

Glim Male Gnome Clr10

NAME

Clr10

CLASS

90000

EXPERIENCE

10

55000

TCL

NEXT LEVEL

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP SCORE	TEMP MODIFIER
STR Strength	10	+0	10	+0
DEX Dexterity	12	+1	12	+1
CON Constitution	18	+4	18	+4
INT Intelligence	12	+1	12	+1
WIS Wisdom	19	+4	19	+4
CHA Charisma	19	+4	19	+4

SAVING THROWS

FORTITUDE
(constitution)

REFLEX
(dexterity)

WILLPOWER
(wisdom)

+11

=

+7

+

+4

+

+0

+

+0

+

conditional modifiers

+4

=

+3

+

+1

+

+0

+

+0

+

+11

=

+7

+

+4

+

+0

+

+0

+

MELEE
attack bonus

TOTAL

+8/+3

=

BASE ATTACK BONUS

+7/+2

+

STAT MODIFIER

+0

+

SIZE MODIFIER

+1

+

MISC MODIFIER

+0

+

TEMP MODIFIER

RANGED
attack bonus

TOTAL

+9/+4

=

BASE ATTACK BONUS

+7/+2

+

STAT MODIFIER

+1

+

SIZE MODIFIER

+1

+

MISC MODIFIER

+0

+

TEMP MODIFIER

GRAPPLE
attack bonus

TOTAL

+8/+3

=

BASE ATTACK BONUS

+7/+2

+

STAT MODIFIER

+0

+

SIZE MODIFIER

+1

+

MISC MODIFIER

+0

+

TEMP MODIFIER

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
	+8/+3	1d2	20/x2

ARMOR	TYPE	AC	MAXDEX	CHECK	SPELL FAILURE
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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	25.0	Medium	50.0	Heavy	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.

NPC

PLAYERNAME

Gnome

RACE

Small

SIZE

0

Male

AGE

GENDER

HP
hit points

82

WOUNDS/CURRENT HP

AC
armor class

12

TOTAL

:

11

:

12

:

10

+

0

+

0

+

1

+

1

+

0

+

0

MISS CHANCE

INITIATIVE
modifier

+1

TOTAL

=

+1

+

+0

MISC MODIFIER

BASE ATTACK
bonus

+7/+2

None

DEITY

3'5"

45 lbs

HEIGHT

WEIGHT

EYES

HAIR

SUBDUAL DAMAGE

DAMAGE REDUCTION

ARMOR BONUS

SHIELD BONUS

STAT MODIFIER

SIZE MODIFIER

NATURAL ARMOR

MISC MODIFIER

ARCANE SPELL FAILURE

ARMOR CHECK PENALTY

SPELL RESISTANCE

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		Turn level	11
TURNING CHECK RESULT	UNDEAD AFFECTED (MAXIMUM HIT DICE)	Turn damage	2d6+15
Up to 0	7	Turns/day	7
1 - 3	8	□□□□□□	
4 - 6	9	NOTE: You destroy undead if you have twice as many turning levels as they have Hit Dice	
7 - 9	10		
10 - 12	11		
13 - 15	12		
16 - 18	13		
19 - 21	14		
22 +	15		

TURN/REBUKE UNDEAD		Turn level	11
TURNING CHECK RESULT	UNDEAD AFFECTED (MAXIMUM HIT DICE)	Turn damage	2d6 +14
Up to 0	7	Turns/day	7
1 - 3	8	□□□□□□	
4 - 6	9	NOTE: You destroy undead if you have twice as many turning levels as they have Hit Dice	
7 - 9	10		
10 - 12	11		
13 - 15	12		
16 - 18	13		
19 - 21	14		
22 +	15		

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
☐	Speak with Animals <i>Effect: You can communicate with animals.</i>	10	None	1 standard action	(CASTERLEVEL) minutes	Personal	V, S	No	Divination
☐	Dancing Lights <i>Effect: Creates torches or other lights.</i>	10	None	1 standard action	<i>Target: You</i> (CASTERLEVEL) minute [D]	Medium (100 Feet)	V, S	No	Evocation [Light]
☐	Ghost Sound <i>Effect: Figment sounds.</i>	11	Will disbelief (if interacted with)	1 standard action	<i>Target: Up to four lights, all within a 10-ft-radius area</i> (CASTERLEVEL) rounds [D]	Close (25 Feet)	V, S, M	No	Illusion (Figment)
☐	Prestidigitation <i>Effect: Performs minor tricks.</i>	10	See text	1 standard action	<i>Target: Illusory sounds</i> (CASTERLEVEL) hour	10 ft.	V, S	No	Universal
					<i>Target: See text</i>				

* =Domain/Speciality Spell

Cleric Spells

LEVEL	0	1	2	3	4	5	6	7	8	9
KNOWN	0	0	0	0	0	0	0	0	0	0
PER DAY	6	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
☐☐☐☐☐	Create Water <i>Effect: Creates 20 gallons of pure water.</i>	14	None	1 standard action	Instantaneous	Close (50 Feet)	V, S	No	Conjuration (Creation) [Water]
☐☐☐☐☐	Cure Minor Wounds <i>Effect: Cures 1 point of damage.</i>	14	Will half (harmless); see text	1 standard action	Instantaneous	Touch	V, S	Yes (harmless); see text	Conjuration (Healing)
☐☐☐☐☐	Detect Magic <i>Effect: Detects spells and magic items within 60 ft.</i>	14	None	1 standard action	<i>Target: Creature touched</i> Concentration, up to 10 minutes [D]	60 ft.	V, S	No	Divination
☐☐☐☐☐	Detect Poison <i>Effect: Detects poison in one creature or small object.</i>	14	None	1 standard action	<i>Target: Cone-shaped emanation</i> Instantaneous	Close (50 Feet)	V, S	No	Divination
☐☐☐☐☐	Guidance <i>Effect: +1 on one attack roll, saving throw, or skill check.</i>	14	Will negates (harmless)	1 standard action	<i>Target: One creature, one object, or a 5-ft. cube</i> 10 minute or until discharged	Touch	V, S	Yes	Divination
☐☐☐☐☐	Inflict Minor Wounds <i>Effect: Touch attack, 1 point of damage.</i>	14	Will negates	1 standard action	<i>Target: Creature touched</i> Instantaneous	Touch	V, S	Yes	Necromancy
☐☐☐☐☐	Light <i>Effect: Object shines like a torch.</i>	14	None	1 standard action	100 minutes [D]	Touch	V, M/DF	No	Evocation [Light]
☐☐☐☐☐	Mending <i>Effect: Makes minor repairs on an object.</i>	14	Will negates (harmless, object)	1 standard action	<i>Target: Object touched</i> Instantaneous	10 ft.	V, S	Yes (harmless, object)	Transmutation
☐☐☐☐☐	Purify Food and Drink <i>Effect: Purifies 10 cu. ft. of food or water.</i>	14	Will negates (object)	1 standard action	Instantaneous	10 ft.	V, S	Yes (object)	Transmutation
☐☐☐☐☐	Read Magic <i>Effect: Read scrolls and spellbooks.</i>	14	None	1 standard action	<i>Target: 10 cu. ft. of contaminated food and water</i> 100 minutes	Personal	V, S, F	No	Divination
☐☐☐☐☐	Resistance <i>Effect: Subject gains +1 on saving throws.</i>	14	Will negates (harmless)	1 standard action	<i>Target: You</i> 10 minute	Touch	V, S, M/DF	Yes (harmless)	Abjuration
☐☐☐☐☐	Virtue <i>Effect: Subject gains 1 temporary hp.</i>	14	Fortitude negates (harmless)	1 standard action	<i>Target: Creature touched</i> 10 minutes	Touch	V, S, DF	Yes (harmless)	Transmutation
					<i>Target: Creature touched</i>				

LEVEL 1

	Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
☐☐☐☐☐	Bane <i>Effect: Enemies take -1 on attack rolls and saves against fear.</i>	15	Will negates	1 standard action	10 minutes	50 ft.	V, S, DF	Yes	Enchantment (Compulsion) [Fear, Mind-Affecting]
☐☐☐☐☐	Bless <i>Effect: Allies gain +1 on attack rolls and +1 on saves against fear.</i>	15	None	1 standard action	10 minutes	50 ft.	V, S, DF	Yes (harmless)	Enchantment (Compulsion) [Mind-Affecting]
☐☐☐☐☐	Bless Water <i>Effect: Makes holy water.</i>	15	Will negates (object)	1 minute	<i>Target: The caster and all allies within a 50-ft. burst, centered on the caster</i> Instantaneous	Touch	V, S, M	Yes (object)	Transmutation [Good]
☐☐☐☐☐	Cause Fear <i>Effect: One creature of 5 HD or less flees for 1d4 rounds.</i>	15	Will partial	1 standard action	<i>Target: Flask of water touched</i> 1d4 rounds or 1 round; see text	Close (50 Feet)	V, S	Yes	Necromancy [Fear, Mind-Affecting]
☐☐☐☐☐	Command <i>Effect: One subject obeys selected command for 1 round.</i>	14	Will negates	1 standard action	<i>Target: One living creature</i> 10 round	Close (50 Feet)	V	Yes	Enchantment (Compulsion) [Language-Dependent, Mind-Affecting]
☐☐☐☐☐	Comprehend Languages <i>Effect: You understand all spoken and written languages.</i>	15	None	1 standard action	100 minutes	Personal	V, S, M/DF	No	Divination
☐☐☐☐☐	Cure Light Wounds <i>Effect: Cures 1d8+5 damage</i>	15	Will half (harmless); see text	1 standard action	<i>Target: You</i> Instantaneous	Touch	V, S	Yes (harmless); see text	Conjuration (Healing)
☐☐☐☐☐	Curse Water <i>Effect: Makes unholy water.</i>	15	Will negates (object)	1 minute	<i>Target: Creature touched</i> Instantaneous	Touch	V, S, M	Yes (object)	Necromancy [Evil]
☐☐☐☐☐	Deathwatch <i>Effect: Reveals how near death subjects within 30 ft. are.</i>	15	None	1 standard action	<i>Target: Flask of water touched</i> 100 minutes	30 ft.	V, S	No	Necromancy [Evil]
☐☐☐☐☐	Detect Chaos <i>Effect: Reveals creatures, spells, or objects of selected alignment.</i>	15	None	1 standard action	<i>Target: Cone-shaped emanation</i> Concentration, up to 10 minutes [D]	60 ft.	V, S, DF	No	Divination
☐☐☐☐☐	Detect Evil <i>Effect: Reveals creatures, spells, or objects of selected alignment.</i>	15	None	1 standard action	<i>Target: Cone-shaped emanation</i> Concentration, up to 10 minutes [D]	60 ft.	V, S, DF	No	Divination
☐☐☐☐☐	Detect Good <i>Effect: Reveals creatures, spells, or objects of selected alignment.</i>	15	None	1 standard action	<i>Target: Cone-shaped emanation</i> Concentration, up to 10 minutes [D]	60 ft.	V, S, DF	No	Divination
☐☐☐☐☐	Detect Law <i>Effect: Reveals creatures, spells, or objects of selected alignment.</i>	15	None	1 standard action	<i>Target: Cone-shaped emanation</i> Concentration, up to 10 minutes [D]	60 ft.	V, S, DF	No	Divination
☐☐☐☐☐	Detect Undead <i>Effect: Reveals undead within 60 ft.</i>	15	None	1 standard action	<i>Target: Cone-shaped emanation</i> Concentration, up to 10 minutes [D]	60 ft.	V, S, M/DF	No	Divination
☐☐☐☐☐	**Disguise Self <i>Effect: Changes your appearance.</i>	16	None	1 standard action	<i>Target: Cone-shaped emanation</i> 100 minutes [D]	Personal	V, S	No	Illusion (Glamer)
☐☐☐☐☐	Divine Favor <i>Effect: You gain +3 on attack and damage rolls.</i>	15	None	1 standard action	<i>Target: You</i> 1 minute	Personal	V, S, DF	No	Evocation
☐☐☐☐☐	Doom <i>Effect: One subject takes -2 on attack rolls, damage rolls, saves, and checks.</i>	15	Will negates	1 standard action	<i>Target: You</i> 10 minutes	Medium (200 Feet)	V, S, DF	Yes	Necromancy [Fear, Mind-Affecting]
☐☐☐☐☐	Endure Elements <i>Effect: Exist comfortably in hot or cold environments.</i>	15	Will negates (harmless)	1 standard action	<i>Target: One living creature</i> 24 hours	Touch	V, S	Yes (harmless)	Abjuration
☐☐☐☐☐	*Entropic Shield <i>Effect: Ranged attacks against you have 20% miss chance.</i>	15	None	1 standard action	<i>Target: Creature touched</i> 10 minutes [D]	Personal	V, S	No	Abjuration
					<i>Target: You</i>				

* =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]
Effect: +1 on attack rolls, +1 against fear, 1d8+10 temporary hp.				Target: Living creature touched				
*****Aid	16	None	1 standard action	10 minutes	Touch	V, S, DF	Yes (harmless)	Enchantment (Compulsion) [Mind-Affecting]
Effect: +1 on attack rolls, +1 against fear, 1d8+10 temporary hp.				Target: Living creature touched				
*****Align Weapon	16	Will negates (harmless, object)	1 standard action	10 minutes	Touch	V, S, DF	Yes (harmless, object)	Transmutation
Effect: Weapon becomes good, evil, lawful, or chaotic.				Target: 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
Effect: Learns whether an action will be good or bad.				Target: You				
*****Bear's Endurance	16	Will negates (harmless)	1 standard action	10 minutes	Touch	V, S, DF	Yes	Transmutation
Effect: Subject gains +4 to Con for 10 minutes.				Target: Creature touched				
*****Bull's Strength	16	Will negates (harmless)	1 standard action	10 minutes	Touch	V, S, M/DF	Yes (harmless)	Transmutation
Effect: Subject gains +4 to Str for 10 minutes.				Target: Creature touched				
*****Calm Emotions	16	Will negates	1 standard action	Concentration, up to 10 rounds [D]	Medium (200 Feet)	V, S, DF	Yes	Enchantment (Compulsion) [Mind-Affecting]
Effect: Calms creatures, negating emotion effects.				Target: 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]
Effect: Fills area with positive energy, making undead weaker.				Target: 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)
Effect: Cures 2d8+10 damage				Target: Creature touched				
*****Darkness	16	None	1 standard action	100 minutes [D]	Touch	V, M/DF	No	Evocation [Darkness]
Effect: 20-ft. radius of supernatural shadow.				Target: 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]
Effect: Kill dying creature and gain 1d8 temporary hp, +2 to Str, and +1 caster level.				Target: Living creature touched				
*****Delay Poison	16	Fortitude negates (harmless)	1 standard action	10 hours	Touch	V, S, DF	Yes (harmless)	Conjuration (Healing)
Effect: Stops poison from harming subject for 10 hours.				Target: Creature touched				
*****Desecrate	16	None	1 standard action	20 hours	Close (50 Feet)	V, S, M, DF	Yes	Evocation [Evil]
Effect: Fills area with negative energy, making undead stronger.				Target: 20-ft.-radius emanation				
*****Eagle's Splendor	16	Will negates (harmless)	1 standard action	10 minutes	Touch	V, S, M/DF	Yes	Transmutation
Effect: Subject gains +4 to Cha for 10 minutes.				Target: Creature touched				
*****Enthrall	16	Will negates; see text	1 round	10 hour or less	Medium (200 Feet)	V, S	Yes	Enchantment (Charm)
Effect: Captivates all within 200 ft.				Target: Any number of creatures				
*****Find Traps	16	None	1 standard action	10 minutes	Personal	V, S	No	Divination
Effect: Notice traps as a rogue does.				Target: You				
*****Gentle Repose	16	Will negates (object)	1 standard action	10 days	Touch	V, S, M/DF	Yes (object)	Necromancy
Effect: Preserves one corpse.				Target: 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]
Effect: Paralyzes one humanoid for 10 rounds.				Target: One humanoid creature				
*****Inflict Moderate Wounds	16	Will half	1 standard action	Instantaneous	Touch	V, S	Yes	Necromancy
Effect: Touch attack, 2d8+10 damage				Target: 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)
Effect: Subject is invisible for 10 minutes or until it attacks.				Target: 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
Effect: Repairs an object.				Target: 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
Effect: Subject gains +4 to Wis for 10 minutes.				Target: Creature touched				
*****Remove Paralysis	16	Will negates (harmless)	1 standard action	Instantaneous	Close (50 Feet)	V, S	Yes (harmless)	Conjuration (Healing)
Effect: Frees one or more creatures from paralysis or slow effect.				Target: 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
Effect: Ignores first 10 [or more] points of damage/attack from specified energy type.				Target: Creature touched				
*****Restoration, Lesser	16	Will negates (harmless)	3 rounds	Instantaneous	Touch	V, S	Yes (harmless)	Conjuration (Healing)
Effect: Dispel magical ability penalty or repairs 1d4 ability damage.				Target: 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]
Effect: Sonic vibration damages objects or crystalline creatures.				Target: 5-ft.-radius spread; or one solid object or one crystalline creature				
* =Domain/Specialty Spell								

Cleric Spells

Shield Other	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				
Silence	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				
Sound Burst	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				
Spiritual Weapon	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				
Status	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				
Summon Monster II	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				
Undetectable Alignment	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				
Zone of Truth	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
Animate Dead	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				
Bestow Curse	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				
Blindness/Deafness	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				
Contagion	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				
Continual Flame	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				
Create Food and Water	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				
Cure Serious Wounds	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				
Daylight	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				
Deeper Darkness	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				
Dispel Magic	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				
Glyph of Warding	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				
Helping Hand	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				
Inflict Serious Wounds	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				
Invisibility Purge	17	None	1 standard action	10 minutes [D]	Personal	V, S	No	Evocation
<i>Effect:</i> Dispel invisibility within 50 ft				<i>Target:</i> You				
Locate Object	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.				
Magic Circle against Chaos	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				
Magic Circle against Evil	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				
Magic Circle against Good	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				
Magic Circle against Law	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				
Magic Vestment	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				
Meld into Stone	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				
**Nondetection	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				
Obscure Object	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				
Prayer	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				
*Protection from Energy	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				
Protection from Energy	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				
Remove Blindness/Deafness	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				
Remove Curse	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				
Remove Disease	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				
Searing Light	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				
Speak with Dead	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				
Stone Shape	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.				
Summon Monster III	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				
Water Breathing	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

<div><div></div><div></div><div></div><div></div><div></div></div> Water Walk	17	Will negates (harmless)	1 standard action	100 minutes [D]	Touch	V, S, DF	Yes (harmless)	Transmutation [Water]
Effect: Subject treads on water as if solid.				Target: 10 touched creatures				
<div><div></div><div></div><div></div><div></div><div></div></div> Wind Wall	17	None; see text	1 standard action	10 rounds	Medium (200 Feet)	V, S, M/DF	Yes	Evocation [Air]
Effect: Deflects arrows, smaller creatures, and gases.				Target: Wall up to 100 ft. long and 50 ft. high [S]				
LEVEL 4								
Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
<div><div></div><div></div><div></div><div></div><div></div></div> Air Walk	18	None	1 standard action	100 minutes	Touch	V, S, DF	Yes (harmless)	Transmutation [Air]
Effect: Subject treads on air as if solid [climb at 45-degree angle].				Target: Creature [Gargantuan or smaller] touched				
<div><div></div><div></div><div></div><div></div><div></div></div> **Confusion	18	Will negates	1 standard action	10 rounds	Medium (100 Feet)	V, S, M/DF	Yes	Enchantment (Compulsion) [Mind-Affecting]
Effect: Subjects behave oddly for 10 rounds.				Target: All creatures in a 15-ft. radius burst				
<div><div></div><div></div><div></div><div></div><div></div></div> Control Water	18	None; see text	1 standard action	100 minutes [D]	Long (800 Feet)	V, S, M/DF	No	Transmutation [Water]
Effect: Raises or lowers bodies of water.				Target: Water in a volume of 100 ft by 100 ft by 20 ft [S]				
<div><div></div><div></div><div></div><div></div><div></div></div> Cure Critical Wounds	18	Will half (harmless); see text	1 standard action	Instantaneous	Touch	V, S	Yes (harmless); see text	Conjuration (Healing)
Effect: Cures 4d8+10 damage.				Target: Creature touched				
<div><div></div><div></div><div></div><div></div><div></div></div> Death Ward	18	Will negates (harmless)	1 standard action	10 minutes	Touch	V, S, DF	Yes (harmless)	Necromancy
Effect: Grants immunity to death spells and negative energy effects.				Target: Living creature touched				
<div><div></div><div></div><div></div><div></div><div></div></div> Dimensional Anchor	18	None	1 standard action	10 minutes	Medium (200 Feet)	V, S	Yes (object)	Abjuration
Effect: Bars extradimensional movement.				Target: Ray				
<div><div></div><div></div><div></div><div></div><div></div></div> Discern Lies	18	Will negates	1 standard action	Concentration, up to 10 rounds	Close (50 Feet)	V, S, DF	No	Divination
Effect: Reveals deliberate falsehoods.				Target: 10 creatures, no two of which can be more than 30 ft. apart				
<div><div></div><div></div><div></div><div></div><div></div></div> Dismissal	18	Will negates; see text	1 standard action	Instantaneous	Close (50 Feet)	V, S, DF	Yes	Abjuration
Effect: Forces a creature to return to native plane.				Target: One extraplanar creature				
<div><div></div><div></div><div></div><div></div><div></div></div> Divination	18	None	10 minutes	Instantaneous	Personal	V, S, M	No	Divination
Effect: Provides useful advice for specific proposed actions.				Target: You				
<div><div></div><div></div><div></div><div></div><div></div></div> Divine Power	18	None	1 standard action	10 rounds	Personal	V, S, DF	No	Evocation
Effect: You gain attack bonus, +6 to Str, and 10 hps.				Target: You				
<div><div></div><div></div><div></div><div></div><div></div></div> *Freedom of Movement	18	Will negates (harmless)	1 standard action	100 minutes	Personal or touch	V, S, M, DF	Yes (harmless)	Abjuration
Effect: Subject moves normally despite impediments.				Target: You or creature touched				
<div><div></div><div></div><div></div><div></div><div></div></div> Freedom of Movement	18	Will negates (harmless)	1 standard action	100 minutes	Personal or touch	V, S, M, DF	Yes (harmless)	Abjuration
Effect: Subject moves normally despite impediments.				Target: You or creature touched				
<div><div></div><div></div><div></div><div></div><div></div></div> Giant Vermin	18	None	1 standard action	10 minutes	Close (50 Feet)	V, S, DF	Yes	Transmutation
Effect: Turns centipedes, scorpions, or spiders into giant vermin.				Target: Up to three vermin, no two of which can be more than 30 ft. apart				
<div><div></div><div></div><div></div><div></div><div></div></div> Imbue with Spell Ability	18	Will negates (harmless)	10 minutes	Permanent until discharged [D]	Touch	V, S, DF	Yes (harmless)	Evocation
Effect: Transfer spells to subject.				Target: Creature touched; see text				
<div><div></div><div></div><div></div><div></div><div></div></div> Inflict Critical Wounds	18	Will half	1 standard action	Instantaneous	Touch	V, S	Yes	Necromancy
Effect: Touch attack, 4d8+10 damage				Target: Creature touched				
<div><div></div><div></div><div></div><div></div><div></div></div> Magic Weapon, Greater	18	Will negates (harmless, object)	1 standard action	10 hours	Close (50 Feet)	V, S, M/DF	Yes (harmless, object)	Transmutation
Effect: +1/four levels 5.				Target: One weapon or fifty projectiles [all of which must be in contact with each other at the time of casting]				
<div><div></div><div></div><div></div><div></div><div></div></div> Neutralize Poison	18	Will negates (harmless, object)	1 standard action	100 minutes	Touch	V, S, M/DF	Yes (harmless, object)	Conjuration (Healing)
Effect: Immunizes subject against poison, detoxifies venom in or on subject.				Target: Creature or object of up to 10 cu. ft. touched				
<div><div></div><div></div><div></div><div></div><div></div></div> Poison	18	Fortitude negates; see text	1 standard action	Instantaneous; see text	Touch	V, S, DF	Yes	Necromancy
Effect: Touch deals 1d10 Con damage, repeats in 1 minute.				Target: Living creature touched				
<div><div></div><div></div><div></div><div></div><div></div></div> Repel Vermin	18	None or Will negates; see text	1 standard action	100 minutes [D]	10 ft.	V, S, DF	Yes	Abjuration
Effect: Insects, spiders, and other vermin stay 10 ft. away.				Target: 10 ft. radius emanation centered on you				
<div><div></div><div></div><div></div><div></div><div></div></div> Restoration	18	Will negates (harmless)	3 rounds	Instantaneous	Touch	V, S, M	Yes (harmless)	Conjuration (Healing)
Effect: Restores level and ability score drains.				Target: Creature touched				
<div><div></div><div></div><div></div><div></div><div></div></div> Sending	18	None	10 minutes	10 round; see text	See text	V, S, M/DF	No	Evocation
Effect: Delivers short message anywhere, instantly.				Target: One creature				
<div><div></div><div></div><div></div><div></div><div></div></div> Spell Immunity	18	Will negates (harmless)	1 standard action	100 minutes	Touch	V, S, DF	Yes (harmless)	Abjuration
Effect: Subject is immune to one spell per four levels.				Target: Creature touched				
<div><div></div><div></div><div></div><div></div><div></div></div> Summon Monster IV	18	None	1 round	10 rounds [D]	Close (50 Feet)	V, S, F/DF	No	Conjuration (Summoning)
Effect: Calls extraplanar creature to fight for you.				Target: One or more summoned creatures, no two of which can be more than 30 ft. apart				
<div><div></div><div></div><div></div><div></div><div></div></div> Tongues	18	Will negates (harmless)	1 standard action	100 minutes	Touch	V, M/DF	No	Divination
Effect: Speak any language.				Target: Creature touched				
LEVEL 5								
Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
<div><div></div><div></div><div></div><div></div><div></div></div> Atonement	19	None	1 hour	Instantaneous	Touch	V, S, M, F, DF, XP	Yes	Abjuration
Effect: Removes burden of misdeeds from subject.				Target: Living creature touched				
<div><div></div><div></div><div></div><div></div><div></div></div> *Break Enchantment	19	See text	1 minute	Instantaneous	Close (25 Feet)	V, S	No	Abjuration
Effect: Frees subjects from enchantments, alterations, curses, and petrification.				Target: Up to 10 creatures, all within 30 ft. of each other				
<div><div></div><div></div><div></div><div></div><div></div></div> Break Enchantment	19	See text	1 minute	Instantaneous	Close (50 Feet)	V, S	No	Abjuration
Effect: Frees subjects from enchantments, alterations, curses, and petrification.				Target: Up to 10 creatures, all within 30 ft. of each other				
<div><div></div><div></div><div></div><div></div><div></div></div> Command, Greater	19	Will negates	1 standard action	10 rounds	Close (50 Feet)	V	Yes	Enchantment (Compulsion)
Effect: As command, but affects 10 subjects.				Target: 10 creatures, no two of which can be more than 30 ft. apart				
<div><div></div><div></div><div></div><div></div><div></div></div> Commune	19	None	10 minutes	10 rounds	Personal	V, S, M, DF, XP	No	Divination
Effect: Deity answers 10 yes-or-no questions.				Target: You				
<div><div></div><div></div><div></div><div></div><div></div></div> Cure Light Wounds, Mass	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)
Effect: Cures 1d8+10 damage for many creatures.				Target: 10 creatures, no two of which can be more than 30 ft. apart				
<div><div></div><div></div><div></div><div></div><div></div></div> Dispel Chaos	19	See text	1 standard action	10 rounds or until discharged, whichever comes first	Touch	V, S, DF	See text	Abjuration [Lawful]
Effect: +4 bonus against attacks.				Target: You and a touched evil creature from another plane; or you and an enchantment or evil spell on a touched creature or object				
<div><div></div><div></div><div></div><div></div><div></div></div> Dispel Evil	19	See text	1 standard action	10 rounds or until discharged, whichever comes first	Touch	V, S, DF	See text	Abjuration [Good]
Effect: +4 bonus against attacks.				Target: You and a touched evil creature from another plane; or you and an enchantment or evil spell on a touched creature or object				
<div><div></div><div></div><div></div><div></div><div></div></div> Dispel Good	19	See text	1 standard action	10 rounds or until discharged, whichever comes first	Touch	V, S, DF	See text	Abjuration [Evil]
Effect: +4 bonus against attacks.				Target: You and a touched evil creature from another plane; or you and an enchantment or evil spell on a touched creature or object				
<div><div></div><div></div><div></div><div></div><div></div></div> Dispel Law	19	See text	1 standard action	10 rounds or until discharged, whichever comes first	Touch	V, S, DF	See text	Abjuration [Chaotic]
Effect: +4 bonus against attacks.				Target: You and a touched evil creature from another plane; or you and an enchantment or evil spell on a touched creature or object				
<div><div></div><div></div><div></div><div></div><div></div></div> Disrupting Weapon	19	Will negates (harmless, object); see text	1 standard action	10 rounds	Touch	V, S	Yes (harmless, object)	Transmutation
Effect: Melee weapon destroys undead.				Target: One melee weapon				
<div><div></div><div></div><div></div><div></div><div></div></div> **False Vision	20	None	1 standard action	10 hours [D]	Touch	V, S, M	No	Illusion (Glamour)
Effect: Fools scrying with an illusion.				Target: 40-ft.-radius emanation				
* =Domain/Specialty Spell								

Cleric Spells

☐☐☐☐☐	Flame Strike	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				
☐☐☐☐☐	Hallow	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				
☐☐☐☐☐	Inflict Light Wounds, Mass	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				
☐☐☐☐☐	Insect Plague	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				
☐☐☐☐☐	Mark of Justice	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				
☐☐☐☐☐	Plane Shift	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				
☐☐☐☐☐	Raise Dead	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				
☐☐☐☐☐	Righteous Might	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				
☐☐☐☐☐	Scrying	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				
☐☐☐☐☐	Slay Living	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				
☐☐☐☐☐	Spell Resistance	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				
☐☐☐☐☐	Summon Monster V	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				
☐☐☐☐☐	Symbol of Pain	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				
☐☐☐☐☐	Symbol of Sleep	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				
☐☐☐☐☐	True Seeing	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				
☐☐☐☐☐	Unhallow	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				
☐☐☐☐☐	Wall of Stone	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