

# Aud Female Half-Elf Clr9

NAME  
 Clr9  
 CLASS  
 9  
 TCL

20000  
 EXPERIENCE  
 45000  
 NEXT LEVEL

# NPC

PLAYERNAME  
 Half-Elf  
 RACE  
 0  
 AGE

Medium  
 SIZE  
 Female  
 GENDER

None  
 DEITY  
 5'5"  
 HEIGHT  
 140 lbs  
 WEIGHT  
 ,  
 HAIR  
 EYES

Chaotic Good  
 ALIGNMENT  
 Low-Light, Normal  
 VISION  
 0  
 POINTS

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP SCORE	TEMP MODIFIER
<b>STR</b> Strength	19	+4	19	+4
<b>DEX</b> Dexterity	12	+1	12	+1
<b>CON</b> Constitution	13	+1	13	+1
<b>INT</b> Intelligence	18	+4	18	+4
<b>WIS</b> Wisdom	17	+3	17	+3
<b>CHA</b> Charisma	15	+2	15	+2

**HP** hit points: 52

**AC** armor class: 11

**INITIATIVE** modifier: +1

**BASE ATTACK** bonus: +6/+1

WOUNDS/CURRENT HP: [ ]

SUBDUAL DAMAGE: [ ]

DAMAGE REDUCTION: [ ]

SPEED: Walk 30'

SAVING THROWS

	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC MODIFIER	TEMP MODIFIER	conditional modifiers
<b>FORTITUDE</b> (constitution)	+7	+6	+1	+0	+0		
<b>REFLEX</b> (dexterity)	+4	+3	+1	+0	+0		
<b>WILLPOWER</b> (wisdom)	+9	+6	+3	+0	+0		

	TOTAL	BASE ATTACK BONUS	STAT MODIFIER	SIZE MODIFIER	MISC MODIFIER	TEMP MODIFIER
<b>MELEE</b> attack bonus	+10/+5	+6/+1	+4	+0	+0	
<b>RANGED</b> attack bonus	+7/+2	+6/+1	+1	+0	+0	
<b>GRAPPLE</b> attack bonus	+10/+5	+6/+1	+4	+0	+0	

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
	+10/+5	1d3+4	20/x2

ARMOR	TYPE	AC	MAXDEX	CHECK	SPELL FAILURE

**EQUIPMENT**

ITEM	LOCATION	QTY	WT	COST
Outfit (Explorer's)	Equipped	1	8.0	0.0

TOTAL WEIGHT CARRIED/VALUE: 0.0 lbs 0.0 gp

**WEIGHT ALLOWANCE**

	Light	Medium	Heavy
	116.0	233.0	350.0
Lift over head	350.0	Lift off ground	700.0
		Push / Drag	1750.0

**FEATS**

- Brew Potion: See Text
- Craft Wondrous Item: See Text
- Extra Turning (1x): See Text
- Skill Focus (Craft (Carpentry)): See Text

**DOMAINS**

- Strength: You can perform a feat of strength as a supernatural ability. You gain an enhancement bonus to Strength equal to your cleric level. Activating the power is a free action, the power lasts 1 round, and it is usable once per day.
- War: Free Martial Weapon Proficiency with deity's favored weapon (if necessary) and Weapon Focus with the deity's favored weapon.

ARMOR BONUS	SHIELD BONUS	STAT MODIFIER	SIZE MODIFIER	NATURAL ARMOR	MISC MODIFIER	MISS CHANCE	ARCANE SPELL FAILURE	ARMOR CHECK PENALTY	SPELL RESISTANCE
+0	+0	+1	+0	+0	+0		0	+0	0

**SKILLS**

SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER	MAX RANKS
Craft (Carpentry)	INT	16	= 4	+ 12.0	+	12/6
Craft (Pottery)	INT	16	= 4	+ 12.0	+	
Craft (Stonemasonry)	INT	13	= 4	+ 9.0	+	
Craft (Weaponsmithing)	INT	15	= 4	+ 11.0	+	
Heal	WIS	15	= 3	+ 12.0	+	
Knowledge (The Planes)	INT	16	= 4	+ 12.0	+	
Search	INT	7	= 4	+ 2.0	+ 1	

✓ : can be used untrained. X : exclusive skills

**TURN/REBUKE UNDEAD**

TURNING CHECK RESULT	UNDEAD AFFECTED (MAXIMUM HIT DICE)	Turn level
Up to 0	5	9
1 - 3	6	Turn damage: 2d6+11
4 - 6	7	Turns/day: 13
7 - 9	8	□□□□□□□□
10 - 12	9	□□□
13 - 15	10	
16 - 18	11	
19 - 21	12	
22 +	13	

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

**TURN/REBUKE UNDEAD**

TURNING CHECK RESULT	UNDEAD AFFECTED (MAXIMUM HIT DICE)	Turn level
Up to 0	5	9
1 - 3	6	Turn damage: 2d6+11
4 - 6	7	Turns/day: 13
7 - 9	8	□□□□□□□□
10 - 12	9	□□□
13 - 15	10	
16 - 18	11	
19 - 21	12	
22 +	13	

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

**SPECIAL ABILITIES**

- +2 racial bonus on saving throws against enchantment spells or effects.
- Elven Blood
- Immunity to sleep spells and similar magical effects.
- Spontaneous casting
- Turn Undead 13/day (turn level 9) (turn damage 2d6+11)

**PROFICIENCIES**

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

**LANGUAGES**

Auran, Common, Elven, Giant, Gnoll, Ignan

# 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	2+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	13	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. <i>Target:</i> Creature touched	13	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. <i>Target:</i> Cone-shaped emanation	13	None	1 standard action	Concentration, up to 9 minutes [D]	60 ft.	V, S	No	Divination
□□□□ Detect Poison <i>Effect:</i> Detects poison in one creature or small object. <i>Target:</i> One creature, one object, or a 5-ft. cube	13	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. <i>Target:</i> Creature touched	13	Will negates (harmless)	1 standard action	9 minutes or until discharged	Touch	V, S	Yes	Divination
□□□□ Inflict Minor Wounds <i>Effect:</i> Touch attack, 1 point of damage. <i>Target:</i> Creature touched	13	Will negates	1 standard action	Instantaneous	Touch	V, S	Yes	Necromancy
□□□□ Light <i>Effect:</i> Object shines like a torch. <i>Target:</i> Object touched	13	None	1 standard action	90 minutes [D]	Touch	V, M/DF	No	Evocation [Light]
□□□□ Mending <i>Effect:</i> Makes minor repairs on an object. <i>Target:</i> One object of up to 1 lb.	13	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. <i>Target:</i> 9 cu. ft. of contaminated food and water	13	Will negates (object)	1 standard action	Instantaneous	10 ft.	V, S	Yes (object)	Transmutation
□□□□ Read Magic <i>Effect:</i> Read scrolls and spellbooks. <i>Target:</i> You	13	None	1 standard action	90 minutes	Personal	V, S, F	No	Divination
□□□□ Resistance <i>Effect:</i> Subject gains +1 on saving throws. <i>Target:</i> Creature touched	13	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. <i>Target:</i> Creature touched	13	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. <i>Target:</i> All enemies within 50 ft.	14	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. <i>Target:</i> The caster and all allies within a 50-ft. burst, centered on the caster	14	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. <i>Target:</i> Flask of water touched	14	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. <i>Target:</i> One living creature with 5 or fewer HD	14	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. <i>Target:</i> One living creature	14	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. <i>Target:</i> You	14	None	1 standard action	90 minutes	Personal	V, S, M/DF	No	Divination
□□□□ Cure Light Wounds <i>Effect:</i> Cures 1d8+5 damage <i>Target:</i> Creature touched	14	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. <i>Target:</i> Flask of water touched	14	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. <i>Target:</i> Cone-shaped emanation	14	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. <i>Target:</i> Cone-shaped emanation	14	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. <i>Target:</i> Cone-shaped emanation	14	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. <i>Target:</i> Cone-shaped emanation	14	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. <i>Target:</i> Cone-shaped emanation	14	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. <i>Target:</i> Cone-shaped emanation	14	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. <i>Target:</i> You	14	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. <i>Target:</i> One living creature	14	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. <i>Target:</i> Creature touched	14	Will negates (harmless)	1 standard action	24 hours	Touch	V, S	Yes (harmless)	Abjuration
□□□□ **Enlarge Person <i>Effect:</i> Creatures size increases to next category <i>Target:</i> One humanoid creature	14	Fortitude negates	1 round	9 minutes [D]	Close (25 Feet)	V, S, M	Yes	Transmutation
□□□□ Entropic Shield <i>Effect:</i> Ranged attacks against you have 20% miss chance. <i>Target:</i> You	14	None	1 standard action	9 minutes [D]	Personal	V, S	No	Abjuration
□□□□ Hide from Undead <i>Effect:</i> Undead can't perceive 9 subjects. <i>Target:</i> 9 touched creatures	14	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 <i>Target:</i> Creature touched	14	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. <i>Target:</i> Up to three pebbles touched	14	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. <i>Target:</i> Weapon touched	14	Will negates (harmless, object)	1 standard action	9 minutes	Touch	V, S, DF	Yes (harmless, object)	Transmutation
□□□□ Magic Weapon <i>Effect:</i> Weapon gains +1 bonus. <i>Target:</i> Weapon touched	14	Will negates (harmless, object)	1 standard action	9 minutes	Touch	V, S, DF	Yes (harmless, object)	Transmutation

\* =Domain/Specialty Spell

## Cleric Spells

□□□□	<b>Obscuring Mist</b>	14	None	1 standard action	9 minutes	20 ft.	V, S	No	Conjuration (Creation)
	<i>Effect:</i> Fog surrounds you.								
□□□□	<b>Protection from Chaos</b>	14	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.								
□□□□	<b>Protection from Evil</b>	14	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.								
□□□□	<b>Protection from Good</b>	14	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.								
□□□□	<b>Protection from Law</b>	14	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.								
□□□□	<b>Remove Fear</b>	14	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								
□□□□	<b>Sanctuary</b>	14	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.								
□□□□	<b>Shield of Faith</b>	14	Will negates (harmless)	1 standard action	9 minutes	Touch	V, S, M	Yes (harmless)	Abjuration
	<i>Effect:</i> Aura grants +3 deflection bonus.								
□□□□	<b>Summon Monster I</b>	14	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.								

## LEVEL 2

	Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□	<b>Aid</b>	15	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.								
□□□□	<b>Align Weapon</b>	15	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.								
□□□□	<b>Augury</b>	15	None	1 minute	Instantaneous	Personal	V, S, M, F	No	Divination
	<i>Effect:</i> Learns whether an action will be good or bad.								
□□□□	<b>Bear's Endurance</b>	15	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.								
□□□□	<b>*Bull's Strength</b>	15	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.								
□□□□	<b>Bull's Strength</b>	15	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.								
□□□□	<b>Calm Emotions</b>	15	Will negates	1 standard action	Concentration, up to 9 rounds [D]	Medium (190 Feet)	V, S, DF	Yes	Enchantment (Compulsion) [Mind-Affecting]
	<i>Effect:</i> Calms creatures, negating emotion effects.								
□□□□	<b>Consecrate</b>	15	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.								
□□□□	<b>Cure Moderate Wounds</b>	15	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								
□□□□	<b>Darkness</b>	15	None	1 standard action	90 minutes [D]	Touch	V, M/DF	No	Evocation [Darkness]
	<i>Effect:</i> 20-ft. radius of supernatural shadow.								
□□□□	<b>Death Knell</b>	15	Will negates	1 standard action	Instantaneous/10 minutes per HD of subject; see text	Touch	V, S	Yes	Necromancy [Death, Evil]
	<i>Effect:</i> Kill dying creature and gain 1d8 temporary hp, +2 to Str, and +1 caster level.								
□□□□	<b>Delay Poison</b>	15	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.								
□□□□	<b>Desecrate</b>	15	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.								
□□□□	<b>Eagle's Splendor</b>	15	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.								
□□□□	<b>Enthral</b>	15	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.								
□□□□	<b>Find Traps</b>	15	None	1 standard action	9 minutes	Personal	V, S	No	Divination
	<i>Effect:</i> Notice traps as a rogue does.								
□□□□	<b>Gentle Repose</b>	15	Will negates (object)	1 standard action	9 days	Touch	V, S, M/DF	Yes (object)	Necromancy
	<i>Effect:</i> Preserves one corpse.								
□□□□	<b>Hold Person</b>	15	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.								
□□□□	<b>Inflict Moderate Wounds</b>	15	Will half	1 standard action	Instantaneous	Touch	V, S	Yes	Necromancy
	<i>Effect:</i> Touch attack, 2d8+9 damage								
□□□□	<b>Make Whole</b>	15	Will negates (harmless, object)	1 standard action	Instantaneous	Close (45 Feet)	V, S	Yes (harmless, object)	Transmutation
	<i>Effect:</i> Repairs an object.								
□□□□	<b>Owl's Wisdom</b>	15	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.								
□□□□	<b>Remove Paralysis</b>	15	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.								
□□□□	<b>Resist Energy</b>	15	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.								
□□□□	<b>Restoration, Lesser</b>	15	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.								
□□□□	<b>Shatter</b>	15	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.								
□□□□	<b>Shield Other</b>	15	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.								
□□□□	<b>Silence</b>	15	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.								
□□□□	<b>Sound Burst</b>	15	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.								
□□□□	<b>*Spiritual Weapon</b>	15	None	1 standard action	9 rounds [D]	Medium (100 Feet)	V, S, DF	Yes	Evocation [Force]
	<i>Effect:</i> Magical weapon attacks on its own.								
□□□□	<b>Spiritual Weapon</b>	15	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.								
□□□□	<b>Status</b>	15	Will negates (harmless)	1 standard action	9 hours	Touch	V, S	Yes (harmless)	Divination
	<i>Effect:</i> Monitors condition, position of allies.								
□□□□	<b>Summon Monster II</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.								

\* = Domain/Specialty Spell

# Cleric Spells

☐☐☐☐☐	<b>Undetectable Alignment</b>	15	Will negates (object)	1 standard action	24 hours	Close (45 Feet)	V, S	Yes (object)	Abjuration
	<i>Effect: Conceals alignment for 24 hours.</i>				<i>Target: One creature or object</i>				
☐☐☐☐☐	<b>Zone of Truth</b>	15	Will negates	1 standard action	9 minutes	Close (45 Feet)	V, S, DF	Yes	Enchantment (Compulsion) [Mind-Affecting]
	<i>Effect: Subjects within range cannot lie.</i>				<i>Target: 20-ft.-radius emanation</i>				
LEVEL 3									
Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	
☐☐☐☐☐	<b>Animate Dead</b>	16	None	1 standard action	Instantaneous	Touch	V, S, M	No	Necromancy [Evil]
	<i>Effect: Creates undead skeletons and zombies.</i>				<i>Target: One or more corpses touched</i>				
☐☐☐☐☐	<b>Bestow Curse</b>	16	Will negates	1 standard action	Permanent	Touch	V, S	Yes	Necromancy
	<i>Effect: -6 to an ability score; -4 on attack rolls, saves, and checks; or 50% chance of losing each action.</i>				<i>Target: Creature touched</i>				
☐☐☐☐☐	<b>Blindness/Deafness</b>	16	Fortitude negates	1 standard action	Permanent [D]	Medium (190 Feet)	V	Yes	Necromancy
	<i>Effect: Makes subject blinded or deafened.</i>				<i>Target: One living creature</i>				
☐☐☐☐☐	<b>Contagion</b>	16	Fortitude negates	1 standard action	Instantaneous	Touch	V, S	Yes	Necromancy [Evil]
	<i>Effect: Infects subject with chosen disease.</i>				<i>Target: Living creature touched</i>				
☐☐☐☐☐	<b>Continual Flame</b>	16	None	1 standard action	Permanent	Touch	V, S, M	No	Evocation [Light]
	<i>Effect: Makes a permanent, heatless torch.</i>				<i>Target: Object touched</i>				
☐☐☐☐☐	<b>Create Food and Water</b>	16	None	10 minutes	24 hours; see text	Close (45 Feet)	V, S	No	Conjuration (Creation)
	<i>Effect: Feeds 27 humans or 9 horses.</i>				<i>Target: Food and water to sustain 27 humans or 9 horses for 24 hours</i>				
☐☐☐☐☐	<b>Cure Serious Wounds</b>	16	Will half (harmless); see text	1 standard action	Instantaneous	Touch	V, S	Yes (harmless); see text	Conjuration (Healing)
	<i>Effect: Cures 3d8+9 damage</i>				<i>Target: Creature touched</i>				
☐☐☐☐☐	<b>Daylight</b>	16	None	1 standard action	90 minutes [D]	Touch	V, S	No	Evocation [Light]
	<i>Effect: 60-ft. radius of bright light.</i>				<i>Target: Object touched</i>				
☐☐☐☐☐	<b>Deeper Darkness</b>	16	None	1 standard action	9 days [D]	Touch	V, M/DF	No	Evocation [Darkness]
	<i>Effect: Object sheds supernatural shadow in 60-ft. radius.</i>				<i>Target: Object touched</i>				
☐☐☐☐☐	<b>Dispel Magic</b>	16	None	1 standard action	Instantaneous	Medium (190 Feet)	V, S	No	Abjuration
	<i>Effect: Cancels magical spells and effects.</i>				<i>Target: One spellcaster, creature, or object; or 20-ft.-radius burst</i>				
☐☐☐☐☐	<b>Glyph of Warding</b>	16	See text	10 minutes	Permanent until discharged [D]	Touch	V, S, M	No (object) and Yes; see text	Abjuration
	<i>Effect: Inscription harms those who pass it.</i>				<i>Target: Object touched or up to 45 sq. ft</i>				
☐☐☐☐☐	<b>Helping Hand</b>	16	None	1 standard action	9 hours	5 miles	V, S, DF	No	Evocation
	<i>Effect: Ghostly hand leads subject to you.</i>				<i>Target: Ghostly hand</i>				
☐☐☐☐☐	<b>Inflict Serious Wounds</b>	16	Will half	1 standard action	Instantaneous	Touch	V, S	Yes	Necromancy
	<i>Effect: Touch attack, 3d8+9 damage</i>				<i>Target: Creature touched</i>				
☐☐☐☐☐	<b>Invisibility Purge</b>	16	None	1 standard action	9 minutes [D]	Personal	V, S	No	Evocation
	<i>Effect: Dispel invisibility within 45 ft</i>				<i>Target: You</i>				
☐☐☐☐☐	<b>Locate Object</b>	16	None	1 standard action	9 minutes	Long (760 Feet)	V, S, F/DF	No	Divination
	<i>Effect: Senses direction toward object [specific or type].</i>				<i>Target: Circle, centered on you, with a radius of 760 ft.</i>				
☐☐☐☐☐	<b>Magic Circle against Chaos</b>	16	Will negates (harmless)	1 standard action	90 minutes	Touch	V, S, M/DF	No; see text	Abjuration [Lawful]
	<i>Effect: As protection spells, but 10-ft. radius and 90 minutes.</i>				<i>Target: 10-ft.-radius emanation from touched creature</i>				
☐☐☐☐☐	<b>Magic Circle against Evil</b>	16	Will negates (harmless)	1 standard action	90 minutes	Touch	V, S, M/DF	No; see text	Abjuration [Good]
	<i>Effect: As protection spells, but 10-ft. radius and 90 minutes.</i>				<i>Target: 10-ft.-radius emanation from touched creature</i>				
☐☐☐☐☐	<b>Magic Circle against Good</b>	16	Will negates (harmless)	1 standard action	90 minutes	Touch	V, S, M/DF	No; see text	Abjuration [Evil]
	<i>Effect: As protection spells, but 10-ft. radius and 90 minutes.</i>				<i>Target: 10-ft.-radius emanation from touched creature</i>				
☐☐☐☐☐	<b>Magic Circle against Law</b>	16	Will negates (harmless)	1 standard action	90 minutes	Touch	V, S, M/DF	No; see text	Abjuration [Chaotic]
	<i>Effect: As protection spells, but 10-ft. radius and 90 minutes.</i>				<i>Target: 10-ft.-radius emanation from touched creature</i>				
☐☐☐☐☐	<b>*Magic Vestment</b>	16	Will negates (harmless, object)	1 standard action	9 hours	Touch	V, S, DF	Yes (harmless, object)	Transmutation
	<i>Effect: Armor or shield gains 2 enhancement</i>				<i>Target: Armor or shield touched</i>				
☐☐☐☐☐	<b>*Magic Vestment</b>	16	Will negates (harmless, object)	1 standard action	9 hours	Touch	V, S, DF	Yes (harmless, object)	Transmutation
	<i>Effect: Armor or shield gains 2 enhancement</i>				<i>Target: Armor or shield touched</i>				
☐☐☐☐☐	<b>Magic Vestment</b>	16	Will negates (harmless, object)	1 standard action	9 hours	Touch	V, S, DF	Yes (harmless, object)	Transmutation
	<i>Effect: Armor or shield gains 2 enhancement</i>				<i>Target: Armor or shield touched</i>				
☐☐☐☐☐	<b>Meld into Stone</b>	16	None	1 standard action	90 minutes	Personal	V, S, DF	No	Transmutation [Earth]
	<i>Effect: You and your gear merge with stone.</i>				<i>Target: You</i>				
☐☐☐☐☐	<b>Obscure Object</b>	16	Will negates (object)	1 standard action	8 hours [D]	Touch	V, S, M/DF	Yes (object)	Abjuration
	<i>Effect: Masks object against scrying.</i>				<i>Target: One object touched of up to 900 lbs</i>				
☐☐☐☐☐	<b>Prayer</b>	16	None	1 standard action	9 rounds	40 ft.	V, S, DF	Yes	Enchantment (Compulsion) [Mind-Affecting]
	<i>Effect: Allies +1 bonus on most rolls, enemies -1 penalty.</i>				<i>Target: All allies and foes within a 40-ft.-radius burst centered on you</i>				
☐☐☐☐☐	<b>Protection from Energy</b>	16	Fortitude negates (harmless)	1 standard action	90 minutes or until discharged	Touch	V, S, DF	Yes (harmless)	Abjuration
	<i>Effect: Absorb 108 points of damage from one kind of energy.</i>				<i>Target: Creature touched</i>				
☐☐☐☐☐	<b>Remove Blindness/Deafness</b>	16	Fortitude negates (harmless)	1 standard action	Instantaneous	Touch	V, S	Yes (harmless)	Conjuration (Healing)
	<i>Effect: Cures normal or magical conditions.</i>				<i>Target: Creature touched</i>				
☐☐☐☐☐	<b>Remove Curse</b>	16	Will negates (harmless)	1 standard action	Instantaneous	Touch	V, S	Yes (harmless)	Abjuration
	<i>Effect: Frees object or person from curse.</i>				<i>Target: Creature or item touched</i>				
☐☐☐☐☐	<b>Remove Disease</b>	16	Fortitude negates (harmless)	1 standard action	Instantaneous	Touch	V, S	Yes (harmless)	Conjuration (Healing)
	<i>Effect: Cures all diseases affecting subject.</i>				<i>Target: Creature touched</i>				
☐☐☐☐☐	<b>Searing Light</b>	16	None	1 standard action	Instantaneous	Medium (190 Feet)	V, S	Yes	Evocation
	<i>Effect: Ray deals 1d8/two levels, more against undead.</i>				<i>Target: Ray</i>				
☐☐☐☐☐	<b>Speak with Dead</b>	16	Will negates; see text	10 minutes	9 minutes	10 ft.	V, S, DF	No	Necromancy [Language-Dependent]
	<i>Effect: Corpse answers one question/two levels.</i>				<i>Target: One dead creature</i>				
☐☐☐☐☐	<b>Stone Shape</b>	16	None	1 standard action	Instantaneous	Touch	V, S, M/DF	No	Transmutation [Earth]
	<i>Effect: Sculpt stone into any shape.</i>				<i>Target: Stone or stone object touched, up to 19 cu. ft.</i>				
☐☐☐☐☐	<b>Summon Monster III</b>	16	None	1 round	9 rounds [D]	Close (45 Feet)	V, S, F/DF	No	Conjuration (Summoning)
	<i>Effect: Calls extraplanar creature to fight for you.</i>				<i>Target: One or more summoned creatures, no two of which can be more than 30 ft. apart</i>				
☐☐☐☐☐	<b>Water Breathing</b>	16	Will negates (harmless)	1 standard action	18 hours; see text	Touch	V, S, M/DF	Yes (harmless)	Transmutation
	<i>Effect: Subjects can breathe underwater.</i>				<i>Target: Living creatures touched</i>				
☐☐☐☐☐	<b>Water Walk</b>	16	Will negates (harmless)	1 standard action	90 minutes [D]	Touch	V, S, DF	Yes (harmless)	Transmutation [Water]
	<i>Effect: Subject treads on water as if solid.</i>				<i>Target: 9 touched creatures</i>				
☐☐☐☐☐	<b>Wind Wall</b>	16	None; see text	1 standard action	9 rounds	Medium (190 Feet)	V, S, M/DF	Yes	Evocation [Air]
	<i>Effect: Deflects arrows, smaller creatures, and gases.</i>				<i>Target: Wall up to 90 ft. long and 45 ft. high [S]</i>				

# LEVEL 4

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	
☐☐☐☐☐	<b>Air Walk</b>	17	None	1 standard action	90 minutes	Touch	V, S, DF	Yes (harmless)	Transmutation [Air]
	<i>Effect: Subject treads on air as if solid [climb at 45-degree angle].</i>				<i>Target: Creature [Gargantuan or smaller] touched</i>				
☐☐☐☐☐	<b>Control Water</b>	17	None; see text	1 standard action	90 minutes [D]	Long (760 Feet)	V, S, M/DF	No	Transmutation [Water]
	<i>Effect: Raises or lowers bodies of water.</i>				<i>Target: Water in a volume of 90 ft by 90 ft by 18 ft [S]</i>				
☐☐☐☐☐	<b>Cure Critical Wounds</b>	17	Will half (harmless); see text	1 standard action	Instantaneous	Touch	V, S	Yes (harmless); see text	Conjuration (Healing)
	<i>Effect: Cures 4d8+9 damage.</i>				<i>Target: Creature touched</i>				

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# Cleric Spells

☐☐☐☐☐	<b>Death Ward</b>	17	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>	17	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>	17	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>	17	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>	17	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>	17	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>Divine Power</b>	17	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>	17	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>	17	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>	17	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>	17	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>	17	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>	17	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>	17	Fortitude negates; see text	1 standard action	Instantaneous	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>	17	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>	17	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>	17	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>	17	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>Spell Immunity</b>	17	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>	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>Tongues</b>	17	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>	18	None	1 hour	Instantaneous	Touch	V, S, M, F, Yes DF, XP	Yes	Abjuration
	<i>Effect:</i> Removes burden of misdeeds from subject.								<i>Target:</i> Living creature touched
☐☐☐☐☐	<b>Break Enchantment</b>	18	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>	18	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>	18	None	10 minutes	9 rounds	Personal	V, S, M, DF, XP	No	Divination
	<i>Effect:</i> Deity answers 9 yes-or-no questions.								<i>Target:</i> You
☐☐☐☐☐	<b>Cure Light Wounds, Mass</b>	18	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>	18	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>	18	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>	18	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>	18	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>	18	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>	18	Reflex half	1 standard action	Instantaneous	Medium (100 Feet)	V, S, DF	Yes	Evocation [Fire]
	<i>Effect:</i> Smite foes with divine fire for 9d6 damage.								<i>Target:</i> Cylinder 10
☐☐☐☐☐	<b>Flame Strike</b>	18	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>	18	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>Inflict Light Wounds, Mass</b>	18	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>	18	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>	18	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>	18	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>	18	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
☐☐☐☐☐	<b>*Righteous Might</b>	18	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

\* =Domain/Specialty Spell

## Cleric Spells

□□□□□	<b>Righteous Might</b>	18	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>	18	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>	18	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>	18	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>	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>Symbol of Pain</b>	18	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>	18	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>	18	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>	18	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>	18	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