

Dr. Blake

CHARACTER NAME

d10E 2, Cleric , d4E 1

CLASS

3

3000 / 6000

Character Level

EXP / NEXT LEVEL

ABILITY NAME	ABILITY SCORE	EQUIPPED SCORE	ABILITY MODIFIER	ABILITY DAMAGE	PENALTY
STR Strength	10		+0		
DEX Dexterity	11		+0		
CON Constitution	12		+1		
INT Intelligence	16		+3		
WIS Wisdom	16		+3		
CHA Charisma	11		+0		

SAVING THROWS	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP	Conditional Modifiers
FORTITUDE (constitution)	+3	= +2	+1	+0	+0	+0		
REFLEX (dexterity)	+2	= +2	+0	+0	+0	+0		
WILL (wisdom)	+7	= +4	+3	+0	+0	+0		

	TOTAL	BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP
MELEE attack bonus	+2	= +2	+0	+0	+0	+0	
RANGED attack bonus	+2	= +2	+0	+0	+0	+0	
GRAPPLE attack bonus	+2	= +2	+0	+0	+0	+0	

*Dagger		HAND	TYPE	SIZE	CRITICAL	REACH
		Primary	PS	M	19-20/x2	5 ft.
	To Hit	Dam		To Hit	Dam	
1H-P	+2	1d4	2W-P-(OH)	-4		1d4
1H-O	-2	1d4	2W-P-(OL)	-2		1d4
2H	+2	1d4	2W-OH	-6		1d4
	10 ft.	20 ft.	30 ft.	40 ft.	50 ft.	
TH	+2	+0	-2	-4	-6	
Dam	1d4	1d4	1d4	1d4	1d4	
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
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Calvin

PLAYER NAME

Human

Medium

RACE

SIZE

27

Male

AGE

GENDER

HP	WOUNDS/CURRENT HP					SUBDUAL DAMAGE					DAMAGE REDUCTION			SPEED				
hit points	23														Walk 30 ft.			
AC	18	18	10	10	4	4	0	0	0	0	0	0		0	+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	+0	= +0	+0
TOTAL		DEX MODIFIER	MISC MODIFIER
BASE ATTACK bonus	+2		

None

DEITY

None

REGION

6' 0"

200 lbs.

Normal

HEIGHT

WEIGHT

VISION

Brown

Brown

HAIR

POINTS

TOTAL SKILLPOINTS: 30		SKILLS		MAX RANKS: 6/3	
SKILL NAME		KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS
✓ Acrobatics	DEX	0	=	0	
✓ Appraise	INT	3	=	3	
✓ Athletics	STR	0	=	0	
✓ Craft (Untrained)	INT	3	=	3	
✓ Deception	CHA	0	=	0	
Diagnose	INT	8	=	3 + 5	
✓ Endurance	CON	1	=	1	
✓ Gather Information	CHA	0	=	0	
✓ Heal	WIS	3	=	3	
✓ Insight	WIS	7	=	3 + 4	
✓ Martial Arts (Kulam-Kali)	INT	3	=	3	
✓ Perception	WIS	8	=	3 + 5	
✓ Persuasion	CHA	0	=	0	
Research	INT	8	=	3 + 5	
✓ Ride	DEX	0	=	0	
Science	INT	8	=	3 + 5	
✓ Stealth	DEX	0	=	0	
✓ Survival	WIS	3	=	3	
✓ Survival (Find or follow tracks)	WIS	5	=	3 + 2	
✓ Thievery	DEX	0	=	0	
✓ Use Rope	DEX	0	=	0	
			=	+	+
			=	+	+
✓: can be used untrained. ✕: exclusive skills. *: Skill Mastery.					

EQUIPMENT				
ITEM	LOCATION	QTY	WT	COST
Dagger	Equipped	1	1.0	2.0
TOTAL WEIGHT CARRIED/VALUE			1 lbs.	2.0 gp

WEIGHT ALLOWANCE					
Light	33	Medium	66	Heavy	100
Lift over head	100	Lift off ground	200	Push / Drag	500

LANGUAGES				
Common				

Special Attacks				
Warcraft	[Eclipse, p.10]			
+2 BAB				

Special Qualities	
<b>Death and Dying</b>	[Eclipse]
Disabled 0 HP till -1, Dying -2 and Dead -13	
<b>Weapon Proficiency (All Simple Weapons)</b>	[Eclipse, p.49]
Grants Proficiency with all simple weapons.	

Recurring Bonuses	
<b>Duties (To help those who you can)</b>	[Eclipse, p.17]
You have duties. Grants 2 CP per level. [+6 total CP].	
<b>Fast Learner (Focused on Skills)</b>	[Eclipse, p.17]
+2 CP towards Skills per level. [+6 total Skill Points Granted].	

DISADVANTAGES	
<b>Hunted (Family Murderers)</b>	[Eclipse, p.19]
Something powerful is hunting you.	
<b>Valuable</b>	[Eclipse, p.20]
You have value to others.	
<b>Vows (To slay the Family Murderers)</b>	[Eclipse, p.20]
You have vows.	

Spell Caster Information	
Spell Points	[Eclipse]
Cleric	[Eclipse, p.11]
Cleric Level 6, Casterlevel is 6	

Eclipse Abilities	
<b>Character Points Total</b>	<b>[Eclipse]</b>
Character Points Total 136, Bonus Feats have added 24 CP, Disadvantages have added 10 CP, Duties adds 6 CP, HD 4 is 0 CP, HD 10 deducts 12 CP	
<b>Immunity / XP Cost Initial Innate Enchantment</b>	<b>[Eclipse]</b>
(2 CP) Handles initial Innate Enchantment, L1 only.	
<b>Innate Enchantment</b>	<b>[Eclipse, p.34]</b>
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.	
<b>Innate Enchantment / Detect Magic</b>	<b>[Eclipse]</b>
(+700) At-will personal use at L1 caster level.	
<b>Innate Enchantment / Force Armor I</b>	<b>[Eclipse]</b>
[At Will] As Armor Spell, grants +4 Armor AC.	
<b>Innate Enchantment / Force Shield I</b>	<b>[Eclipse]</b>
[At Will] As Shield Spell, grants +4 Shield AC.	
<b>Metamagic / Extension</b>	<b>[Eclipse, p.58]</b>
Extension (+1 SL per step) increases the range from Touch to Short, Short to Medium, Medium to Long, Long to Extreme (800 ft + 80 ft/Level), and Extreme to Line of Sight. ! Indirect Fire (+2 SL) hit targets within range which the user is aware of but cannot see. ! Global (+6 SL) hit any known target on a planet (or in the atmosphere). ! Trans-dimensional (+8 SL) target through scrying effects across the dimensional boundary, or interstellar ranges.	
<b>Metamagic / Triggering</b>	<b>[Eclipse, p.60]</b>
You can set up delays or activation conditions and program your spells to choose between options on their own., (6 CP). Triggering options normally persist for 24 hours, except where noted otherwise. 1 Holding keeps a touch spell ready while you do something else for up to 10 minutes. This costs no spell levels, although spontaneous casters do have the casting time extended as usual. ! Simple Conditions (+1 SL) or a time delay costs +1 spell level. This includes 'Activate on command,' 'Wait ten minutes,' and 'When the next group of people come by.' ! Complex Conditions (+2 SL) allow the caster to use multiple Simple triggers at once. ! Programmed Conditions (+3 SL) allow the caster to set up contingent effects (or several contingent effects) with a specified target, such as 'Activate when I reach half my hit points.' ! Mobile Focus (+1 SL) allows the spell to locate and select targets on its own initiative. These spells have a +0 ranged attack bonus, should it matter. This includes 'Fire yourself at my enemies chasing after me past the obelisk.' Also, this anchors the spell to a physical item which can be moved or left behind, whereas the previous versions either kept the spell near the caster or at a specific location.! Clockwise (+1 SL) adds to the time limit. Casters may relax the limit by an additional 24 hours with Extension. This doesn't increase the spell's duration, but will allow a trigger to remain active for longer. The caster may stack as many of these as he or she can afford.	
<b>Metamagic Upgrade / Streamline (Metamagic / Extension, Metamagic / Triggering)</b>	<b>[Eclipse, p.60]</b>
(6 CP) A favored ability for casters, this reduces the level cost of any two metamagic feats by -1. Casters may take this more than once, but cannot reduce the level cost below 0.	
<b>Spell Conversion (Healing spells)</b>	<b>[Eclipse]</b>
(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.	

Feats	
<b>Feat Conversion to CP ~ 6 (2x)</b>	[Eclipse, p.9]
Covert regular feat to six Character Points	

DOMAINS				
Community	Use calm emotions as a spell-like ability once per day. Gain a +2 competence bonus on Diplomacy checks.			
Healing	You cast healing spells at +1 caster level.			


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

TEMPLATES				
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## Innate Racial Spells

Name		Save Information	Time	Duration	Range	Comp.	Source
At Will	Detect Magic		Standard Action	Concentration, up to 1 minutes/level [D]	60 ft.	V,S	PHB: p.219
School: Divination		SR: No	Target: Cone-shaped emanation		Caster Level: 1		
Effect: Detects spells and magic items within 60 ft.							
* =Domain/Speciality Spell							

## Class Spell-like Abilities

Name	Save Information	Time	Duration	Range	Comp.	Source
 <b>Calm Emotions</b>	<b>DC: 10, Will negates</b>	Standard Action	Concentration, up to 1 round/level [D]	Medium (110 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> 1	
<i>Effect:</i> Calms creatures, negating emotion effects.						
* =Domain/Speciality Spell						

# Cleric Spells

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

## LEVEL 0

Name	Save Information	Time	Duration	Range	Comp.	Source
<b>□□□□□ Amanuesis</b> <i>School:</i> Transmutation <i>Effect:</i> Copies 250 words per minute.	<b>DC: 13, Will negates [object]</b> <i>SR:</i> Yes [object]	1 standard action	10 minute/level	Close (40 ft.)	V,S	SC: p.9
<b>□□□□□ Create Water</b> <i>School:</i> Conjunction (Creation) [Water] <i>Effect:</i> Creates 2 gallons/level of pure water.	<i>SR:</i> No	Standard Action	Instantaneous	Close (40 ft.)	V,S	PHB: p.215
<b>□□□□□ Cure Minor Wounds</b> <i>School:</i> Conjunction (Healing) <i>Effect:</i> Cures 1 point of damage.	<b>DC: 13, Will half (harmless); see text</b> <i>SR:</i> Yes (harmless); see text	Standard Action	Instantaneous	Touch	V,S	PHB: p.216
<b>□□□□□ Detect Magic</b> <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
<b>□□□□□ Detect Poison</b> <i>School:</i> Divination <i>Effect:</i> Detects poison in one creature or small object.	<i>SR:</i> No	Standard Action	Instantaneous	Close (40 ft.)	V,S	PHB: p.219
<b>□□□□□ Guidance</b> <i>School:</i> Divination <i>Effect:</i> +1 on one attack roll, saving throw, or skill check.	<b>DC: 13, Will negates (harmless)</b> <i>SR:</i> Yes	Standard Action	1 minute or until discharged	Touch	V,S	PHB: p.238
<b>□□□□□ Inflict Minor Wounds</b> <i>School:</i> Necromancy <i>Effect:</i> Touch attack, 1 point of damage.	<b>DC: 13, Will negates</b> <i>SR:</i> Yes	Standard Action	Instantaneous	Touch	V,S	PHB: p.244
<b>□□□□□ Light</b> <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
<b>□□□□□ Mending</b> <i>School:</i> Transmutation <i>Effect:</i> Makes minor repairs on an object.	<b>DC: 13, Will negates (harmless, object)</b> <i>SR:</i> Yes (harmless, object)	Standard Action	Instantaneous	10 ft.	V,S	PHB: p.253
<b>□□□□□ Purify Food and Drink</b> <i>School:</i> Transmutation <i>Effect:</i> Purifies 1 cu. ft./level of food or water.	<b>DC: 13, Will negates (object)</b> <i>SR:</i> Yes (object)	Standard Action	Instantaneous	10 ft.	V,S	PHB: p.267
<b>□□□□□ Read Magic</b> <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
<b>□□□□□ Resistance</b> <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.	<b>DC: 13, Will negates (harmless)</b> <i>SR:</i> Yes (harmless)	Standard Action	1 minute	Touch	V,S,M/DF	PHB: p.272
<b>□□□□□ Virtue</b> <i>School:</i> Transmutation <i>Effect:</i> Subject gains 1 temporary hp.	<b>DC: 13, Fortitude negates (harmless)</b> <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
<b>□□□□□ Axiomatic Water</b> <i>School:</i> Transmutation [Lawful] <i>Effect:</i> Water damages chaotic outsiders for 2d4 points of damage.	<b>DC: 14, Will negates [object]</b> <i>SR:</i> Yes [object]	1 minute	Instantaneous	Touch	V,S,M	SC: p.22
<b>□□□□□ Bane</b> <i>School:</i> Enchantment (Compulsion) [Fear, Mind-Affecting] <i>Effect:</i> Enemies take -1 on attack rolls and saves against fear.	<b>DC: 14, Will negates</b> <i>SR:</i> Yes	Standard Action	1 minute/level	50 ft.	V,S, DF	PHB: p.203
<b>□□□□□ Blade of Blood</b> <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
<b>□□□□□ Bless</b> <i>School:</i> Enchantment (Compulsion) [Mind-Affecting] <i>Effect:</i> Allies gain +1 Morale bonus on attack rolls and on saves against fear.	<b>DC: 14, Will negates [harmless]</b> <i>SR:</i> Yes (harmless)	Standard Action	1 minute/level	50 ft.	V,S, DF	PHB: p.205
<b>□□□□□ Blessed Aim</b> <i>School:</i> Divination <i>Effect:</i> +2 morale bonus on ranged attacks for your allies within the spread.	<b>DC: 14, Will negates [harmless]</b> <i>SR:</i> No	1 standard action	1 minute/level	50 ft.	V,S	SC: p.31
<b>□□□□□ Bless Water</b> <i>School:</i> Transmutation [Good] <i>Effect:</i> Makes holy water.	<b>DC: 14, Will negates (object)</b> <i>SR:</i> Yes (object)	1 minute	Instantaneous	Touch	V,S,M	PHB: p.205
<b>□□□□□ Blood Wind</b> <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	<b>DC: 14, Will negates [harmless]</b> <i>SR:</i> Yes [harmless]	1 swift action	1 round	Close (40 ft.)	V,S	SC: p.33
<b>□□□□□ Cause Fear</b> <i>School:</i> Necromancy [Fear, Mind-Affecting] <i>Effect:</i> One creature of 5 HD or less flees for 1d4 rounds.	<b>DC: 14, Will partial</b> <i>SR:</i> Yes	Standard Action	1d4 rounds or 1 round; see text	Close (40 ft.)	V,S	PHB: p.208
<b>□□□□□ Cold Fire</b> <i>School:</i> Transmutation [Cold] <i>Effect:</i> Flames deal cold damage; see text	<b>DC: 14, No [fire] or Fortitude half</b> <i>SR:</i> Yes [creature]	1 standard action	1 minute/level [fire source] or Instantaneous [creature]	Close (40 ft.)	V,S,DF	SC: p.50
<b>□□□□□ Command</b> <i>School:</i> Enchantment (Compulsion) [Language-Dependent, Mind-Affecting] <i>Effect:</i> One subject obeys selected command for 1 round.	<b>DC: 14, Will negates</b> <i>SR:</i> Yes	Standard Action	1 round	Close (40 ft.)	V	PHB: p.211
<b>□□□□□ Comprehend Languages</b> <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
<b>□□□□□ Conviction</b> <i>School:</i> Abjuration <i>Effect:</i> +2 morale bonus to saves, +1 for every six levels [max +5 at 18th level]; see text.	<b>DC: 14, Will negates [harmless]</b> <i>SR:</i> Yes [harmless]	1 standard action	10 minutes/level	Touch	V,S,M	SC: p.52
<b>□□□□□ Cure Light Wounds</b> <i>School:</i> Conjunction (Healing) <i>Effect:</i> Cures 1d8 +1/level [max +5] damage.	<b>DC: 14, Will half (harmless); see text</b> <i>SR:</i> Yes (harmless); see text	Standard Action	Instantaneous	Touch	V,S	PHB: p.215
<b>□□□□□ Delay Disease</b> <i>School:</i> Conjunction (Healing) <i>Effect:</i> Halts any nonmagical disease for the duration of the spell.	<b>DC: 14, Will negates [harmless]</b> <i>SR:</i> Yes [harmless]	1 standard action	24 hours	Touch	V,S,DF	SC: p.63
<b>□□□□□ Detect Chaos</b> <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/Specialty Spell

# Cleric Spells

<b>Detect Evil</b> <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> 6	
<b>Detect Good</b> <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> 6	
<b>Detect Law</b> <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> 6	
<b>Detect Undead</b> <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> 6	
<b>Dispel Ward</b> <i>School:</i> Abjuration <i>Effect:</i> Functions like dispel magic; see text	SR: No	1 standard action	Instantaneous	Medium (160 ft.)	V,S	SC: p.67
<i>Target:</i> One warded object or area					<i>Caster Level:</i> 6	
<b>Divine Favor</b> <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> 6	
<b>Doom</b> <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 (160 ft.)	V,S, DF	PHB: p.225
<i>Target:</i> One living creature					<i>Caster Level:</i> 6	
<b>Ebon Eyes</b> <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> 6	
<b>Endure Elements</b> <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> 6	
<b>Entropic Shield</b> <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> 6	
<b>Faith Healing</b> <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> 7	
<b>Foundation of Stone</b> <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 (40 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> 6	
<b>Grave Strike</b> <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> 6	
<b>Guiding Light</b> <i>School:</i> Evocation <i>Effect:</i> +2 on ranged attacks	SR: Yes	1 standard action	1 minute/level [D]	Long (640 ft.)	V,S	SC: p.108
<i>Target:</i> Creatures in a 5-ft.-radius burst					<i>Caster Level:</i> 6	
<b>Healthful Rest</b> <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 (40 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> 7	
<b>Hide from Undead</b> <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> 6	
<b>Ice Gauntlet</b> <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> 6	
<b>Incite</b> <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 (40 ft.)	V,S	SC: p.121
<i>Target:</i> Creatures in a 10-ft. burst					<i>Caster Level:</i> 6	
<b>Inflict Light Wounds</b> <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> 6	
<b>Inhibit</b> <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 (160 ft.)	V,S	SC: p.123
<i>to delay until the following round, acting immediately before you on your initiative count.</i>					<i>Caster Level:</i> 6	
<b>Invest Light Protection</b> <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> 7	
<b>Ironguts</b> <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> 6	
<b>Light of Lunia</b> <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 (160 ft.)	V,S	SC: p.132
<i>Target:</i> You and up to two rays; see text					<i>Caster Level:</i> 6	
<b>Magic Stone</b> <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> 6	
<b>Magic Weapon</b> <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> 6	
<b>Moon Lust</b> <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 (160 ft.)	V,S,F	SC: p.143
<i>Target:</i> Creature touched					<i>Caster Level:</i> 6	
<b>Nightshield</b> <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> 6	
<b>Nimbus of Light</b> <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> 6	
<b>Obscuring Mist</b> <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> 6	
<b>Omen of Peril</b> <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> 6	
<b>Portal Beacon</b> <i>School:</i> Transmutation <i>Effect:</i> Up to six creatures can be chosen to recieve mental beacon.	SR: No	1 standard action	1 hour/level	Close (40 ft.)	V,S	SC: p.161
<i>Target:</i> One interplanar gate or portal					<i>Caster Level:</i> 6	

\* =Domain/Specialty Spell

## Cleric Spells

Protection from Chaos	DC: 14, Will negates (harmless)	Standard Action	1 minute/level [D]	Touch	V,S,M/DF	PHB: p.266
<i>School:</i> Abjuration [Lawful] <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> 6	
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> 6	
Remove Fear	DC: 14, Will negates (harmless)	Standard Action	10 minutes; see text	Close (40 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> 6	
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> 6	
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> 6	
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> 6	
Scholar's Touch		Standard Action	Concentration, up to 6 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> 6	
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> 6	
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> 6	
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> 6	
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> 6	
Summon Monster I		1 round	1 round/level [D]	Close (40 ft.)	V,S,F/DF	PHB: p.285
<i>School:</i> Conjururation (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 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> 6	
Updraft	DC: 14, N/A	1 swift action	Instantaneous	Personal	V,S,M	SC: p.228
<i>School:</i> Conjururation (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> 6	
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> Conjururation (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> 7	
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> 6	
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> 6	

## 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> 6	
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> 6	
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> 6	
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> 6	
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> 6	
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> 6	
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> 6	
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> 6	
Black Karma Curse	DC: 15, Will negates	1 standard action	Instantaneous	Close (40 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> 6	
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> 6	
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> 6	
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> 6	
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> 6	
Calm Emotions	DC: 15, Will negates	Standard Action	Concentration, up to 1 round/level [D]	Medium (160 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> 6	
		* =Domain/Specialty Spell				

# Cleric Spells

Effect: Calms creatures, negating emotion effects.						
Close Wounds	DC: 15, Will half [harmless]; see text	1 immediate action	Instantaneous	Close (40 ft.)	V	SC: p.48
School: Conjunction (Healing)		Target: One creature		Caster Level: 7		
Effect: Cure 1d4 +1/level [max +5].						
Cloud of Knives		1 standard action	1 round/level	Personal	V,S,M	PHB II: p.107
School: Conjunction		Target: You		Caster Level: 6		
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.						
Consecrate		Standard Action	2 hours/level	Close (40 ft.)	V,S,M, DF	PHB: p.212
School: Evocation [Good]		Target: 20-ft.-radius emanation		Caster Level: 6		
Effect: Fills area with positive energy, making undead weaker.						
Cure Moderate Wounds	DC: 15, Will half (harmless); see text	Standard Action	Instantaneous	Touch	V,S	PHB: p.216
School: Conjunction (Healing)		Target: Creature touched		Caster Level: 7		
Effect: Cures 2d8 +1/level [max +10] damage.						
Curse of Ill Fortune	DC: 15, Will negates	1 standard action	1 minute/level	Medium (160 ft.)	V,S,DF	SC: p.56
School: Necromancy		Target: One living creature		Caster Level: 6		
Effect: Cause -3 penalty on attack rolls, saving throws, ability checks and skill checks.						
Darkness		Standard Action	10 minutes/level [D]	Touch	V, M/DF	PHB: p.216
School: Evocation [Darkness]		Target: Object touched		Caster Level: 6		
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.						
Dark Way		1 standard action	1 round/level	Close (40 ft.)	V,S,DF	SC: p.58
School: Illusion (Shadow)		Target: One bridge of force 5 ft. wide, 1 in. thick, and up to 20 ft./level long		Caster Level: 6		
Effect: Create a ribbonlike, weightless, unbreakable bridge.						
Deific Vegeance	DC: 15, Will half	1 standard action	Instantaneous	Close (40 ft.)	V,S,DF	SC: p.62
School: Conjunction (Summoning)		Target: One creature		Caster Level: 6		
Effect: Causes 1d6/2 caster levels [Max 5d6] or 1d6/caster level if undead [max 10d6].						
Deific Vengeance	DC: 15, Will half	Standard Action	Instantaneous	Close (40 ft.)	V,S,DF	cmpdiv: null
School: Conjunction (Summoning)		Target: One creature		Caster Level: 6		
Effect: Cause 3d6 or 6d6 if the target is undead.						
Delay Poison	DC: 15, Fortitude negates (harmless)	Standard Action	1 hour/level	Touch	V,S, DF	PHB: p.217
School: Conjunction (Healing)		Target: Creature touched		Caster Level: 7		
Effect: Stops poison from harming subject for 1 hour/level.						
Divine Insight	DC: 15, N/A	1 standard action	1 hour/level or until discharged [D]	Personal	V,S,DF	SC: p.70
School: Divination		Target: You		Caster Level: 6		
Effect: Gain 5 + your caster level [max bonus of 15] to one skill check during the duration of the spell.						
Divine Interdiction	DC: 15, Will negates or None [object]; see text	1 standard action	1 round/level	Close (40 ft.)	V	SC: p.70
School: Abjuration		Target: 10-ft.-radius emanation centered on a creature, object, or point in space		Caster Level: 6		
Effect: Temp loss of turning power & domain powers.						
Divine Protection	DC: 15, Will negates [harmless]	1 standard action	1 minute/level	Medium (160 ft.)	V,S,DF	SC: p.70
School: Enchantment (Compulsion) [Mind-Affecting]		Target: Allies in a 20-ft.-radius burst		Caster Level: 6		
Effect: +1 morale bonus to AC and saving throws.						
Eagle's Splendor	DC: 15, Will negates (harmless)	Standard Action	1 minute/level	Touch	V,S,M/DF	PHB: p.225
School: Transmutation		Target: Creature touched		Caster Level: 6		
Effect: Subject gains +4 to Cha for 1 minutes/level.						
Energized Shield, Lesser		1 standard action	1 round/level	Touch	V,S,DF	SC: p.79
School: Abjuration [See text]		Target: Touch		Caster Level: 6		
Effect: Protects against on energy type [fire, cold, electricity, acid, or sonic], you can 5 resistance; see text						
Enthrall	DC: 15, Will negates; see text	1 round	1 hour or less	Medium (160 ft.)	V,S	PHB: p.227
School: Enchantment (Charm)		Target: Any number of creatures		Caster Level: 6		
Effect: Captivates all within 100 ft. +10 ft./level						
Extend Tentacles	DC: 15, N/A	1 standard action	Instantaneous	Personal	V	SC: p.86
School: Transmutation		Target: You		Caster Level: 6		
Effect: Extends your tentacles by 5 ft.						
Find Traps		Standard Action	1 minute/level	Personal	V,S	PHB: p.230
School: Divination		Target: You		Caster Level: 6		
Effect: Notice traps as a rogue does.						
Frost Breath	DC: 15, Reflex half	1 standard action	Instantaneous	30 ft.	V,S,M	SC: p.100
School: Evocation [Cold]		Target: Cone-shaped burst		Caster Level: 6		
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.						
Fuse Arms	DC: 15, Fortitude negates [harmless]	1 standard action	10 minutes/level	Touch	V,S	SC: p.100
School: Transmutation		Target: Creature with at least two arms or tentacles touched		Caster Level: 6		
Effect: Gain +4 Str for every set of limbs fused to the primary limb.						
Gentle Repose	DC: 15, Will negates (object)	Standard Action	1 day/level	Touch	V,S,M/DF	PHB: p.235
School: Necromancy		Target: Corpse touched		Caster Level: 6		
Effect: Preserves one corpse.						
Ghost Touch Armor	DC: 15, Will negates [harmless]	1 standard action	1 minute/level	Touch	V,S,M	SC: p.102
School: Transmutation		Target: Armor of creature touched		Caster Level: 6		
Effect: Armor gains Ghost Touch property.						
Hand of Divinity		1 minute	1 minute/level	Touch	V,S,DF	SC: p.109
School: Evocation [See text]		Target: Creature touched		Caster Level: 6		
Effect: Grant +2 [Profane or Sacred] bonus to all saving throws.						
Healing Lorecall	DC: 15, N/A	1 standard action	10 minutes/level	Personal	V,S,M	SC: p.110
School: Divination		Target: You		Caster Level: 6		
Effect: Allows caster with Heal ranks to remove other ailments when using Conjunction [Healing] spells. Can also heal more; see text.						
Hold Person	DC: 15, Will negates; see text	Standard Action	1 round/level [D]; see text	Medium (160 ft.)	V,S,F/DF	PHB: p.241
School: Enchantment (Compulsion) [Mind-Affecting]		Target: One humanoid creature		Caster Level: 6		
Effect: Paralyzes one humanoid for 1 round/level.						
Inflict Moderate Wounds	DC: 15, Will half	Standard Action	Instantaneous	Touch	V,S	PHB: p.244
School: Necromancy		Target: Creature touched		Caster Level: 6		
Effect: Touch attack, 2d8 +1/level [max +10] damage.						
Inky Cloud		1 standard action	10 minutes/level	30 ft.	V,S,M	SC: p.123
School: Conjunction (Creation)		Target: 30-ft.-radius spread centered on you		Caster Level: 6		
Effect: Inky cloud that works under water.						
Insight of Good Fortune	DC: 15, Will negates (harmless)	1 standard action	1 minute/level or until discharged	Close (40 ft.)	V,S,M	PHB II: p.115
School: Divination		Target: One creature		Caster Level: 6		
Effect: Reroll once after making an attack, skill check, saving throw or ability check before result is known and take the better result.						
Insignia of Alarm		Standard Action	Instantaneous	Long (640 ft.)	V,S,F	Race Des: p.166
School: Abjuration		Target: All wearers of special insignia within range		Caster Level: 6		
Effect: Spell alerts all wearers.						
Iron Silence	DC: 15, Will negates [harmless,object]	1 standard action	1 hour/level [D]	Touch	V,S,DF	SC: p.125
School: Transmutation		Target: One suit of armor touched/3 levels		Caster Level: 6		
Effect: Hide and Move Silent check ignore the Armor penalty during the duration of the spell.						
Light of Mercuria		1 standard action	10 minutes/level [D]	Medium (160 ft.)	V,S	SC: p.132
School: Evocation [Good, Light]		Target: You and up to two rays; see text		Caster Level: 6		
Effect: Same as light of Lunia except damage is 2d6 or 4d6 vs. undead or outsiders.						

## Cleric Spells

<b>Living Undeath</b> <i>School:</i> Necromancy <i>Effect:</i> Not subject to sneak attacks or criticals; -4 penalty to Cha score.	<b>DC: 15, Fortitude negates [harmless]</b> SR: Yes [harmless]	1 standard action	1 minute/level	Touch	V,S,DF	SC: p.134
<b>Make Whole</b> <i>School:</i> Transmutation <i>Effect:</i> Repairs an object.	<b>DC: 15, Will negates (harmless, object)</b> SR: Yes (harmless, object)	Standard Action	Instantaneous	Close (40 ft.)	V,S	PHB: p.252
<b>Mark of Judgement</b> <i>School:</i> Necromancy <i>Effect:</i> Whenever a creature succeeds on a melee or ranged attack against the marked creature, that attacker heals 2 points of damage.	<b>DC: 15, Will negates</b> SR: Yes	1 standard action	1 round/level	Medium (160 ft.)	V,S,DF	PHB II: p.119
<b>Mark of the Outcast</b> <i>School:</i> Necromancy <i>Effect:</i> Creates an indelible mark on the subjects face; see text.	<b>DC: 15, Will negates</b> SR: Yes	1 standard action	Permanent	Close (40 ft.)	V,S,DF	SC: p.138
<b>Master's Touch (Skillful)</b> <i>School:</i> Divination <i>Effect:</i> Subject gains +4 insight bonus to one skill check.	<b>DC: 15, Will negates (harmless)</b> SR: Yes (harmless)	1 immediate action	Instantaneous	Close (40 ft.)	V	PHB II: p.119
<b>Owl's Wisdom</b> <i>School:</i> Transmutation <i>Effect:</i> Subject gains +4 to Wis for 1 minutes/level.	<b>DC: 15, Will negates (harmless)</b> SR: Yes	Standard Action	1 minute/level	Touch	V,S,M/DF	PHB: p.259
<b>Protection from Negative Energy</b> <i>School:</i> Abjuration <i>Effect:</i> Subtract 10 hp worth of damage from each negative energy attack.	<b>DC: 15, Will negates [harmless]</b> SR: Yes [harmless]	1 standard action	10 minutes/level	Touch	V,S	SC: p.163
<b>Protection from Positive Energy</b> <i>School:</i> Abjuration <i>Effect:</i> Subtract 10 hp worth of damage from each positive energy attack.	<b>DC: 15, Will negates [harmless]</b> SR: Yes [harmless]	1 standard action	10 minutes/level	Touch	V,S	SC: p.163
<b>Quick March</b> <i>School:</i> Transmutation <i>Effect:</i> Subjects base land speed increased by 30 feet.	<b>DC: 15, Will negates [harmless]</b> SR: Yes [harmless]	1 standard action	1 round	Medium (160 ft.)	V,S,DF	SC: p.164
<b>Remove Paralysis</b> <i>School:</i> Conjunction (Healing) <i>Effect:</i> Frees one or more creatures from paralysis or slow effect.	<b>DC: 15, Will negates (harmless)</b> SR: Yes (harmless)	Standard Action	Instantaneous	Close (40 ft.)	V,S	PHB: p.271
<b>Resist Energy</b> <i>School:</i> Abjuration <i>Effect:</i> Ignores first 10 points of damage/attack from specified energy type.	<b>DC: 15, Fortitude negates (harmless)</b> SR: Yes (harmless)	Standard Action	10 minutes/level	Touch	V,S, DF	PHB: p.272
<b>Restoration, Lesser</b> <i>School:</i> Conjunction (Healing) <i>Effect:</i> Dispel's magical ability penalty or repairs 1d4 ability damage.	<b>DC: 15, Will negates (harmless)</b> SR: Yes (harmless)	3 rounds	Instantaneous	Touch	V,S	PHB: p.272
<b>Share Talents</b> <i>School:</i> Transmutation <i>Effect:</i> Creatures get a +2 bonus on any skill checks they make as long as one has at least 1 rank in the skill.	<b>DC: 15, Will negates (harmless)</b> SR: Yes (harmless)	1 round	10 minutes/level	Touch	V,S,M	PHB II: p.124
<b>Shatter</b> <i>School:</i> Evocation [Sonic] <i>Effect:</i> Sonic vibration damages objects or crystalline creatures.	<b>DC: 15, Will negates (object); Will negates (object) or Fortitude half; see text</b> SR: Yes (object)	Standard Action	Instantaneous	Close (40 ft.)	V,S,M/DF	PHB: p.278
<b>Shield Other</b> <i>School:</i> Abjuration <i>Effect:</i> You take half of subject's damage.	<b>DC: 15, Will negates (harmless)</b> SR: Yes (harmless)	Standard Action	1 hour/level [D]	Close (40 ft.)	V,S,F	PHB: p.278
<b>Shroud of Undeath</b> <i>School:</i> Necromancy <i>Effect:</i> Shroud yourself in invisible negative energy so nonintelligent undead percieve you as a fellow undead.	<b>DC: 15, N/A</b> SR: N/A	1 standard action	10 minutes/level [D]	Personal	V,S,M	SC: p.189
<b>Silence</b> <i>School:</i> Illusion (Glamer) <i>Effect:</i> Negates sound in 15-ft. radius.	<b>DC: 15, Will negates (object)</b> SR: Yes; see text or no (object)	Standard Action	1 minute/level [D]	Long (640 ft.)	V,S	PHB: p.279
<b>Sound Burst</b> <i>School:</i> Evocation [Sonic] <i>Effect:</i> Deals 1d8 sonic damage to subjects; may stun them.	<b>DC: 15, Fortitude partial</b> SR: Yes	Standard Action	Instantaneous	Close (40 ft.)	V,S,F/DF	PHB: p.281
<b>Spawn Screen</b> <i>School:</i> Necromancy <i>Effect:</i> Subject will not rise as spawn if killed by an undead capable of creating spawn.	<b>DC: 15, Will negates [harmless]</b> SR: Yes [harmless]	1 standard action	1 hour/level	Touch	V,S,DF	SC: p.197
<b>Spell Immunity, Lesser</b> <i>School:</i> Abjuration <i>Effect:</i> Protects one creature from a single 1st- or 2nd-level spell; see text.	<b>DC: 15, Will negates [harmless]</b> SR: Yes [harmless]	1 standard action	10 minutes/level	Touch	V,S	SC: p.199
<b>Spiritual Weapon</b> <i>School:</i> Evocation [Force] <i>Effect:</i> Magical weapon attacks on its own.	SR: Yes	Standard Action	1 round/level [D]	Medium (160 ft.)	V,S, DF	PHB: p.283
<b>Stabilize</b> <i>School:</i> Conjunction (Healing) <i>Effect:</i> Spell designed for battle fields, heals all creatures for 1 hp to stabilize them, undead take 1 point of damage [Will negates].	<b>DC: 15, Will negates [harmless]; see text</b> SR: Yes [harmless]	1 swift action	Instantaneous	See text	V,S,DF	SC: p.204
<b>Status</b> <i>School:</i> Divination <i>Effect:</i> Monitors condition, position of allies.	<b>DC: 15, Will negates (harmless)</b> SR: Yes (harmless)	Standard Action	1 hour/level	Touch	V,S	PHB: p.284
<b>Stay the Hand</b> <i>School:</i> Enchantment (Charm) [Mind-Affecting] <i>Effect:</i> Target refrains from attacking you or targetting you with spells for the remainder of the current round.	<b>DC: 15, Will negates</b> SR: Yes	1 immediate action	Instantaneous	Medium (160 ft.)	V	PHB II: p.126
<b>Stone Bones</b> <i>School:</i> Transmutation <i>Effect:</i> Target gains natural armor AC bonus of +3.	<b>DC: 15, Will negates [harmless]</b> SR: Yes [harmless]	1 standard action	10 minutes/level	Touch	V,S,F	SC: p.208
<b>Stone Fist</b> <i>School:</i> Transmutation <i>Effect:</i> Acts as if armed and your hands become hard inflicting damage; see text.	SR: No	Standard Action	6 rounds [D]	Personal	V,S,DF	Race Sto: p.163
<b>Stretch Weapon</b> <i>School:</i> Transmutation <i>Effect:</i> Adds 5 feet of reach for one attack.	<b>DC: 15, Will negates (harmless, object)</b> SR: Yes (harmless, object)	1 swift action	One attack	0 ft.	V	PHB II: p.126
<b>Summon Elysian Thrush</b> <i>School:</i> Conjunction (Summoning) [Good] <i>Effect:</i> Summons a Elysian thrush [Planar Handbook 118]; see text	SR: No	10 minutes	8 hours	Close (40 ft.)	V,S,DF	SC: p.214
<b>Summon Monster II</b> <i>School:</i> Conjunction (Summoning) <i>Effect:</i> 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	SR: No	1 round	1 round/level [D]	Close (40 ft.)	V,S,F/DF	PHB: p.286
<b>Undetectable Alignment</b> <i>School:</i> Abjuration <i>Effect:</i> Conceals alignment for 24 hours.	<b>DC: 15, Will negates (object)</b> SR: Yes (object)	Standard Action	24 hours	Close (40 ft.)	V,S	PHB: p.297
<b>Veil of Shadow</b> <i>School:</i> Evocation [Darkness] <i>Effect:</i> Grants you a 20% miss chance from concealment.	<b>DC: 15, N/A</b> SR: N/A	1 standard action	1 minute/level	Personal	V,S	SC: p.228



## Cleric Spells

<b>Zone of Truth</b> <i>School:</i> Enchantment (Compulsion) [Mind-Affecting] <i>Effect:</i> Subjects within range cannot lie.		<b>DC: 15, Will negates</b> <i>SR:</i> Yes	<b>Standard Action</b> <i>Target:</i> 20-ft.-radius emanation	1 minute/level Close (40 ft.)	V,S,DF <i>Caster Level:</i> 6	PHB: p.303
<h2>LEVEL 3</h2>						
<b>Name</b> <b>Aid, Mass</b> <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.	<b>Save Information</b> <i>SR:</i> Yes [harmless]	<b>Time</b> 1 standard action	<b>Duration</b> 1 minute/level	<b>Range</b> Close (40 ft.)	<b>Comp.</b> V,S,DF <i>Caster Level:</i> 6	<b>Source</b> SC: p.8
<b>Air Breathing</b> <i>School:</i> Transmutation <i>Effect:</i> Grants creatures the ability to breath air.	<b>DC: 16, Will negates [harmless]</b> <i>SR:</i> Yes [harmless]	1 standard action	2 hours/level; see text	Touch	S,M/DF <i>Caster Level:</i> 6	SC: p.8
<b>Align Weapon, Mass</b> <i>School:</i> Transmutation [See text] <i>Effect:</i> Functions like align weapon, except it effects multiple weapons or projectiles at a distance.	<b>DC: 16, Will negates [harmless, object]</b> <i>SR:</i> Yes [harmless, object]	1 standard action	1 minute/level	Close (40 ft.)	V,S,DF <i>Caster Level:</i> 6	SC: p.9
<b>Alter Fortune</b> <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 (40 ft.)	V,X <i>Caster Level:</i> 6	PHB II: p.101
<b>Antidragon Aura</b> <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	<b>DC: 16, Will negates [harmless]</b> <i>SR:</i> Yes [harmless]	1 standard action	1 minute/level	Close (40 ft.)	V,S,M,DF <i>Caster Level:</i> 6	SC: p.14
<b>Attune Form</b> <i>School:</i> Transmutation <i>Effect:</i> Attunes the affected creatures to the plane you are currently on, negating harmful effects.	<b>DC: 16, N/A</b> <i>SR:</i> N/A	1 standard action	24 hours	Touch	V,S,M/DF <i>Caster Level:</i> 6	SC: p.17
<b>Awaken Sin</b> <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.	<b>DC: 16, Will negates</b> <i>SR:</i> Yes	1 standard action	Instantaneous	Touch	V,S,DF <i>Caster Level:</i> 6	SC: p.21
<b>Axiomatic Storm</b> <i>School:</i> Conjuration (Creation) [Lawful, Water] <i>Effect:</i> Rain falls around you. -4 to Listen, Spot, Search and ranged attacks. Deals 2d6 damage to chaotic creature [Double to outsiders] and random chaotic outsider takes additional 5d6 acid.	<i>SR:</i> No	1 standard action	1 round/level	20 ft.	V,S,M,DF <i>Caster Level:</i> 6	SC: p.22
<b>Bestow Curse</b> <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.	<b>DC: 16, Will negates</b> <i>SR:</i> Yes	Standard Action	Permanent	Touch	V,S <i>Caster Level:</i> 6	PHB: p.203
<b>Blade of Pain and Fear</b> <i>School:</i> Evocation <i>Effect:</i> Melee touch attack deals 1d6 +1/2 levels [max +10]. Save or become frightened for 1d4 rounds.	<b>DC: 16, Will partial</b> <i>SR:</i> Yes	1 standard action	1 minute/level [D]	0 ft.	V,S,DF <i>Caster Level:</i> 6	SC: p.30
<b>Blindness/Deafness</b> <i>School:</i> Necromancy <i>Effect:</i> Makes subject blinded or deafened.	<b>DC: 16, Fortitude negates</b> <i>SR:</i> Yes	Standard Action	Permanent [D]	Medium (160 ft.)	V <i>Caster Level:</i> 6	PHB: p.206
<b>Blindsight</b> <i>School:</i> Transmutation <i>Effect:</i> Grant blindsight to 30 ft.	<b>DC: 16, Will negates [harmless]</b> <i>SR:</i> Yes [harmless]	1 standard action	1 minute/level	Touch	V,S <i>Caster Level:</i> 6	SC: p.32
<b>Chain of Eyes</b> <i>School:</i> Divination <i>Effect:</i> Scrying sensor passed along by touch.	<b>DC: 16, Will negates</b> <i>SR:</i> Yes	1 standard action	1 hour/level	Touch	V,S <i>Caster Level:</i> 6	SC: p.45
<b>Channeled Divine Shield</b> <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 <i>Caster Level:</i> 6	PHB II: p.106
<b>Checkmate's Light</b> <i>School:</i> Evocation [Lawful] <i>Effect:</i> Imbue weapon with +1/3 levels enhancement bonus [Max +5 at 15th level] and is Lawful aligned. Allies gain +1 morale bonus vs. fear in 20 ft radius of red light.	<i>SR:</i> No	1 standard action	1 round/level [D]	Touch	V,S,DF <i>Caster Level:</i> 6	SC: p.46
<b>Circle Dance</b> <i>School:</i> Divination <i>Effect:</i> Get direction and general status of a known target.	<b>DC: 16, N/A</b> <i>SR:</i> N/A	1 minute	Instantaneous	Personal	V,S <i>Caster Level:</i> 6	SC: p.46
<b>Cloak of Bravery</b> <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].	<b>DC: 16, Will negates [harmless]</b> <i>SR:</i> Yes [harmless]	1 standard action	10 minutes/level	60 ft.	V,S <i>Caster Level:</i> 6	SC: p.47
<b>Cloak Pool</b> <i>School:</i> Illusion (Glamour) [Mind-Affecting] <i>Effect:</i> Causes a color pool on the Astral Plane to seemingly cease to exist.	<b>DC: 16, Will negates [harmless,object]</b> <i>SR:</i> No	1 standard action	1 hour/level [D]	Close (40 ft.)	V,S <i>Caster Level:</i> 6	SC: p.48
<b>Continual Flame</b> <i>School:</i> Evocation [Light] <i>Effect:</i> Makes a permanent, heatless torch.	<i>SR:</i> No	Standard Action	Permanent	Touch	V,S,M <i>Caster Level:</i> 6	PHB: p.213
<b>Conviction, Mass</b> <i>School:</i> Abjuration <i>Effect:</i> Same as conviction, except it affects multiple allies at a distance.	<b>DC: 16, Will negates [harmless]</b> <i>SR:</i> Yes [harmless]	1 standard action	10 minutes/level	Medium (160 ft.)	V,S,M <i>Caster Level:</i> 6	SC: p.52
<b>Corona of Cold</b> <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 ong as they remain in the area.	<b>DC: 16, Fortitude negates</b> <i>SR:</i> Yes	1 standard action	1 round/level [D]	10 ft.	V,S,DF <i>Caster Level:</i> 6	SC: p.52

## Cleric Spells

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.

<div><div></div><div></div><div></div><div></div><div></div></div> Deeper Darkness		Standard Action	1 day/level [D]	Touch	V, M/DF	PHB: p.217
<i>School:</i> Evocation [Darkness]	<i>SR:</i> No	<i>Target:</i> Object touched		<i>Caster Level:</i> 6		
<i>Effect:</i> Object sheds supernatural shadow in 60-ft. radius.						
<div><div></div><div></div><div></div><div></div><div></div></div> Demon Dirge	<b>DC: 16, NWill half</b>	1 standard action	1d6 rounds; see text	Close (40 ft.)	V,S,DF	SC: p.63
<i>School:</i> Transmutation	<i>SR:</i> Yes	<i>Target:</i> Living creature		<i>Caster Level:</i> 6		
<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.						
<div><div></div><div></div><div></div><div></div><div></div></div> Devil Blight	<b>DC: 16, None or Fortitude partial; see text</b>	1 standard action	1d6 rounds	Close (40 ft.)	V,S,DF	SC: p.64
<i>School:</i> Transmutation	<i>SR:</i> Yes	<i>Target:</i> Living creature		<i>Caster Level:</i> 6		
<i>Effect:</i> Creatures of Evil and Lawful subtypes take 2d6 damage [no save]. Baatezu must save or be Stunned..						
<div><div></div><div></div><div></div><div></div><div></div></div> Dispel Magic		Standard Action	Instantaneous	Medium (160 ft.)	V,S	PHB: p.223
<i>School:</i> Abjuration	<i>SR:</i> No	<i>Target:</i> One spellcaster, creature, or object; or 20-ft.-radius burst		<i>Caster Level:</i> 6		
<i>Effect:</i> Cancels magical spells and effects.						
<div><div></div><div></div><div></div><div></div><div></div></div> Divine Retaliation		1 swift action	1 round	0 ft.	V,S,DF	PHB II: p.110
<i>School:</i> Evocation [Force]	<i>SR:</i> No	<i>Target:</i> Magic weapon of force		<i>Caster Level:</i> 6		
<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.						
<div><div></div><div></div><div></div><div></div><div></div></div> Downdraft	<b>DC: 16, Reflex partial; see text</b>	1 standard action	Instantaneous	Long (640 ft.)	V,S,M	SC: p.72
<i>School:</i> Evocation [Air]	<i>SR:</i> Yes	<i>Target:</i> Cylinder [20-ft. radius, 100 ft. high]		<i>Caster Level:</i> 6		
<i>Effect:</i> Either send a flying creature down 50 ft. or 100 ft. They take fall damage if they collide with the ground [1d6 per 10 ft.].						
<div><div></div><div></div><div></div><div></div><div></div></div> Energized Shield		1 standard action	1 round/level	Touch	V,S,DF	SC: p.79
<i>School:</i> Abjuration [See text]	<i>SR:</i> No	<i>Target:</i> Touch		<i>Caster Level:</i> 6		
<i>Effect:</i> As lesser energized shield, except energy resistance is 10 and damage dealt is 2d6						
<div><div></div><div></div><div></div><div></div><div></div></div> Energy Aegis	<b>DC: 16, Will negates [harmless]</b>	1 immediate action	1 round	Close (40 ft.)	V,DF	PHB II: p.111
<i>School:</i> Abjuration	<i>SR:</i> Yes [harmless]	<i>Target:</i> One creature		<i>Caster Level:</i> 6		
<i>Effect:</i> Gain resistance 20 against one energy type for one attack.						
<div><div></div><div></div><div></div><div></div><div></div></div> Energy Vortex	<b>DC: 16, Reflex half</b>	1 standard action	Instantaneous	20 ft.	V,S	SC: p.81
<i>School:</i> Evocation [Choose:Acid, Cold, Fire, Electricity, Sonic]	<i>SR:</i> Yes	<i>Target:</i> All creatures within a 20-ft.-radius burst centered on you		<i>Caster Level:</i> 6		
<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.						
<div><div></div><div></div><div></div><div></div><div></div></div> Energy Vulnerability	<b>DC: 16, Will negates</b>	1 standard action	1 round/level	Medium (160 ft.)	V,S,M/DF	PHB II: p.112
<i>School:</i> Abjuration	<i>SR:</i> Yes	<i>Target:</i> One or more creatures within a 10-ft.-radius burst		<i>Caster Level:</i> 6		
<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.						
<div><div></div><div></div><div></div><div></div><div></div></div> Favorable Sacrifice	<b>DC: 16, Will negates [harmless]</b>	1 standard action	1 hour/level	Touch	V,S,M	SC: p.89
<i>School:</i> Abjuration	<i>SR:</i> Yes [harmless]	<i>Target:</i> Creature touched		<i>Caster Level:</i> 6		
<i>Effect:</i> Gain benefit from deity; see text.						
<div><div></div><div></div><div></div><div></div><div></div></div> Fell the Greatest Foe	<b>DC: 16, Fortitude negates [harmless]</b>	1 standard action	1 round/level	Touch	V,S,M	SC: p.90
<i>School:</i> Transmutation	<i>SR:</i> Yes [harmless]	<i>Target:</i> Creature touched		<i>Caster Level:</i> 6		
<i>Effect:</i> Deal 1d6 damage per size category difference.						
<div><div></div><div></div><div></div><div></div><div></div></div> Flame of Faith		1 standard action	1 round/level	Touch	V,S,M	SC: p.95
<i>School:</i> Evocation	<i>SR:</i> No	<i>Target:</i> Nonmagical weapon touched		<i>Caster Level:</i> 6		
<i>Effect:</i> Normal or masterwork weapon becomes temporary +1 flaming burst weapon.						
<div><div></div><div></div><div></div><div></div><div></div></div> Ghost Touch Weapon	<b>DC: 16, Will negates [harmless,object]</b>	1 standard action	1 minute/level	Close (40 ft.)	V,S	SC: p.102
<i>School:</i> Transmutation	<i>SR:</i> Yes [harmless,object]	<i>Target:</i> One weapon or fifty projectiles [all in contact at time of casting]		<i>Caster Level:</i> 6		
<i>Effect:</i> Hit incorporeal normally.						
<div><div></div><div></div><div></div><div></div><div></div></div> Girallon's Blessing	<b>DC: 16, Fortitude negates [harmless]</b>	1 standard action	10 minutes/level	Touch	V,S,M	SC: p.106
<i>School:</i> Transmutation	<i>SR:</i> Yes [harmless]	<i>Target:</i> Creature touched		<i>Caster Level:</i> 6		
<i>Effect:</i> Gain an additional pair of arms; see text						
<div><div></div><div></div><div></div><div></div><div></div></div> Glyph of Warding	<b>DC: 16, See text</b>	10 minutes	Permanent until discharged [D]	Touch	V,S,M	PHB: p.236
<i>School:</i> Abjuration	<i>SR:</i> No (object) and Yes; see text	<i>Target:</i> Object touched or up to 5 sq. ft/level		<i>Caster Level:</i> 6		
<i>Effect:</i> Inscription harms those who pass it.						
<div><div></div><div></div><div></div><div></div><div></div></div> Grace	<b>DC: 16, N/A</b>	1 swift action	1 round/level	Personal	V	SC: p.107
<i>School:</i> Transmutation [Good]	<i>SR:</i> N/A	<i>Target:</i> You		<i>Caster Level:</i> 6		
<i>Effect:</i> +2 sacred bonus to Dex, Land speed increases by 10 ft. -20 penalty to Hide checks.						
<div><div></div><div></div><div></div><div></div><div></div></div> Hamatula Barbs	<b>DC: 16, Fortitude negates</b>	1 standard action	10 minutes/level	Touch	V,S,M	SC: p.109
<i>School:</i> Transmutation	<i>SR:</i> Yes [harmless]	<i>Target:</i> Creature touched		<i>Caster Level:</i> 6		
<i>Effect:</i> Any creature hitting the subject takes 1d8 damage.						
<div><div></div><div></div><div></div><div></div><div></div></div> Helping Hand		Standard Action	1 hour/level	5 miles	V,S, DF	PHB: p.239
<i>School:</i> Evocation	<i>SR:</i> No	<i>Target:</i> Ghostly hand		<i>Caster Level:</i> 6		
<i>Effect:</i> Ghostly hand leads subject to you.						
<div><div></div><div></div><div></div><div></div><div></div></div> Hesitate	<b>DC: 16, Will negates; see text</b>	1 immediate action	1 round/level [D]; see text	Close (40 ft.)	V,S	PHB II: p.114
<i>School:</i> Enchantment (Compulsion) [Mind-Affecting]	<i>SR:</i> Yes	<i>Target:</i> One living creature		<i>Caster Level:</i> 6		
<i>Effect:</i> Creature can only take move action on it's turn; retry save each round [swift action].						
<div><div></div><div></div><div></div><div></div><div></div></div> Holy Storm		1 standard action	1 round/level [D]	20 ft.	V,S,M,DF	SC: p.115
<i>School:</i> Conjuraction (Creation) [Good, Water]	<i>SR:</i> No	<i>Target:</i> Cylinder [20-ft. radius, 20 ft. high]		<i>Caster Level:</i> 6		
<i>Effect:</i> -4 penalty to Listen, Spot, and Search checks, -4 ranged attacks. Evil creatures take 2d6 damage each round [double if outsiders].						
<div><div></div><div></div><div></div><div></div><div></div></div> Ice Axe		1 standard action	1 round/level [D]	0 ft.	V,S,M	SC: p.118
<i>School:</i> Evocation [Cold]	<i>SR:</i> Yes	<i>Target:</i> Battleaxe-shaped weapon of swirling ice		<i>Caster Level:</i> 6		
<i>Effect:</i> Axe deals 2d12 of cold damage +1/2 caster level [max +10].						
<div><div></div><div></div><div></div><div></div><div></div></div> Inflict Serious Wounds	<b>DC: 16, Will half</b>	Standard Action	Instantaneous	Touch	V,S	PHB: p.244
<i>School:</i> Necromancy	<i>SR:</i> Yes	<i>Target:</i> Creature touched		<i>Caster Level:</i> 6		
<i>Effect:</i> Touch attack, 3d8 +1/level [max +15] damage.						
<div><div></div><div></div><div></div><div></div><div></div></div> Insignia of Blessing		Standard Action	6 minutes	Long (640 ft.)	V,S,F	Race Des: p.166
<i>School:</i> Enchantment (Comulsion) [Mind-Affecting]	<i>SR:</i> Yes [harmless]	<i>Target:</i> All wearers of special insignia within range		<i>Caster Level:</i> 6		
<i>Effect:</i> +1 morale bonus on attack rolls and on saving throws against fear effects.						
<div><div></div><div></div><div></div><div></div><div></div></div> Insignia of Healing	<b>DC: 16, Will half (Harmless)</b>	Standard Action	Instantaneous	Long (680 ft.)	V,S,F	Race Des: p.166
<i>School:</i> Conjuraction (Healing)	<i>SR:</i> Yes [harmless];see text	<i>Target:</i> All wearers of special insignia within range		<i>Caster Level:</i> 7		
<i>Effect:</i> Heals 1d8+7 to all wearers.						
<div><div></div><div></div><div></div><div></div><div></div></div> Insignia of Warding	<b>DC: 16, Will negates (Harmless)</b>	Standard Action	6 minutes	Long (640 ft.)	V,S,F	Race Des: p.166
<i>School:</i> Abjuration	<i>SR:</i> Yes [harmless]	<i>Target:</i> All wearers of special insignia within range		<i>Caster Level:</i> 6		
<i>Effect:</i> +1 divine bonus to AC and on Fort saves.						
<div><div></div><div></div><div></div><div></div><div></div></div> Interplanar Message	<b>DC: 16, Will negates [harmless]</b>	1 standard action	24 hours/level	One creature	V,S	SC: p.124
<i>School:</i> Evocation [Language-Dependent]	<i>SR:</i> Yes [harmless]	<i>Target:</i> One creature		<i>Caster Level:</i> 6		
<i>Effect:</i> Send 25 words or less to the targeted creature; see text.						
<div><div></div><div></div><div></div><div></div><div></div></div> Invest Moderate Protection	<b>DC: 16, Will half (harmless); see text</b>	1 standard action	Instantaneous; see text	Touch	V,S	PHB II: p.115
<i>School:</i> Conjuraction (Healing)	<i>SR:</i> Yes [harmless]; see text	<i>Target:</i> Creature touched		<i>Caster Level:</i> 7		
<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.						
<div><div></div><div></div><div></div><div></div><div></div></div> Invisibility Purge		Standard Action	1 minute/level [D]	Personal	V,S	PHB: p.245
<i>School:</i> Evocation	<i>SR:</i> No	<i>Target:</i> You		<i>Caster Level:</i> 6		
<i>Effect:</i> Dispels invisibility within 5 ft./level						
<div><div></div><div></div><div></div><div></div><div></div></div> Knight's Move	<b>DC: 16, N/A</b>	1 swift action	Instantaneous	5 ft./2 levels; see text	V,S,DF	SC: p.129
<i>School:</i> Transmutatin (Teleportation)	<i>SR:</i> N/A	<i>Target:</i> You		<i>Caster Level:</i> 6		
<i>Effect:</i> Teleport and end up flanking an opponent.						
<div><div></div><div></div><div></div><div></div><div></div></div> Know Opponent	<b>DC: 16, Will negates</b>	1 standard action	Instantaneous	Close (40 ft.)	S,DF	SC: p.129
<i>School:</i> Divination	<i>SR:</i> Yes	<i>Target:</i> One creature		<i>Caster Level:</i> 6		
* =Domain/Speciality Spell						

# Cleric Spells

*Effect:* Learn strengths or weaknesses of opponent; see text.

<b>☐☐☐☐☐ Know Vulnerabilities</b> <i>School:</i> Divination <i>Effect:</i> Learn any vulnerabilities and resistances the target has.	<b>DC: 16, Will negates</b> <i>SR:</i> Yes	1 standard action	Instantaneous	Close (40 ft.)	V,S	SC: p.129
		<i>Target:</i> One creature		<i>Caster Level:</i> 6		
<b>☐☐☐☐☐ Light of Venya</b> <i>School:</i> Evocation [Good, Light] <i>Effect:</i> 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.	<i>SR:</i> Yes; see text	1 standard action	10 minutes/level [D]	Medium (160 ft.)	V,S	SC: p.132
		<i>Target:</i> You and up to two rays; see text		<i>Caster Level:</i> 6		
<b>☐☐☐☐☐ Locate Object</b> <i>School:</i> Divination <i>Effect:</i> Senses direction toward object [specific or type].	<i>SR:</i> No	Standard Action	1 minute/level	Long (640 ft.)	V,S,F/DF	PHB: p.249
		<i>Target:</i> Circle, centered on you, with a radius of 400 + 40 ft. per level		<i>Caster Level:</i> 6		
<b>☐☐☐☐☐ Magic Circle against Chaos</b> <i>School:</i> Abjuration [Lawful] <i>Effect:</i> +2 to AC and saves, counter mind control, hedge out elementals and outsiders in 10-ft. radius and 10 minutes/level.	<b>DC: 16, Will negates (harmless)</b> <i>SR:</i> No; see text	Standard Action	10 minutes/level	Touch	V,S,M/DF	PHB: p.249
		<i>Target:</i> 10-ft.-radius emanation from touched creature		<i>Caster Level:</i> 6		
<b>☐☐☐☐☐ Magic Circle against Evil</b> <i>School:</i> Abjuration [Good] <i>Effect:</i> +2 to AC and saves, counter mind control, hedge out elementals and outsiders in 10-ft. radius and 10 minutes/level.	<b>DC: 16, Will negates (harmless)</b> <i>SR:</i> No; see text	Standard Action	10 minutes/level	Touch	V,S,M/DF	PHB: p.249
		<i>Target:</i> 10-ft.-radius emanation from touched creature		<i>Caster Level:</i> 6		
<b>☐☐☐☐☐ Magic Vestment</b> <i>School:</i> Transmutation <i>Effect:</i> Armor or shield gains +1/4 levels [max +5] enhancement	<b>DC: 16, Will negates (harmless, object)</b> <i>SR:</i> Yes (harmless, object)	Standard Action	1 hour/level	Touch	V,S, DF	PHB: p.251
		<i>Target:</i> Armor or shield touched		<i>Caster Level:</i> 6		
<b>☐☐☐☐☐ Mantle of Chaos</b> <i>School:</i> Abjuration [Chaos] <i>Effect:</i> Gain SR 12 + your caster level against spells with the lawful descriptor.	<b>DC: 16, N/A</b> <i>SR:</i> N/A	1 standard action	10 minutes/level [D]	Personal	V,S,M	SC: p.137
		<i>Target:</i> You		<i>Caster Level:</i> 6		
<b>☐☐☐☐☐ Mantle of Law</b> <i>School:</i> Abjuration [Law] <i>Effect:</i> Gain SR 12 + your caster level against spells with the chaos descriptor.	<b>DC: 16, N/A</b> <i>SR:</i> N/A	1 standard action	10 minutes/level [D]	Personal	V,S,M	SC: p.138
		<i>Target:</i> You		<i>Caster Level:</i> 6		
<b>☐☐☐☐☐ Mark of Doom</b> <i>School:</i> Necromancy <i>Effect:</i> Subject marked takes 1d6 damage any time it continues fighting; see text.	<i>SR:</i> No	1 standard action	1 round/level	Medium (160 ft.)	V,S,DF	PHB II: p.119
		<i>Target:</i> One creature		<i>Caster Level:</i> 6		
<b>☐☐☐☐☐ Meld into Stone</b> <i>School:</i> Transmutation [Earth] <i>Effect:</i> You and your gear merge with stone.	<i>SR:</i> No	Standard Action	10 minutes/level	Personal	V,S, DF	PHB: p.252
		<i>Target:</i> You		<i>Caster Level:</i> 6		
<b>☐☐☐☐☐ Mold Touch</b> <i>School:</i> Conjuration (Creation) <i>Effect:</i> NATURE GRANTED:Create 5-foot-diameter patch of brown mold to appear; see text	<i>SR:</i> No	Standard Action	Instantaneous	Touch	V,S, DF	PGtF: p.106
		<i>Target:</i> Patch of brown mold		<i>Caster Level:</i> 6		
<b>☐☐☐☐☐ Nauseating Breath</b> <i>School:</i> Conjuration (Creation) <i>Effect:</i> Creatures in area must save or be nauseated for 1d6 rounds.	<b>DC: 16, Fortitude negates</b> <i>SR:</i> No	1 standard action	Instantaneous	30 ft.	V,S,M	SC: p.146
		<i>Target:</i> Cone-shaped burst		<i>Caster Level:</i> 6		
<b>☐☐☐☐☐ Obscure Object</b> <i>School:</i> Abjuration <i>Effect:</i> Masks object against scrying.	<b>DC: 16, Will negates (object)</b> <i>SR:</i> Yes (object)	Standard Action	8 hours [D]	Touch	V,S,M/DF	PHB: p.258
		<i>Target:</i> One object touched of up to 100 lbs/level		<i>Caster Level:</i> 6		
<b>☐☐☐☐☐ Prayer</b> <i>School:</i> Enchantment (Compulsion) [Mind-Affecting] <i>Effect:</i> Allies +1 bonus on most rolls, enemies -1 penalty.	<i>SR:</i> Yes	Standard Action	1 round/level	40 ft.	V,S, DF	PHB: p.264
		<i>Target:</i> All allies and foes within a 40-ft.-radius burst centered on you		<i>Caster Level:</i> 6		
<b>☐☐☐☐☐ Protection from Energy</b> <i>School:</i> Abjuration <i>Effect:</i> Absorb 12 points of damage/level [max 120] from one kind of energy.	<b>DC: 16, Fortitude negates (harmless)</b> <i>SR:</i> Yes (harmless)	Standard Action	10 minutes/level or until discharged	Touch	V,S, DF	PHB: p.266
		<i>Target:</i> Creature touched		<i>Caster Level:</i> 6		
<b>☐☐☐☐☐ Remove Blindness/Deafness</b> <i>School:</i> Conjuration (Healing) <i>Effect:</i> Cures normal or magical conditions.	<b>DC: 16, Fortitude negates (harmless)</b> <i>SR:</i> Yes (harmless)	Standard Action	Instantaneous	Touch	V,S	PHB: p.270
		<i>Target:</i> Creature touched		<i>Caster Level:</i> 7		
<b>☐☐☐☐☐ Remove Curse</b> <i>School:</i> Abjuration <i>Effect:</i> Frees object or person from curse.	<b>DC: 16, Will negates (harmless)</b> <i>SR:</i> Yes (harmless)	Standard Action	Instantaneous	Touch	V,S	PHB: p.270
		<i>Target:</i> Creature or item touched		<i>Caster Level:</i> 6		
<b>☐☐☐☐☐ Remove Disease</b> <i>School:</i> Conjuration (Healing) <i>Effect:</i> Cures all diseases affecting subject.	<b>DC: 16, Fortitude negates (harmless)</b> <i>SR:</i> Yes (harmless)	Standard Action	Instantaneous	Touch	V,S	PHB: p.271
		<i>Target:</i> Creature touched		<i>Caster Level:</i> 7		
<b>☐☐☐☐☐ Resist Energy, Mass</b> <i>School:</i> Abjuration <i>Effect:</i> As resist energy, except that it affects all targeted creatures.	<b>DC: 16, Fortitude negates [harmless]</b> <i>SR:</i> Yes [harmless]	1 standard action	10 minutes/level	Close (40 ft.)	V,S,DF	SC: p.174
		<i>Target:</i> One creature/level, no two of which can be more than 30 ft. apart		<i>Caster Level:</i> 6		
<b>☐☐☐☐☐ Resurgence, Mass</b> <i>School:</i> Abjuration <i>Effect:</i> Same as resurgence, except it affects multiple targets. Allows one retry on a failed save against an ongoing spell, spell-like ability, or supernatural ability.	<b>DC: 16, Will negates [harmless]</b> <i>SR:</i> Yes [harmless]	1 standard action	Instantaneous	Close (40 ft.)	V,S,DF	SC: p.175
		<i>Target:</i> One creature/level, no two of which can be more than 30 ft. apart		<i>Caster Level:</i> 6		
<b>☐☐☐☐☐ Ring of Blades</b> <i>School:</i> Conjuration (Creation) <i>Effect:</i> Deals 1d6 +1 per caster level [max +10] points of damage to all adjacent squares. DR does apply to damage.	<b>DC: 16, N/A</b> <i>SR:</i> N/A	1 standard action	1 minute/level	Personal	V,S,M	SC: p.177
		<i>Target:</i> You		<i>Caster Level:</i> 6		
<b>☐☐☐☐☐ Safety</b> <i>School:</i> Abjuration <i>Effect:</i> Subject can find the shortest, most direct route to safety; see text.	<b>DC: 16, None or Will negates [harmless]</b> <i>SR:</i> No or Yes [harmless]	1 standard action	10 minutes/level	Touch	V,S	SC: p.179
		<i>Target:</i> Creature touched		<i>Caster Level:</i> 6		
<b>☐☐☐☐☐ Searing Light</b> <i>School:</i> Evocation <i>Effect:</i> Range deals 1d8/2 levels [max 5d8] damage; 1d6/level [max 10d6] against undead; 6 to undead vulnerable to bright light; construct or inanimate object only takes 3d6 damage.	<i>SR:</i> Yes	Standard Action	Instantaneous	Medium (160 ft.)	V,S	PHB: p.275
		<i>Target:</i> Ray		<i>Caster Level:</i> 6		
<b>☐☐☐☐☐ Sheltered Vitality</b> <i>School:</i> Abjuration <i>Effect:</i> Subject gains immunity to fatigue, exhaustion, and ability damage or drain.	<b>DC: 16, Fortitude negates [harmless]</b> <i>SR:</i> Yes [harmless]	1 standard action	1 minute/level	Touch	V,S,DF	SC: p.188
		<i>Target:</i> Living creature touched		<i>Caster Level:</i> 6		
<b>☐☐☐☐☐ Shield of Warding</b> <i>School:</i> Abjuration [Good] <i>Effect:</i> Grants +1 sacred bonus to Armor Class and Reflex Saves, +1 per five caster levels [max +5].	<b>DC: 16, Will negates [object,harmless]</b> <i>SR:</i> No	1 standard action	1 minute/level	Touch	V,S	SC: p.188
		<i>Target:</i> One shield or buckler touched		<i>Caster Level:</i> 6		
<b>☐☐☐☐☐ Sink</b> <i>School:</i> Transmutation <i>Effect:</i> Affect creatures sink 100 ft./round; see text.	<b>DC: 16, Will negates</b> <i>SR:</i> Yes	1 standard action	1 round	Close (40 ft.)	V,S,DF	SC: p.190
		<i>Target:</i> One creature/level, no two of which are more than 30 ft. apart		<i>Caster Level:</i> 6		
<b>☐☐☐☐☐ Skull Watch</b> <i>School:</i> Necromancy <i>Effect:</i> Alarm affect; see text.	<b>DC: 16, See text</b> <i>SR:</i> No	1 standard action	Permanent	Touch	V,S,F	SC: p.191
		<i>Target:</i> One humaniod skull		<i>Caster Level:</i> 6		
<b>☐☐☐☐☐ Slashing Darkness</b> <i>School:</i> Evocation <i>Effect:</i> Deal 1d8/2 caster levels [max 5d8] damage, undead heal equal damage.	<i>SR:</i> Yes	1 standard action	Instantaneous	Medium (160 ft.)	V,S	SC: p.191
		<i>Target:</i> Ray		<i>Caster Level:</i> 6		
<b>☐☐☐☐☐ Snowshoes, Mass</b> <i>School:</i> Transmutation <i>Effect:</i> Same as Snowshoes, except as noted.	<b>DC: 16, Will negates [harmless]</b> <i>SR:</i> Yes [harmless]	1 standard action	1 hour/level [D]	Close (40 ft.)	V,S	SC: p.194
		<i>Target:</i> One creature/level, no two of which are more than 30 ft. apart		<i>Caster Level:</i> 6		
<b>☐☐☐☐☐ Sonorous Hum</b> <i>School:</i> Evocation [Sonic] <i>Effect:</i> The next spell you cast during the effect of sonorous hum that requires concentration to maintain is maintained for you.	<b>DC: 16, N/A</b> <i>SR:</i> N/A	1 standard action	1 minute/level [D]	Personal	V,S	SC: p.196
		<i>Target:</i> You		<i>Caster Level:</i> 6		
<b>☐☐☐☐☐ Spark of Life</b> <i>School:</i> Necromancy <i>Effect:</i> Undead touched temporarily acts as if it were alive and vulnerable as if it weren't undead.	<b>DC: 16, Will negates</b> <i>SR:</i> Yes	1 standard action	1 round/level	Touch	V,S	SC: p.196
		<i>Target:</i> Undead creature touched		<i>Caster Level:</i> 6		
<b>☐☐☐☐☐ Speak with Dead</b> <i>School:</i> Necromancy [Language-Dependent]	<b>DC: 16, Will negates; see text</b> <i>SR:</i> No	10 minutes	1 minute/level	10 ft.	V,S, DF	PHB: p.281
		<i>Target:</i> One dead creature * =Domain/Specialty Spell		<i>Caster Level:</i> 6		

# Cleric Spells

Effect: Corpse answers one question/2 levels.

☐☐☐☐☐ Spikes		1 standard action	1 hour/level	Touch	V,S,M	SC: p.202
School: Transmutation	SR: No	Target: Wooden weapon touched			Caster Level: 6	
Effect: As brambles, except affected weapon gains +2 enhancement bonus and threat range doubled.						
☐☐☐☐☐ Stone Shape		Standard Action	Instantaneous	Touch	V,S,M/DF	PHB: p.284
School: Transmutation [Earth]	SR: No	Target: Stone or stone object touched, up to 10 cu. ft. +1 cu. ft./level			Caster Level: 6	
Effect: Sculpts stone into any shape.						
☐☐☐☐☐ Summon Monster III		1 round	1 round/level [D]	Close (40 ft.)	V,S,F/DF	PHB: p.286
School: Conjuraton (Summoning)	SR: No	Target: One or more summoned creatures, no two of which can be more than 30 ft. apart			Caster Level: 6	
Effect: 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 monstrous centipede, Huge NE; Fiendish crocodile CE; Dretch [demon] CE; Fiendish snake, Large viper CE; Fiendish wolverine CE						
☐☐☐☐☐ Suppress Glyph	DC: 16, Will negates [object]	1 standard action	1 minute/level	100 ft.	V,S	SC: p.216
School: Abjuration	SR: Yes [object]	Target: 100-ft.-radius emanation centered on you			Caster Level: 6	
Effect: Gain enhanced awareness of magical writing such as a glyph of warding; see text.						
☐☐☐☐☐ Telepathic Bond, Lesser		1 standard action	60 minutes	30 feet	V, S	RSRD: PsionicSpells.rtf
School: Divination [Mind-Affecting]	SR: No	Target: You and One willing creature within 30'			Caster Level: 6	
Effect: You forge a telepathic bond with another willing creature with an Intelligence score of 6 or higher.						
☐☐☐☐☐ Tremor	DC: 16, See text	1 standard action	1 round/3 levels	Medium (160 ft.)	V,S,DF	SC: p.223
School: Evocation [Earth]	SR: No	Target: 40-ft.-radius spread			Caster Level: 6	
Effect: Disrupts concentration; see text.						
☐☐☐☐☐ Vigor, Mass Lesser	DC: 16, Will negates [harmless]	1 standard action	10 rounds + 1 round/level [max 25]	20 ft.	V,S	SC: p.229
School: Conjuraton (Healing)	SR: Yes [harmless]	Target: One creature/2 levels, no two of which can be more than 30 ft. apart			Caster Level: 7	
Effect: 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.						
☐☐☐☐☐ Visage of the Deity, Lesser	DC: 16, N/A	1 standard action	1 round/level	Personal	V,S,DF	SC: p.231
School: Transmutation	SR: N/A	Target: You			Caster Level: 6	
Effect: Your form becomes more like your deity's; see text						
☐☐☐☐☐ Wall of Light		1 standard action	1 minute/level [D]	Close (40 ft.)	V,S,M	SC: p.234
School: Evocation [Light]	SR: Yes; see text	Target: A straight wall whose area is up to one 10-ft. square/level or hemi/sphere 5 ft./2 levels			Caster Level: 6	
Effect: Any creature passing through the wall becomes dazzled. You can see through the wall; see text.						
☐☐☐☐☐ Water Breathing	DC: 16, Will negates (harmless)	Standard Action	2 hours/level; see text	Touch	V,S,M/DF	PHB: p.300
School: Transmutation	SR: Yes (harmless)	Target: Living creatures touched			Caster Level: 6	
Effect: Subjects can breathe underwater.						
☐☐☐☐☐ Water Walk	DC: 16, Will negates (harmless)	Standard Action	10 minutes/level [D]	Touch	V,S, DF	PHB: p.300
School: Transmutation [Water]	SR: Yes (harmless)	Target: One touched creature/level			Caster Level: 6	
Effect: Subject treads on water as if solid.						
☐☐☐☐☐ Weapon of Impact	DC: 16, Will negates [harmless,object]	1 standard action	10 minutes/level	Touch	V,S	SC: p.237
School: Transmutation	SR: Yes [harmless,object]	Target: One bludgeoning weapon or fifty blunt projectiles [all of which must be touching]			Caster Level: 6	
Effect: Double threat range of weapon.						
☐☐☐☐☐ Weapon of the Deity	DC: 16, Fortitude negates [harmless,object]	1 standard action	1 round/level	Touch	V,DF	SC: p.237
School: Transmutation	SR: Yes [harmless,object]	Target: Weapon touched			Caster Level: 6	
Effect: Imbue a weapon favored by your deity with special enhancements and abilities. See text.						
☐☐☐☐☐ Wind Wall	DC: 16, None; see text	Standard Action	1 round/level	Medium (160 ft.)	V,S,M/DF	PHB: p.302
School: Evocation [Air]	SR: Yes	Target: Wall up to 10 ft./level long and 5 ft./level high [S]			Caster Level: 6	
Effect: Deflects arrows, smaller creatures, and gases.						

\* =Domain/Specialty Spell