

# Glim Male Gnome Clr10

NAME  
Clr10  
CLASS  
10  
TCL

90000  
EXPERIENCE  
55000  
NEXT LEVEL

# NPC

PLAYERNAME  
Gnome  
RACE  
0  
AGE

Small  
SIZE  
Male  
GENDER

None  
DEITY  
3'5"  
HEIGHT  
45 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	10	+0	10	+0
<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	19	+4	19	+4

**HP** hit points: 82

**AC** armor class: 12

**INITIATIVE** modifier: +1

**BASE ATTACK** bonus: +7/+2

WOUNDS/CURRENT HP: \_\_\_\_\_

SUBDUAL DAMAGE: \_\_\_\_\_

DAMAGE REDUCTION: \_\_\_\_\_

SPEED: Walk 20'

SAVING THROWS

	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC MODIFIER	TEMP MODIFIER	conditional modifiers
<b>FORTITUDE</b> (constitution)	+11	+7	+4	+0	+0		
<b>REFLEX</b> (dexterity)	+4	+3	+1	+0	+0		
<b>WILLPOWER</b> (wisdom)	+11	+7	+4	+0	+0		

	TOTAL	BASE ATTACK BONUS	STAT MODIFIER	SIZE MODIFIER	MISC MODIFIER	TEMP MODIFIER
<b>MELEE</b> attack bonus	+8/+3	+7/+2	+0	+1	+0	
<b>RANGED</b> attack bonus	+9/+4	+7/+2	+1	+1	+0	
<b>GRAPPLE</b> attack bonus	+8/+3	+7/+2	+0	+1	+0	

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
	+8/+3	1d2	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
	25.0	50.0	75.0
Lift over head	75.0	Lift off ground	150.0
		Push / Drag	375.0

**FEATS**

Brew Potion	See Text
Craft Wand	See Text
Improved Turning	See Text
Scribe Scroll	See Text

**DOMAINS**

Trickery	Bluff, Disguise and Hide are class skills.
Luck	You gain the power of good fortune, which is usable once per day. This extraordinary ability allows you to reroll one roll that you have just made before the DM declares whether the roll results in success or failure. You must take the result of the reroll, even if it's worse than the original roll.

**SKILLS** MAX RANKS 13/6.5

SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
Craft (Woodworking)	INT	11	= 1	+ 10.0	+
Heal	WIS	16	= 4	+ 12.0	+
Knowledge (Geography)	INT	2	= 1	+ 1.0	+
Knowledge (History)	INT	10	= 1	+ 9.0	+
Knowledge (Nobility and Royalty)	INT	4	= 1	+ 3.0	+
Open Lock	DEX	1	= 1	+ 0.5	+

✓ : can be used untrained. X : exclusive skills

**TURN/REBUKE UNDEAD**

TURNING CHECK RESULT	UNDEAD AFFECTED (MAXIMUM HIT DICE)	Turn level	Turn damage	Turns/day
Up to 0	7	11	2d6+15	7
1 - 3	8			
4 - 6	9			
7 - 9	10			
10 - 12	11			
13 - 15	12			
16 - 18	13			
19 - 21	14			
22 +	15			

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	Turn damage	Turns/day
Up to 0	7	11	2d6+14	7
1 - 3	8			
4 - 6	9			
7 - 9	10			
10 - 12	11			
13 - 15	12			
16 - 18	13			
19 - 21	14			
22 +	15			

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

**SPECIAL ABILITIES**

- +1 racial bonus on attack rolls against kobalds and goblinoids.
- +2 racial bonus on saving throws against illusions.
- +4 Dodge bonus to Armor Class against monsters of the giant type.
- Speak with Animals (burrowing mammal only, duration 1 minute).
- Spontaneous casting
- Turn Undead 7/day (turn level 11) (turn damage 2d6+14)

**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, Gnome, Goblin

## Innate Racial Spells

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
<input type="checkbox"/> <b>Speak with Animals</b> <i>Effect:</i> You can communicate with animals.	10	None	1 standard action	(CASTERLEVEL) minutes	Personal	V, S	No	Divination
<input type="checkbox"/> <b>Dancing Lights</b> <i>Effect:</i> Creates torches or other lights.	10	None	1 standard action	<i>Target:</i> You (CASTERLEVEL) minute [D]	Medium (100 Feet)	V, S	No	Evocation [Light]
<input type="checkbox"/> <b>Ghost Sound</b> <i>Effect:</i> Figment sounds.	11	Will disbelief (if interacted with)	1 standard action	(CASTERLEVEL) rounds [D]	Close (25 Feet)	V, S, M	No	Illusion (Figment)
<input type="checkbox"/> <b>Prestidigitation</b> <i>Effect:</i> Performs minor tricks.	10	See text	1 standard action	<i>Target:</i> Illusory sounds (CASTERLEVEL) hour	10 ft.	V, S	No	Universal

\* =Domain/Speciality Spell

## 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	4+1	2+1	0	0	0	0

### LEVEL 0

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <b>Create Water</b> <i>Effect:</i> Creates 20 gallons of pure water.	14	None	1 standard action	Instantaneous	Close (50 Feet)	V, S	No	Conjuration (Creation) [Water]
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <b>Cure Minor Wounds</b> <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)
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <b>Detect Magic</b> <i>Effect:</i> Detects spells and magic items within 60 ft.	14	None	1 standard action	<i>Target:</i> Creature touched Concentration, up to 10 minutes [D]	60 ft.	V, S	No	Divination
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <b>Detect Poison</b> <i>Effect:</i> Detects poison in one creature or small object.	14	None	1 standard action	Instantaneous	Close (50 Feet)	V, S	No	Divination
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <b>Guidance</b> <i>Effect:</i> +1 on one attack roll, saving throw, or skill check.	14	Will negates (harmless)	1 standard action	10 minute or until discharged	Touch	V, S	Yes	Divination
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <b>Inflict Minor Wounds</b> <i>Effect:</i> Touch attack, 1 point of damage.	14	Will negates	1 standard action	Instantaneous	Touch	V, S	Yes	Necromancy
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <b>Light</b> <i>Effect:</i> Object shines like a torch.	14	None	1 standard action	100 minutes [D]	Touch	V, M/DF	No	Evocation [Light]
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <b>Mending</b> <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
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <b>Purify Food and Drink</b> <i>Effect:</i> Purifies 10 cu. ft. of food or water.	14	Will negates (object)	1 standard action	Instantaneous	10 ft.	V, S	Yes (object)	Transmutation
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <b>Read Magic</b> <i>Effect:</i> Read scrolls and spellbooks.	14	None	1 standard action	<i>Target:</i> 10 cu. ft. of contaminated food and water 100 minutes	Personal	V, S, F	No	Divination
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <b>Resistance</b> <i>Effect:</i> Subject gains +1 on saving throws.	14	Will negates (harmless)	1 standard action	10 minute	Touch	V, S, M/DF	Yes (harmless)	Abjuration
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <b>Virtue</b> <i>Effect:</i> Subject gains 1 temporary hp.	14	Fortitude negates (harmless)	1 standard action	10 minutes	Touch	V, S, DF	Yes (harmless)	Transmutation

### LEVEL 1

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <b>Bane</b> <i>Effect:</i> Enemies take -1 on attack rolls and saves against fear.	15	Will negates	1 standard action	10 minutes	50 ft.	V, S, DF	Yes	Enchantment (Compulsion) [Fear, Mind-Affecting]
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <b>Bless</b> <i>Effect:</i> Allies gain +1 on attack rolls and +1 on saves against fear.	15	None	1 standard action	10 minutes	50 ft.	V, S, DF	Yes (harmless)	Enchantment (Compulsion) [Mind-Affecting]
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <b>Bless Water</b> <i>Effect:</i> Makes holy water.	15	Will negates (object)	1 minute	Instantaneous	Touch	V, S, M	Yes (object)	Transmutation [Good]
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <b>Cause Fear</b> <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 (50 Feet)	V, S	Yes	Necromancy [Fear, Mind-Affecting]
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <b>Command</b> <i>Effect:</i> One subject obeys selected command for 1 round.	15	Will negates	1 standard action	10 round	Close (50 Feet)	V	Yes	Enchantment (Compulsion) [Language-Dependent, Mind-Affecting]
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <b>Comprehend Languages</b> <i>Effect:</i> You understand all spoken and written languages.	15	None	1 standard action	100 minutes	Personal	V, S, M/DF	No	Divination
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <b>Cure Light Wounds</b> <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)
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <b>Curse Water</b> <i>Effect:</i> Makes unholy water.	15	Will negates (object)	1 minute	Instantaneous	Touch	V, S, M	Yes (object)	Necromancy [Evil]
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <b>Deathwatch</b> <i>Effect:</i> Reveals how near death subjects within 30 ft. are.	15	None	1 standard action	100 minutes	30 ft.	V, S	No	Necromancy [Evil]
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <b>Detect Chaos</b> <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
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <b>Detect Evil</b> <i>Effect:</i> Reveals creatures, spells, or objects of selected alignment.	15	None	1 standard action	<i>Target:</i> Cone-shaped emanation Concentration, up to 10 minutes [D]	60 ft.	V, S, DF	No	Divination
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <b>Detect Good</b> <i>Effect:</i> Reveals creatures, spells, or objects of selected alignment.	15	None	1 standard action	<i>Target:</i> Cone-shaped emanation Concentration, up to 10 minutes [D]	60 ft.	V, S, DF	No	Divination
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <b>Detect Law</b> <i>Effect:</i> Reveals creatures, spells, or objects of selected alignment.	15	None	1 standard action	<i>Target:</i> Cone-shaped emanation Concentration, up to 10 minutes [D]	60 ft.	V, S, DF	No	Divination
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <b>Detect Undead</b> <i>Effect:</i> Reveals undead within 60 ft.	15	None	1 standard action	<i>Target:</i> Cone-shaped emanation Concentration, up to 10 minutes [D]	60 ft.	V, S, M/DF	No	Divination
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <b>**Disguise Self</b> <i>Effect:</i> Changes your appearance.	16	None	1 standard action	100 minutes [D]	Personal	V, S	No	Illusion (Glamer)
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <b>Divine Favor</b> <i>Effect:</i> You gain +3 on attack and damage rolls.	15	None	1 standard action	1 minute	Personal	V, S, DF	No	Evocation
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <b>Doom</b> <i>Effect:</i> One subject takes -2 on attack rolls, damage rolls, saves, and checks.	15	Will negates	1 standard action	10 minutes	Medium (200 Feet)	V, S, DF	Yes	Necromancy [Fear, Mind-Affecting]
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <b>Endure Elements</b> <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
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <b>*Entropic Shield</b> <i>Effect:</i> Ranged attacks against you have 20% miss chance.	15	None	1 standard action	10 minutes [D]	Personal	V, S	No	Abjuration

\* =Domain/Speciality Spell

## Cleric Spells

□□□□□	Entropic Shield	15	None	1 standard action	10 minutes [D]	Personal	V, S	No	Abjuration
	<i>Effect:</i> Ranged attacks against you have 20% miss chance.				<i>Target:</i> You				
□□□□□	Hide from Undead	15	Will negates (harmless); see text	1 standard action	100 minutes [D]	Touch	V, S, DF	Yes	Abjuration
	<i>Effect:</i> Undead can't perceive 10 subjects.				<i>Target:</i> 10 touched creatures				
□□□□□	Inflict Light Wounds	15	Will half	1 standard action	Instantaneous	Touch	V, S	Yes	Necromancy
	<i>Effect:</i> Touch deals 1d8+5 damage				<i>Target:</i> Creature touched				
□□□□□	Magic Stone	15	Will negates (harmless, object)	1 standard action	30 minutes or until discharged	Touch	V, S, DF	Yes (harmless, object)	Transmutation
	<i>Effect:</i> Three stones gain +1 on attack rolls, deal 1d6+1 damage.				<i>Target:</i> Up to three pebbles touched				
□□□□□	Magic Weapon	15	Will negates (harmless, object)	1 standard action	10 minutes	Touch	V, S, DF	Yes (harmless, object)	Transmutation
	<i>Effect:</i> Weapon gains +1 bonus.				<i>Target:</i> Weapon touched				
□□□□□	Obscuring Mist	15	None	1 standard action	10 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				
□□□□□	Protection from Chaos	15	Will negates (harmless)	1 standard action	10 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				
□□□□□	Protection from Evil	15	Will negates (harmless)	1 standard action	10 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				
□□□□□	Protection from Good	15	Will negates (harmless)	1 standard action	10 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				
□□□□□	Protection from Law	15	Will negates (harmless)	1 standard action	10 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				
□□□□□	Remove Fear	15	Will negates (harmless)	1 standard action	100 minutes; see text	Close (50 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				
□□□□□	Sanctuary	15	Will negates	1 standard action	10 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				
□□□□□	Shield of Faith	15	Will negates (harmless)	1 standard action	10 minutes	Touch	V, S, M	Yes (harmless)	Abjuration
	<i>Effect:</i> Aura grants +3 deflection bonus.				<i>Target:</i> Creature touched				
□□□□□	Summon Monster I	15	None	1 round	10 rounds [D]	Close (50 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	
□□□□□	Aid	16	None	1 standard action	10 minutes	Touch	V, S, DF	Yes (harmless)	Enchantment (Compulsion) [Mind-Affecting]
	<i>Effect:</i> +1 on attack rolls, +1 against fear, 1d8+10 temporary hp.				<i>Target:</i> Living creature touched				
□□□□□	Aid	16	None	1 standard action	10 minutes	Touch	V, S, DF	Yes (harmless)	Enchantment (Compulsion) [Mind-Affecting]
	<i>Effect:</i> +1 on attack rolls, +1 against fear, 1d8+10 temporary hp.				<i>Target:</i> Living creature touched				
□□□□□	Align Weapon	16	Will negates (harmless, object)	1 standard action	10 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]				
□□□□□	Augury	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				
□□□□□	Bear's Endurance	16	Will negates (harmless)	1 standard action	10 minutes	Touch	V, S, DF	Yes	Transmutation
	<i>Effect:</i> Subject gains +4 to Con for 10 minutes.				<i>Target:</i> Creature touched				
□□□□□	Bull's Strength	16	Will negates (harmless)	1 standard action	10 minutes	Touch	V, S, M/DF	Yes (harmless)	Transmutation
	<i>Effect:</i> Subject gains +4 to Str for 10 minutes.				<i>Target:</i> Creature touched				
□□□□□	Calm Emotions	16	Will negates	1 standard action	Concentration, up to 10 rounds	Medium (200 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				
□□□□□	Consecrate	16	None	1 standard action	20 hours	Close (50 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				
□□□□□	Cure Moderate Wounds	16	Will half (harmless); see text	1 standard action	Instantaneous	Touch	V, S	Yes (harmless); see text	Conjuration (Healing)
	<i>Effect:</i> Cures 2d8+10 damage				<i>Target:</i> Creature touched				
□□□□□	Darkness	16	None	1 standard action	100 minutes [D]	Touch	V, M/DF	No	Evocation [Darkness]
	<i>Effect:</i> 20-ft. radius of supernatural shadow.				<i>Target:</i> Object touched				
□□□□□	Death Knell	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				
□□□□□	Delay Poison	16	Fortitude negates (harmless)	1 standard action	10 hours	Touch	V, S, DF	Yes (harmless)	Conjuration (Healing)
	<i>Effect:</i> Stops poison from harming subject for 10 hours.				<i>Target:</i> Creature touched				
□□□□□	Desecrate	16	None	1 standard action	20 hours	Close (50 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				
□□□□□	Eagle's Splendor	16	Will negates (harmless)	1 standard action	10 minutes	Touch	V, S, M/DF	Yes	Transmutation
	<i>Effect:</i> Subject gains +4 to Cha for 10 minutes.				<i>Target:</i> Creature touched				
□□□□□	Enthrall	16	Will negates; see text	1 round	10 hour or less	Medium (200 Feet)	V, S	Yes	Enchantment (Charm)
	<i>Effect:</i> Captivates all within 200 ft.				<i>Target:</i> Any number of creatures				
□□□□□	Find Traps	16	None	1 standard action	10 minutes	Personal	V, S	No	Divination
	<i>Effect:</i> Notice traps as a rogue does.				<i>Target:</i> You				
□□□□□	Gentle Repose	16	Will negates (object)	1 standard action	10 days	Touch	V, S, M/DF	Yes (object)	Necromancy
	<i>Effect:</i> Preserves one corpse.				<i>Target:</i> Corpse touched				
□□□□□	Hold Person	16	Will negates; see text	1 standard action	10 rounds [D]; see text	Medium (200 Feet)	V, S, F/DF	Yes	Enchantment (Compulsion) [Mind-Affecting]
	<i>Effect:</i> Paralyzes one humanoid for 10 rounds.				<i>Target:</i> One humanoid creature				
□□□□□	Inflict Moderate Wounds	16	Will half	1 standard action	Instantaneous	Touch	V, S	Yes	Necromancy
	<i>Effect:</i> Touch attack, 2d8+10 damage				<i>Target:</i> Creature touched				
□□□□□	**Invisibility	17	Will negates (harmless) or Will negates (harmless, object)	1 standard action	10 minutes [D]	Personal or touch	V, S, M/DF	Yes (harmless) or Yes (harmless, object)	Illusion (Glamer)
	<i>Effect:</i> Subject is invisible for 10 minutes or until it attacks.				<i>Target:</i> You or a creature or object weighing no more than 1000 lbs				
□□□□□	Make Whole	16	Will negates (harmless, object)	1 standard action	Instantaneous	Close (50 Feet)	V, S	Yes (harmless, object)	Transmutation
	<i>Effect:</i> Repairs an object.				<i>Target:</i> One object of up to 100 cu. ft				
□□□□□	Owl's Wisdom	16	Will negates (harmless)	1 standard action	10 minutes	Touch	V, S, M/DF	Yes	Transmutation
	<i>Effect:</i> Subject gains +4 to Wis for 10 minutes.				<i>Target:</i> Creature touched				
□□□□□	Remove Paralysis	16	Will negates (harmless)	1 standard action	Instantaneous	Close (50 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				
□□□□□	Resist Energy	16	Fortitude negates (harmless)	1 standard action	100 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				
□□□□□	Restoration, Lesser	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				
□□□□□	Shatter	16	Will negates (object); Will negates (object) or Fortitude half; see text	1 standard action	Instantaneous	Close (50 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				

\* =Domain/Specialty Spell

## Cleric Spells

☐☐☐☐☐	<b>Shield Other</b>	16	Will negates (harmless)	1 standard action	10 hours [D]	Close (50 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>	17	Will negates; see text or none (object)	1 standard action	10 minutes [D]	Long (800 Feet)	V, S	Yes; see text or no (object)	Illusion (Glamer)
	<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 (50 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	10 rounds [D]	Medium (200 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	10 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	10 rounds [D]	Close (50 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 (50 Feet)	V, S	Yes (object)	Abjuration
	<i>Effect:</i> Conceals alignment for 24 hours.				<i>Target:</i> One creature or object				
☐☐☐☐☐	<b>Zone of Truth</b>	16	Will negates	1 standard action	10 minutes	Close (50 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 (200 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 (50 Feet)	V, S	No	Conjuration (Creation)
	<i>Effect:</i> Feeds 30 humans or 10 horse.				<i>Target:</i> Food and water to sustain 30 humans or 10 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+10 damage				<i>Target:</i> Creature touched				
☐☐☐☐☐	<b>Daylight</b>	17	None	1 standard action	100 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	10 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 (200 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>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 50 sq. ft				
☐☐☐☐☐	<b>Helping Hand</b>	17	None	1 standard action	10 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+10 damage				<i>Target:</i> Creature touched				
☐☐☐☐☐	<b>Invisibility Purge</b>	17	None	1 standard action	10 minutes [D]	Personal	V, S	No	Evocation
	<i>Effect:</i> Dispels invisibility within 50 ft				<i>Target:</i> You				
☐☐☐☐☐	<b>Locate Object</b>	17	None	1 standard action	10 minutes	Long (800 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 800 ft.				
☐☐☐☐☐	<b>Magic Circle against Chaos</b>	17	Will negates (harmless)	1 standard action	100 minutes	Touch	V, S, M/DF	No; see text	Abjuration [Lawful]
	<i>Effect:</i> As protection spells, but 10-ft. radius and 100 minutes.				<i>Target:</i> 10-ft.-radius emanation from touched creature				
☐☐☐☐☐	<b>Magic Circle against Evil</b>	17	Will negates (harmless)	1 standard action	100 minutes	Touch	V, S, M/DF	No; see text	Abjuration [Good]
	<i>Effect:</i> As protection spells, but 10-ft. radius and 100 minutes.				<i>Target:</i> 10-ft.-radius emanation from touched creature				
☐☐☐☐☐	<b>Magic Circle against Good</b>	17	Will negates (harmless)	1 standard action	100 minutes	Touch	V, S, M/DF	No; see text	Abjuration [Evil]
	<i>Effect:</i> As protection spells, but 10-ft. radius and 100 minutes.				<i>Target:</i> 10-ft.-radius emanation from touched creature				
☐☐☐☐☐	<b>Magic Circle against Law</b>	17	Will negates (harmless)	1 standard action	100 minutes	Touch	V, S, M/DF	No; see text	Abjuration [Chaotic]
	<i>Effect:</i> As protection spells, but 10-ft. radius and 100 minutes.				<i>Target:</i> 10-ft.-radius emanation from touched creature				
☐☐☐☐☐	<b>Magic Vestment</b>	17	Will negates (harmless, object)	1 standard action	10 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	100 minutes	Personal	V, S, DF	No	Transmutation [Earth]
	<i>Effect:</i> You and your gear merge with stone.				<i>Target:</i> You				
☐☐☐☐☐	<b>**Nondetection</b>	17	Will negates (harmless, object)	1 standard action	10 hours	Touch	V, S, M	Yes (harmless, object)	Abjuration
	<i>Effect:</i> Hides subject from divination, scrying.				<i>Target:</i> Creature or object touched				
☐☐☐☐☐	<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 1000 lbs				
☐☐☐☐☐	<b>Prayer</b>	17	None	1 standard action	10 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	100 minutes or until discharged	Touch	V, S, DF	Yes (harmless)	Abjuration
	<i>Effect:</i> Absorb 120 points of damage from one kind of energy.				<i>Target:</i> Creature touched				
☐☐☐☐☐	<b>Protection from Energy</b>	17	Fortitude negates (harmless)	1 standard action	100 minutes or until discharged	Touch	V, S, DF	Yes (harmless)	Abjuration
	<i>Effect:</i> Absorb 120 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 (200 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	10 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 20 cu. ft.				
☐☐☐☐☐	<b>Summon Monster III</b>	17	None	1 round	10 rounds [D]	Close (50 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	20 hours; see text	Touch	V, S, M/DF	Yes (harmless)	Transmutation
	<i>Effect:</i> Subjects can breathe underwater.				<i>Target:</i> Living creatures touched				

\* =Domain/Specialty Spell

## Cleric Spells

□□□□□	<b>Water Walk</b>	17	Will negates (harmless)	1 standard action	100 minutes [D]	Touch	V, S, DF	Yes (harmless)	Transmutation [Water]
	<i>Effect:</i> Subject treads on water as if solid.								
□□□□□	<b>Wind Wall</b>	17	None; see text	1 standard action	10 rounds	Medium (200 Feet)	V, S, M/DF	Yes	Evocation [Air]
	<i>Effect:</i> Deflects arrows, smaller creatures, and gases.								
									<i>Target:</i> Wall up to 100 ft. long and 50 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	100 minutes	Touch	V, S, DF	Yes (harmless)	Transmutation [Air]
	<i>Effect:</i> Subject treads on air as if solid [climb at 45-degree angle].								
□□□□□	<b>**Confusion</b>	18	Will negates	1 standard action	10 rounds	Medium (100 Feet)	V, S, M/DF	Yes	Enchantment (Compulsion) [Mind-Affecting]
	<i>Effect:</i> Subjects behave oddly for 10 rounds.								
□□□□□	<b>Control Water</b>	18	None; see text	1 standard action	100 minutes [D]	Long (800 Feet)	V, S, M/DF	No	Transmutation [Water]
	<i>Effect:</i> Raises or lowers bodies of water.								
□□□□□	<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+10 damage.								
□□□□□	<b>Death Ward</b>	18	Will negates (harmless)	1 standard action	10 minutes	Touch	V, S, DF	Yes (harmless)	Necromancy
	<i>Effect:</i> Grants immunity to death spells and negative energy effects.								
□□□□□	<b>Dimensional Anchor</b>	18	None	1 standard action	10 minutes	Medium (200 Feet)	V, S	Yes (object)	Abjuration
	<i>Effect:</i> Bars extradimensional movement.								
□□□□□	<b>Discern Lies</b>	18	Will negates	1 standard action	10 rounds	Close (50 Feet)	V, S, DF	No	Divination
	<i>Effect:</i> Reveals deliberate falsehoods.								
□□□□□	<b>Dismissal</b>	18	Will negates; see text	1 standard action	Instantaneous	Close (50 Feet)	V, S, DF	Yes	Abjuration
	<i>Effect:</i> Forces a creature to return to native plane.								
□□□□□	<b>Divination</b>	18	None	10 minutes	Instantaneous	Personal	V, S, M	No	Divination
	<i>Effect:</i> Provides useful advice for specific proposed actions.								
□□□□□	<b>Divine Power</b>	18	None	1 standard action	10 rounds	Personal	V, S, DF	No	Evocation
	<i>Effect:</i> You gain attack bonus, +6 to Str, and 10 hps.								
□□□□□	<b>*Freedom of Movement</b>	18	Will negates (harmless)	1 standard action	100 minutes	Personal or touch	V, S, M, DF	Yes (harmless)	Abjuration
	<i>Effect:</i> Subject moves normally despite impediments.								
□□□□□	<b>Freedom of Movement</b>	18	Will negates (harmless)	1 standard action	100 minutes	Personal or touch	V, S, M, DF	Yes (harmless)	Abjuration
	<i>Effect:</i> Subject moves normally despite impediments.								
□□□□□	<b>Giant Vermin</b>	18	None	1 standard action	10 minutes	Close (50 Feet)	V, S, DF	Yes	Transmutation
	<i>Effect:</i> Turns centipedes, scorpions, or spiders into giant vermin.								
□□□□□	<b>Imbue with Spell Ability</b>	18	Will negates (harmless)	10 minutes	Instantaneous	Touch	V, S, DF	Yes (harmless)	Evocation
	<i>Effect:</i> Transfer spells to subject.								
□□□□□	<b>Inflict Critical Wounds</b>	18	Will half	1 standard action	Instantaneous	Touch	V, S	Yes	Necromancy
	<i>Effect:</i> Touch attack, 4d8+10 damage								
□□□□□	<b>Magic Weapon, Greater</b>	18	Will negates (harmless, object)	1 standard action	10 hours	Close (50 Feet)	V, S, M/DF	Yes (harmless, object)	Transmutation
	<i>Effect:</i> +1/four levels 5.								
□□□□□	<b>Neutralize Poison</b>	18	Will negates (harmless, object)	1 standard action	100 minutes	Touch	V, S, M/DF	Yes (harmless, object)	Conjuration (Healing)
	<i>Effect:</i> Immunizes subject against poison, detoxifies venom in or on subject.								
□□□□□	<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.								
□□□□□	<b>Repel Vermin</b>	18	None or Will negates; see text	1 standard action	100 minutes [D]	10 ft.	V, S, DF	Yes	Abjuration
	<i>Effect:</i> Insects, spiders, and other vermin stay 10 ft. away.								
□□□□□	<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.								
□□□□□	<b>Sending</b>	18	None	10 minutes	10 round; see text	See text	V, S, M/DF	No	Evocation
	<i>Effect:</i> Delivers short message anywhere, instantly.								
□□□□□	<b>Spell Immunity</b>	18	Will negates (harmless)	1 standard action	100 minutes	Touch	V, S, DF	Yes (harmless)	Abjuration
	<i>Effect:</i> Subject is immune to one spell per four levels.								
□□□□□	<b>Summon Monster IV</b>	18	None	1 round	10 rounds [D]	Close (50 Feet)	V, S, F/DF	No	Conjuration (Summoning)
	<i>Effect:</i> Calls extraplanar creature to fight for you.								
□□□□□	<b>Tongues</b>	18	Will negates (harmless)	1 standard action	100 minutes	Touch	V, M/DF	No	Divination
	<i>Effect:</i> Speak any language.								

## 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.								
□□□□□	<b>*Break Enchantment</b>	19	See text	1 minute	Instantaneous	Close (25 Feet)	V, S	No	Abjuration
	<i>Effect:</i> Frees subjects from enchantments, alterations, curses, and petrification.								
□□□□□	<b>Break Enchantment</b>	19	See text	1 minute	Instantaneous	Close (50 Feet)	V, S	No	Abjuration
	<i>Effect:</i> Frees subjects from enchantments, alterations, curses, and petrification.								
□□□□□	<b>Command, Greater</b>	19	Will negates	1 standard action	10 rounds	Close (50 Feet)	V	Yes	Enchantment (Compulsion)
	<i>Effect:</i> As command, but affects 10 subjects.								
□□□□□	<b>Commune</b>	19	None	10 minutes	Instantaneous	Personal	V, S, M, DF, XP	No	Divination
	<i>Effect:</i> Deity answers 10 yes-or-no questions.								
□□□□□	<b>Cure Light Wounds, Mass</b>	19	Will half (harmless) or Will half; see text	1 standard action	Instantaneous	Close (50 Feet)	V, S	Yes (harmless) or Yes; see text	Conjuration (Healing)
	<i>Effect:</i> Cures 1d8+10 damage for many creatures.								
□□□□□	<b>Dispel Chaos</b>	19	See text	1 standard action	10 rounds or until discharged,	Touch	V, S, DF	See text	Abjuration [Lawful]
	<i>Effect:</i> +4 bonus against attacks.								
□□□□□	<b>Dispel Evil</b>	19	See text	1 standard action	10 rounds or until discharged,	Touch	V, S, DF	See text	Abjuration [Good]
	<i>Effect:</i> +4 bonus against attacks.								
□□□□□	<b>Dispel Good</b>	19	See text	1 standard action	10 rounds or until discharged,	Touch	V, S, DF	See text	Abjuration [Evil]
	<i>Effect:</i> +4 bonus against attacks.								
□□□□□	<b>Dispel Law</b>	19	See text	1 standard action	10 rounds or until discharged,	Touch	V, S, DF	See text	Abjuration [Chaotic]
	<i>Effect:</i> +4 bonus against attacks.								
□□□□□	<b>Disrupting Weapon</b>	19	Will negates (harmless, object); see text	1 standard action	10 rounds	Touch	V, S	Yes (harmless, object)	Transmutation
	<i>Effect:</i> Melee weapon destroys undead.								
□□□□□	<b>**False Vision</b>	20	None	1 standard action	10 hours [D]	Touch	V, S, M	No	Illusion (Glamour)
	<i>Effect:</i> Fools scrying with an illusion.								

\* =Domain/Specialty Spell

## Cleric Spells

□□□□□	<b>Flame Strike</b>	19	Reflex half	1 standard action	Instantaneous	Medium (200 Feet)	V, S, DF	Yes	Evocation [Fire]
	<i>Effect:</i> Smite foes with divine fire for 10d6 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>Inflict Light Wounds, Mass</b>	19	Will half	1 standard action	Instantaneous	Close (50 Feet)	V, S	Yes	Necromancy
	<i>Effect:</i> Deals 1d8+10 damage to many creatures.				<i>Target:</i> 10 creatures, no two of which can be more than 30 ft. apart				
□□□□□	<b>Insect Plague</b>	19	None	1 round	10 minutes	Long (800 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 10 days ago.				<i>Target:</i> Dead creature touched				
□□□□□	<b>Righteous Might</b>	19	None	1 standard action	10 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	10 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	10 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	10 rounds [D]	Close (50 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	10 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 (200 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 10 5-ft. squares [S]				

\* =Domain/Speciality Spell