1 standard action	Instantaneous	Close (45 Feet)	V, S, DF	Yes	Abjuration
	<i>Effect:</i> Forces a creature to return to native plane.								<i>Target:</i> One extraplanar creature
☐☐☐☐☐	<b>Divination</b>	18	None	10 minutes	Instantaneous	Personal	V, S, M	No	Divination
	<i>Effect:</i> Provides useful advice for specific proposed actions.								<i>Target:</i> You
☐☐☐☐☐	<b>Divine Power</b>	18	None	1 standard action	9 rounds	Personal	V, S, DF	No	Evocation
	<i>Effect:</i> You gain attack bonus, +6 to Str, and 9 hps.								<i>Target:</i> You
☐☐☐☐☐	<b>Freedom of Movement</b>	18	Will negates (harmless)	1 standard action	90 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
☐☐☐☐☐	<b>Giant Vermin</b>	18	None	1 standard action	9 minutes	Close (45 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
☐☐☐☐☐	<b>Imbue with Spell Ability</b>	18	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
☐☐☐☐☐	<b>Inflict Critical Wounds</b>	18	Will half	1 standard action	Instantaneous	Touch	V, S	Yes	Necromancy
	<i>Effect:</i> Touch attack, 4d8+9 damage								<i>Target:</i> Creature touched
☐☐☐☐☐	<b>Magic Weapon, Greater</b>	18	Will negates (harmless, object)	1 standard action	9 hours	Close (45 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]
☐☐☐☐☐	<b>Neutralize Poison</b>	18	Will negates (harmless, object)	1 standard action	90 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 9 cu. ft. touched
☐☐☐☐☐	<b>Poison</b>	18	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
☐☐☐☐☐	<b>Repel Vermin</b>	18	None or Will negates; see text	1 standard action	90 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
☐☐☐☐☐	<b>Restoration</b>	18	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
☐☐☐☐☐	<b>Sending</b>	18	None	10 minutes	9 round; see text	See text	V, S, M/DF	No	Evocation
	<i>Effect:</i> Delivers short message anywhere, instantly.								<i>Target:</i> One creature
☐☐☐☐☐	<b>Spell Immunity</b>	18	Will negates (harmless)	1 standard action	90 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
☐☐☐☐☐	<b>Summon Monster IV</b>	18	None	1 round	9 rounds [D]	Close (45 Feet)	V, S, F/DF	No	Conjuration (Summoning)
	<i>Effect:</i> Calls extraplanar creature to fight for you.								<i>Target:</i> One or more summoned creatures, no two of which can be more than 30 ft. apart
☐☐☐☐☐	<b>Tongues</b>	18	Will negates (harmless)	1 standard action	90 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
☐☐☐☐☐ <b>Atonement</b>	19	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
☐☐☐☐☐ <b>Break Enchantment</b>	19	See text	1 minute	Instantaneous	Close (45 Feet)	V, S	No	Abjuration
								<i>Effect:</i> Frees subjects from enchantments, alterations, curses, and petrification.
								<i>Target:</i> Up to 9 creatures, all within 30 ft. of each other
☐☐☐☐☐ <b>Command, Greater</b>	19	Will negates	1 standard action	9 rounds	Close (45 Feet)	V	Yes	Enchantment (Compulsion)
								<i>Effect:</i> As command, but affects 9 subjects.
								<i>Target:</i> 9 creatures, no two of which can be more than 30 ft. apart
☐☐☐☐☐ <b>Commune</b>	19	None	10 minutes	9 rounds	Personal	V, S, M, DF, XP	No	Divination
								<i>Effect:</i> Deity answers 9 yes-or-no questions.
☐☐☐☐☐ <b>**Control Winds</b>	19	Fortitude negates	1 standard action	90 minutes	40 ft./level	V, S	No	Transmutation [Air]
								<i>Effect:</i> Change wind direction and speed.
								<i>Target:</i> 360 ft radius cylinder 40 ft. high
☐☐☐☐☐ <b>Cure Light Wounds, Mass</b>	19	Will half (harmless) or Will half; see text	1 standard action	Instantaneous	Close (45 Feet)	V, S	Yes (harmless) or Yes; see text	Conjuration (Healing)
								<i>Effect:</i> Cures 1d8+9 damage for many creatures.
								<i>Target:</i> 9 creatures, no two of which can be more than 30 ft. apart
☐☐☐☐☐ <b>Dispel Chaos</b>	19	See text	1 standard action	9 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
☐☐☐☐☐ <b>Dispel Evil</b>	19	See text	1 standard action	9 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
☐☐☐☐☐ <b>Dispel Good</b>	19	See text	1 standard action	9 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
☐☐☐☐☐ <b>Dispel Law</b>	19	See text	1 standard action	9 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
☐☐☐☐☐ <b>Disrupting Weapon</b>	19	Will negates (harmless, object); see text	1 standard action	9 rounds	Touch	V, S	Yes (harmless, object)	Transmutation
								<i>Effect:</i> Melee weapon destroys undead.
								<i>Target:</i> One melee weapon
☐☐☐☐☐ <b>Flame Strike</b>	19	Reflex half	1 standard action	Instantaneous	Medium (190 Feet)	V, S, DF	Yes	Evocation [Fire]
								<i>Effect:</i> Smite foes with divine fire for 9d6 damage.
								<i>Target:</i> Cylinder 10
☐☐☐☐☐ <b>Hallow</b>	19	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
☐☐☐☐☐ <b>**Ice Storm</b>	19	None	1 standard action	9 full round	Long (400 Feet)	V, S, M/DF	Yes	Evocation [Cold]
								<i>Effect:</i> Hail deals 5d6 damage in cylinder 40 ft. across.
								<i>Target:</i> Cylinder 20
☐☐☐☐☐ <b>Inflict Light Wounds, Mass</b>	19	Will half	1 standard action	Instantaneous	Close (45 Feet)	V, S	Yes	Necromancy
								<i>Effect:</i> Deals 1d8+9 damage to many creatures.
								<i>Target:</i> 9 creatures, no two of which can be more than 30 ft. apart
☐☐☐☐☐ <b>Insect Plague</b>	19	None	1 round	9 minutes	Long (760 Feet)	V, S, DF	No	Conjuration (Summoning)
								<i>Effect:</i> Locust swarms attack creatures.
								<i>Target:</i> 3 swarms of locust, each of which must be adjacent to at least one other swarm
☐☐☐☐☐ <b>Mark of Justice</b>	19	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
☐☐☐☐☐ <b>Plane Shift</b>	19	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
☐☐☐☐☐ <b>Raise Dead</b>	19	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 9 days ago.
								<i>Target:</i> Dead creature touched

\* =Domain/Speciality Spell

## Cleric Spells

□□□□□	<b>Righteous Might</b>	19	None	1 standard action	9 rounds [D]	Personal	V, S, DF	No	Transmutation
	<i>Effect:</i> Your size increases, and you gain combat bonuses.			<i>Target:</i> You					
□□□□□	<b>Scrying</b>	19	Will negates	1 hour	9 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					
□□□□□	<b>Slay Living</b>	19	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					
□□□□□	<b>Spell Resistance</b>	19	Will negates (harmless)	1 standard action	9 minutes	Touch	V, S, DF	Yes (harmless)	Abjuration
	<i>Effect:</i> Subject gains SR 12 + level.			<i>Target:</i> Creature touched					
□□□□□	<b>Summon Monster V</b>	19	None	1 round	9 rounds [D]	Close (45 Feet)	V, S, F/DF	No	Conjuration (Summoning)
	<i>Effect:</i> Calls extraplanar creature to fight for you.			<i>Target:</i> One or more summoned creatures, no two of which can be more than 30 ft. apart					
□□□□□	<b>Symbol of Pain</b>	19	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					
□□□□□	<b>Symbol of Sleep</b>	19	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					
□□□□□	<b>True Seeing</b>	19	Will negates (harmless)	1 standard action	9 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					
□□□□□	<b>Unhallow</b>	19	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					
□□□□□	<b>Wall of Stone</b>	19	See text	1 standard action	Instantaneous	Medium (190 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 9 5-ft. squares [S]					

\* = Domain/Speciality Spell