

Ro'nara

CHARACTER NAME

d8E 5, Cleric

CLASS

5

Character Level

10000 / 15000

EXP / NEXT LEVEL

ABILITY NAME	ABILITY SCORE	EQUIPPED SCORE	ABILITY MODIFIER	ABILITY DAMAGE	PENALTY
STR Strength	12		+1		
DEX Dexterity	19		+4		
CON Constitution	12		+1		
INT Intelligence	14		+2		
WIS Wisdom	16		+3		
CHA Charisma	15		+2		

SAVING THROWS	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP	Conditional Modifiers
FORTITUDE (constitution)	+6	= +5	+1	+0	+0	+0		
REFLEX (dexterity)	+9	= +5	+4	+0	+0	+0		
WILL (wisdom)	+8	= +5	+3	+0	+0	+0		

	TOTAL	BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP
MELEE attack bonus	+6	= +4	+1	+0	+1	+0	
RANGED attack bonus	+9	= +4	+4	+0	+1	+0	
GRAPPLE attack bonus	+6	= +4	+1	+0	+1	+0	

*Rapier +1				HAND	TYPE	SIZE	CRITICAL	REACH
				Primary	P	M	18-20/x2	5 ft.
	To Hit	Dam		To Hit		Dam		
1H-P	+10	1d6+2	2W-P-(OH)	+4		1d6+2		
1H-O	+6	1d6+1	2W-P-(OL)	+6		1d6+2		
2H	+10	1d6+2	2W-OH	+0		1d6+1		
Special Properties								

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

ARMOR	TYPE	AC	MAXDEX	CHECK	SPELL FAILURE
*Mithral Breastplate	Light	+5	+7	+0	5
30hp/inch and 15 hardness					

Trista Woolnough

PLAYER NAME

Human

RACE

Medium

SIZE

16

AGE

Female

GENDER

None

DEITY

5' 6"

HEIGHT

Golden Hazel

EYES

None

REGION

135 lbs.

WEIGHT

Black

HAIR

Chaotic Good

ALIGNMENT

Normal

VISION

2

POINTS

HP	WOUNDS/CURRENT HP					SUBDUAL DAMAGE					DAMAGE REDUCTION			SPEED					
hit points	51														Walk 30 ft.				
AC	23	19	18	10	5	0	4	0	0	0	0	0	4		5	+0	0		
armor class	TOTAL	FLAT	TOUCH	BASE	ARMOR BONUS	SHIELD BONUS	STAT	SIZE	NATURAL ARMOR	DEFLECTION	DODGE	MISC	MISS CHANCE	ARCANE SPELL FAILURE	ARMOR CHECK PENALTY	SPELL RESIST			

INITIATIVE modifier	+4	= +4	+0
TOTAL		DEX MODIFIER	MISC MODIFIER
BASE ATTACK bonus	+4		

TOTAL SKILLPOINTS: 42		SKILLS		MAX RANKS: 8/4	
SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
✓ Acrobatics	DEX	17	= 4	+ 8	+ 5
✓ Appraise	INT	4	= 2	+ 2	
✓ Athletics	STR	3	= 1	+ 2	
✓ Craft (Untrained)	INT	2	= 2		
✓ Deception	CHA	10	= 2	+ 6	+ 2
✓ Endurance	CON	3	= 1	+ 2	
✓ Gather Information	CHA	4	= 2	+ 2	
✓ Heal	WIS	5	= 3	+ 2	
✓ Insight	WIS	5	= 3	+ 2	
Knowledge (Religion)	INT	12	= 2	+ 8	+ 2
Martial Arts (Dexterity Based)	DEX	17	= 4	+ 8	+ 5
✓ Perception	WIS	13	= 3	+ 8	+ 2
Perform (Act)	CHA	12	= 2	+ 8	+ 2
✓ Persuasion	CHA	10	= 2	+ 4	+ 4
✓ Ride	DEX	6	= 4	+ 2	
✓ Stealth	DEX	6	= 4	+ 2	
✓ Survival	WIS	5	= 3	+ 2	
✓ Survival (Find or follow tracks)	WIS	7	= 3	+ 4	
✓ Thievery	DEX	14	= 4	+ 8	+ 2
✓ Thievery (Sleight of Hand)	DEX	16	= 4	+ [8]	+ 4
✓ Use Rope	DEX	6	= 4	+ 2	
			=	+	+
			=	+	+

✓: can be used untrained. ✕: exclusive skills. *: Skill Mastery.

EQUIPMENT				
ITEM	LOCATION	QTY	WT	COST
Mithral Breastplate	Equipped	1	7.5	5650.0
30hp/inch and 15 hardness				
Rapier +1	Equipped	1	2.0	2320.0
TOTAL WEIGHT CARRIED/VALUE			9.5 lbs.	7970.0
			9p	

WEIGHT ALLOWANCE					
Light 43		Medium 86		Heavy 130	
Lift over head 130		Lift off ground 260		Push / Drag 650	

LANGUAGES	
Common, Elven, Goblin	

Special Attacks	
Augment Attack / Skirmish Attack d6 (4x)	[Eclipse, p.50]
Skirmish attack +4d6	
Warcraft	[Eclipse, p.10]
+4 BAB	

Special Qualities	
Death and Dying	[Eclipse]
Disabled 0 HP till -1, Dying -2 and Dead -13	
Armor Proficiency (Light)	[Eclipse, p.49]
Proficient with Light Armors	
+2 on Will saves vs. Enchantment spells and effects	[PHB]
Weapon Proficiency (All Simple Weapons and One Martial Weapon) (Rapier)	[Eclipse, p.49]
Grants Proficiency with all simple weapons and selected weapons.	

Recurring Bonuses	
Duties (To Merrick)	[Eclipse, p.17]
You have duties. Grants 2 CP per level. [+10 total CP].	
Fast Learner (Focused on Skills /Human) (Youth)	[Eclipse, p.17]
+2 CP towards Skills per level. [+12 total Skill Points Granted].	

DISADVANTAGES	
Greedy	[Eclipse]
suffers a -3 on rolls versus bribery, resisting casual temptations, etc.	
History	[Eclipse, p.19]
You have a written history for the GM.	
Hunted (You've made a few powerful enemies)	[Eclipse, p.19]
Something powerful is hunting you.	

Spell Caster Information	
Spell Points	[Eclipse]
Cleric Spell Points=52	
Cleric	[Eclipse, p.11]
Cleric Level 8, Casterlevel is 8	

Eclipse Abilities	
Character Points Total	[Eclipse]
Character Points Total 188, Bonus Feats have added 24 CP, Disadvantages have added 10 CP, Duties adds 10 CP, HD 8 deducts 20 CP	
Adept (Acrobatics, Martial Arts ~ Dex Based, Thievery, Knowledge (Religion))	[Eclipse, p.24]
Choose four related skills that only cost 1/2 a Character Point for each skill rank.	
Bonus Uses +4 (CATEGORY=Special Ability Rite of Chi, CATEGORY=Special Ability Rite of Chi)	[Eclipse, p.22]
(+6 CP). Bonus Uses increases the number of times the user may indulge in a times-per-day (or other appropriate period) ability by +4. At GMO, the character may add a relevant attribute modifier to the number of uses instead. Bonus Uses may be purchased repeatedly.	
Finesse (Dexterity replaces Strength for Attack)	[Eclipse, p.32]
(6 CP). A character with Finesse may replace one attribute modifier with another in some fairly common situation, such as for a particular saving throw.	
Grant of Aid	[Eclipse, p.32]
2/day Free Action - Heal 1d8+5 hp, 1d3 attribute damage or 1 negative level.	
Immunity / XP Cost Initial Innate Enchantment	[Eclipse]
(2 CP) Handles initial Innate Enchantment, L1 only.	
Innate Enchantment	[Eclipse, p.34]
adds innate power that may duplicate the effects of a magical item or items valued at up to 5000 GP [Currently at 5000 GP] (according to the standard d20 rules). The character must pay twice the normal experience point cost to create said item. For every +1 additional CP invested, these innate enchantments rise in value by 1000 GP.	
Innate Enchantment / Knack (Skill Mastery) (Acrobatics)	[Eclipse]
You may add an additional skill to your list of skills on which you get a +3 bonus.	
Innate Enchantment / Enhanced Attribute (+2 Dexterity)	[Eclipse]
[At Will] Grants +2 Enhancement Bonus to Dexterity	
Innate Enchantment / Fortune's Favor	[Eclipse]
+2 Luck bonus to skills and checks.	
Innate Enchantment / Immortal Vigor I	[Eclipse]
[At Will] As grants 12 + CON*2 HP.	
Rite of Chi	[Eclipse, p.42]
(6 CP). Given a few minutes of rest, one with the knowledge of Chi may regain 4d6 power, 2d6 spell levels (the user allocates where these go), or 1d6 Mana once per day. Characters may use this more often, but incur a cumulative -1 negative level each time (these go away in 24 hours). Characters with Bonus Uses do not suffer this as long as their Bonus Uses hold out.	
Skill Focus +3 (Martial Arts ~ Dex Based)	[Eclipse, p.44]
+3 bonus to any single skill. Skill Focus stacks with Skill Emphasis.	
Spell Conversion (Healing spells)	[Eclipse]
(6 CP). A character with Spell Conversion selects a limited number of spells according to his or her class theme, usually nine (one for each spell level). The user may convert a prepared spell of equal or higher level into one of them spontaneously. The user must already have access to the spells he or she selects for Spell Conversion. Clerics use this the most, but anyone may have it.	

Martial Arts	
Martial Arts Basic / Attack	[Eclipse, p.81]
Gain additional +1 each time taken [currently +1] bonus on rolls to Attack, Throw, Grapple, and Trip opponents.	
Martial Arts Basic / Defenses (4x)	[Eclipse, p.81]
Gain additional +1 each time taken [currently +4] bonus to AC when you are unarmored or lightly armored.	
Martial Arts Advanced / Instant Stand	[Eclipse, p.81]
You may stand up as a Free Action if unarmored or in light armor.	
Martial Arts Advanced / Versatility	[Eclipse, p.81]
You may change your damage with the specified martial arts weapon or unarmed attacks from lethal to subdual without penalty, and between bludgeoning, slashing, and piercing.	
Martial Arts Occult / Inner Strength	[Eclipse, p.82]
You gain six phantom Con points with which to power your Occult Techniques. These do not add to your hit points. This can be taken twice. Phantom points regenerate like normal Con points.	
Martial Arts Occult / Vanishing	[Eclipse, p.82]
(-4 Con) You may use a momentary burst of incredible speed, taking an instant one-round Move Action as if you had cast a Timestop spell.	

DOMAINS	
Healing	You cast healing spells at +1 caster level.
Mind	+2 Bonus on Bluff, Diplomacy and Sense Motive Checks as well as +2 saves vs. enchantment spells and effects.

PROFICIENCIES	
Chakram, Club, Crossbow (Heavy), Crossbow (Light), Cutlass, Dagger, Dagger (Punching), Dart, Gauntlet, Gauntlet (Spiked), Giant Rock, Grapple, Halbspear, Hoopak, Javelin, Keyblade, Laser, Longspear, Mace (Heavy), Mace (Light), Magister's Staff, Maul, Morningstar, Quarterstaff, Rapier, Scourge, Shortspare, Sickle, Skirt Blades, Sling, Spear, Spells(Ray), Sword Staff, Unarmed, Unarmed Strike	

TEMPLATES

03 - World Law ~ Feat Progression 1 - Gain Bonus Feat every Even Level

Cleric Spells

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

LEVEL 0

Name	Save Information	Time	Duration	Range	Comp.	Source
☐☐☐☐☐ Amanuesis <i>School:</i> Transmutation <i>Effect:</i> Copies 250 words per minute.	DC: 13, Will negates [object] <i>SR:</i> Yes [object]	1 standard action	10 minute/level	Close (45 ft.)	V,S	SC: p.9
☐☐☐☐☐ Create Water <i>School:</i> Conjunction (Creation) [Water] <i>Effect:</i> Creates 2 gallons/level of pure water.	<i>SR:</i> No	Standard Action	Instantaneous	Close (45 ft.)	V,S	PHB: p.215
☐☐☐☐☐ Cure Minor Wounds <i>School:</i> Conjunction (Healing) <i>Effect:</i> Cures 1 point of damage.	DC: 13, Will half (harmless); see text <i>SR:</i> Yes (harmless); see text	Standard Action	Instantaneous	Touch	V,S	PHB: p.216
☐☐☐☐☐ Detect Magic <i>School:</i> Divination <i>Effect:</i> Detects spells and magic items within 60 ft.	<i>SR:</i> No	Standard Action	Concentration, up to 1 minutes/level [D]	60 ft.	V,S	PHB: p.219
☐☐☐☐☐ Detect Poison <i>School:</i> Divination <i>Effect:</i> Detects poison in one creature or small object.	<i>SR:</i> No	Standard Action	Instantaneous	Close (45 ft.)	V,S	PHB: p.219
☐☐☐☐☐ Guidance <i>School:</i> Divination <i>Effect:</i> +1 on one attack roll, saving throw, or skill check.	DC: 13, Will negates (harmless) <i>SR:</i> Yes	Standard Action	1 minute or until discharged	Touch	V,S	PHB: p.238
☐☐☐☐☐ Inflict Minor Wounds <i>School:</i> Necromancy <i>Effect:</i> Touch attack, 1 point of damage.	DC: 13, Will negates <i>SR:</i> Yes	Standard Action	Instantaneous	Touch	V,S	PHB: p.244
☐☐☐☐☐ Light <i>School:</i> Evocation [Light] <i>Effect:</i> Object shines like a torch.	<i>SR:</i> No	Standard Action	10 minutes/level [D]	Touch	V, M/DF	PHB: p.248
☐☐☐☐☐ Mending <i>School:</i> Transmutation <i>Effect:</i> Makes minor repairs on an object.	DC: 13, Will negates (harmless, object) <i>SR:</i> Yes (harmless, object)	Standard Action	Instantaneous	10 ft.	V,S	PHB: p.253
☐☐☐☐☐ Purify Food and Drink <i>School:</i> Transmutation <i>Effect:</i> Purifies 1 cu. ft./level of food or water.	DC: 13, Will negates (object) <i>SR:</i> Yes (object)	Standard Action	Instantaneous	10 ft.	V,S	PHB: p.267
☐☐☐☐☐ Read Magic <i>School:</i> Divination <i>Effect:</i> Read scrolls and spellbooks.	<i>SR:</i> No	Standard Action	10 minutes/level	Personal	V,S,F	PHB: p.269
☐☐☐☐☐ Resistance <i>School:</i> Abjuration <i>Effect:</i> You imbue the subject with magical energy that protects it from harm, granting it a +1 resistance bonus on saves. Resistance can be made permanent with a permanency spell. Arcane Material - Component A miniature cloak.	DC: 13, Will negates (harmless) <i>SR:</i> Yes (harmless)	Standard Action	1 minute	Touch	V,S,M/DF	PHB: p.272
☐☐☐☐☐ Virtue <i>School:</i> Transmutation <i>Effect:</i> Subject gains 1 temporary hp.	DC: 13, Fortitude negates (harmless) <i>SR:</i> Yes (harmless)	Standard Action	1 min.	Touch	V,S, DF	PHB: p.298

LEVEL 1

Name	Save Information	Time	Duration	Range	Comp.	Source
☐☐☐☐☐ Anarchic Water <i>School:</i> Transmutation [Chaotic] <i>Effect:</i> Chaos imbued damages lawful outsiders for 2d4 points.	DC: 14, Will negates [object] <i>SR:</i> Yes [object]	1 minute	Instantaneous	Touch	V,S,M	SC: p.11
☐☐☐☐☐ Bane <i>School:</i> Enchantment (Compulsion) [Fear, Mind-Affecting] <i>Effect:</i> Enemies take -1 on attack rolls and saves against fear.	DC: 14, Will negates <i>SR:</i> Yes	Standard Action	1 minute/level	50 ft.	V,S, DF	PHB: p.203
☐☐☐☐☐ Blade of Blood <i>School:</i> Necromancy <i>Effect:</i> Weapon deals an additional 1d6 damage, if you take 5 pts of damage the weapon deals a total of 3d6 extra damage.	<i>SR:</i> No	1 swift action	1 round/level or until discharged	Touch	V,S	PHB II: p.103
☐☐☐☐☐ Bless <i>School:</i> Enchantment (Compulsion) [Mind-Affecting] <i>Effect:</i> Allies gain +1 Morale bonus on attack rolls and on saves against fear.	<i>SR:</i> Yes (harmless)	Standard Action	1 minute/level	50 ft.	V,S, DF	PHB: p.205
☐☐☐☐☐ Blessed Aim <i>School:</i> Divination <i>Effect:</i> +2 morale bonus on ranged attacks for your allies within the spread.	DC: 14, Will negates [harmless] <i>SR:</i> No	1 standard action	1 minute/level	50 ft.	V,S	SC: p.31
☐☐☐☐☐ Bless Water <i>School:</i> Transmutation [Good] <i>Effect:</i> Makes holy water.	DC: 14, Will negates (object) <i>SR:</i> Yes (object)	1 minute	Instantaneous	Touch	V,S,M	PHB: p.205
☐☐☐☐☐ Blood Wind <i>School:</i> Evocation <i>Effect:</i> Full attack action allows creature to use natural or unarmed attack with a 20 ft range increment; see text	DC: 14, Will negates [harmless] <i>SR:</i> Yes [harmless]	1 swift action	1 round	Close (45 ft.)	V,S	SC: p.33
☐☐☐☐☐ Cause Fear <i>School:</i> Necromancy [Fear, Mind-Affecting] <i>Effect:</i> One creature of 5 HD or less flees for 1d4 rounds.	DC: 14, Will partial <i>SR:</i> Yes	Standard Action	1d4 rounds or 1 round; see text	Close (45 ft.)	V,S	PHB: p.208
☐☐☐☐☐ Cold Fire <i>School:</i> Transmutation [Cold] <i>Effect:</i> Flames deal cold damage; see text	DC: 14, No [fire] or Fortitude half <i>SR:</i> Yes [creature]	1 standard action	1 minute/level [fire source] or Instantaneous [creature]	Close (45 ft.)	V,S,DF	SC: p.50
☐☐☐☐☐ Command <i>School:</i> Enchantment (Compulsion) [Language-Dependent, Mind-Affecting] <i>Effect:</i> One subject obeys selected command for 1 round.	DC: 14, Will negates <i>SR:</i> Yes	Standard Action	1 round	Close (45 ft.)	V	PHB: p.211
☐☐☐☐☐ Comprehend Languages <i>School:</i> Divination <i>Effect:</i> You understand all spoken and written languages.	<i>SR:</i> No	Standard Action	10 minutes/level	Personal	V,S,M/DF	PHB: p.212
☐☐☐☐☐ Conviction <i>School:</i> Abjuration <i>Effect:</i> +2 morale bonus to saves, +1 for every six levels [max +5 at 18th level]; see text.	DC: 14, Will negates [harmless] <i>SR:</i> Yes [harmless]	1 standard action	10 minutes/level	Touch	V,S,M	SC: p.52
☐☐☐☐☐ Cure Light Wounds <i>School:</i> Conjunction (Healing) <i>Effect:</i> Cures 1d8 +1/level [max +5] damage.	DC: 14, Will half (harmless); see text <i>SR:</i> Yes (harmless); see text	Standard Action	Instantaneous	Touch	V,S	PHB: p.215
☐☐☐☐☐ Delay Disease <i>School:</i> Conjunction (Healing) <i>Effect:</i> Halts any nonmagical disease for the duration of the spell.	DC: 14, Will negates [harmless] <i>SR:</i> Yes [harmless]	1 standard action	24 hours	Touch	V,S,DF	SC: p.63
☐☐☐☐☐ Detect Chaos <i>School:</i> Divination <i>Effect:</i> Reveals creatures, spells, or objects of selected alignment.	<i>SR:</i> No	Standard Action	Concentration, up to 10 minutes/level [D]	60 ft.	V,S, DF	PHB: p.218

* =Domain/Speciality Spell

Cleric Spells

Detect Evil <i>School:</i> Divination <i>Effect:</i> Reveals creatures, spells, or objects of selected alignment.	SR: No	Standard Action	Concentration, up to 10 minutes/level [D]	60 ft.	V,S, DF	PHB: p.218
<i>Target:</i> Cone-shaped emanation					<i>Caster Level:</i> 8	
Detect Good <i>School:</i> Divination <i>Effect:</i> Reveals creatures, spells, or objects of selected alignment.	SR: No	Standard Action	Concentration, up to 10 minutes/level [D]	60 ft.	V,S, DF	PHB: p.219
<i>Target:</i> Cone-shaped emanation					<i>Caster Level:</i> 8	
Detect Law <i>School:</i> Divination <i>Effect:</i> Reveals creatures, spells, or objects of selected alignment.	SR: No	Standard Action	Concentration, up to 10 minutes/level [D]	60 ft.	V,S, DF	PHB: p.219
<i>Target:</i> Cone-shaped emanation					<i>Caster Level:</i> 8	
Detect Undead <i>School:</i> Divination <i>Effect:</i> Reveals undead within 60 ft.	SR: No	Standard Action	Concentration, up to 1 minutes/level [D]	60 ft.	V,S,M/DF	PHB: p.220
<i>Target:</i> Cone-shaped emanation					<i>Caster Level:</i> 8	
Dispel Ward <i>School:</i> Abjuration <i>Effect:</i> Functions like dispel magic; see text	SR: No	1 standard action	Instantaneous	Medium (180 ft.)	V,S	SC: p.67
<i>Target:</i> One warded object or area					<i>Caster Level:</i> 8	
Divine Favor <i>School:</i> Evocation <i>Effect:</i> You gain +1 on attack and damage rolls. [Every three	SR: No caster levels, MAX +6]	Standard Action	1 minute	Personal	V,S, DF	PHB: p.224
<i>Target:</i> You					<i>Caster Level:</i> 8	
Doom <i>School:</i> Necromancy [Fear, Mind-Affecting] <i>Effect:</i> One subject takes -2 on attack rolls, damage rolls, saves, and checks.	DC: 14, Will negates SR: Yes	Standard Action	1 minute/level	Medium (180 ft.)	V,S, DF	PHB: p.225
<i>Target:</i> One living creature					<i>Caster Level:</i> 8	
Ebon Eyes <i>School:</i> Transmutation <i>Effect:</i> See normally in darkness both magical and natural.	SR: Yes [harmless]	1 standard action	10 minutes/level	Touch	V,S,M	SC: p.77
<i>Target:</i> Creature touched					<i>Caster Level:</i> 8	
Endure Elements <i>School:</i> Abjuration <i>Effect:</i> Exist comfortably in hot or cold environments.	DC: 14, Will negates [harmless] SR: Yes (harmless)	Standard Action	24 hours	Touch	V,S	PHB: p.226
<i>Target:</i> Creature touched					<i>Caster Level:</i> 8	
Entropic Shield <i>School:</i> Abjuration <i>Effect:</i> Ranged attacks against you have 20% miss chance.	SR: No	Standard Action	1 minute/level [D]	Personal	V,S	PHB: p.227
<i>Target:</i> You					<i>Caster Level:</i> 8	
Faith Healing <i>School:</i> Conjuration (Healing) <i>Effect:</i> Heal 8 + caster level [max +5] hit points.	DC: 14, Will negates [harmless] SR: Yes [harmless]	1 standard action	Instantaneous	Touch	V,S	SC: p.87
<i>Target:</i> Living creature touched					<i>Caster Level:</i> 9	
Foundation of Stone <i>School:</i> Transmutation [Earth] <i>Effect:</i> As long as subjects don't move they gain +2 AC and +4 to Str against bull rush.	SR: Yes [harmless]	1 standard action	1 round/level	Close (45 ft.)	V,M	SC: p.99
<i>Target:</i> One creature/level, no two of which are more than 30 ft. apart					<i>Caster Level:</i> 8	
Grave Strike <i>School:</i> Divination [Good] <i>Effect:</i> Allows you to make sneak attacks against undead if you have the ability.	DC: 14, N/A SR: N/A	1 swift action	1 round	Personal	V,DF	SC: p.107
<i>Target:</i> You					<i>Caster Level:</i> 8	
Guiding Light <i>School:</i> Evocation <i>Effect:</i> +2 on ranged attacks	SR: Yes	1 standard action	1 minute/level [D]	Long (720 ft.)	V,S	SC: p.108
<i>Target:</i> Creatures in a 5-ft.-radius burst					<i>Caster Level:</i> 8	
Healthful Rest <i>School:</i> Conjuration (Healing) <i>Effect:</i> Doubles the natural healing rate.	DC: 14, Will negates [harmless] SR: Yes [harmless]	10 minutes	24 hours	Close (45 ft.)	V,S	SC: p.111
<i>Target:</i> One creature/level, no two of which can be more than 30 feet apart					<i>Caster Level:</i> 9	
Hide from Undead <i>School:</i> Abjuration <i>Effect:</i> Undead can't perceive 1 subject/level.	DC: 14, Will negates [harmless]; see text SR: Yes	Standard Action	10 minutes/level [D]	Touch	V,S, DF	PHB: p.241
<i>Target:</i> One touched creature/level					<i>Caster Level:</i> 8	
Ice Gauntlet <i>School:</i> Evocation [Cold] <i>Effect:</i> Attack as if wearing a +1 spiked gauntlet. Deals normal damage for your size + 1d4 cold damage.	DC: 14, N/A SR: N/A	1 standard action	1 minute/level [D]	Personal	V,DF	SC: p.119
<i>Target:</i> You					<i>Caster Level:</i> 8	
Incite <i>School:</i> Enchantment (Compulsion) [Mind-Affecting] <i>Effect:</i> Forces creature to act, it cannot delay or ready an action.	DC: 14, Will negates SR: Yes	1 swift action	1 minute/level	Close (45 ft.)	V,S	SC: p.121
<i>Target:</i> Creatures in a 10-ft. burst					<i>Caster Level:</i> 8	
Inflict Light Wounds <i>School:</i> Necromancy <i>Effect:</i> Touch deals 1d8 +1/level [max +5] damage.	DC: 14, Will half SR: Yes	Standard Action	Instantaneous	Touch	V,S	PHB: p.244
<i>Target:</i> Creature touched					<i>Caster Level:</i> 8	
Inhibit <i>School:</i> Enchantment (Compulsion) [Mind-Affecting] <i>Effect:</i> You inhibit your foe from acting. The subject is forced	DC: 14, Will negates SR: Yes	1 standard action	Instantaneous	Medium (180 ft.)	V,S	SC: p.123
<i>Target:</i> One creature					<i>Caster Level:</i> 8	
Invest Light Protection <i>School:</i> Conjuration (Healing) <i>Effect:</i> Living creature healed 1d4 +1 per two caster levels [max +3] and gains DR:1/evil for 1 minute. On failed save undead take an extra 1 points of damage from a weapon that overcomes DR/good.	DC: 14, Will half [harmless]; see text SR: Yes (harmless); see text	1 standard action	Instantaneous; see text	Touch	V,S	PHB II: p.115
<i>Target:</i> Creature touched					<i>Caster Level:</i> 9	
Ironguts <i>School:</i> Abjuration <i>Effect:</i> Target gains +5 alchemical bonus on Fort saves against all poisons.	DC: 14, Will negates SR: Yes	1 standard action	10 minutes/level	Touch	V,S,M	SC: p.126
<i>Target:</i> Creature touched					<i>Caster Level:</i> 8	
Light of Lunia <i>School:</i> Evocation [Good, Light] <i>Effect:</i> The silvery radiance created by this spell emanates from you in a 30-foot radius, and dim light extends for an additional 30 feet. Beginning one turn after you cast this spell, you can choose to expend some or all of the light of Lunia as a ray of light. You must succeed on a ranged touch attack with the ray to strike a target. You can make a single ranged touch attack that deals 1d6 points of damage, or 2d6 points of damage against undead or evil outsiders, with a range of 30 feet. Spell resistance applies to this attack. This dims your silvery radiance to half 15. You can choose to fire one additional ray with the same characteristics either on the same round or on a subsequent round. Firing the second ray quenches your radiance and ends the spell.	SR: Yes; see text SR: N/A	1 standard action	10 minutes/level [D]	Medium (180 ft.)	V,S	SC: p.132
<i>Target:</i> You and up to two rays; see text					<i>Caster Level:</i> 8	
Magic Stone <i>School:</i> Transmutation <i>Effect:</i> Three stones gain +1 on attack rolls, deal 1d6+1 damage.	DC: 14, Will negates [harmless, object] SR: Yes (harmless, object)	Standard Action	30 minutes or until discharged	Touch	V,S, DF	PHB: p.251
<i>Target:</i> Up to three pebbles touched					<i>Caster Level:</i> 8	
Magic Weapon <i>School:</i> Transmutation <i>Effect:</i> Weapon gains +1 bonus.	DC: 14, Will negates [harmless, object] SR: Yes (harmless, object)	Standard Action	1 minute/level	Touch	V,S, DF	PHB: p.251
<i>Target:</i> Weapon touched					<i>Caster Level:</i> 8	
Moon Lust <i>School:</i> Illusion (Pattern) [Mind-Affecting] <i>Effect:</i> Creature becomes fascinated for the duration of the spell.	DC: 14, Will negates [harmless] SR: Yes	1 standard action	1 round/level	Medium (180 ft.)	V,S,F	SC: p.143
<i>Target:</i> Creature touched					<i>Caster Level:</i> 8	
Nightshield <i>School:</i> Abjuration <i>Effect:</i> +1 resistance on Saving throws, increases to +2 at caster level 6th and +3 at caster level 9th. Negates magic missiles.	DC: 14, N/A SR: N/A	1 standard action	1 minute/level [D]	Personal	V,S	SC: p.148
<i>Target:</i> You					<i>Caster Level:</i> 8	
Nimbus of Light <i>School:</i> Evocation [Light] <i>Effect:</i> Creates light 30' Can use as ranged touch attack 30' for 1d8 plus 1 point per round that's elapsed since casting to max of [1d8 + caster level].	DC: 14, N/A SR: N/A	1 standard action	1 minute/level or until discharged [D]	Personal	V,S,DF	SC: p.148
<i>Target:</i> You					<i>Caster Level:</i> 8	
Obscuring Mist <i>School:</i> Conjuration (Creation) <i>Effect:</i> Fog surrounds you.	SR: No	Standard Action	1 minute/level	20 ft.	V,S	PHB: p.258
<i>Target:</i> Cloud spreads in 20-ft. radius from you, 20 ft. high					<i>Caster Level:</i> 8	
Omen of Peril <i>School:</i> Divination <i>Effect:</i> Brief supplication gives you a vision that hints at how dangerous the immediate future is likely to be.; see text.	DC: 14, N/A SR: N/A	1 round	Instantaneous	Personal	V,F	SC: p.149
<i>Target:</i> You					<i>Caster Level:</i> 8	
Portal Beacon <i>School:</i> Transmutation <i>Effect:</i> Up to six creatures can be chosen to receive mental beacon.	SR: No	1 standard action	1 hour/level	Close (45 ft.)	V,S	SC: p.161
<i>Target:</i> One interplanar gate or portal					<i>Caster Level:</i> 8	

* =Domain/Specialty Spell

Cleric Spells

Protection from Evil	DC: 14, Will negates (harmless)	Standard Action	1 minute/level [D]	Touch	V,S,M/DF	PHB: p.266
<i>School:</i> Abjuration [Good] <i>Effect:</i> vs. Evil gain a +2 Deflection bonus to AC and +2 Resistance bonus to saves, counter mind control, hedge out elementals and outsiders.	<i>SR:</i> No; see text	<i>Target:</i> Creature touched			<i>Caster Level:</i> 8	
Protection from Law	DC: 14, Will negates (harmless)	Standard Action	1 minute/level [D]	Touch	V,S,M/DF	PHB: p.266
<i>School:</i> Abjuration [Chaotic] <i>Effect:</i> +2 to AC and saves, counter mind control, hedge out elementals and outsiders.	<i>SR:</i> No; see text	<i>Target:</i> Creature touched			<i>Caster Level:</i> 8	
Remove Fear	DC: 14, Will negates (harmless)	Standard Action	10 minutes; see text	Close (45 ft.)	V,S	PHB: p.271
<i>School:</i> Abjuration <i>Effect:</i> Suppresses fear or gives +4 on saves against fear for one subject/4 levels.	<i>SR:</i> Yes (harmless)	<i>Target:</i> One creature/4 levels, no two of which can be more than 30 ft. apart			<i>Caster Level:</i> 8	
Resist Planar Alignment	DC: 14, Will negates [harmless]	1 standard action	1 round/level	Touch	V,S,DF	SC: p.174
<i>School:</i> Abjuration <i>Effect:</i> Grants limited protection from a plane's alignment traits; see text.	<i>SR:</i> Yes [harmless]	<i>Target:</i> Creature touched			<i>Caster Level:</i> 8	
Resurgence	DC: 14, Will negates [harmless]	1 standard action	Instantaneous	Touch	V,S,DF	SC: p.174
<i>School:</i> Abjuration <i>Effect:</i> Allows one retry on a failed save against an ongoing spell, spell-like ability, or supernatural ability.	<i>SR:</i> Yes [harmless]	<i>Target:</i> Creature touched			<i>Caster Level:</i> 8	
Sanctuary	DC: 14, Will negates	Standard Action	1 round/level	Touch	V,S, DF	PHB: p.274
<i>School:</i> Abjuration <i>Effect:</i> Opponents can't attack you, and you can't attack.	<i>SR:</i> No	<i>Target:</i> Creature touched			<i>Caster Level:</i> 8	
Scholar's Touch		Standard Action	Concentration, up to 8 rounds	Personal	V,S,M,F	Race Des: p.167
<i>School:</i> Divination <i>Effect:</i> Absorb the contents of an entire book as if you had read it once. Not perfect recall and must be able to read the language.	<i>SR:</i> No	<i>Target:</i> One book/round			<i>Caster Level:</i> 8	
Shield of Faith	DC: 14, Will negates (harmless)	Standard Action	1 minute/level	Touch	V,S,M	PHB: p.278
<i>School:</i> Abjuration <i>Effect:</i> Aura grants +3 deflection bonus.	<i>SR:</i> Yes (harmless)	<i>Target:</i> Creature touched			<i>Caster Level:</i> 8	
Sign	DC: 14, N/A	1 standard action	10 minutes/level or until discharged	Personal	V,S,M	SC: p.189
<i>School:</i> Enchantment (Compulsion) [Mind-Affecting] <i>Effect:</i> +4 bonus on your next initiative check.	<i>SR:</i> N/A	<i>Target:</i> You			<i>Caster Level:</i> 8	
Snowshoes	DC: 14, Will negates [harmless]	1 standard action	1 hour/level [D]	Touch	V,S	SC: p.194
<i>School:</i> Transmutation <i>Effect:</i> Speed increases by 10 ft. and no Balance checks or Reflex required to walk on snow.	<i>SR:</i> Yes [harmless]	<i>Target:</i> Creature touched			<i>Caster Level:</i> 8	
Spell Flower	DC: 14, N/A	1 standard action	1 round/level	Personal	V,S	SC: p.198
<i>School:</i> Transmutation <i>Effect:</i> Hold the charge of one touch spell per arm; see text.	<i>SR:</i> N/A	<i>Target:</i> You			<i>Caster Level:</i> 8	
Summon Monster I		1 round	1 round/level [D]	Close (45 ft.)	V,S,F/DF	PHB: p.285
<i>School:</i> Conjuraton (Summoning) <i>Effect:</i> This spell summons an extraplanar creature [typically an outsider, elemental, or magical beast native to another plane]. It appears where you designate and acts immediately, on your turn. It attacks your opponents to the best of its ability. If you can communicate with the creature, you can direct it not to attack, to attack particular enemies, or to perform other actions. The spell conjures one of the creatures from the 1st-level list on the accompanying Summon Monster table. You choose which kind of creature to summon, and you can change that choice each time you cast the spell. A summoned monster cannot summon or otherwise conjure another creature, nor can it use any teleportation or planar travel abilities. Creatures cannot be summoned into an environment that cannot support them. When you use a summoning spell to summon an air, chaotic, earth, evil, fire, good, lawful, or water creature, it is a spell of that type. Arcane Focus - A tiny bag and a small [not necessarily lit] candle. Celestial dog LG; Celestial owl LG; Celestial giant fire beetle NG; Celestial porpoise1 NG; Celestial badger CG; Celestial monkey CG; Fiendish dire rat LE; Fiendish raven LE; Fiendish monstrous centipede, Medium NE; Fiendish monstrous scorpion, Small NE; Fiendish hawk CE; Fiendish monstrous spider, Small CE; Fiendish octopus1 CE; Fiendish snake, Small viper CE	<i>SR:</i> No	<i>Target:</i> One summoned creature			<i>Caster Level:</i> 8	
Updraft	DC: 14, N/A	1 swift action	Instantaneous	Personal	V,S,M	SC: p.228
<i>School:</i> Conjuraton (Creation) [Air] <i>Effect:</i> Gain 10 ft. per level of altitude, and then gently float back to the ground.	<i>SR:</i> N/A	<i>Target:</i> You			<i>Caster Level:</i> 8	
Vigor, Lesser	DC: 14, Will negates [harmless]	1 standard action	10 rounds + 1 round/level [max 15]	Touch	V,S	SC: p.229
<i>School:</i> Conjuraton (Healing) <i>Effect:</i> Grants target fast healing ability for the duration of the spell. Heals 1 hp automatically per round.	<i>SR:</i> Yes [harmless]	<i>Target:</i> Living creature touched			<i>Caster Level:</i> 9	
Vision of Glory		1 standard action	1 minute or until discharged	Touch	V,S,DF	SC: p.231
<i>School:</i> Divination <i>Effect:</i> Grants a +1 morale bonus to a single saving throw [target's choice].	<i>SR:</i> Yes	<i>Target:</i> Creature touched			<i>Caster Level:</i> 8	
Wings of the Sea	DC: 14, Fortitude negates [harmless]	1 standard action	1 minute/level	Touch	S,M	SC: p.240
<i>School:</i> Transmutation <i>Effect:</i> Increases creatures swim speed by 30 ft.	<i>SR:</i> Yes [harmless]	<i>Target:</i> Creature touched			<i>Caster Level:</i> 8	

LEVEL 2

Name	Save Information	Time	Duration	Range	Comp.	Source
Aid		Standard Action	1 minute/level	Touch	V,S, DF	PHB: p.196
<i>School:</i> Enchantment (Compulsion) [Mind-Affecting] <i>Effect:</i> +1 Morale Bonus on attack rolls, +1 against fear, and grants 1d8 +1/level [max +10] temporary hp.	<i>SR:</i> Yes (harmless)	<i>Target:</i> Living creature touched			<i>Caster Level:</i> 8	
Align Weapon	DC: 15, Will negates (harmless, object)	Standard Action	1 minute/level	Touch	V,S, DF	PHB: p.197
<i>School:</i> Transmutation <i>Effect:</i> Weapon becomes good, evil, lawful, or chaotic.	<i>SR:</i> Yes (harmless, object)	<i>Target:</i> Weapon touched or fifty projectiles [all of which must be in contact with each other at the time of casting]			<i>Caster Level:</i> 8	
Animalistic Power	DC: 15, Will negates [harmless]	1 standard action	1 minute/level	Touch	V,S,M	PHB II: p.101
<i>School:</i> Transmutation <i>Effect:</i> Subject is imbued with +2 to Strength, Dexterity and Constitution.	<i>SR:</i> Yes [harmless]	<i>Target:</i> Creature touched			<i>Caster Level:</i> 8	
Augury		1 minute	Instantaneous	Personal	V,S,M,F	PHB: p.202
<i>School:</i> Divination <i>Effect:</i> Learns whether an action will be good or bad.	<i>SR:</i> No	<i>Target:</i> You			<i>Caster Level:</i> 8	
Aura Against Flame	DC: 15, N/A	1 standard action	1 round/level	Personal	V,S	SC: p.18
<i>School:</i> Abjuration <i>Effect:</i> Protects against first 10 points of fire damage, it also extinguishes flames; see text.	<i>SR:</i> N/A	<i>Target:</i> You			<i>Caster Level:</i> 8	
Avoid Planar Effects		1 immediate action	1 minute/level	20 ft.	V	SC: p.19
<i>School:</i> Abjuration <i>Effect:</i> Gain temporary respite from the natural effects of a specific plane.	<i>SR:</i> Yes [harmless]	<i>Target:</i> One creature/level in a 20-ft. radius burst centered on you			<i>Caster Level:</i> 8	
Balor Nimbus	DC: 15, N/A	1 standard action	1 round/level	Personal	V,S,M/DF	SC: p.24
<i>School:</i> Transmutation <i>Effect:</i> Any creature grappling you takes 6d6 points of fire damage.	<i>SR:</i> N/A	<i>Target:</i> You			<i>Caster Level:</i> 8	
Bear's Endurance	DC: 15, Will negates (harmless)	Standard Action	1 minute/level	Touch	V,S, DF	PHB: p.203
<i>School:</i> Transmutation <i>Effect:</i> Subject gains +4 to Con for 1 minutes/level.	<i>SR:</i> Yes	<i>Target:</i> Creature touched			<i>Caster Level:</i> 8	
Black Karma Curse	DC: 15, Will negates	1 standard action	Instantaneous	Close (45 ft.)	V,S	PHB II: p.103
<i>School:</i> Enchantment (Compulsion) [Mind-Affecting] <i>Effect:</i> If the target fails it's save, it immediately takes damage as if struck by it's currently held weapon or most damaging natural attack.	<i>SR:</i> Yes	<i>Target:</i> One creature			<i>Caster Level:</i> 8	
Blade Brothers	DC: 15, Will negates (harmless)	1 standard action	1 minute/level or until discharged	Touch	V,S	PHB II: p.103
<i>School:</i> Abjuration <i>Effect:</i> Once during the spell, if a subject attempts a saving throw, both recipients can roll and use the most favorable result. If both saves fail, both are affected by the spell.	<i>SR:</i> Yes (harmless)	<i>Target:</i> Two willing creatures			<i>Caster Level:</i> 8	
Body Blades	DC: 15, N/A	1 standard action	1 minute/level	Personal	V,S	SC: p.35
<i>School:</i> Transmutation <i>Effect:</i> Sprouts dagger blades across your body able to inflict 1d6 +1/level [max +5] piercing damage with a melee attack; see text.	<i>SR:</i> N/A	<i>Target:</i> You			<i>Caster Level:</i> 8	
Brambles		1 standard action	1 round/level	Touch	V,S,M	SC: p.38
<i>School:</i> Transmutation <i>Effect:</i> Small magical thorns/spikes protrude from wooden weapon; gains a +1 to hit enhancement and deals +1/level [max +10] damage.	<i>SR:</i> No	<i>Target:</i> Wooden weapon touched			<i>Caster Level:</i> 8	
Bull's Strength	DC: 15, Will negates (harmless)	Standard Action	1 minute/level	Touch	V,S,M/DF	PHB: p.207
<i>School:</i> Transmutation <i>Effect:</i> Subject gains +4 to Str for 1 minutes/level.	<i>SR:</i> Yes (harmless)	<i>Target:</i> Creature touched			<i>Caster Level:</i> 8	
Calm Emotions	DC: 15, Will negates	Standard Action	Concentration, up to 1 round/level [D]	Medium (180 ft.)	V,S, DF	PHB: p.207
<i>School:</i> Enchantment (Compulsion) [Mind-Affecting]	<i>SR:</i> Yes	<i>Target:</i> Creatures in a 20-ft.-radius spread			<i>Caster Level:</i> 8	
		* =Domain/Specialty Spell				

Cleric Spells

<i>Effect:</i> Calms creatures, negating emotion effects.						
<div>Close Wounds</div> <div>School: Conjunction (Healing)</div> <div>Effect: Cure 1d4 +1/level [max +5].</div>	<div>DC: 15, Will half [harmless]; see text</div> <div>SR: Yes [harmless]</div>	1 immediate action	Instantaneous	Close (45 ft.)	V	SC: p.48
		Target: One creature		Caster Level: 9		
<div>Cloud of Knives</div> <div>School: Conjunction</div> <div>Effect: Each round as a free action you can release a knife at any opponent you can see within 30 ft. Attack bonus = Caster level + Key Ability. Damage 1d6 +1/3 level [max +5] Crit 19-20.</div>	<div>SR:</div>	1 standard action	1 round/level	Personal	V,S,M	PHB II: p.107
		Target: You		Caster Level: 8		
<div>Consecrate</div> <div>School: Evocation [Good]</div> <div>Effect: Fills area with positive energy, making undead weaker.</div>	<div>SR: No</div>	Standard Action	2 hours/level	Close (45 ft.)	V,S,M, DF	PHB: p.212
		Target: 20-ft.-radius emanation		Caster Level: 8		
<div>Cure Moderate Wounds</div> <div>School: Conjunction (Healing)</div> <div>Effect: Cures 2d8 +1/level [max +10] damage.</div>	<div>DC: 15, Will half (harmless); see text</div> <div>SR: Yes (harmless); see text</div>	Standard Action	Instantaneous	Touch	V,S	PHB: p.216
		Target: Creature touched		Caster Level: 9		
<div>Curse of Ill Fortune</div> <div>School: Necromancy</div> <div>Effect: Cause -3 penalty on attack rolls, saving throws, ability checks and skill checks.</div>	<div>DC: 15, Will negates</div> <div>SR: Yes</div>	1 standard action	1 minute/level	Medium (180 ft.)	V,S,DF	SC: p.56
		Target: One living creature		Caster Level: 8		
<div>Darkness</div> <div>School: Evocation [Darkness]</div> <div>Effect: This spell causes an object to radiate shadowy illumination out to a 20-foot radius. All creatures in the area gain concealment [20% miss chance]. Even creatures that can normally see in such conditions [such as with darkvision or low-light vision] have the miss chance in an area shrouded in magical darkness. Normal lights [torches, candles, lanterns, and so forth] are incapable of brightening the area, as are light spells of lower level. Higher level light spells are not affected by darkness. If darkness is cast on a small object that is then placed inside or under a lightproof covering, the spell's effect is blocked until the covering is removed. Darkness counters or dispels any light spell of equal or lower spell level. Arcane Material Component: A bit of bat fur and either a drop of pitch or a piece of coal.</div>	<div>SR: No</div>	Standard Action	10 minutes/level [D]	Touch	V, M/DF	PHB: p.216
		Target: Object touched		Caster Level: 8		
<div>Dark Way</div> <div>School: Illusion (Shadow)</div> <div>Effect: Create a ribbonlike, weightless, unbreakable bridge.</div>	<div>SR: Yes</div>	1 standard action	1 round/level	Close (45 ft.)	V,S,DF	SC: p.58
		Target: One bridge of force 5 ft. wide, 1 in. thick, and up to 20 ft./level long		Caster Level: 8		
<div>Deific Vegeance</div> <div>School: Conjunction (Summoning)</div> <div>Effect: Causes 1d6/2 caster levels [Max 5d6] or 1d6/caster level if undead [max 10d6].</div>	<div>DC: 15, Will half</div> <div>SR: Yes</div>	1 standard action	Instantaneous	Close (45 ft.)	V,S,DF	SC: p.62
		Target: One creature		Caster Level: 8		
<div>Deific Vengeance</div> <div>School: Conjunction (Summoning)</div> <div>Effect: Cause 4d6 or 8d6 if the target is undead.</div>	<div>DC: 15, Will half</div> <div>SR: Yes</div>	Standard Action	Instantaneous	Close (45 ft.)	V,S,DF	cmpdiv: null
		Target: One creature		Caster Level: 8		
<div>Delay Poison</div> <div>School: Conjunction (Healing)</div> <div>Effect: Stops poison from harming subject for 1 hour/level.</div>	<div>DC: 15, Fortitude negates (harmless)</div> <div>SR: Yes (harmless)</div>	Standard Action	1 hour/level	Touch	V,S, DF	PHB: p.217
		Target: Creature touched		Caster Level: 9		
<div>Divine Insight</div> <div>School: Divination</div> <div>Effect: Gain 5 + your caster level [max bonus of 15] to one skill check during the duration of the spell.</div>	<div>DC: 15, N/A</div> <div>SR: N/A</div>	1 standard action	1 hour/level or until discharged [D]	Personal	V,S,DF	SC: p.70
		Target: You		Caster Level: 8		
<div>Divine Interdiction</div> <div>School: Abjuration</div> <div>Effect: Temp loss of turning power & domain powers.</div>	<div>DC: 15, Will negates or None [object]; see text</div> <div>SR: Yes or No [object]; see text</div>	1 standard action	1 round/level	Close (45 ft.)	V	SC: p.70
		Target: 10-ft.-radius emanation centered on a creature, object, or point in space		Caster Level: 8		
<div>Divine Protection</div> <div>School: Enchantment (Compulsion) [Mind-Affecting]</div> <div>Effect: +1 morale bonus to AC and saving throws.</div>	<div>DC: 15, Will negates [harmless]</div> <div>SR: Yes [harmless]</div>	1 standard action	1 minute/level	Medium (180 ft.)	V,S,DF	SC: p.70
		Target: Allies in a 20-ft.-radius burst		Caster Level: 8		
<div>Eagle's Splendor</div> <div>School: Transmutation</div> <div>Effect: Subject gains +4 to Cha for 1 minutes/level.</div>	<div>DC: 15, Will negates (harmless)</div> <div>SR: Yes</div>	Standard Action	1 minute/level	Touch	V,S,M/DF	PHB: p.225
		Target: Creature touched		Caster Level: 8		
<div>Energized Shield, Lesser</div> <div>School: Abjuration [See text]</div> <div>Effect: Protects against on energy type [fire, cold, electricity, acid, or sonic], you gain 5 resistance; see text</div>	<div>SR: No</div>	1 standard action	1 round/level	Touch	V,S,DF	SC: p.79
		Target: Touch		Caster Level: 8		
<div>Enthrall</div> <div>School: Enchantment (Charm)</div> <div>Effect: Captivates all within 100 ft. +10 ft./level</div>	<div>DC: 15, Will negates; see text</div> <div>SR: Yes</div>	1 round	1 hour or less	Medium (180 ft.)	V,S	PHB: p.227
		Target: Any number of creatures		Caster Level: 8		
<div>Extend Tentacles</div> <div>School: Transmutation</div> <div>Effect: Extends your tentacles by 5 ft.</div>	<div>DC: 15, N/A</div> <div>SR: N/A</div>	1 standard action	Instantaneous	Personal	V	SC: p.86
		Target: You		Caster Level: 8		
<div>Find Traps</div> <div>School: Divination</div> <div>Effect: Notice traps as a rogue does.</div>	<div>SR: No</div>	Standard Action	1 minute/level	Personal	V,S	PHB: p.230
		Target: You		Caster Level: 8		
<div>Frost Breath</div> <div>School: Evocation [Cold]</div> <div>Effect: Breath a cone of cold that deal 1d4/2 caster levels [max 5d4] and creatures are also dazed if they failed the Reflex save.</div>	<div>DC: 15, Reflex half</div> <div>SR: Yes</div>	1 standard action	Instantaneous	30 ft.	V,S,M	SC: p.100
		Target: Cone-shaped burst		Caster Level: 8		
<div>Fuse Arms</div> <div>School: Transmutation</div> <div>Effect: Gain +4 Str for every set of limbs fused to the primary limb.</div>	<div>DC: 15, Fortitude negates [harmless]</div> <div>SR: Yes [harmless]</div>	1 standard action	10 minutes/level	Touch	V,S	SC: p.100
		Target: Creature with at least two arms or tentacles touched		Caster Level: 8		
<div>Gentle Repose</div> <div>School: Necromancy</div> <div>Effect: Preserves one corpse.</div>	<div>DC: 15, Will negates (object)</div> <div>SR: Yes (object)</div>	Standard Action	1 day/level	Touch	V,S,M/DF	PHB: p.235
		Target: Corpse touched		Caster Level: 8		
<div>Ghost Touch Armor</div> <div>School: Transmutation</div> <div>Effect: Armor gains Ghost Touch property.</div>	<div>DC: 15, Will negates [harmless]</div> <div>SR: Yes [harmless]</div>	1 standard action	1 minute/level	Touch	V,S,M	SC: p.102
		Target: Armor of creature touched		Caster Level: 8		
<div>Hand of Divinity</div> <div>School: Evocation [See text]</div> <div>Effect: Grant +2 [Profane or Sacred] bonus to all saving throws.</div>	<div>SR: No</div>	1 minute	1 minute/level	Touch	V,S,DF	SC: p.109
		Target: Creature touched		Caster Level: 8		
<div>Healing Lorecall</div> <div>School: Divination</div> <div>Effect: Allows caster with Heal ranks to remove other ailments when using Conjunction [Healing] spells. Can also heal more; see text.</div>	<div>DC: 15, N/A</div> <div>SR: N/A</div>	1 standard action	10 minutes/level	Personal	V,S,M	SC: p.110
		Target: You		Caster Level: 8		
<div>Hold Person</div> <div>School: Enchantment (Compulsion) [Mind-Affecting]</div> <div>Effect: Paralyzes one humanoid for 1 round/level.</div>	<div>DC: 15, Will negates; see text</div> <div>SR: Yes</div>	Standard Action	1 round/level [D]; see text	Medium (180 ft.)	V,S,F/DF	PHB: p.241
		Target: One humanoid creature		Caster Level: 8		
<div>Inflict Moderate Wounds</div> <div>School: Necromancy</div> <div>Effect: Touch attack, 2d8 +1/level [max +10] damage.</div>	<div>DC: 15, Will half</div> <div>SR: Yes</div>	Standard Action	Instantaneous	Touch	V,S	PHB: p.244
		Target: Creature touched		Caster Level: 8		
<div>Inky Cloud</div> <div>School: Conjunction (Creation)</div> <div>Effect: Inky cloud that works under water.</div>	<div>SR: No</div>	1 standard action	10 minutes/level	30 ft.	V,S,M	SC: p.123
		Target: 30-ft.-radius spread centered on you		Caster Level: 8		
<div>Insight of Good Fortune</div> <div>School: Divination</div> <div>Effect: Reroll once after making an attack, skill check, saving throw or ability check before result is known and take the better result.</div>	<div>DC: 15, Will negates (harmless)</div> <div>SR: Yes (harmless)</div>	1 standard action	1 minute/level or until discharged	Close (45 ft.)	V,S,M	PHB II: p.115
		Target: One creature		Caster Level: 8		
<div>Insignia of Alarm</div> <div>School: Abjuration</div> <div>Effect: Spell alerts all wearers.</div>	<div>SR: Yes (harmless)</div>	Standard Action	Instantaneous	Long (720 ft.)	V,S,F	Race Des: p.166
		Target: All wearers of special insignia within range		Caster Level: 8		
<div>Iron Silence</div> <div>School: Transmutation</div> <div>Effect: Hide and Move Silent check ignore the Armor penalty during the duration of the spell.</div>	<div>DC: 15, Will negates [harmless,object]</div> <div>SR: Yes [harmless,object]</div>	1 standard action	1 hour/level [D]	Touch	V,S,DF	SC: p.125
		Target: One suit of armor touched/3 levels		Caster Level: 8		
<div>Light of Mercuria</div> <div>School: Evocation [Good, Light]</div> <div>Effect: Same as light of Lunia except damage is 2d6 or 4d6 vs. undead or outsiders.</div>	<div>SR: Yes; see text</div>	1 standard action	10 minutes/level [D]	Medium (180 ft.)	V,S	SC: p.132
		Target: You and up to two rays; see text		Caster Level: 8		

* =Domain/Specialty Spell

Cleric Spells

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<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> </div> <div>Make Whole</div> <div>School: Transmutation</div> <div>Effect: Repairs an object.</div>	<div>DC: 15, Will negates (harmless, object)</div> <div>SR: Yes (harmless, object)</div>	<div>Standard Action</div> <div>Instantaneous</div>	<div>Close (45 ft.)</div>	<div>V,S</div> <div>Caster Level: 8</div>	<div>PHB: p.252</div>
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> </div> <div>Mark of Judgement</div> <div>School: Necromancy</div> <div>Effect: Whenever a creature succeeds on a melee or ranged attack against the marked creature, that attacker heals 2 points of damage.</div>	<div>DC: 15, Will negates</div> <div>SR: Yes</div>	<div>1 standard action</div> <div>1 round/level</div>	<div>Medium (180 ft.)</div>	<div>V,S,DF</div> <div>Caster Level: 8</div>	<div>PHB II: p.119</div>
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> </div> <div>Mark of the Outcast</div> <div>School: Necromancy</div> <div>Effect: Creates an indelible mark on the subjects face; see text.</div>	<div>DC: 15, Will negates</div> <div>SR: Yes</div>	<div>1 standard action</div> <div>Permanent</div>	<div>Close (45 ft.)</div>	<div>V,S,DF</div> <div>Caster Level: 8</div>	<div>SC: p.138</div>
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> </div> <div>Master's Touch (Skillful)</div> <div>School: Divination</div> <div>Effect: Subject gains +4 insight bonus to one skill check.</div>	<div>DC: 15, Will negates (harmless)</div> <div>SR: Yes (harmless)</div>	<div>1 immediate action</div> <div>Instantaneous</div>	<div>Close (45 ft.)</div>	<div>V</div> <div>Caster Level: 8</div>	<div>PHB II: p.119</div>
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> </div> <div>Owl's Wisdom</div> <div>School: Transmutation</div> <div>Effect: Subject gains +4 to Wis for 1 minutes/level.</div>	<div>DC: 15, Will negates (harmless)</div> <div>SR: Yes</div>	<div>Standard Action</div> <div>1 minute/level</div>	<div>Touch</div>	<div>V,S,M/DF</div> <div>Caster Level: 8</div>	<div>PHB: p.259</div>
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> </div> <div>Protection from Negative Energy</div> <div>School: Abjuration</div> <div>Effect: Subtract 10 hp worth of damage from each negative energy attack.</div>	<div>DC: 15, Will negates [harmless]</div> <div>SR: Yes [harmless]</div>	<div>1 standard action</div> <div>10 minutes/level</div>	<div>Touch</div>	<div>V,S</div> <div>Caster Level: 8</div>	<div>SC: p.163</div>
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> </div> <div>Protection from Positive Energy</div> <div>School: Abjuration</div> <div>Effect: Subtract 10 hp worth of damage from each positive energy attack.</div>	<div>DC: 15, Will negates [harmless]</div> <div>SR: Yes [harmless]</div>	<div>1 standard action</div> <div>10 minutes/level</div>	<div>Touch</div>	<div>V,S</div> <div>Caster Level: 8</div>	<div>SC: p.163</div>
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> </div> <div>Quick March</div> <div>School: Transmutation</div> <div>Effect: Subjects base land speed increased by 30 feet.</div>	<div>DC: 15, Will negates [harmless]</div> <div>SR: Yes [harmless]</div>	<div>1 standard action</div> <div>1 round</div>	<div>Medium (180 ft.)</div>	<div>V,S,DF</div> <div>Caster Level: 8</div>	<div>SC: p.164</div>
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> </div> <div>Remove Paralysis</div> <div>School: Conjunction (Healing)</div> <div>Effect: Frees one or more creatures from paralysis or slow effect.</div>	<div>DC: 15, Will negates (harmless)</div> <div>SR: Yes (harmless)</div>	<div>Standard Action</div> <div>Instantaneous</div>	<div>Close (45 ft.)</div>	<div>V,S</div> <div>Caster Level: 9</div>	<div>PHB: p.271</div>
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> </div> <div>Resist Energy</div> <div>School: Abjuration</div> <div>Effect: Ignores first 20 points of damage/attack from specified energy type.</div>	<div>DC: 15, Fortitude negates (harmless)</div> <div>SR: Yes (harmless)</div>	<div>Standard Action</div> <div>10 minutes/level</div>	<div>Touch</div>	<div>V,S, DF</div> <div>Caster Level: 8</div>	<div>PHB: p.272</div>
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> </div> <div>Restoration, Lesser</div> <div>School: Conjunction (Healing)</div> <div>Effect: Dispel magical ability penalty or repairs 1d4 ability damage.</div>	<div>DC: 15, Will negates (harmless)</div> <div>SR: Yes (harmless)</div>	<div>3 rounds</div> <div>Instantaneous</div>	<div>Touch</div>	<div>V,S</div> <div>Caster Level: 9</div>	<div>PHB: p.272</div>
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> </div> <div>Share Talents</div> <div>School: Transmutation</div> <div>Effect: Creatures get a +2 bonus on any skill checks they make as long as one has at least 1 rank in the skill.</div>	<div>DC: 15, Will negates (harmless)</div> <div>SR: Yes (harmless)</div>	<div>1 round</div> <div>10 minutes/level</div>	<div>Touch</div>	<div>V,S,M</div> <div>Caster Level: 8</div>	<div>PHB II: p.124</div>
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> </div> <div>Shatter</div> <div>School: Evocation [Sonic]</div> <div>Effect: Sonic vibration damages objects or crystalline creatures.</div>	<div>DC: 15, Will negates (object); Will negates (object) or Fortitude half; see text</div> <div>SR: Yes (object)</div>	<div>Standard Action</div> <div>Instantaneous</div>	<div>Close (45 ft.)</div>	<div>V,S,M/DF</div> <div>Caster Level: 8</div>	<div>PHB: p.278</div>
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> </div> <div>Shield Other</div> <div>School: Abjuration</div> <div>Effect: You take half of subject's damage.</div>	<div>DC: 15, Will negates (harmless)</div> <div>SR: Yes (harmless)</div>	<div>Standard Action</div> <div>1 hour/level [D]</div>	<div>Close (45 ft.)</div>	<div>V,S,F</div> <div>Caster Level: 8</div>	<div>PHB: p.278</div>
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> </div> <div>Shroud of Undeath</div> <div>School: Necromancy</div> <div>Effect: Shroud yourself in invisibile negative energy so nonintelligent undead percieve you as a fellow undead.</div>	<div>DC: 15, N/A</div> <div>SR: N/A</div>	<div>1 standard action</div> <div>10 minutes/level [D]</div>	<div>Personal</div>	<div>V,S,M</div> <div>Caster Level: 8</div>	<div>SC: p.189</div>
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> </div> <div>Silence</div> <div>School: Illusion (Glamour)</div> <div>Effect: Negates sound in 15-ft. radius.</div>	<div>DC: 15, Will negates; see text or none (object)</div> <div>SR: Yes; see text or no (object)</div>	<div>Standard Action</div> <div>1 minute/level [D]</div>	<div>Long (720 ft.)</div>	<div>V,S</div> <div>Caster Level: 8</div>	<div>PHB: p.279</div>
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> </div> <div>Sound Burst</div> <div>School: Evocation [Sonic]</div> <div>Effect: Deals 1d8 sonic damage to subjects; may stun them.</div>	<div>DC: 15, Fortitude partial</div> <div>SR: Yes</div>	<div>Standard Action</div> <div>Instantaneous</div>	<div>Close (45 ft.)</div>	<div>V,S,F/DF</div> <div>Caster Level: 8</div>	<div>PHB: p.281</div>
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> </div> <div>Spawn Screen</div> <div>School: Necromancy</div> <div>Effect: Subject will not rise as spawn if killed by an undead capable of creating spawn.</div>	<div>DC: 15, Will negates [harmless]</div> <div>SR: Yes [harmless]</div>	<div>1 standard action</div> <div>1 hour/level</div>	<div>Touch</div>	<div>V,S,DF</div> <div>Caster Level: 8</div>	<div>SC: p.197</div>
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> </div> <div>Spell Immunity, Lesser</div> <div>School: Abjuration</div> <div>Effect: Protects one creature from a single 1st- or 2nd-level spell; see text.</div>	<div>DC: 15, Will negates [harmless]</div> <div>SR: Yes [harmless]</div>	<div>1 standard action</div> <div>10 minutes/level</div>	<div>Touch</div>	<div>V,S</div> <div>Caster Level: 8</div>	<div>SC: p.199</div>
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> </div> <div>Spiritual Weapon</div> <div>School: Evocation [Force]</div> <div>Effect: Magical weapon attacks on its own.</div>	<div>SR: Yes</div>	<div>Standard Action</div> <div>1 round/level [D]</div>	<div>Medium (180 ft.)</div>	<div>V,S, DF</div> <div>Caster Level: 8</div>	<div>PHB: p.283</div>
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> </div> <div>Stabilize</div> <div>School: Conjunction (Healing)</div> <div>Effect: Spell designed for battle fields, heals all creatures for 1 hp to stabilize them, undead take 1 point of damage [Will negates].</div>	<div>DC: 15, Will negates [harmless]; see text</div> <div>SR: Yes [harmless]</div>	<div>1 swift action</div> <div>Instantaneous</div>	<div>See text</div>	<div>V,S,DF</div> <div>Caster Level: 9</div>	<div>SC: p.204</div>
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> </div> <div>Status</div> <div>School: Divination</div> <div>Effect: Monitors condition, position of allies.</div>	<div>DC: 15, Will negates (harmless)</div> <div>SR: Yes (harmless)</div>	<div>Standard Action</div> <div>1 hour/level</div>	<div>Touch</div>	<div>V,S</div> <div>Caster Level: 8</div>	<div>PHB: p.284</div>
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> </div> <div>Stay the Hand</div> <div>School: Enchantment (Charm) [Mind-Affecting]</div> <div>Effect: Target refrains from attacking you or targetting you with spells for the remainder of the current round.</div>	<div>DC: 15, Will negates</div> <div>SR: Yes</div>	<div>1 immediate action</div> <div>Instantaneous</div>	<div>Medium (180 ft.)</div>	<div>V</div> <div>Caster Level: 8</div>	<div>PHB II: p.126</div>
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> </div> <div>Stone Bones</div> <div>School: Transmutation</div> <div>Effect: Target gains natural armor AC bonus of +3.</div>	<div>DC: 15, Will negates [harmless]</div> <div>SR: Yes [harmless]</div>	<div>1 standard action</div> <div>10 minutes/level</div>	<div>Touch</div>	<div>V,S,F</div> <div>Caster Level: 8</div>	<div>SC: p.208</div>
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> </div> <div>Stone Fist</div> <div>School: Transmutation</div> <div>Effect: Acts as if armed and your hands become hard inflicting damage; see text.</div>	<div>SR: No</div>	<div>Standard Action</div> <div>8 rounds [D]</div>	<div>Personal</div>	<div>V,S,DF</div> <div>Caster Level: 8</div>	<div>Race Sto: p.163</div>
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> </div> <div>Stretch Weapon</div> <div>School: Transmutation</div> <div>Effect: Adds 5 feet of reach for one attack.</div>	<div>DC: 15, Will negates (harmless, object)</div> <div>SR: Yes (harmless, object)</div>	<div>1 swift action</div> <div>One attack</div>	<div>0 ft.</div>	<div>V</div> <div>Caster Level: 8</div>	<div>PHB II: p.126</div>
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> </div> <div>Summon Elysian Thrush</div> <div>School: Conjunction (Summoning) [Good]</div> <div>Effect: Summons a Elysian thrush [Planar Handbook 118]; see text</div>	<div>SR: No</div>	<div>10 minutes</div> <div>8 hours</div>	<div>Close (45 ft.)</div>	<div>V,S,DF</div> <div>Caster Level: 8</div>	<div>SC: p.214</div>
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> </div> <div>Summon Monster II</div> <div>School: Conjunction (Summoning)</div> <div>Effect: This spell functions like summon monster I, except that you can summon one creature from the 2nd-level list or 1d3 creatures of the same kind from the 1st-level list. Celestial giant bee LG; Celestial giant bombardier beetle NG; Celestial riding dog NG; Celestial eagle CG; Lemure [devil] LE; Fiendish squid1 LE; Fiendish wolf LE; Fiendish monstrous centipede, Large NE; Fiendish monstrous scorpion, Medium NE; Fiendish shark, Medium1 NE; Fiendish monstrous spider, Medium CE; Fiendish snake, Medium viper CE</div>	<div>SR: No</div>	<div>1 round</div> <div>1 round/level [D]</div>	<div>Close (45 ft.)</div>	<div>V,S,F/DF</div> <div>Caster Level: 8</div>	<div>PHB: p.286</div>
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> </div> <div>Undetectable Alignment</div> <div>School: Abjuration</div> <div>Effect: Conceals alignment for 24 hours.</div>	<div>DC: 15, Will negates (object)</div> <div>SR: Yes (object)</div>	<div>Standard Action</div> <div>24 hours</div>	<div>Close (45 ft.)</div>	<div>V,S</div> <div>Caster Level: 8</div>	<div>PHB: p.297</div>
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> </div> <div>Veil of Shadow</div> <div>School: Evocation [Darkness]</div> <div>Effect: Grants you a 20% miss chance from concealment.</div>	<div>DC: 15, N/A</div> <div>SR: N/A</div>	<div>1 standard action</div> <div>1 minute/level</div>	<div>Personal</div>	<div>V,S</div> <div>Caster Level: 8</div>	<div>SC: p.228</div>

* =Domain/Specialty Spell

Cleric Spells

Zone of Truth

School: Enchantment (Compulsion) [Mind-Affecting]
Effect: Subjects within range cannot lie.

DC: 15, Will negates

SR: Yes

Standard Action 1 minute/level
Target: 20-ft.-radius emanation

Close (45 ft.)

V,S,DF

PHB: p.303

Caster Level: 8

LEVEL 3

Name	Save Information	Time	Duration	Range	Comp.	Source
Zone of Truth <i>School:</i> Enchantment (Compulsion) [Mind-Affecting] <i>Effect:</i> +1 on attack rolls, +1 against fear, all creatures gain 1d8 +1/caster level [max 15] temporary hp.	<i>SR:</i> Yes [harmless]	1 standard action	1 minute/level	Close (45 ft.)	V,S,DF	SC: p.8
Aid, Mass <i>School:</i> Enchantment (Compulsion) [Mind-Affecting] <i>Effect:</i> +1 on attack rolls, +1 against fear, all creatures gain 1d8 +1/caster level [max 15] temporary hp.	<i>SR:</i> Yes [harmless]	<i>Target:</i> One or more creatures, no two of which are more than 30 ft. apart			<i>Caster Level:</i> 8	
Air Breathing <i>School:</i> Transmutation <i>Effect:</i> Grants creatures the ability to breath air.	DC: 16, Will negates [harmless] <i>SR:</i> Yes [harmless]	1 standard action	2 hours/level; see text	Touch	S,M,DF	SC: p.8
Align Weapon, Mass <i>School:</i> Transmutation [See text] <i>Effect:</i> Functions like align weapon, except it effects multiple weapons or projectiles at a distance.	DC: 16, Will negates [harmless, object] <i>SR:</i> Yes [harmless, object]	1 standard action	1 minute/level	Close (45 ft.)	V,S,DF	SC: p.9
Alter Fortune <i>School:</i> Divination <i>Effect:</i> Target must reroll any die roll it just made taking the second roll.	<i>SR:</i> No	1 immediate action	Instantaneous	Close (45 ft.)	V,X	PHB II: p.101
Anarchic Storm <i>School:</i> Conjunction (Creation) [Chaotic, Water] <i>Effect:</i> Storm imposes penalties and damages lawful creatures.	<i>SR:</i> No	1 standard action	1 round/level [D]	20 ft.	V,S,M,DF	SC: p.11
Antidragon Aura <i>School:</i> Abjuration <i>Effect:</i> All subjects granted +2 luck bonus to AC, saves against anything dragon, bonus increase +1 per four levels above 5th; see text	DC: 16, Will negates [harmless] <i>SR:</i> Yes [harmless]	1 standard action	1 minute/level	Close (45 ft.)	V,S,M,DF	SC: p.14
Attune Form <i>School:</i> Transmutation <i>Effect:</i> Attunes the affected creatures to the plane you are currently on, negating harmful effects.	DC: 16, N/A <i>SR:</i> N/A	1 standard action	24 hours	Touch	V,S,M,DF	SC: p.17
Awaken Sin <i>School:</i> Enchantment (Compulsion) [Fear, Good, Mind-Affecting] <i>Effect:</i> Subject immediately takes 1d6/caster level [max 10d6] points of nonlethal damage and is stunned for 1 round. If subject is knocked unconscious it takes 1d6 Wis damage.	DC: 16, Will negates <i>SR:</i> Yes	1 standard action	Instantaneous	Touch	V,S,DF	SC: p.21
Bestow Curse <i>School:</i> Necromancy <i>Effect:</i> -6 to an ability score; -4 on attack rolls, saves, and checks; or 50% chance of losing each action.	DC: 16, Will negates <i>SR:</i> Yes	Standard Action	Permanent	Touch	V,S	PHB: p.203
Blade of Pain and Fear <i>School:</i> Evocation <i>Effect:</i> Melee touch attack deals 1d6 +1/2 levels [max +10]. Save or become frightened for 1d4 rounds.	DC: 16, Will partial <i>SR:</i> Yes	1 standard action	1 minute/level [D]	0 ft.	V,S,DF	SC: p.30
Blindness/Deafness <i>School:</i> Necromancy <i>Effect:</i> Makes subject blinded or deafened.	DC: 16, Fortitude negates <i>SR:</i> Yes	Standard Action	Permanent [D]	Medium (180 ft.)	V	PHB: p.206
Blindsight <i>School:</i> Transmutation <i>Effect:</i> Grant blindsight to 30 ft.	DC: 16, Will negates [harmless] <i>SR:</i> Yes [harmless]	1 standard action	1 minute/level	Touch	V,S	SC: p.32
Chain of Eyes <i>School:</i> Divination <i>Effect:</i> Scrying sensor passed along by touch.	DC: 16, Will negates <i>SR:</i> Yes	1 standard action	1 hour/level	Touch	V,S	SC: p.45
Channeled Divine Shield <i>School:</i> Abjuration <i>Effect:</i> Gain DR based upon casting time; See text.	<i>SR:</i>	See text	1 round/level	Personal	V,S	PHB II: p.106
Circle Dance <i>School:</i> Divination <i>Effect:</i> Get direction and general status of a known target.	DC: 16, N/A <i>SR:</i> N/A	1 minute	Instantaneous	Personal	V,S	SC: p.46
Cloak of Bravery <i>School:</i> Abjuration [Mind-Affecting] <i>Effect:</i> You and your allies gain a morale bonus on saves against fear effects equal to your caster level [Max +10].	DC: 16, Will negates [harmless] <i>SR:</i> Yes [harmless]	1 standard action	10 minutes/level	60 ft.	V,S	SC: p.47
Cloak Pool <i>School:</i> Illusion (Glamer) [Mind-Affecting] <i>Effect:</i> Causes a color pool on the Astral Plane to seemingly cease to exist.	DC: 16, Will negates [harmless,object] <i>SR:</i> No	1 standard action	1 hour/level [D]	Close (45 ft.)	V,S	SC: p.48
Continual Flame <i>School:</i> Evocation [Light] <i>Effect:</i> Makes a permanent, heatless torch.	<i>SR:</i> No	Standard Action	Permanent	Touch	V,S,M	PHB: p.213
Conviction, Mass <i>School:</i> Abjuration <i>Effect:</i> Same as conviction, except it affects multiple allies at a distance.	DC: 16, Will negates [harmless] <i>SR:</i> Yes [harmless]	1 standard action	10 minutes/level	Medium (180 ft.)	V,S,M	SC: p.52
Corona of Cold <i>School:</i> Evocation [Cold] <i>Effect:</i> Gain fire resistance 10, and deal 1d12 damage to all in your area of effect. Creatures so affected have -2 to Str & Dex, move at half speed for as long as they remain in the area.	DC: 16, Fortitude negates <i>SR:</i> Yes	1 standard action	1 round/level [D]	10 ft.	V,S,DF	SC: p.52
Create Food and Water <i>School:</i> Conjunction (Creation) <i>Effect:</i> Feeds 3 humans or 1 horses/level.	<i>SR:</i> No	10 minutes	24 hours; see text	Close (45 ft.)	V,S	PHB: p.214
Crown of Grave <i>School:</i> Necromancy <i>Effect:</i> Wearer can compel undead with a one-word command once per minute. See text.	DC: 16, Will negates (harmless) <i>SR:</i> Yes (harmless)	1 standard action	1 hour/level [D] or until discharged	Touch	V,S,M,F	PHB II: p.108
Crown of Might <i>School:</i> Transmutation <i>Effect:</i> +2 Strength enhancement or discharge for +8 Strength for one round.	DC: 16, Will negates (harmless) <i>SR:</i> Yes (harmless)	1 standard action	1 hour/level [D] or until discharged	Touch	V,S,F	PHB II: p.108
Crown of Protection <i>School:</i> Transmutation <i>Effect:</i> +1 deflection bonus to AC and +1 resistance bonus on all saves.	DC: 16, Will negates (harmless) <i>SR:</i> Yes (harmless)	1 standard action	1 hour/level [D] or until discharged	Touch	V,S,F	PHB II: p.108
Crown of Smiting <i>School:</i> Evocation <i>Effect:</i> Choose alignment [chaotic, evil, good or lawful]. Once per minute, gain +2 divine bonus on damage rolls no next melee or ranged attack if the opponent has the designated alignment or Discharge for a +8 bonus.	DC: 16, Will negates (harmless) <i>SR:</i> Yes (harmless)	1 standard action	1 hour/level [D] or until discharged	Touch	V,S,F	PHB II: p.108
Cure Serious Wounds <i>School:</i> Conjunction (Healing) <i>Effect:</i> Cures 3d8 +1/level [max +15] damage.	DC: 16, Will half (harmless); see text <i>SR:</i> Yes (harmless); see text	Standard Action	Instantaneous	Touch	V,S	PHB: p.216
Curse of Arrow Attraction <i>School:</i> Transmutation <i>Effect:</i> Subjects AC against any ranged attack is -5, including projectile weapons, thrown weapons, and ranged attacks. In addition, any critical threats are automatically confirmed.	DC: 16, Will negates <i>SR:</i> Yes	1 standard action	1 round/level	Medium (180 ft.)	V,S,M	PHB II: p.109
Darkfire <i>School:</i> Evocation [Fire] <i>Effect:</i> Produce a flame that can be used for touch attack or ranged attack [120 ft. no penalty] dealing 1d6/2 levels [Max 5d6].	<i>SR:</i> Yes	1 standard action	1 round/level [D]	0 ft.	V,S	SC: p.59
Daylight <i>School:</i> Evocation [Light] <i>Effect:</i> 60-ft. radius of bright light. The object touched sheds light as bright as full daylight in a 60-foot radius, and dim light for an additional 60 feet beyond that. Creatures that take penalties in bright light also take them while within the radius of this magical light. Despite its name, this spell is not the equivalent of daylight for the purposes of creatures that are damaged or destroyed by bright light. If daylight is cast on a small object that is then placed inside or under a light-proof covering, the spell's effects are blocked until the covering is removed. Daylight brought into an area of magical darkness [or vice versa] is temporarily negated, so that the otherwise prevailing light conditions exist in the overlapping areas of effect. Daylight counters or dispels any darkness spell of equal or lower level, such as darkness.	<i>SR:</i> No	Standard Action	10 minutes/level [D]	Touch	V,S	PHB: p.216

* =Domain/Specialty Spell

Cleric Spells

<p>■■■■■ Deeper Darkness</p> <p><i>School:</i> Evocation [Darkness]</p> <p><i>Effect:</i> Object sheds supernatural shadow in 60-ft. radius.</p>	SR: No	Standard Action	1 day/level [D]	Touch	V, M/DF	PHB: p.217
<p>■■■■■ Demon Dirge</p> <p><i>School:</i> Transmutation</p> <p><i>Effect:</i> Deals 2d6 damage to any creature with both Chaotic and Evil subtypes [No Save. If the creature is Tanar'ri it is also stunned unless it saves.</p>	DC: 16, NWill half	1 standard action	1d6 rounds; see text	Close (45 ft.)	V,S,DF	SC: p.63
<p>■■■■■ Devil Blight</p> <p><i>School:</i> Transmutation</p> <p><i>Effect:</i> Creatures of Evil and Lawful subtypes take 2d6 damage [no save]. Baatezu must save or be Stunned..</p>	DC: 16, None or Fortitude partial; see text	1 standard action	1d6 rounds	Close (45 ft.)	V,S,DF	SC: p.64
<p>■■■■■ Dispel Magic</p> <p><i>School:</i> Abjuration</p> <p><i>Effect:</i> Cancels magical spells and effects.</p>	SR: No	Standard Action	Instantaneous	Medium (180 ft.)	V,S	PHB: p.223
<p>■■■■■ Divine Retaliation</p> <p><i>School:</i> Evocation [Force]</p> <p><i>Effect:</i> Create divine weapon that mimics deity's favored weapon. Attack modifier is caster level + Str or Wis modifier [your choice]. Damage is the same as base weapon + 1-1/2 Str or Wis modifier [your choice]. The weapon strikes for like amount against any creature that attacks you.</p>	SR: No	1 swift action	1 round	0 ft.	V,S,DF	PHB II: p.110
<p>■■■■■ Downdraft</p> <p><i>School:</i> Evocation [Air]</p> <p><i>Effect:</i> Either send a flying creature down 50 ft. or 100 ft. They take fall damage if they collide with the ground</p>	DC: 16, Reflex partial; see text	1 standard action	Instantaneous	Long (720 ft.)	V,S,M	SC: p.72
<p>■■■■■ Energized Shield</p> <p><i>School:</i> Abjuration [See text]</p> <p><i>Effect:</i> As lesser energized shield, except energy resistance is 10 and damage dealt is 2d6</p>	SR: No	1 standard action	1 round/level	Touch	V,S,DF	SC: p.79
<p>■■■■■ Energy Aegis</p> <p><i>School:</i> Abjuration</p> <p><i>Effect:</i> Gain resistance 20 against one energy type for one attack.</p>	DC: 16, Will negates [harmless]	1 immediate action	1 round	Close (45 ft.)	V,DF	PHB II: p.111
<p>■■■■■ Energy Vortex</p> <p><i>School:</i> Evocation [Choose:Acid, Cold, Fire, Electricity, Sonic]</p> <p><i>Effect:</i> Choose a energy type and it causes 1d8 +1/caster level [max +20]. You may double the damage if you forgoe a save and take the damage as well.</p>	DC: 16, Reflex half	1 standard action	Instantaneous	20 ft.	V,S	SC: p.81
<p>■■■■■ Energy Vulnerability</p> <p><i>School:</i> Abjuration</p> <p><i>Effect:</i> You can affect a number of creatures with total hit dice equal to twice your caster level. You select which creatures are affected. Choose an energy type and that creature takes an additional 50% damage from that type.</p>	DC: 16, Will negates	1 standard action	1 round/level	Medium (180 ft.)	V,S,M/DF	PHB II: p.112
<p>■■■■■ Favorable Sacrifice</p> <p><i>School:</i> Abjuration</p> <p><i>Effect:</i> Gain benefit from deity; see text.</p>	DC: 16, Will negates [harmless]	1 standard action	1 hour/level	Touch	V,S,M	SC: p.89
<p>■■■■■ Fell the Greatest Foe</p> <p><i>School:</i> Transmutation</p> <p><i>Effect:</i> Deal 1d6 damage per size category difference.</p>	DC: 16, Fortitude negates [harmless]	1 standard action	1 round/level	Touch	V,S,M	SC: p.90
<p>■■■■■ Flame of Faith</p> <p><i>School:</i> Evocation</p> <p><i>Effect:</i> Normal or masterwork weapon becomes temporary +1 flaming burst weapon.</p>	SR: No	1 standard action	1 round/level	Touch	V,S,M	SC: p.95
<p>■■■■■ Ghost Touch Weapon</p> <p><i>School:</i> Transmutation</p> <p><i>Effect:</i> Hit incorporeal normally.</p>	DC: 16, Will negates [harmless,object]	1 standard action	1 minute/level	Close (45 ft.)	V,S	SC: p.102
<p>■■■■■ Girallon's Blessing</p> <p><i>School:</i> Transmutation</p> <p><i>Effect:</i> Gain an additional pair of arms; see text</p>	DC: 16, Fortitude negates [harmless]	1 standard action	10 minutes/level	Touch	V,S,M	SC: p.106
<p>■■■■■ Glyph of Warding</p> <p><i>School:</i> Abjuration</p> <p><i>Effect:</i> Inscription harms those who pass it.</p>	DC: 16, See text	10 minutes	Permanent until discharged [D]	Touch	V,S,M	PHB: p.236
<p>■■■■■ Grace</p> <p><i>School:</i> Transmutation [Good]</p> <p><i>Effect:</i> +2 sacred bonus to Dex, Land speed increases by 10 ft. -20 penalty to Hide checks.</p>	DC: 16, N/A	1 swift action	1 round/level	Personal	V	SC: p.107
<p>■■■■■ Hamatula Barbs</p> <p><i>School:</i> Transmutation</p> <p><i>Effect:</i> Any creature hitting the subject takes 1d8 damage.</p>	DC: 16, Fortitude negates	1 standard action	10 minutes/level	Touch	V,S,M	SC: p.109
<p>■■■■■ Helping Hand</p> <p><i>School:</i> Evocation</p> <p><i>Effect:</i> Ghostly hand leads subject to you.</p>	SR: No	Standard Action	1 hour/level	5 miles	V,S, DF	PHB: p.239
<p>■■■■■ Hesitate</p> <p><i>School:</i> Enchantment (Compulsion) [Mind-Affecting]</p> <p><i>Effect:</i> Creature can only take move action on it's turn; retry save each round [swift action].</p>	DC: 16, Will negates; see text	1 immediate action	1 round/level [D]; see text	Close (45 ft.)	V,S	PHB II: p.114
<p>■■■■■ Holy Storm</p> <p><i>School:</i> Conjuration (Creation) [Good, Water]</p> <p><i>Effect:</i> -4 penalty to Listen, Spot, and Search checks, -4 ranged attacks. Evil creatures take 2d6 damage each round [double if outsiders].</p>	SR: No	1 standard action	1 round/level [D]	20 ft.	V,S,M,DF	SC: p.115
<p>■■■■■ Ice Axe</p> <p><i>School:</i> Evocation [Cold]</p> <p><i>Effect:</i> Axe deals 2d12 of cold damage +1/2 caster level [max +10].</p>	SR: Yes	1 standard action	1 round/level [D]	0 ft.	V,S,M	SC: p.118
<p>■■■■■ Inflict Serious Wounds</p> <p><i>School:</i> Necromancy</p> <p><i>Effect:</i> Touch attack, 3d8 +1/level [max +15] damage.</p>	DC: 16, Will half	Standard Action	Instantaneous	Touch	V,S	PHB: p.244
<p>■■■■■ Insignia of Blessing</p> <p><i>School:</i> Enchantment (Comulsion) [Mind-Affecting]</p> <p><i>Effect:</i> +1 morale bonus on attack rolls and on saving throws against fear effects.</p>	SR: Yes [harmless]	Standard Action	8 minutes	Long (720 ft.)	V,S,F	Race Des: p.166
<p>■■■■■ Insignia of Healing</p> <p><i>School:</i> Conjuration (Healing)</p> <p><i>Effect:</i> Heals 1d8+9 to all wearers.</p>	DC: 16, Will half [Harmless]	Standard Action	Instantaneous	Long (760 ft.)	V,S,F	Race Des: p.166
<p>■■■■■ Insignia of Warding</p> <p><i>School:</i> Abjuration</p> <p><i>Effect:</i> +1 divine bonus to AC and on Fort saves.</p>	DC: 16, Will negates [Harmless]	Standard Action	8 minutes	Long (720 ft.)	V,S,F	Race Des: p.166
<p>■■■■■ Interplanar Message</p> <p><i>School:</i> Evocation [Language-Dependent]</p> <p><i>Effect:</i> Send 25 words or less to the targeted creature; see text.</p>	DC: 16, Will negates [harmless]	1 standard action	24 hours/level	One creature	V,S	SC: p.124
<p>■■■■■ Invest Moderate Protection</p> <p><i>School:</i> Conjuration (Healing)</p> <p><i>Effect:</i> Living creature healed 3d4 +1 per two caster levels [max +6] and gains DR:1/evil for 1 minute, undead damaged by likewise amount. On failed save undead take an extra 3 points of damage from a weapon that overcomes DR/good.</p>	DC: 16, Will half [harmless]; see text	1 standard action	Instantaneous; see text	Touch	V,S	PHB II: p.115
<p>■■■■■ Invisibility Purge</p> <p><i>School:</i> Evocation</p> <p><i>Effect:</i> Dispels invisibility within 5 ft./level</p>	SR: No	Standard Action	1 minute/level [D]	Personal	V,S	PHB: p.245
<p>■■■■■ Knight's Move</p> <p><i>School:</i> Transmutatin (Teleportation)</p> <p><i>Effect:</i> Teleport and end up flanking an opponent.</p>	DC: 16, N/A	1 swift action	Instantaneous	5 ft./2 levels; see text	V,S,DF	SC: p.129
<p>■■■■■ Know Opponent</p> <p><i>School:</i> Divination</p> <p><i>Effect:</i> Learn strengths or weaknesses of opponent; see text.</p>	DC: 16, Will negates	1 standard action	Instantaneous	Close (45 ft.)	S,DF	SC: p.129

* =Domain/Specialty Spell

Cleric Spells

<div><div><div>☞☞☞☞☞ Know Vulnerabilities</div><div><div>School: Divination</div><div>Effect: Learn any vulnerabilities and resistances the target has.</div></div></div></div>	<div><div>DC: 16, Will negates</div><div>SR: Yes</div></div>	<div><div>1 standard action</div><div>Target: One creature</div></div>	<div><div>Instantaneous</div></div>	<div><div>Close (45 ft.)</div></div>	<div><div>V,S</div><div>Caster Level: 8</div></div>	<div><div>SC: p.129</div></div>
<div><div><div>☞☞☞☞☞ Light of Venya</div><div><div>School: Evocation [Good, Light]</div><div>Effect: This spell functions like light of Lunia, except that a softy pearly radiance is created. Your light rays deal 3d6 points of damage, or 6d6 points of damage against undead and evil outsiders. Alternatively, you can choose for the ray to heal 1d6 points of damage + your divine spellcaster level 10 to a living, non-evil creature.</div></div></div></div>	<div><div>SR: Yes; see text</div></div>	<div><div>1 standard action</div><div>Target: You and up to two rays; see text</div></div>	<div><div>10 minutes/level [D]</div></div>	<div><div>Medium (180 ft.)</div></div>	<div><div>V,S</div><div>Caster Level: 8</div></div>	<div><div>SC: p.132</div></div>
<div><div><div>☞☞☞☞☞ Locate Object</div><div><div>School: Divination</div><div>Effect: Senses direction toward object [specific or type].</div></div></div></div>	<div><div>SR: No</div></div>	<div><div>Standard Action</div><div>Target: Circle, centered on you, with a radius of 400 + 40 ft. per level</div></div>	<div><div>1 minute/level</div></div>	<div><div>Long (720 ft.)</div></div>	<div><div>V,S,F/DF</div><div>Caster Level: 8</div></div>	<div><div>PHB: p.249</div></div>
<div><div><div>☞☞☞☞☞ Magic Circle against Evil</div><div><div>School: Abjuration [Good]</div><div>Effect: +2 to AC and saves, counter mind control, hedge out elementals and outsiders in 10-ft. radius and 10 minutes/level.</div></div></div></div>	<div><div>DC: 16, Will negates (harmless)</div><div>SR: No; see text</div></div>	<div><div>Standard Action</div><div>Target: 10-ft.-radius emanation from touched creature</div></div>	<div><div>10 minutes/level</div></div>	<div><div>Touch</div></div>	<div><div>V,S,M/DF</div><div>Caster Level: 8</div></div>	<div><div>PHB: p.249</div></div>
<div><div><div>☞☞☞☞☞ Magic Circle against Law</div><div><div>School: Abjuration [Chaotic]</div><div>Effect: +2 to AC and saves, counter mind control, hedge out elementals and outsiders in 10-ft. radius and 10 minutes/level.</div></div></div></div>	<div><div>DC: 16, Will negates (harmless)</div><div>SR: No; see text</div></div>	<div><div>Standard Action</div><div>Target: 10-ft.-radius emanation from touched creature</div></div>	<div><div>10 minutes/level</div></div>	<div><div>Touch</div></div>	<div><div>V,S,M/DF</div><div>Caster Level: 8</div></div>	<div><div>PHB: p.250</div></div>
<div><div><div>☞☞☞☞☞ Magic Vestment</div><div><div>School: Transmutation</div><div>Effect: Armor or shield gains +1/4 levels [max +5] enhancement</div></div></div></div>	<div><div>DC: 16, Will negates (harmless, object)</div><div>SR: Yes (harmless, object)</div></div>	<div><div>Standard Action</div><div>Target: Armor or shield touched</div></div>	<div><div>1 hour/level</div></div>	<div><div>Touch</div></div>	<div><div>V,S, DF</div><div>Caster Level: 8</div></div>	<div><div>PHB: p.251</div></div>
<div><div><div>☞☞☞☞☞ Mantle of Chaos</div><div><div>School: Abjuration [Chaos]</div><div>Effect: Gain SR 12 + your caster level against spells with the lawful descriptor.</div></div></div></div>	<div><div>DC: 16, N/A</div><div>SR: N/A</div></div>	<div><div>1 standard action</div><div>Target: You</div></div>	<div><div>10 minutes/level [D]</div></div>	<div><div>Personal</div></div>	<div><div>V,S,M</div><div>Caster Level: 8</div></div>	<div><div>SC: p.137</div></div>
<div><div><div>☞☞☞☞☞ Mantle of Law</div><div><div>School: Abjuration [Law]</div><div>Effect: Gain SR 12 + your caster level against spells with the chaos descriptor.</div></div></div></div>	<div><div>DC: 16, N/A</div><div>SR: N/A</div></div>	<div><div>1 standard action</div><div>Target: You</div></div>	<div><div>10 minutes/level [D]</div></div>	<div><div>Personal</div></div>	<div><div>V,S,M</div><div>Caster Level: 8</div></div>	<div><div>SC: p.138</div></div>
<div><div><div>☞☞☞☞☞ Mark of Doom</div><div><div>School: Necromancy</div><div>Effect: Subject marked takes 1d6 damage any time it continues fighting; see text.</div></div></div></div>	<div><div>SR: No</div></div>	<div><div>1 standard action</div><div>Target: One creature</div></div>	<div><div>1 round/level</div></div>	<div><div>Medium (180 ft.)</div></div>	<div><div>V,S,DF</div><div>Caster Level: 8</div></div>	<div><div>PHB II: p.119</div></div>
<div><div><div>☞☞☞☞☞ Meld into Stone</div><div><div>School: Transmutation [Earth]</div><div>Effect: You and your gear merge with stone.</div></div></div></div>	<div><div>SR: No</div></div>	<div><div>Standard Action</div><div>Target: You</div></div>	<div><div>10 minutes/level</div></div>	<div><div>Personal</div></div>	<div><div>V,S, DF</div><div>Caster Level: 8</div></div>	<div><div>PHB: p.252</div></div>
<div><div><div>☞☞☞☞☞ Mold Touch</div><div><div>School: Conjuraction (Creation)</div><div>Effect: NATURE GRANTED:Create 5-foot-diameter patch of brown mold to appear; see text</div></div></div></div>	<div><div>SR: No</div></div>	<div><div>Standard Action</div><div>Target: Patch of brown mold</div></div>	<div><div>Instantaneous</div></div>	<div><div>Touch</div></div>	<div><div>V,S, DF</div><div>Caster Level: 8</div></div>	<div><div>PGtF: p.106</div></div>
<div><div><div>☞☞☞☞☞ Nauseating Breath</div><div><div>School: Conjuraction (Creation)</div><div>Effect: Creatures in area must save or be nauseated for 1d6 rounds.</div></div></div></div>	<div><div>DC: 16, Fortitude negates</div><div>SR: No</div></div>	<div><div>1 standard action</div><div>Target: Cone-shaped burst</div></div>	<div><div>Instantaneous</div></div>	<div><div>30 ft.</div></div>	<div><div>V,S,M</div><div>Caster Level: 8</div></div>	<div><div>SC: p.146</div></div>
<div><div><div>☞☞☞☞☞ Obscure Object</div><div><div>School: Abjuration</div><div>Effect: Masks object against scrying.</div></div></div></div>	<div><div>DC: 16, Will negates (object)</div><div>SR: Yes (object)</div></div>	<div><div>Standard Action</div><div>Target: One object touched of up to 100 lbs/level</div></div>	<div><div>8 hours [D]</div></div>	<div><div>Touch</div></div>	<div><div>V,S,M/DF</div><div>Caster Level: 8</div></div>	<div><div>PHB: p.258</div></div>
<div><div><div>☞☞☞☞☞ Prayer</div><div><div>School: Enchantment (Compulsion) [Mind-Affecting]</div><div>Effect: Allies +1 bonus on most rolls, enemies -1 penalty.</div></div></div></div>	<div><div>SR: Yes</div></div>	<div><div>Standard Action</div><div>Target: All allies and foes within a 40-ft.-radius burst centered on you</div></div>	<div><div>1 round/level</div></div>	<div><div>40 ft.</div></div>	<div><div>V,S, DF</div><div>Caster Level: 8</div></div>	<div><div>PHB: p.264</div></div>
<div><div><div>☞☞☞☞☞ Protection from Energy</div><div><div>School: Abjuration</div><div>Effect: Absorb 12 points of damage/level [max 120] from one kind of energy.</div></div></div></div>	<div><div>DC: 16, Fortitude negates (harmless)</div><div>SR: Yes (harmless)</div></div>	<div><div>Standard Action</div><div>Target: Creature touched</div></div>	<div><div>10 minutes/level or until discharged</div></div>	<div><div>Touch</div></div>	<div><div>V,S, DF</div><div>Caster Level: 8</div></div>	<div><div>PHB: p.266</div></div>
<div><div><div>☞☞☞☞☞ Remove Blindness/Deafness</div><div><div>School: Conjuraction (Healing)</div><div>Effect: Cures normal or magical conditions.</div></div></div></div>	<div><div>DC: 16, Fortitude negates (harmless)</div><div>SR: Yes (harmless)</div></div>	<div><div>Standard Action</div><div>Target: Creature touched</div></div>	<div><div>Instantaneous</div></div>	<div><div>Touch</div></div>	<div><div>V,S</div><div>Caster Level: 9</div></div>	<div><div>PHB: p.270</div></div>
<div><div><div>☞☞☞☞☞ Remove Curse</div><div><div>School: Abjuration</div><div>Effect: Frees object or person from curse.</div></div></div></div>	<div><div>DC: 16, Will negates (harmless)</div><div>SR: Yes (harmless)</div></div>	<div><div>Standard Action</div><div>Target: Creature or item touched</div></div>	<div><div>Instantaneous</div></div>	<div><div>Touch</div></div>	<div><div>V,S</div><div>Caster Level: 8</div></div>	<div><div>PHB: p.270</div></div>
<div><div><div>☞☞☞☞☞ Remove Disease</div><div><div>School: Conjuraction (Healing)</div><div>Effect: Cures all diseases affecting subject.</div></div></div></div>	<div><div>DC: 16, Fortitude negates (harmless)</div><div>SR: Yes (harmless)</div></div>	<div><div>Standard Action</div><div>Target: Creature touched</div></div>	<div><div>Instantaneous</div></div>	<div><div>Touch</div></div>	<div><div>V,S</div><div>Caster Level: 9</div></div>	<div><div>PHB: p.271</div></div>
<div><div><div>☞☞☞☞☞ Resist Energy, Mass</div><div><div>School: Abjuration</div><div>Effect: As resist energy, except that it affects all targeted creatures.</div></div></div></div>	<div><div>DC: 16, Fortitude negates [harmless]</div><div>SR: Yes [harmless]</div></div>	<div><div>1 standard action</div><div>Target: One creature/level, no two of which can be more than 30 ft. apart</div></div>	<div><div>10 minutes/level</div></div>	<div><div>Close (45 ft.)</div></div>	<div><div>V,S,DF</div><div>Caster Level: 8</div></div>	<div><div>SC: p.174</div></div>
<div><div><div>☞☞☞☞☞ Resurgence, Mass</div><div><div>School: Abjuration</div><div>Effect: Same as resurgence, except it affects multiple targets.</div></div></div></div>	<div><div>DC: 16, Will negates [harmless]</div><div>SR: Yes [harmless]</div></div>	<div><div>1 standard action</div><div>Target: One creature/level, no two of which can be more than 30 ft. apart</div></div>	<div><div>Instantaneous</div></div>	<div><div>Close (45 ft.)</div></div>	<div><div>V,S,DF</div><div>Caster Level: 8</div></div>	<div><div>SC: p.175</div></div>
<div><div><div>☞☞☞☞☞ Ring of Blades</div><div><div>School: Conjuraction (Creation)</div><div>Effect: Deals 1d6 +1 per caster level [max +10] points of damage to all adjacent squares. DR does apply to damage.</div></div></div></div>	<div><div>DC: 16, N/A</div><div>SR: N/A</div></div>	<div><div>1 standard action</div><div>Target: You</div></div>	<div><div>1 minute/level</div></div>	<div><div>Personal</div></div>	<div><div>V,S,M</div><div>Caster Level: 8</div></div>	<div><div>SC: p.177</div></div>
<div><div><div>☞☞☞☞☞ Safety</div><div><div>School: Abjuration</div><div>Effect: Subject can find the shortest, most direct route to safety; see text.</div></div></div></div>	<div><div>DC: 16, None or Will negates [harmless]</div><div>SR: No or Yes [harmless]</div></div>	<div><div>1 standard action</div><div>Target: Creature touched</div></div>	<div><div>10 minutes/level</div></div>	<div><div>Touch</div></div>	<div><div>V,S</div><div>Caster Level: 8</div></div>	<div><div>SC: p.179</div></div>
<div><div><div>☞☞☞☞☞ Searing Light</div><div><div>School: Evocation</div><div>Effect: Range deals 1d8/2 levels [max 5d8] damage; 1d6/level [max 10d6] against undead; 8 to undead vulnerable to bright light; construct or inanimate object only takes 4d6 damage.</div></div></div></div>	<div><div>SR: Yes</div></div>	<div><div>Standard Action</div><div>Target: Ray</div></div>	<div><div>Instantaneous</div></div>	<div><div>Medium (180 ft.)</div></div>	<div><div>V,S</div><div>Caster Level: 8</div></div>	<div><div>PHB: p.275</div></div>
<div><div><div>☞☞☞☞☞ Sheltered Vitality</div><div><div>School: Abjuration</div><div>Effect: Subject gains immunity to fatigue, exhaustion, and ability damage or drain.</div></div></div></div>	<div><div>DC: 16, Fortitude negates [harmless]</div><div>SR: Yes [harmless]</div></div>	<div><div>1 standard action</div><div>Target: Living creature touched</div></div>	<div><div>1 minute/level</div></div>	<div><div>Touch</div></div>	<div><div>V,S,DF</div><div>Caster Level: 8</div></div>	<div><div>SC: p.188</div></div>
<div><div><div>☞☞☞☞☞ Shield of Warding</div><div><div>School: Abjuration [Good]</div><div>Effect: Grants +1 sacred bonus to Armor Class and Reflex Saves, +1 per five caster levels [max +5].</div></div></div></div>	<div><div>DC: 16, Will negates [object,harmless]</div><div>SR: No</div></div>	<div><div>1 standard action</div><div>Target: One shield or buckler touched</div></div>	<div><div>1 minute/level</div></div>	<div><div>Touch</div></div>	<div><div>V,S</div><div>Caster Level: 8</div></div>	<div><div>SC: p.188</div></div>
<div><div><div>☞☞☞☞☞ Sink</div><div><div>School: Transmutation</div><div>Effect: Affect creatures sink 100 ft./round; see text.</div></div></div></div>	<div><div>DC: 16, Will negates</div><div>SR: Yes</div></div>	<div><div>1 standard action</div><div>Target: One creature/level, no two of which are more than 30 ft. apart</div></div>	<div><div>1 round</div></div>	<div><div>Close (45 ft.)</div></div>	<div><div>V,S,DF</div><div>Caster Level: 8</div></div>	<div><div>SC: p.190</div></div>
<div><div><div>☞☞☞☞☞ Skull Watch</div><div><div>School: Necromancy</div><div>Effect: Alarm affect; see text</div></div></div></div>	<div><div>DC: 16, See text</div><div>SR: No</div></div>	<div><div>1 standard action</div><div>Target: One humaniod skull</div></div>	<div><div>Permanent</div></div>	<div><div>Touch</div></div>	<div><div>V,S,F</div><div>Caster Level: 8</div></div>	<div><div>SC: p.191</div></div>
<div><div><div>☞☞☞☞☞ Slashing Darkness</div><div><div>School: Evocation</div><div>Effect: Deal 1d8/2 caster levels [max 5d8] damage, undead heal equal damage.</div></div></div></div>	<div><div>SR: Yes</div></div>	<div><div>1 standard action</div><div>Target: Ray</div></div>	<div><div>Instantaneous</div></div>	<div><div>Medium (180 ft.)</div></div>	<div><div>V,S</div><div>Caster Level: 8</div></div>	<div><div>SC: p.191</div></div>
<div><div><div>☞☞☞☞☞ Snowshoes, Mass</div><div><div>School: Transmutation</div><div>Effect: Same as Snowshoes, except as noted.</div></div></div></div>	<div><div>DC: 16, Will negates [harmless]</div><div>SR: Yes [harmless]</div></div>	<div><div>1 standard action</div><div>Target: One creature/level, no two of which are more than 30 ft. apart</div></div>	<div><div>1 hour/level [D]</div></div>	<div><div>Close (45 ft.)</div></div>	<div><div>V,S</div><div>Caster Level: 8</div></div>	<div><div>SC: p.194</div></div>
<div><div><div>☞☞☞☞☞ Sonorous Hum</div><div><div>School: Evocation [Sonic]</div><div>Effect: The next spell you cast during the effect of sonorous hum that requires concentration to maintain is maintained for you.</div></div></div></div>	<div><div>DC: 16, N/A</div><div>SR: N/A</div></div>	<div><div>1 standard action</div><div>Target: You</div></div>	<div><div>1 minute/level [D]</div></div>	<div><div>Personal</div></div>	<div><div>V,S</div><div>Caster Level: 8</div></div>	<div><div>SC: p.196</div></div>
<div><div><div>☞☞☞☞☞ Spark of Life</div><div><div>School: Necromancy</div><div>Effect: Undead touched temporarily acts as if it were alive and vulnerable as if it weren't undead.</div></div></div></div>	<div><div>DC: 16, Will negates</div><div>SR: Yes</div></div>	<div><div>1 standard action</div><div>Target: Undead creature touched</div></div>	<div><div>1 round/level</div></div>	<div><div>Touch</div></div>	<div><div>V,S</div><div>Caster Level: 8</div></div>	<div><div>SC: p.196</div></div>
<div><div><div>☞☞☞☞☞ Speak with Dead</div><div><div>School: Necromancy [Language-Dependent]</div><div>Effect: Corpse answers one question/2 levels.</div></div></div></div>	<div><div>DC: 16, Will negates; see text</div><div>SR: No</div></div>	<div><div>10 minutes</div><div>Target: One dead creature</div></div>	<div><div>1 minute/level</div></div>	<div><div>10 ft.</div></div>	<div><div>V,S, DF</div><div>Caster Level: 8</div></div>	<div><div>PHB: p.281</div></div>

Cleric Spells

Spikes <i>School:</i> Transmutation <i>Effect:</i> As brambles, except affected weapon gains +2 enhancement bonus and threat range doubled.	<i>SR:</i> No	1 standard action	1 hour/level	Touch	V,S,M	SC: p.202
Stone Shape <i>School:</i> Transmutation [Earth] <i>Effect:</i> Sculpts stone into any shape.	<i>SR:</i> No	Standard Action	Instantaneous	Touch	V,S,M/DF	PHB: p.284
Summon Monster III <i>School:</i> Conjuration (Summoning) <i>Effect:</i> This spell functions like summon monster I, except that you can summon one creature from the 3rd-level list, 1d3 creatures of the same kind from the 2nd-level list, or 1d4+1 creatures of the same kind from the 1st-level list. Celestial black bear LG; Celestial bison NG; Celestial dire badger CG; Celestial hippogriff CG; Elemental, Small [any] N; Fiendish ape LE; Fiendish dire weasel LE; Hell hound LE; Fiendish snake, constrictor LE; Fiendish boar NE; Fiendish dire bat NE; Fiendish monstrous centipede, Huge NE; Fiendish crocodile CE; Dretch [demon] CE; Fiendish snake, Large viper CE; Fiendish wolverine CE	<i>SR:</i> No	1 round	1 round/level [D]	Close (45 ft.)	V,S,F/DF	PHB: p.286
Suppress Glyph <i>School:</i> Abjuration <i>Effect:</i> Gain enhanced awareness of magical writing such as a glyph of warding; see text.	DC: 16, Will negates [object] <i>SR:</i> Yes [object]	1 standard action	1 minute/level	100 ft.	V,S	SC: p.216
Telepathic Bond, Lesser <i>School:</i> Divination [Mind-Affecting] <i>Effect:</i> You forge a telepathic bond with another willing creature with an Intelligence score of 6 or higher.	<i>SR:</i> No	1 standard action	80 minutes	30 feet	V, S	RSRD: PsonicSpells.rtf
Tremor <i>School:</i> Evocation [Earth] <i>Effect:</i> Disrupts concentration; see text.	DC: 16, See text <i>SR:</i> No	1 standard action	1 round/3 levels	Medium (180 ft.)	V,S,DF	SC: p.223
Vigor, Mass Lesser <i>School:</i> Conjuration (Healing) <i>Effect:</i> Same as lesser vigor except it grants all targets fast healing ability for the duration of the spell at 1 hp automatically healed per round.	DC: 16, Will negates [harmless] <i>SR:</i> Yes [harmless]	1 standard action	10 rounds + 1 round/level [max 25]	20 ft.	V,S	SC: p.229
Visage of the Deity, Lesser <i>School:</i> Transmutation <i>Effect:</i> Your form becomes more like your deity's; see text	DC: 16, N/A <i>SR:</i> N/A	1 standard action	1 round/level	Personal	V,S,DF	SC: p.231
Wall of Light <i>School:</i> Evocation [Light] <i>Effect:</i> Any creature passing through the wall becomes dazzled. You can see through the wall; see text.	<i>SR:</i> Yes; see text	1 standard action	1 minute/level [D]	Close (45 ft.)	V,S,M	SC: p.234
Water Breathing <i>School:</i> Transmutation <i>Effect:</i> Subjects can breathe underwater.	DC: 16, Will negates (harmless) <i>SR:</i> Yes (harmless)	Standard Action	2 hours/level; see text	Touch	V,S,M/DF	PHB: p.300
Water Walk <i>School:</i> Transmutation [Water] <i>Effect:</i> Subject treads on water as if solid.	DC: 16, Will negates (harmless) <i>SR:</i> Yes (harmless)	Standard Action	10 minutes/level [D]	Touch	V,S, DF	PHB: p.300
Weapon of Impact <i>School:</i> Transmutation <i>Effect:</i> Double threat range of weapon.	DC: 16, Will negates [harmless,object] <i>SR:</i> Yes [harmless,object]	1 standard action	10 minutes/level	Touch	V,S	SC: p.237
Weapon of the Deity <i>School:</i> Transmutation <i>Effect:</i> Imbue a weapon favored by your deity with special enhancements and abilities. See text.	DC: 16, Fortitude negates [harmless,object] <i>SR:</i> Yes [harmless,object]	1 standard action	1 round/level	Touch	V,DF	SC: p.237
Wind Wall <i>School:</i> Evocation [Air] <i>Effect:</i> Deflects arrows, smaller creatures, and gases.	DC: 16, None; see text <i>SR:</i> Yes	Standard Action	1 round/level	Medium (180 ft.)	V,S,M/DF	PHB: p.302

LEVEL 4

Name	Save Information	Time	Duration	Range	Comp.	Source
Air Walk <i>School:</i> Transmutation [Air] <i>Effect:</i> Subject treads on air as if solid [climb at 45-degree angle].	<i>SR:</i> Yes (harmless)	Standard Action	10 minutes/level	Touch	V,S, DF	PHB: p.196
Assay Spell Resistance <i>School:</i> Divination <i>Effect:</i> Gives a +10 bonus on caster level to overcome spell resistance of one specific creature.	DC: 17, N/A <i>SR:</i> N/A	1 swift action	1 round/level	Personal	V,S	SC: p.17
Astral Hospice <i>School:</i> Conjuration (Teleportation) <i>Effect:</i> On the Astral Plane this spell opens a portal to a demiplane where natural healing can occur.	DC: 17, N/A <i>SR:</i> N/A	1 standard action	24 hours/level	Close (45 ft.)	V,S,M	SC: p.17
Blessing of the Righteous <i>School:</i> Evocation [Good] <i>Effect:</i> You and your allies melee and ranged attacks deal an extra 1d6 holy damage, weapons are considered good-aligned for overcoming DR.	DC: 17, Will negates (harmless) <i>SR:</i> Yes (harmless)	1 standard action	1 round/level	40 ft.	V,S,DF	PHB II: p.104
Blindsight, Greater <i>School:</i> Transmutation <i>Effect:</i> Grant blindsight to 30 ft.	DC: 17, Will negates [harmless] <i>SR:</i> Yes [harmless]	1 standard action	1 minute/level	Touch	V,S	SC: p.32
Briartangle <i>School:</i> Transmutation <i>Effect:</i> Each entangled creature takes 1d8+4 in each subsequent round it attempts to break free or move it takes a like amount of damage.	DC: 17, Reflex half <i>SR:</i> Yes	Standard Action	8 minutes [D]	Long (720 ft.)	V,S, DF	PGtF: p.100
Castigate <i>School:</i> Evocation [Sonic] <i>Effect:</i> Deafen or damage foes, depending on their alignment.	DC: 17, Fortitude half <i>SR:</i> Yes	1 standard action	Instantaneous	10 ft.	V	SC: p.44
Channeled Divine Health <i>School:</i> Conjuration (Healing) <i>Effect:</i> Ranged healing; See text.	DC: 17, Will negates (harmless) <i>SR:</i> Yes (harmless)	See text	Instantaneous	See text	V,S	PHB II: p.106
Contingent Energy Resistance <i>School:</i> Abjuration <i>Effect:</i> Same as Contingency, except it is more limited.	DC: 17, N/A <i>SR:</i> N/A	1 minute	1 hour/level [D]	Personal	V,S,M	SC: p.52
Control Water <i>School:</i> Transmutation [Water] <i>Effect:</i> Raises or lowers bodies of water.	DC: 17, None; see text <i>SR:</i> No	Standard Action	10 minutes/level [D]	Long (720 ft.)	V,S,M/DF	PHB: p.214
Cure Critical Wounds <i>School:</i> Conjuration (Healing) <i>Effect:</i> Cures 4d8 +1/level [max +20] damage.	DC: 17, Will half (harmless); see text <i>SR:</i> Yes (harmless); see text	Standard Action	Instantaneous	Touch	V,S	PHB: p.215
Death Ward <i>School:</i> Necromancy <i>Effect:</i> Grants immunity to death spells and negative energy effects.	DC: 17, Will negates (harmless) <i>SR:</i> Yes (harmless)	Standard Action	1 minute/level	Touch	V,S, DF	PHB: p.217
Delay Death <i>School:</i> Necromancy <i>Effect:</i> Target cannot die from hit point damage during the duration of the spell.	DC: 17, Will negates [harmless] <i>SR:</i> Yes [harmless]	1 immediate action	1 round/level	Close (45 ft.)	V,S,DF	SC: p.63
Dimensional Anchor <i>School:</i> Abjuration <i>Effect:</i> Bars extradimensional movement.	<i>SR:</i> Yes (object)	Standard Action	1 minute/level	Medium (180 ft.)	V,S	PHB: p.221
Discern Lies <i>School:</i> Divination <i>Effect:</i> Reveals deliberate falsehoods.	DC: 17, Will negates <i>SR:</i> No	Standard Action	Concentration, up to 1 round/level	Close (45 ft.)	V,S, DF	PHB: p.221
Dismissal <i>School:</i> Abjuration <i>Effect:</i> Forces a creature to return to native plane.	DC: 17, Will negates; see text <i>SR:</i> Yes	Standard Action	Instantaneous	Close (45 ft.)	V,S, DF	PHB: p.222

* =Domain/Specialty Spell

Cleric Spells

<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div> <div>Divination</div> <div>School: Divination</div> <div>Effect: Provides useful advice for specific proposed actions.</div> </div> </div>	SR: No	10 minutes	Instantaneous	Personal	V,S,M	PHB: p.224
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div> <div>Divine Power</div> <div>School: Evocation</div> <div>Effect: You gain attack bonus, +6 to Str, and 1 hp/level.</div> </div> </div>	SR: No	Standard Action	1 round/level	Personal	V,S, DF	PHB: p.224
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div> <div>Dweomer of Transference</div> <div>School: Evocation</div> <div>Effect: You form a radiating corona around the head of a psionic ally, then convert some of your spells into power points [see text].</div> </div> </div>	DC: 17, Will Negates (Harmless)	1 minute	8 rounds	Close (45 ft.)	V, S	RSRD: PsionicSpells.rtf
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div> <div>Freedom of Movement</div> <div>School: Abjuration</div> <div>Effect: Subject moves normally despite impediments.</div> </div> </div>	SR: Yes (Harmless)	Standard Action	10 minutes/level	Personal or touch	V,S,M, DF	PHB: p.233
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div> <div>Giant Vermin</div> <div>School: Transmutation</div> <div>Effect: Turns centipedes, scorpions, or spiders into giant vermin.</div> </div> </div>	SR: Yes (harmless)	Standard Action	1 minute/level	Close (45 ft.)	V,S, DF	PHB: p.235
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div> <div>Glowing Orb</div> <div>School: Evocation [Light]</div> <div>Effect: Makes a light source in a globe; see text</div> </div> </div>	SR: Yes	1 standard action	Permanent	Touch	V,S,F	SC: p.106
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div> <div>Hand of the Faithful</div> <div>School: Abjuration [See text]</div> <div>Effect: Immobile zone of warding that is permeable to those of your religion, all creature must wear the same holy symbol or be of the same faith to enter or exit.</div> </div> </div>	SR: No	1 minute	1 hour/level	10 ft.	V,S,DF	SC: p.109
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div> <div>Healing Spirit</div> <div>School: Conjuration (Healing)</div> <div>Effect: Create a spirit that heals with positive energy 1d8 [undead are dealt damage] Flies at 30 ft.; see text.</div> </div> </div>	DC: 17, Will negates (harmless)	1 standard action	1 round/2 levels	Close (45 ft.)	V,S	PHB II: p.114
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div> <div>Holy Transformation</div> <div>School: Transmutation [Good]</div> <div>Effect: Change to good lawful outsider, size medium, gain abilities and appearance of a hound archon [mm pg.16], +4 Str & Con, Darkvision 60', +4 Sacred Bonus to Saves, DR:5/evil; see text</div> </div> </div>	DC: 17, N/A	1 standard action	1 round/level [D]	Personal	V,S,DF	SC: p.116
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div> <div>Holy Transformation, Lesser</div> <div>School: Transmutation [Good]</div> <div>Effect: Change to good outsider, gain abilities of protector [minatures pg.66].</div> </div> </div>	SR: N/A	1 standard action	1 round/level [D]	Personal	V,S,DF	SC: p.116
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div> <div>Hypothermia</div> <div>School: Evocation [Cold]</div> <div>Effect: Deals 1d6 per caster level [max 10d6] and becomes fatigued. Save halves damage and negates fatigue.</div> </div> </div>	DC: 17, Will negates (harmless)	1 standard action	Instantaneous	Close (45 ft.)	V,S	SC: p.118
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div> <div>Imbue with Spell Ability</div> <div>School: Evocation</div> <div>Effect: Transfer spells to subject.</div> </div> </div>	SR: Yes	10 minutes	Permanent until discharged [D]	Touch	V,S, DF	PHB: p.243
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div> <div>Inflict Critical Wounds</div> <div>School: Necromancy</div> <div>Effect: Touch attack, 4d8 +1/level [max +20] damage</div> </div> </div>	SR: Yes (harmless)	Standard Action	Instantaneous	Touch	V,S	PHB: p.244
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div> <div>Iron Bones</div> <div>School: Transmutation</div> <div>Effect: Skeleton changes to Iron; grants +5 to natural armor AC.</div> </div> </div>	DC: 17, Will negates [harmless]	1 standard action	1 minute/level	Touch	V,S,F	SC: p.125
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div> <div>Lifebolt</div> <div>School: Abjuration</div> <div>Effect: Subject becomes immune to the effects of positive energy; See text.</div> </div> </div>	SR: Yes [harmless]	1 standard action	1 minute/level	Touch	V,S,DF	SC: p.131
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div> <div>Magic Weapon, Greater</div> <div>School: Transmutation</div> <div>Effect: Weapon gains +1/4 levels [max +5] bonus.</div> </div> </div>	DC: 17, Will negates (harmless, object)	Standard Action	1 hour/level	Close (45 ft.)	V,S,M/DF	PHB: p.251
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div> <div>Make Manifest</div> <div>School: Transmutation</div> <div>Effect: Cause one creature on a coexistent plane to appear on your plane; see text.</div> </div> </div>	SR: Yes (harmless, object)	1 standard action	1 minute/level	Touch	V,S,DF	SC: p.131
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div> <div>Moon Bolt</div> <div>School: Evocation</div> <div>Effect: Bolt unerringly strikes dealing 1d4 Str damage per three caster levels [max 5d4]. Undead instead fall helpless for 1d4 rounds; see text.</div> </div> </div>	DC: 17, Will negates	1 standard action	1 round/level	Close (45 ft.)	V,S,M	SC: p.137
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div> <div>Mystic Aegis</div> <div>School: Abjuration</div> <div>Effect: You cast mystic aegis immediately when you are targeted by a hostile spell. You gain Spell Resistance 12 + your caster level.</div> </div> </div>	DC: 17, Fortitude half[living] Will negates[undead]	1 standard action	Instantaneous	Long (720 ft.)	V,S	SC: p.143
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div> <div>Nchaser's Glowing Orb</div> <div>School: Evocation [Light]</div> <div>Effect: Makes a light source in a globe; see text</div> </div> </div>	SR: Yes	1 immediate action	Instantaneous	Personal	V,DF	PHB II: p.120
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div> <div>Negative Energy Aura</div> <div>School: Necromancy</div> <div>Effect: Living creatures within 10 ft. lose 1 hp/3 caster level [max 5] each round.</div> </div> </div>	SR: No	Standard Action	Permanent	Touch	V,S,F	PGtF: p.107
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div> <div>Neutralize Poison</div> <div>School: Conjuration (Healing)</div> <div>Effect: Immunizes subject against poison, detoxifies venom in or on subject.</div> </div> </div>	DC: 17, N/A	1 standard action	1 round/level	Personal	V,S	SC: p.146
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div> <div>Panacea</div> <div>School: Conjuration (Healing)</div> <div>Effect: Removes most conditions; see text.</div> </div> </div>	DC: 17, Will negates (harmless, object)	Standard Action	10 minutes/level	Touch	V,S,M/DF	PHB: p.257
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div> <div>Planar Ally, Lesser</div> <div>School: Conjuration (Calling) [See Text]</div> <div>Effect: Your deity sends you an elemental or outsider of the deity's choice of 6 HD or less.</div> </div> </div>	SR: Yes (harmless, object)	1 standard action	Instantaneous	Touch	V,S	SC: p.152
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div> <div>Planar Exchange, Lesser</div> <div>School: Conjuration (Calling)</div> <div>Effect: Call a celestial creature see list; see text</div> </div> </div>	DC: 17, Will half [harmless]; see text	1 standard action	Instantaneous	Touch	V,S	SC: p.152
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div> <div>Planar Tolerance</div> <div>School: Abjuration</div> <div>Effect: Gain temporary respite from the natural effects of a specific plane.</div> </div> </div>	SR: Yes [harmless]	10 minutes	Instantaneous	Close (45 ft.)	V,S, DF, XP	PHB: p.261
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div> <div>Poison</div> <div>School: Necromancy</div> <div>Effect: Touch deals 1d10 Con damage, repeats in 1 minute.</div> </div> </div>	SR: No	1 round	1 round/level [D]	0 ft.	V,S,DF	SC: p.159
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div> <div>Positive Energy Aura</div> <div>School: Conjuration (Healing)</div> <div>Effect: Each round all living creatures within 10 ft. gain 1 hp per three caster levels [max 5]. Undead take double the amount in damage.</div> </div> </div>	SR: No	1 immediate action	1 hour/level	20 ft.	V	SC: p.159
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div> <div>Recitation</div> <div>School: Conjuration (Creation)</div> <div>Effect: Allies gain +2 [or +3 for worshippers] on attacks and saves, and enemies suffer -2.</div> </div> </div>	DC: 17, Fortitude negates; see text	Standard Action	Instantaneous; see text	Touch	V,S, DF	PHB: p.262
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div> <div>Renewed Vigor</div> <div>School: Transmutation</div> <div>Effect: Remove the fatigued condition from all creatures in area, and exhausted creatures become fatigued. +2 bonus to Constitution for 1 round per caster level.</div> </div> </div>	SR: Yes	1 standard action	1 round/level	Personal	V,S	SC: p.161
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div> <div>Repel Vermin</div> <div>School: Abjuration</div> <div>Effect: Insects, spiders, and other vermin stay 10 ft. away.</div> </div> </div>	DC: 17, None or Will negates; see text	Standard Action	10 minutes/level [D]	10 ft.	V,S, DF	PHB: p.271

* =Domain/Specialty Spell

Cleric Spells

<div> <div>Resistance, Greater</div> <div>School: Abjuration</div> <div>Effect: As resistance, except you grant the subject +3 resistance bonus.</div> </div>	<div> <div>DC: 17, Will negates [harmless]</div> <div>SR: Yes [harmless]</div> </div>	<div> <div>1 standard action24 hours</div> <div>Target: Creature touched</div> </div>	<div> <div>Touch</div> </div>	<div> <div>V,S,M/DF</div> <div>Caster Level: 8</div> </div>	<div> <div>SC: p.174</div> </div>
<div> <div>Restoration</div> <div>School: Conjuration (Healing)</div> <div>Effect: Restores level and ability score drains.</div> </div>	<div> <div>DC: 17, Will negates (harmless)</div> <div>SR: Yes (harmless)</div> </div>	<div> <div>3 roundsInstantaneous</div> <div>Target: Creature touched</div> </div>	<div> <div>Touch</div> </div>	<div> <div>V,S,M</div> <div>Caster Level: 9</div> </div>	<div> <div>PHB: p.272</div> </div>
<div> <div>Revengeance</div> <div>School: Conjuration (Healing)</div> <div>Effect: Brings an ally back to life for duration of spell; see text.</div> </div>	<div> <div>DC: 17, None; see text</div> <div>SR: Yes [harmless]</div> </div>	<div> <div>1 standard action1 minute/level</div> <div>Target: Dead ally touched</div> </div>	<div> <div>Touch</div> </div>	<div> <div>V,S,DF</div> <div>Caster Level: 9</div> </div>	<div> <div>SC: p.175</div> </div>
<div> <div>Sending</div> <div>School: Evocation</div> <div>Effect: Delivers short message anywhere, instantly.</div> </div>	<div> <div>SR: No</div> </div>	<div> <div>10 minutes1 round/level; see text</div> <div>Target: One creature</div> </div>	<div> <div>See text</div> </div>	<div> <div>V,S,M/DF</div> <div>Caster Level: 8</div> </div>	<div> <div>PHB: p.275</div> </div>
<div> <div>Shadowblast</div> <div>School: Evocation [Light]</div> <div>Effect: Creatures stunned for 1d6 rounds; natives of shadow vulnerable take damage; see text.</div> </div>	<div> <div>DC: 17, Fort negates</div> <div>SR: Yes</div> </div>	<div> <div>1 standard actionInsta</div> <div>Target: 20-ft.-radius spread</div> </div>	<div> <div>Long (720 ft.)</div> </div>	<div> <div>V,S,M</div> <div>Caster Level: 8</div> </div>	<div> <div>SC: p.186</div> </div>
<div> <div>Shield of Faith, Mass</div> <div>School: Abjuration</div> <div>Effect: As shield of faith, except it affects multiple creatures.</div> </div>	<div> <div>DC: 17, Will negates [harmless]</div> <div>SR: Yes [harmless]</div> </div>	<div> <div>1 standard action1 minute/level</div> <div>Target: One creature/level, no two of which are more than 30 ft. apart</div> </div>	<div> <div>Close (45 ft.)</div> </div>	<div> <div>V,S,M</div> <div>Caster Level: 8</div> </div>	<div> <div>SC: p.188</div> </div>
<div> <div>Sound Lance</div> <div>School: Evocation [Sonic]</div> <div>Effect: Deals 1d8 per caster level [max 10d8].</div> </div>	<div> <div>DC: 17, Fortitude half</div> <div>SR: Yes</div> </div>	<div> <div>1 standard actionInstantaneous</div> <div>Target: One creature or object</div> </div>	<div> <div>Medium (180 ft.)</div> </div>	<div> <div>V,S</div> <div>Caster Level: 8</div> </div>	<div> <div>SC: p.196</div> </div>
<div> <div>Spell Immunity</div> <div>School: Abjuration</div> <div>Effect: Subject is immune to 2 spells, up to 4th-level spells.</div> </div>	<div> <div>DC: 17, Will negates (harmless)</div> <div>SR: Yes (harmless)</div> </div>	<div> <div>Standard Action10 minutes/level</div> <div>Target: Creature touched</div> </div>	<div> <div>Touch</div> </div>	<div> <div>V,S, DF</div> <div>Caster Level: 8</div> </div>	<div> <div>PHB: p.282</div> </div>
<div> <div>Spell Vulnerability</div> <div>School: Transmutation</div> <div>Effect: Reduces subject's spell resistance by 1 per caster level [max reduction 15]. Reduction can't reduce below 0.</div> </div>	<div> <div>DC: 17, Fortitude negates</div> <div>SR: No</div> </div>	<div> <div>1 round1 minute/level</div> <div>Target: One creature</div> </div>	<div> <div>Close (45 ft.)</div> </div>	<div> <div>V,S</div> <div>Caster Level: 8</div> </div>	<div> <div>SC: p.200</div> </div>
<div> <div>Stifle Spell</div> <div>School: Abjuration</div> <div>Effect: You cast this spell to distract another creature. Target must make a concentration check DC 14 + your key ability + the level of the spell being cast.</div> </div>	<div> <div>DC: 17, See text</div> <div>SR: Yes</div> </div>	<div> <div>1 immediate actionInstantaneous</div> <div>Target: One creature casting a spell</div> </div>	<div> <div>Close (45 ft.)</div> </div>	<div> <div>V</div> <div>Caster Level: 8</div> </div>	<div> <div>PHB II: p.126</div> </div>
<div> <div>Summon Monster IV</div> <div>School: Conjuration (Summoning)</div> <div>Effect: This spell functions like summon monster I, except that you can summon one creature from the 4th-level list, 1d3 creatures of the same kind from the 3rd-level list, or 1d4+1 creatures of the same kind from a lower-level list. Archon, lantern LG; Celestial giant owl LG; Celestial giant eagle CG; Celestial lion CG; Mephit [any] N; Fiendish dire wolf LE; Fiendish giant wasp LE; Fiendish giant praying mantis NE; Fiendish shark, Large1 NE; Yeth hound NE; Fiendish monstrous spider, Large CE; Fiendish snake, Huge viper CE; Howler CE</div> </div>	<div> <div>SR: No</div> </div>	<div> <div>1 round1 round/level [D]</div> <div>Target: One or more summoned creatures, no two of which can be more than 30 ft. apart</div> </div>	<div> <div>Close (45 ft.)</div> </div>	<div> <div>V,S,F/DF</div> <div>Caster Level: 8</div> </div>	<div> <div>PHB: p.286</div> </div>
<div> <div>Thorn Spray</div> <div>School: Transmutation</div> <div>Effect: MALAR:Make a touch attack, the attack causes 8d6 to be spread among those you choose to attack.</div> </div>	<div> <div>DC: 17, Fortitude partial</div> <div>SR: Yes</div> </div>	<div> <div>Standard ActionInstantaneous</div> <div>Target: 8 creatures</div> </div>	<div> <div>Close (45 ft.)</div> </div>	<div> <div>V,S</div> <div>Caster Level: 8</div> </div>	<div> <div>PGtF: p.115</div> </div>
<div> <div>Tongues</div> <div>School: Divination</div> <div>Effect: Speak any language.</div> </div>	<div> <div>DC: 17, Will negates (harmless)</div> <div>SR: No</div> </div>	<div> <div>Standard Action10 minutes/level</div> <div>Target: Creature touched</div> </div>	<div> <div>Touch</div> </div>	<div> <div>V, M/DF</div> <div>Caster Level: 8</div> </div>	<div> <div>PHB: p.294</div> </div>
<div> <div>Undead Bane Weapon</div> <div>School: Transmutation</div> <div>Effect: Give weapon touched undead bane special ability; add +2 enhancement bonus and deals +2d6 of bonus damage.</div> </div>	<div> <div>DC: 17, Will negates [harmless,object]</div> <div>SR: Yes [harmless,object]</div> </div>	<div> <div>1 standard action1 hour/level</div> <div>Target: Weapon touched or fifty projectiles [all of which must be touching at the time of casting]</div> </div>	<div> <div>Touch</div> </div>	<div> <div>V,S,DF</div> <div>Caster Level: 8</div> </div>	<div> <div>SC: p.226</div> </div>
<div> <div>Wall of Chaos</div> <div>School: Abjuration [Chaotic]</div> <div>Effect: +2 to AC and saves, counter mind control, hedge out elementals and outsiders in 10-ft. radius and 10 minutes/level from the designated hostile side.</div> </div>	<div> <div>DC: 17, See text</div> <div>SR: Yes</div> </div>	<div> <div>1 standard action10 minutes/level</div> <div>Target: A straight wall whose area is up to one 10-ft. square/level or hemi/sphere 5 ft./2 levels</div> </div>	<div> <div>Close (45 ft.)</div> </div>	<div> <div>V,S,M/DF</div> <div>Caster Level: 8</div> </div>	<div> <div>SC: p.233</div> </div>
<div> <div>Wall of Good</div> <div>School: Abjuration [Good]</div> <div>Effect: +2 to AC and saves, counter mind control, hedge out elementals and outsiders in 10-ft. radius and 10 minutes/level from the designated hostile side.</div> </div>	<div> <div>DC: 17, See text</div> <div>SR: Yes</div> </div>	<div> <div>1 standard action10 minutes/level</div> <div>Target: A straight wall whose area is up to one 10-ft. square/level or hemi/sphere 5 ft./2 levels</div> </div>	<div> <div>Close (45 ft.)</div> </div>	<div> <div>V,S,M/DF</div> <div>Caster Level: 8</div> </div>	<div> <div>SC: p.233</div> </div>
<div> <div>Wall of Law</div> <div>School: Abjuration [Law]</div> <div>Effect: +2 to AC and saves, counter mind control, hedge out elementals and outsiders in 10-ft. radius and 10 minutes/level from the designated hostile side.</div> </div>	<div> <div>DC: 17, See text</div> <div>SR: Yes</div> </div>	<div> <div>1 standard action10 minutes/level</div> <div>Target: A straight wall whose area is up to one 10-ft. square/level or hemi/sphere 5 ft./2 levels</div> </div>	<div> <div>Close (45 ft.)</div> </div>	<div> <div>V,S,M/DF</div> <div>Caster Level: 8</div> </div>	<div> <div>SC: p.234</div> </div>
<div> <div>Wall of Sand</div> <div>School: Conjuration (Creation) [Earth]</div> <div>Effect: Creates a churning wall of sand.</div> </div>	<div> <div>SR: No</div> </div>	<div> <div>1 standard actionConcentration +1 round/level</div> <div>Target: A straight wall whose area is up to one 10-ft. square/level [S]</div> </div>	<div> <div>Medium (180 ft.)</div> </div>	<div> <div>V,S,M/DF</div> <div>Caster Level: 8</div> </div>	<div> <div>SC: p.235</div> </div>

* =Domain/Speciality Spell