

	EQUIPME	NT			
ITEM		LOCATION	ON QT	Y WT	COST
Auric 'Farandol (Sword +4 (Bastard/Adamantine/Bonded/Dispelli Burst)), Ignore 20 hardness, Bonded Weapon: 4- Damage, redirect sunder damage to self, alarm of 5d6 damage if weapon broken, cannot be disarm Dispel Magic 3/day upon successful hit, good-ali damage vs. evil, 1 negative level bestowed to evi cold damage. On a critical hit deals +1d10 additi- damage	2 to Hit and on weapon, take ned., Targeted gned,+2d6 holy I wielder, +1d6	Carried	d 1	6.0	165035.
Bag of Holding (Type 4)		Equippe	ed 1	60.0	10000.0
Boots of Swiftness and Blinl	king	Equippe	ed 1	1.0	240000.
Cloak of Charisma +4		Equippe	ed 1	2.0	16000.0
Crossbow +2 (Light)		Carrie	1	4.0	8335.0
Mithral Full Plate +2 (Light Full Plate +2), 30hp/inch and 15 hardness		Equippe	ed 1	25.0	14500.0
Mystic Shield		Equippe	ed 1	15.0	4170.0
(Shield +2 (Heavy/Metal))  Mystra's Blessed Amulet of	Life	Equippe	ed 1	0.0	104000.
(Amulet Save Bonus (Sacred) (+3/Skill Bonus (C (Knowledge (Religion) +10)(Crystal (Deep)/Raist Dead/(Cleric/20th)), 30hp/inch and 10 hardness, all saving throws of +3, Competance bonus to se Knowledge (Religion) +10	Sacred bonus to				
Traveler's Outfit		Equippe	ed 1	5.0	0.0
Ring of Protection +3		Equippe	ed 1	0.0	18000.0
Ring of Fire and Ice		Equippe	ed 1	0.0	0.0
When worn, the ring offers a limited immunity to energy attacks by absorbing up to 10 spell levels and Cold energy. It can then discharge that sam beam (range touch) upon command as a standa either Fire or Cold., 30hp/inch and 10 hardness	s (10d6) of Fire e energy as a				
TOTAL WEIGHT	CARRIED/V	ALUE		113 lbs.	580040.0 gp
WEIG	SHT ALLO	WANCE			
Light 200	Medium			Heavy	600
o .	ft off ground		Duck	/ Drag	

					91							
	WEIGHT ALLOWANCE											
Light	Light 200 Medium 400 Heavy 600											
Lift over head	Lift over head 600 Lift off ground 1200 Push / Drag 3000											
		SPECIAL ABI	LITIES									
		une to fear (magical against fear effects.		rise). Allies within 1	0' gain							
Aura of Good (Ex)	: Overwhe	elming										
Blink for 10 rounds	s 3 times/o	day										
Detect Evil (Sp): A	t will, dete	ect evil as the spell.										

Literacy: Character is able to read & write in any language he can speak.

MYSTIC SHIELD (Su): At will, as a move equivalent action that does not provoke an attack of opportunity you may summon a Heavy Shield of +2 Enhancement [AC +4].

1/day the Shield's protection may be increased by 3 [+1 point per 3 character levels] for 1 round/level. At the end of this duration you lose 3 [+1 point per 3 character

Divine Health (Ex): Immunity to all diseases, including supernatural and magical.

for 1 round/level. At the end of this duration you lose 3 [+1 point per 3 character levels] for 1 round/level. At the end of this duration you lose 3 [+1 point per 3 character levels] CON damage, it takes 8 hours to recover the loss. [This may not be recovered by any magic means, like restoration]. This shield cannot be disarmed, removed or put down, it's attached to the arm. [Cost Permanent Loss of 9 Spell Points and 9 Health Points]

Remove Disease (Sp) 2/week

Lay on Hands (Su) 66 hp/day

Smite Evil (Su): 3/day - One attack adds +6 (Charisma bonus) to hit and deals +11 (1 point of damage for each level)

Special Mount (Sp)

Turn Undead (Su) 9/day (turn level 8) (turn damage 2d6+14)

Divine Grace (Su): Charisma bonus to all saving throws.

	FEATS
Blind-Fight	In melee, every time you miss because of concealment, you can reroll your miss chance percentile roll one time to see if you actually hit.
Cleave	If you deal a creature enough damage to make it drop, you get an immediate, extra melee attack against another creature within reach. You can use this ability once per round.
Exotic Weapon Proficiency (Sword (Bastard))	Choose a type of exotic weapon. You understand how to use that type of exotic weapon in combat.
Improved Critical (Sword (Bastard))	When using the weapon you selected, your threat range is doubled.
Improved Initiative	You get a +4 bonus on initiative checks.
Power Attack	On your action, before making attack rolls for a round, you may choose to subtract up to 11 from all melee attack rolls and add the same number to all melee damage rolls.
Speed Burst	Extra move action once per day per two levels
Track	To find tracks or to follow them for 1 mile requires a successful Survival check. You must make another Survival check every time the tracks become difficult to follow.
Weapon Focus (Sword (Bastard))	You gain a +1 bonus on all attack rolls you make using the selected weapon.
Weapon Specialization (Sword (Bastard))	You gain a +2 bonus on all damage rolls you make using the selected weapon.
Armor Proficiency (Heavy)	When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble checks.
Armor Proficiency (Light)	When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble checks.
Armor Proficiency (Medium)	When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble checks.
Martial Weapon Proficiency	Choose a type of martial weapon. You understand how to use that type of martial weapon in combat.
Shield Proficiency	You can use a shield and take only the standard penalties.
Simple Weapon Proficiency	You make attack rolls with simple weapons normally.
Tower Shield Proficiency	You can use a tower shield and suffer only the standard penalties.
Leadership	Benefits: Having this feat enables you to attract loyal companions and devoted followers, subordinates who assist you.
Mounted Combat	Once per round when your mount is hit in combat, you may attempt a Ride check (as a reaction) to negate the hit. The hit is negated if your Ride check result is greater than the opponent's attack roll.
Ride-By Attack	When you are mounted and use the charge action, you may move and attack as if with a standard charge and then move again.
	PROFICIENCIES

#### LANGUAGES

Common, Draconic, Dwarven, Elven

## TEMPLATES

Truename

#### Paladin Innate Spells Time Duration Range 1 standard Concentration, up to 10 minutes/level [D]60 ft. action DC Saving Throw 13 None Comp. Spell Resistance V,S, DF No School Divination Source PHB: pg.218 Detect Evil

Effect:
Reveals creatures, spells, or objects of selected alignment. Target: Cone-shaped emanation Caster Level: 11

At Will

\* =Domain/Speciality Spell

# Champion of Mystra Spells

LEVEL	0	1	2	3	4
KNOWN	0	0	0	0	0
PER DAY	0	2	2	0	0

Maria	-	O		LEVEL 1	Para and	0	On III Decision	0.1	
Name Axiomatic Water	<b>DC</b> 13	Saving Throw Will negates [object]	Time 1 minute	<b>Duration</b> Instantaneous	Touch	Comp. V,S,M	Yes [object]	Transmutation [Lawful]	SC: Pg.22
Effect: Water damages chaotic outsiders for 2d4 points of damag	e.				Target: Flask of wat			Caster Level: 5	
□□□□□ Bless	13	None	1 standard action	l 1 minute/level		and all allies	Yes (harmless) s within a 50-ft. burst,	Enchantment (Compulsion) [Mind-Affecting] Caster Level: 5	PHB: pg.205
Allies gain +1 on attack rolls and +1 on saves against fear.  DDDDDDBlessed Aim	. 13	Will negates	1 standard	I 1 minute/level	centered on the cas 50 ft.	ster V,S	No	Divination	SC: Pg.31
Effect:		[harmless]	action		Target: 50 ft. spread	d. centered	on you	Caster Level: 5	· ·
+2 morale bonus on ranged attacks for your allies within the	ne spre	ead.	1 standard	I 1 round/level	Personal	V,S	. ,		FH.P: pq.35
□□□□□ Blessings of Insight	10		action	1 Tourianever		٧,٥			7 T pg.55
Effect: Gain Wisdom bonus to AC against Evil opponents.					Target: You		W 411 2	Caster Level: 5	
Bless Water	13	Will negates (object)	1 minute	Instantaneous	Touch  Target: Flask of wat	V,S,M iter touched	Yes (object)	Transmutation [Good] Caster Level: 5	PHB: pg.205
Makes holy water.	13	None		1 1 minute/level	Touch	V,S	No	Transmutation	PHB: pg.205
Effect:			action		Target: Weapon tou	uched		Caster Level: 5	
Weapon strikes true against evil foes.  DDDDDBless Weapon, Swift	13	None	1 swift	1 round	Touch	V	No	Transmutation	SC: Pg.31
Effect:			action		Target: Touched we			Caster Level: 5	ŭ
As bless weapon.	12	N/A	1 stonds	1.10 minutos/lovol	-	•	N/A		SC: Dc 47
Clear Mind  Clear Mind  Clicate A governd begun on powing thrown against mind offer	13	N/A	1 standard action	I 10 minutes/level	Personal  Target: You	V,S,DF	N/A	Abjuration  Caster Level: 5	SC: Pg.47
Gain +4 sacred bonus on saving throws against mind-affer	cting s 13	pells and effects. None		Instantaneous	Close (35 ft.)	V,S	No	Conjuration	PHB: pg.215
Effect:			action		Target: Up to 2 gallo	ons/level of	water	(Creation) [Water] Caster Level: 5	
Creates 2 gallons/level of pure water.  Cure Light Wounds	13	Will half (harmless);	1 standard	I Instantaneous	Touch	V,S	Yes (harmless); see	Conjuration	PHB: pg.215
Effect: Cures 1d8 +1/level [max +5] damage.	. 3	see text	action		Target: Creature tou		text	(Healing) Caster Level: 5	F3.2.10
DDDDDDeafening Clang	13	Fortitude partial; see text	1 swift action	1 round	Touch	V,S,DF	No		SC: Pg.59
Effect:					Target: Your weapo	on		[Sonic] Caster Level: 5	
Deal an extra 1d6 of sonic damage with each successful h	it and 13	causes deafeness for 1 None	1 standard	ess creature saves. I Instantaneous	Close (35 ft.)	V,S	No	Divination	PHB: pg.219
Effect:			action		Target: One creatur			Caster Level: 5	
Detects poison in one creature or small object.	13	None	1 standard	I Concentration, up to 1 minutes/level [D]		V,S,M/DF		Divination	PHB: pg.220
Detect Undead			action		Target: Cone-shape			Caster Level: 5	P9-EE0
Reveals undead within 60 ft.	10	None	1 ot== !-	I 4 minuto	- '				DUD: == 004
Divine Favor	13	None	1 standard action	i i iiinute	Personal	V,S, DF	No	Evocation	PHB: pg.224
Effect: You gain +1 on attack and damage rolls. [Every three cast					Target: You			Caster Level: 5	
Divine Sacrifice	13	None	1 standard action	1 1 round/level	Personal	V,S	N/A	Evocation	SC: Pg.70
Effect: First attack of the round deals an extra 5d6 of damage, a	and yo	u take 10 points of dam	age each t	ime you make such an attack, whether o	Target: You or			Caster Level: 5	
ot you hit.	13	Will negates	1 standard		Touch	V,S	Yes (harmless)	Abjuration	PHB: pg.226
I I I I Endure Elements	.0	(harmless)	action				. 50 (	·	pg.zzu
Exist comfortably in hot or cold environments.	40	Nana	4 =4	A second/ferral	Target: Creature tou		Ma	Caster Level: 5	CO. B. 70
□□□□□ Energized Shield, Lesser	13	None	1 standard action	I 1 round/level	Touch	V,S,DF	No	text]	SC: Pg.79
Effect: Protects against on energy type [fire, cold, electricity, acid,	, or so	nic], you gan 5 resistand	e; see text		Target: Touch			Caster Level: 5	
DDDD Exorcise the Damned	13			f 5 rounds/level	Self	V,S,DF		Enchantment	FH.P: pg.36
Effect: Turn undead is bolstered as if the paladin was 1d4 charac	ter lev	els higher			Target: You			Caster Level: 5	
DDDD Faith Healing	13	Will negates		Instantaneous	Touch	V,S	Yes [harmless]		SC: Pg.87
Effect:		[harmless]	action		Target: Living create	ure touched	t	(Healing) Caster Level: 5	
Heal 8 + caster level [max +5] hit points.	13	None		1 1 hour/level	10 miles + mile/leve	elV,S,DF	No	Divination	SC: Pg.91
Effect:			action		Target: Circle cente	ered on you	, out to range	Caster Level: 5	
Sense nearest sanctuary of your deity.	13	None	1 standard	I 1 hour/level	Touch	V,DF	No		SC: Pg.106
ger Barding			action					(Creation) Caster Level: 5	g
Create Magical Barding type depends on level; see text.	40	NI/A	4	4	Target: Special mou				CC: P= 407
□□□□□ Grave Strike	13	N/A	1 swift action	1 round	Personal	V,DF	N/A	Divination [Good]	SC: Pg.107
Effect: Allows you to make sneak attacks against undead if you h	ave th				Target: You			Caster Level: 5	
□□□□ Holy Spurs	13	Will negates [harmless]	1 swift action	1 round	Close (35 ft.)	V	Yes [harmless]	Transmutation	SC: Pg.115
Effect:  Mount's base land speed increase by 40 feet.			-		Target: Your specia	ıl mount		Caster Level: 5	
□□□□ Inspirational Charge	13	None	1 swift action	2 hours	20-ftradius centered on caster	V	No		FH.P: pg.36
Effect:  If you succeed at hitting on a charge action your allies gration in the control of the	ain a -	+2 morale bonus to atta	ick and dar	nage on any attacks they make until you		nın a 20-ft	radius, centered on you	J Caster Level: 5	
iction in the next round.	13	None		Concentration, up to 1 round/level	60 ft.	V,DF	Yes	Divination	SC: Pg.129
Effect:			action		Target: Cone-shape	ed emanatic	on	Caster Level: 5	
Determine the relative power levels of tagets; see text.		MGII	1 standard	I 1 round/level	Touch	V,S,M	Yes [harmless]		SC: Pg.132
	13				· Juon	v , U , IVI	. 00 [11411111600]	, wjuration	55. i g. 152
□□□□□Lionheart  Effect:	13	Will negates [harmless]	action		Target: Creature tou	ab a 1		[Mind-Affecting] Caster Level: 5	

Second   Continue					pion of Mystra S					
Second   19	- · ·	13 (	Will negates (harmless, object)		1 minute/level			Yes (harmless, object)		PHB: pg.251
Second	Veapon gains +1 bonus.									
The state of the part of the p		13 1			ro minutes/ievel [D]		v,5,M	IN/A		SC: Pg.13/
Section   Sect	Gain SR 12 + your caster level against spells with the evil of			1 standard	Instantaneous	_	V.S.DF	No		SC: Pa.142
	•				modification of the control of the c				•	00.1 g.1.12
This part   This			N/A	1 standard	1 hour/level	-		N/A	Divination	SC: Pg.149
	ect:								Caster Level: 5	
The stands and particular throughout the stands and the production of the production	Poultice				24 hours/level			Yes (harmless)	Transmutation (Healing)	FH.P: pg.36
The property of the part   The	Jsed in conjuction of healing check, if successful double th	he creat	ures normal healing ra	ate and add	the paladin's Charisma ability modicier to		all		Caster Level. 5	
20   A. Care and an experiment control from the value of the control of the con	Protection from Chaos				1 minute/level [D]			No; see text		PHB: pg.266
Search   S	+2 to AC and saves, counter mind control, hedge out element			1 standard	1 minute/level [D]	-		No: see text		PHB: pg.266
The Purple of					Timidiolever[b]			140, See text		1 11b. pg.200
Page	+2 to AC and saves, counter mind control, hedge out element			1 standard	1 round/level [max 10 rounds]	•		No		FH.P: pg.37
The state of the joine of classings of the joine of classings of continues that of continues is all the joine of the joine of classing of the joine	, 0	10			Troundrever[max to rounds]			140		111.1 . pg.or
Marriage	Flames deal 1d4 points of damage to evil creatures; will no		None	1 standard	10 minutes/level			No		PHB: pg.269
Mile   Page	ect:									
Commonweight   Comm					1 minute	-	V,S,M/DF	Yes (harmless)	Abjuration	PHB: pg.272
	fect:	(	(harmless)	action		Target: Creature tou	ched		Caster Level: 5	
Transmission of the procession from a plane 8 alignment traits : see less than 1 and the procession from a plane 8 alignment traits : see less than 1 and the procession from a plane 8 alignment traits : see less than 1 and the procession from a plane 8 alignment traits : see less than 1 and the procession from a plane 8 alignment traits : see less than 1 and the procession from a plane 8 alignment traits : see less than 1 and 1					1 round/level	Touch	V,S,DF	Yes [harmless]	Abjuration	SC: Pg.174
Personal Continues	fect:		narmiess]	action		Target: Creature tou	ched		Caster Level: 5	
Display propagal ability personals of a leafly damage.    1	Restoration, Lesser	13 \		3 rounds	Instantaneous			Yes (harmless)	(Healing)	PHB: pg.272
Seminology   Sem	Dispels magical ability penalty or repairs 1d4 ability damag		Will negator	1 standard	Instantaneous	-		Vas [harmloss]		SC: Pa 174
Mission core eyn on a failed save against an organize good, spell-like ability, or search and souther damage of first attack.	· ·				morandieuus			res [narmess]	•	оо. гg.1/4
Scient   S	Allows one retry on a failed save against an ongoing spell,				1 round	-		N/A		SC: Pa 176
Subject A charge attack does doods domage of first attack   Subject A charge attack does doods domage of first attack   Subject A charge attack does doods domage of first attack   Subject A charge attack does doods does ago for the charge attack   Subject A charge attack does doods does ago for the charge attack   Subject A charge		13 I			i rounu		٠,٥	INO.		OO. F 9.170
Imminises   April   Approximate   Approxim	Subject's charge attack deals double damage of first attack		Will negates	1 standard	Instantaneous & 1 hour/level; see text	-	V,S,DF	Yes [harmless]	Transmutation	SC: Pg.182
Secretary   Secr	fect:	[								J
Continue	Removes fatigue and povides +4 bonus on Con checks; se				10 minutes/level	-		No		SC: Pg.182
Speed Mount   13		is the of			see text	Target: Object touch	ed		Caster Level: 5	
Target Control to Jack   Target Control to Jack   Target Control to Jack   Target Control to Jack   Sc.   P.		13 \	Will negates	1 standard		Touch	V,S,DF	Yes (harmless)	Transmutation	CoD.P: pg.58
Sticky Saddle   13 N/A   1 mondered [D]   Personal   V.S.DF   N/A   Transmutation   Sci. Pg. 206   Interest   Inte			,			Target: One touched	mount up t	o one size category	Caster Level: 5	
Caster Level: 5   Caster Lev			N/A	immediate	1 round/level [D]			N/A	Transmutation	SC: Pg.206
Strategic Charge		mount.				Target: You			Caster Level: 5	
	□□□□ Strategic Charge				1 round/level	Personal	V,DF	N/A	Abjuration	SC: Pg.210
action  Target: Animal or magical beast touched  Caster Level: 5  LEVEL 2  Name  DC Saving Throw  In Instantaneous  Target: Animal or magical beast touched  Caster Level: 5  Ca						-				
#10 feet enhancement bonus to speed but cannot attack during the duration of the spell.  Will negates   13   Will negates   1   1   1   1   1   1   1   1   1		13 \			1 hour/level					SC: Pg.223
Caster Level: 5   Sec: Pg.236   Sec: Pg.23	+10 feet enhancement bonus to speed but cannot attack de				01					0.05
You fall asleep immediately, but your eyes remain open and active. You remain fully conscious of your surroundings as if fully awake and can et le every direction. Gain Alertness feat. You may wake any time and are not fatigued by wearing armor.	Jaja vigilarit oleep				8 hours [D]			Yes (harmless)	•	CoD.P: pg.58
Fortitude   13   Fortitude negates (harmless)   1   standard 1 min. action   Touch   V,S, DF   Ves (harmless)   Transmutation   PHB: pg.288	You fall asleep immediately, but your eyes remain open an	nd active	e. You remain fully con	scious of yo	our surroundings as if fully awake and car	rarget: Creature tou	ched		Caster Level: 5	
Subject gains 1 temporary hp.		13 F	Fortitude negates	1 standard		Touch	V,S, DF	Yes (harmless)	Transmutation	PHB: pg.298
Sc: Pg.231   Score   Score   Sc: Pg.231		(	(	addoll		Target: Creature tou	ched		Caster Level: 5	
Fect: Grants a +1 morale bonus to a single saving throw [target's choice].  Grants a +1 morale bonus to a single saving throw [target's choice].  Fect: Removes flat-footed condition from all allies.  Selective Removes flat-footed condition from all allies.  Figure 1. Angel: All allies within 30 ft.  Figure 2. All allies within 30 ft.  Figure 3. Angel: All allies within 30 ft.  Figure 4. Angel: All allies within 30 ft.  Figure 5. Angel: All allies within 30 ft.  Figure 5. Angel: All allies within 30 ft.  Figure 6. Angel: All allies with		13			1 minute or until discharged	Touch	V,S,DF	Yes	Divination	SC: Pg.231
Instantaneous   Instantaneou		s choice				Target: Creature tou	ched		Caster Level: 5	
Fect: Removes flat-footed condition from all allies.  LEVEL 2  Name  DC Saving Throw Time Duration Standard 1 round/level action Flooring flat-moves flat-footed condition from all allies.  LEVEL 2  Name  DC Saving Throw Time Duration Standard 1 round/level action Flooring flat-moves flat-footed condition from all allies.  Target: Lawful good creature touched Caster Level: 5  Target: Lawful good creature touched Caster Level: 5  Target: 10-ft. radius spread Target: 10-ft. radi			None	immediate	Instantaneous	30 ft.	V	No		SC: Pg.236
Name  Name  DC Saving Throw Time Duration Range Comp. Spell Resistance School Source Touch V,S,DF Yes [harmless] Abjuration [Good] SC: Pg.11  Appelskin  Target: Lawful good creature touched  Caster Level: 5  Target: 10-ft. radius spread  Touch V,S,DF Yes [harmless] Abjuration [Good] SC: Pg.11  Target: Lawful good creature touched  Caster Level: 5  Target: 10-ft. radius spread  Target: 10-ft. radius spread  Touch V,S,DF Yes Enchantment (Compulsion)  Compulsion)  SC: Pg.21						Target: All allies with	in 30 ft.		Caster Level: 5	
Angelskin 14 Will negates [harmless] action I standard I round/level action I round/level I r					LEVEL 2					
[harmless] action    Farget: Lawful good creature touched   Caster Level: 5		14 \	Will negates	1 standard						
Aura of Glory  14 None  1 swift action  2 swift action  2 swift action  2 swift action  2 swift action  3 swift action  2 swift action  3 swift action  3 swif	fect:									
fect: Target: 10-ft. radius spread Caster Level: 5  This spell removes any fear eddect from all allies within your aura of courage.  This spell removes any fear eddect from all allies within your aura of courage.  This spell removes any fear eddect from all allies within your aura of courage.  This spell removes any fear eddect from all allies within your aura of courage.  Touch V.S.DF Yes Enchantment SC: Pg.21 action (Compulsion)		14			Instantaneous				Transmutation	SC: Pg.18
Awaken Sin 14 Will negates 1 standard Instantaneous Touch V,S,DF Yes Enchantment SC: Pg.21 action (Compulsion)	fect:			action		Target: 10-ft. radius	spread		Caster Level: 5	
rear, social Mind-Affecting]	I His spell removes any fear eddect from all allies within yo			1 standard	Instantaneous	Touch	V,S,DF	Yes		SC: Pg.21

			Champion of Mystra S	Spells				
□□□□□ Bull's Strength	14	Will negates (harmless)	1 standard 1 minute/level action	Touch	V,S,M/DF	Yes (harmless)	Transmutation	PHB: pg.207
Effect: Subject gains +4 to Str for 1 minutes/level.				Target: Creature to	uched		Caster Level: 5	
Checkmate's Light	14	None	1 standard 1 round/level [D] action	Touch	V,S,DF	No	Evocation [Lawful]	SC: Pg.46
Effect: Imbue weapon with +1/3 levels enhancement bonus [Max	+5 at	15th level] and is Lawfu	I aligned. Allies gain +1 morale bonus vs. fear in 20	Target: Melee wea	pon touched	i	Caster Level: 5	
radius of red light.	14	Will negates	1 standard 10 minutes/level	60 ft.	V,S	Yes [harmless]	Abjuration	SC: Pg.47
Effect:		[harmless]	action	Target: 60-ftradiu	s emanation	centered on you	[Mind-Affecting] Caster Level: 5	
You and your allies gain a morale bonus on saves against Cloak Pool	t fear et	Will negates	1 standard 1 hour/level [D]	Close (35 ft.)	V,S	No	Illusion (Glamer)	SC: Pg.48
Effect: Causes a color pool on the Astral Plane to seemingly ceas	oo to o	[harmless,object]	action	Target: One color p	oool		[Mind-Affecting] Caster Level: 5	
Causes a color poor of the Astrair Plane to Seemingly cease	14	Will negates (harmless)	1 standard 1 hour/level [D] or until discharged action	Touch	V,S,F	Yes (harmless)	Evocation	PHB II: pg.108
Effect: Choose alignment [chaotic, evil, good or lawful]. Once pe	er minı	· · ·		Target: Creature to	uched		Caster Level: 5	
the opponent has the designated alignment or Discharge for			1 standard 1 minute	Touch	V,S	Yes (harmless)	Enchantment	FH.P: pg.35
Defiance		(harmless)	action	Target: Creature to		res (namiess)	Caster Level: 5	111.1 . pg.00
Target can be affected by fear, but can choose their action	ns inste	ead of flee. Fortitude negates	1 standard 1 hour/level	Touch	V,S, DF	Yes (harmless)	Conjuration	PHB: pg.217
Delay Poison		(harmless)	action	Target: Creature to		. 66 (	(Healing) Caster Level: 5	7 715. pg.2.7
Stops poison from harming subject for 1 hour/level.	14		1 standard 1 hour	10 ft.	V,S		Abjuration	CoD.P: pq.55
Effect:	••		action			radius, centered on yo	•	005.i . pg.00
Every ally within 10 ft. gains the paladin's immunity to fear.  Divine Insight	r. If alre	eady suffering from fear N/A	they get a new save with a +8 bonus to the new roll 1 standard 1 hour/level or until discharged [D]		V,S,DF	N/A	Divination	SC: Pg.70
Effect:			action	Target: You	, =,= •		Caster Level: 5	
Gain 5 + your caster level [max bonus of 15] to one skill ch	heck du 14	uring the duration of the Will negates	spell. 1 standard 1 minute/level	Medium (150 ft.)	V,S,DF	Yes [harmless]	Enchantment	SC: Pg.70
		[harmless]	action	, , ==/			(Compulsion) [Mind-Affecting]	<u>.</u>
Effect: +1 morale bonus to AC and saving throws.				Target: Allies in a 2	20-ftradius	burst	Caster Level: 5	
Divine Pursuit	14	None	1 full round variable; see text	Self	V,S	No	Divination  Caster Level: 5	FH.P: pg.35
Make Knowledge [Religion] check DC 20 in order to track	an evil	I being to their currecnt I None	location; see text. 1 standard 1 round/level	Target: One evil on 30 ft.		Yes (harmless)	Caster Level: 5 Enchantment	CoD.P: pq.56
☐☐☐☐☐Drums of the Righteous	14	TAUTIC	action	30 π.  Target: All allies wi		res (ridiffiless)	[Good, Sonic] Caster Level: 5	оор.г. ру.эв
Effect: Grants allies +1 luck bonus to attack rolls. It causes evi damage. See text.	il creat	tures a -1 luck penalty	to attack rolls. Smite Evil gains a +2 luck bonus		umi JU II.		Jasiel Level: 5	
□□□□□ Eagle's Splendor	14	Will negates (harmless)	1 standard 1 minute/level action	Touch	V,S,M/DF	Yes	Transmutation	PHB: pg.225
Effect: Subject gains +4 to Cha for 1 minutes/level.				Target: Creature to	uched		Caster Level: 5	
Energized Shield	14	None	1 standard 1 round/level action	Touch	V,S,DF	No	Abjuration [See text]	SC: Pg.79
Effect: As lesser energized shield, except energy resistance is 10	and d	Jamage dealt is 2d6		Target: Touch			Caster Level: 5	
□□□□□ Fell the Greatest Foe	14	Fortitude negates [harmless]	1 standard 1 round/level action	Touch	V,S,M	Yes [harmless]	Transmutation	SC: Pg.90
Effect: Deal 1d6 damage per size category difference.				Target: Creature to	uched		Caster Level: 5	
□□□□□ Flame of Faith	14	None	1 standard 1 round/level action	Touch	V,S,M	No	Evocation	SC: Pg.95
Effect: Normal or masterwork weapon becomes temporary +1 flar	ming b	urst weapon.		Target: Nonmagica		uched	Caster Level: 5	
□□□□ Hand of Divinity	14	None	1 minute 1 minute/level	Touch	V,S,DF	No	Evocation [See text]	SC: Pg.109
Effect:				Target: Creature to			Caster Level: 5	
Grant +2 [Profane or Sacred] bonus to all saving throws.					V/ C M		Evocation	FH.P: pg.36
□□□□□ Holy Meditation	14		1 minute 2 hours	Personal	V,S,M		Caster Level: 5	
Holy Meditation  Effect:  Upon completion of the ritual the character enjoys the benefits and the character enjoys the character enjoys the character enjoys the benefits and the character enjoys the	nefits of			Target: You		Yes [harmless]	Caster Level: 5	. 0
Holy Meditation  Effect:     Upon completion of the ritual the character enjoys the ben     Holy Mount		f a full eight hours rest. None	1 minute 2 hours  1 standard 1 round/level action	Target: You Touch	V,S	Yes [harmless]	Transmutation	SC: Pg.115
☐☐☐☐ Holy Meditation  Effect: Upon completion of the ritual the character enjoys the ben ☐☐☐☐☐ Holy Mount  Effect: Special mount gains celestial template	nefits of 14	None	1 standard 1 round/level action	Target: You Touch Target: Your specia	V,S al mount		Transmutation  Caster Level: 5	SC: Pg.115
Holy Meditation  Effect: Special mount gains celestial template      Holy Shield	nefits of 14		1 standard 1 round/level	Target: You Touch Target: Your specie	V,S	Yes [harmless]	Transmutation  Caster Level: 5  Enchantment	. 0
Holy Meditation  Effect: Special mount gains celestial template Holy Shield  Effect: A shield gains an enchantment bonus equal to the casters	14 14 14 S Wisdo	None  None om ability modifier +1, as	1 standard 1 round/level action  1 standard 1 minute/level action  s long as it is being held ready or used.	Target: You Touch Target: Your special Touch Target: One item	V,S al mount V,S,DF	No	Transmutation  Caster Level: 5  Enchantment  Caster Level: 5	SC: Pg.115 FH.P: pg.36
□□□□□ Holy Meditation  Effect: Upon completion of the ritual the character enjoys the ben □□□□□ Holy Mount  Effect: Special mount gains celestial template □□□□□□ Holy Shield  Effect:	14 14 14 S Wisdo	None	1 standard 1 round/level action 1 standard 1 minute/level action	Target: You Touch Target: Your specia Touch Target: One item 5 ft./2 levels; see text	V,S al mount		Transmutation  Caster Level: 5  Enchantment  Caster Level: 5  Transmutatin (Teleportation)	SC: Pg.115
□□□□□ Holy Meditation  Effect: Upon completion of the ritual the character enjoys the ben □□□□□ Holy Mount  Effect: Special mount gains celestial template □□□□□ Holy Shield  Effect: A shield gains an enchantment bonus equal to the casters □□□□□ Knight's Move  Effect: Teleport and end up flanking an opponent.	14 14 s Wisdo	None  None om ability modifier +1, as N/A	1 standard 1 round/level action  1 standard 1 minute/level action  s long as it is being held ready or used. 1 swift Instantaneous	Target: You Touch Target: Your speci: Touch Target: One item 5 ft./2 levels; see text Target: You	V,S al mount V,S,DF V,S,DF	No N/A	Transmutation  Caster Level: 5  Enchantment  Caster Level: 5  Transmutatin (Teleportation)  Caster Level: 5	SC: Pg.115  FH.P: pg.36  SC: Pg.129
Holy Meditation  Effect: Upon completion of the ritual the character enjoys the ben Holy Mount  Effect: Special mount gains celestial template Holy Shield  Effect: A shield gains an enchantment bonus equal to the casters	14 14 14 S Wisdo	None  None om ability modifier +1, as	1 standard 1 round/level action  1 standard 1 minute/level action  s long as it is being held ready or used.  1 swift Instantaneous action	Target: You Touch Target: Your specia Touch Target: One item 5 ft./2 levels; see text Target: You Touch	V,S all mount V,S,DF V,S,DF	No N/A Yes [harmless]	Transmutation  Caster Level: 5  Enchantment  Caster Level: 5  Transmutatin (Teleportation)  Caster Level: 5  Abjuration [Lawful	SC: Pg.115  FH.P: pg.36  SC: Pg.129
	14 14 s Wisdo	None  None om ability modifier +1, as N/A  Will negates	1 standard 1 round/level action  1 standard 1 minute/level action  s long as it is being held ready or used. 1 swift Instantaneous action  1 standard 10 minutes/level; see text	Target: You Touch Target: Your speci: Touch Target: One item 5 ft./2 levels; see text Target: You	V,S al mount V,S,DF V,S,DF V,S,DF creature to	No N/A Yes [harmless]	Transmutation  Caster Level: 5  Enchantment  Caster Level: 5  Transmutatin (Teleportation)  Caster Level: 5	SC: Pg.115  FH.P: pg.36  SC: Pg.129
Holy Meditation  Effect: Special mount gains celestial template Holy Shield  Effect: A shield gains an enchantment bonus equal to the casters Knight's Move  Effect: Teleport and end up flanking an opponent. Holy Assal	14 14 14 s Wisdo 14	None  None  mability modifier +1, as N/A  Will negates [harmless]	1 standard 1 round/level action  1 standard 1 minute/level action  s long as it is being held ready or used. 1 swift Instantaneous action  1 standard 10 minutes/level; see text action	Target: You Touch Target: Your specia Touch Target: One item 5 ft./2 levels; see text Target: You Touch Target: One willing	V,S all mount V,S,DF V,S,DF V,S,DF creature tor V,S,DF	No N/A Yes [harmless] uched/3 levels	Transmutation  Caster Level: 5  Enchantment  Caster Level: 5  Transmutatin (Teleportation)  Caster Level: 5  Abjuration [Lawful  Caster Level: 5	SC: Pg.115  FH.P: pg.36  SC: Pg.129  J SC: Pg.134
	14 14 S Wisdo 14 14	None  None  Mone  Mill negates [harmless]	1 standard 1 round/level action  1 standard 1 minute/level action  1 standard 1 minute/level action  1 swift Instantaneous action  1 standard 10 minutes/level; see text action  1 standard 1 round/level	Target: You Touch Target: Your specia Touch Target: One item 5 ft./2 levels; see text Target: You Touch Target: One willing Medium (150 ft.)	V,S al mount V,S,DF V,S,DF V,S,DF creature tor V,S,DF	No N/A Yes [harmless] uched/3 levels	Transmutation  Caster Level: 5  Enchantment  Caster Level: 5  Transmutatin (Teleportation)  Caster Level: 5  Abjuration [Lawful  Caster Level: 5  Necromancy	SC: Pg.115  FH.P: pg.36  SC: Pg.129  J SC: Pg.134
	14 14 S Wisdo 14 14 14 14 ighting;	None  None om ability modifier +1, as N/A  Will negates [harmless]  None  ; see text.	1 standard 1 round/level action  1 standard 1 minute/level action  1 standard 1 minute/level action  s long as it is being held ready or used. 1 swift Instantaneous action  1 standard 10 minutes/level; see text action  1 standard 1 round/level action	Target: You Touch Target: Your specia Touch Target: One item 5 ft./2 levels; see text Target: You Touch Target: One willing Medium (150 ft.) Target: One creature	V,S al mount V,S,DF V,S,DF V,S,DF creature to V,S,DF re V,S,DF	N/A  Yes [harmless]  uched/3 levels  No	Transmutation  Caster Level: 5  Enchantment  Caster Level: 5  Transmutatin (Teleportation)  Caster Level: 5  Abjuration [Lawful  Caster Level: 5  Necromancy  Caster Level: 5	SC: Pg.115  FH.P: pg.36  SC: Pg.129  J SC: Pg.134  PHB II: pg.119
	nefits of 14  14  14  14  14  14  14  14  14  14	None  None om ability modifier +1, as N/A  Will negates [harmless]  None  ; see text.	1 standard 1 round/level action  1 standard 1 minute/level action  1 standard 1 minute/level action  s long as it is being held ready or used. 1 swift Instantaneous action  1 standard 10 minutes/level; see text action  1 standard 1 round/level action	Target: You Touch Target: Your specie Touch Target: One item 5 ft./2 levels; see text Target: You Touch Target: One willing Medium (150 ft.) Target: One creatu 30 ft.	V,S all mount V,S,DF V,S,DF V,S,DF creature to V,S,DF re V,S,DF oned spirit	N/A  Yes [harmless]  uched/3 levels  No	Transmutation  Caster Level: 5  Enchantment  Caster Level: 5  Transmutatin (Teleportation) Caster Level: 5  Abjuration [Lawful  Caster Level: 5  Necromancy  Caster Level: 5  Conjuration (Calling) [Good]	SC: Pg.115  FH.P: pg.36  SC: Pg.129  J SC: Pg.134  PHB II: pg.119  CoD.P: pg.56
	nefits of 14  14  14  14  14  14  14  14  14  14	None  None  Mone  Mill negates [harmless]  None  ; see text.  None	1 standard 1 round/level action  1 standard 1 minute/level action  1 standard 1 minute/level action  s long as it is being held ready or used. 1 swift Instantaneous action  1 standard 10 minutes/level; see text action  1 standard 1 round/level action  1 hour 1 round/level	Target: You Touch Target: Your special Touch Target: One item 5 ft./2 levels; see text Target: You Touch Target: One willing Medium (150 ft.) Target: One creatur 30 ft. Target: One summ	V,S al mount V,S,DF V,S,DF V,S,DF creature to V,S,DF re V,S,DF	No N/A Yes [harmless] uched/3 levels No	Transmutation  Caster Level: 5  Enchantment  Caster Level: 5  Transmutatin (Teleportation)  Caster Level: 5  Abjuration [Lawful  Caster Level: 5  Necromancy  Caster Level: 5  Conjuration (Calling) [Good]  Caster Level: 5	SC: Pg.115  FH.P: pg.36  SC: Pg.129  J SC: Pg.134  PHB II: pg.119
	14 14 14 14 14 14 14 14 14 14 14	None  None  m ability modifier +1, as N/A  Will negates [harmless]  None  ; see text.  None	1 standard 1 round/level action  1 standard 1 minute/level action  1 standard 1 minute/level action  s long as it is being held ready or used. 1 swift Instantaneous action  1 standard 10 minutes/level; see text action  1 standard 1 round/level action  1 hour 1 round/level  1 standard 1 hour/level action	Target: You Touch Target: Your specie Touch Target: One item 5 ft./2 levels; see text Target: You Touch Target: One willing Medium (150 ft.) Target: One creatu 30 ft. Target: One summ Personal Target: You	V,S all mount V,S,DF V,S,DF V,S,DF creature to V,S,DF re V,S,DF oned spirit	No N/A Yes [harmless] uched/3 levels No	Transmutation  Caster Level: 5  Enchantment  Caster Level: 5  Transmutatin (Teleportation)  Caster Level: 5  Abjuration [Lawful  Caster Level: 5  Necromancy  Caster Level: 5  Conjuration (Calling) [Good]  Caster Level: 5  Divination	SC: Pg.115  FH.P: pg.36  SC: Pg.129  J SC: Pg.134  PHB II: pg.119  CoD.P: pg.56
	14 14 14 14 14 14 14 14 14 14 14	None  None  m ability modifier +1, as N/A  Will negates [harmless]  None  ; see text.  None	1 standard 1 round/level action  1 standard 1 minute/level action  1 standard 1 minute/level action  s long as it is being held ready or used. 1 swift Instantaneous action  1 standard 10 minutes/level; see text action  1 standard 1 round/level action  1 hour 1 round/level  1 standard 1 hour/level action	Target: You Touch Target: Your specie Touch Target: One item 5 ft./2 levels; see text Target: You Touch Target: One willing Medium (150 ft.) Target: One creatu 30 ft. Target: One summ Personal Target: You	V,S all mount V,S,DF V,S,DF V,S,DF creature to V,S,DF re V,S,DF oned spirit	No N/A Yes [harmless] uched/3 levels No No	Transmutation  Caster Level: 5  Enchantment  Caster Level: 5  Transmutatin (Teleportation)  Caster Level: 5  Abjuration [Lawful  Caster Level: 5  Necromancy  Caster Level: 5  Conjuration (Calling) [Good]  Caster Level: 5  Divination	SC: Pg.115  FH.P: pg.36  SC: Pg.129  J SC: Pg.134  PHB II: pg.119  CoD.P: pg.56
	14 14 14 14 14 14 14 14 14 14 14 14 14 1	None  None  mability modifier +1, as N/A  Will negates [harmless]  None  see text. None  N/A  Will negates [harmless]	1 standard 1 round/level action  1 standard 1 minute/level action  1 standard 1 minute/level action  1 swift Instantaneous action  1 standard 10 minutes/level; see text action  1 standard 1 round/level action  1 hour 1 round/level  2 standard 1 hour/level action  Spot and Listen, gain scent ability. Must remain with 1 standard 1 minute/level	Target: You Touch Target: Your specia Touch Target: One item 5 ft./2 levels; see text Target: You Touch Target: One willing Medium (150 ft.) Target: One creatu 30 ft. Target: One summ Personal Target: You in	V,S al mount V,S,DF  V,S,DF  V,S,DF  creature tor V,S,DF  re V,S,DF  oned spirit V,S,DF	No N/A Yes [harmless] uched/3 levels No No	Transmutation  Caster Level: 5  Enchantment  Caster Level: 5  Transmutatin (Teleportation)  Caster Level: 5  Abjuration [Lawful  Caster Level: 5  Necromancy  Caster Level: 5  Conjuration (Calling) [Good]  Caster Level: 5  Divination  Caster Level: 5	SC: Pg.115  FH.P: pg.36  SC: Pg.129  J SC: Pg.134  PHB II: pg.119  CoD.P: pg.56  SC: Pg.149
	14 14 14 14 14 14 14 14 14 14 14 14 14 1	None  None  mability modifier +1, as N/A  Will negates [harmless]  None  see text. None  N/A  Will negates [harmless]	1 standard 1 round/level action  1 standard 1 minute/level action  1 standard 1 minute/level action  1 swift Instantaneous action  1 standard 10 minutes/level; see text action  1 standard 1 round/level action  1 hour 1 round/level  2 standard 1 hour/level action  Spot and Listen, gain scent ability. Must remain with 1 standard 1 minute/level	Target: You Touch Target: Your specia Touch Target: One item 5 ft./2 levels; see text Target: You Touch Target: One willing Medium (150 ft.) Target: One creatu 30 ft. Target: One summ Personal Target: You iiin Touch	V,S al mount V,S,DF  V,S,DF  V,S,DF  creature tor V,S,DF  re V,S,DF  oned spirit V,S,DF	No N/A Yes [harmless] uched/3 levels No No	Transmutation  Caster Level: 5  Enchantment  Caster Level: 5  Transmutatin (Teleportation)  Caster Level: 5  Abjuration [Lawful  Caster Level: 5  Necromancy  Caster Level: 5  Conjuration  (Calling) [Good]  Caster Level: 5  Divination  Caster Level: 5  Transmutation  Caster Level: 5  Conjuration,  Transmutation	SC: Pg.115  FH.P: pg.36  SC: Pg.129  J SC: Pg.134  PHB II: pg.119  CoD.P: pg.56  SC: Pg.149
	14 14 14 14 14 14 14 14 14 14 14 14 14 1	None  None  mability modifier +1, as N/A  Will negates [harmless]  None  see text. None  N/A  Will negates (harmless)  None  Will negates (harmless)	1 standard 1 round/level action  1 standard 1 minute/level action  I standard 1 minute/level action  I swift Instantaneous action  1 standard 10 minutes/level; see text action  1 standard 1 round/level action  1 hour 1 round/level  2 standard 1 hour/level action  Spot and Listen, gain scent ability. Must remain with 1 standard 1 minute/level action  1 minute Instantaneous	Target: You Touch Target: Your specia Touch Target: One item 5 ft./2 levels; see text Target: You Touch Target: One willing Medium (150 ft.) Target: One creatu 30 ft. Target: One summ Personal Target: You in Touch Target: Creature to	V,S all mount V,S,DF V,S,DF V,S,DF creature tor V,S,DF re V,S,DF oned spirit V,S,DF V,S,M/DF unched V,S	No N/A Yes [harmless] uched/3 levels No No No N/A	Transmutation  Caster Level: 5  Enchantment  Caster Level: 5  Transmutatin (Teleportation)  Caster Level: 5  Abjuration [Lawful  Caster Level: 5  Necromancy  Caster Level: 5  Conjuration (Calling) [Good]  Caster Level: 5  Divination  Caster Level: 5  Transmutation  Caster Level: 5  Conjuration  Caster Level: 5  Conjuration	SC: Pg.115  FH.P: pg.36  SC: Pg.129  J SC: Pg.134  PHB II: pg.119  CoD.P: pg.56  SC: Pg.149  PHB: pg.259
	14 14 14 14 14 14 14 14 14 14 14 14 14 1	None  None  Mone  mability modifier +1, as N/A  Will negates [harmless]  None  see text.  None  N/A  Will negates (harmless)  None  N/A  Will negates (harmless)	1 standard 1 round/level action  1 standard 1 minute/level action  1 standard 1 minute/level action  1 swift Instantaneous action  1 standard 10 minutes/level; see text action  1 standard 1 round/level action  1 hour 1 round/level action  Spot and Listen, gain scent ability. Must remain with 1 standard 1 minute/level action  1 minute Instantaneous  cause up to the time of casting. 1 standard 1 round 1 standard 1 round	Target: You Touch Target: Your specia Touch Target: One item 5 ft./2 levels; see text Target: You Touch Target: One willing Medium (150 ft.) Target: One creatu 30 ft. Target: One summ Personal Target: You in Touch Target: Creature to	V,S all mount V,S,DF V,S,DF V,S,DF creature tor V,S,DF re V,S,DF oned spirit V,S,DF V,S,M/DF unched V,S	No N/A Yes [harmless] uched/3 levels No No No N/A	Transmutation  Caster Level: 5  Enchantment  Caster Level: 5  Transmutatin (Teleportation)  Caster Level: 5  Abjuration [Lawful  Caster Level: 5  Necromancy  Caster Level: 5  Conjuration (Calling) [Good]  Caster Level: 5  Divination  Caster Level: 5  Conjuration  Caster Level: 5  Conjuration  Caster Level: 5  Conjuration  Caster Level: 5  Conjuration  Caster Level: 5	SC: Pg.115  FH.P: pg.36  SC: Pg.129  J SC: Pg.134  PHB II: pg.119  CoD.P: pg.56  SC: Pg.149  PHB: pg.259
Holy Meditation  Effect: Upon completion of the ritual the character enjoys the bence upon completion of the ritual the character enjoys the bence upon completion of the ritual the character enjoys the bence upon completion of the ritual the character enjoys the bence upon upon the properties of the bence upon upon the bence upon upon the upon upon upon upon upon upon upon upon	14 14 14 14 14 14 14 14 14 14 14 14 14 1	None  None  mability modifier +1, as N/A  Will negates [harmless]  None  see text. None  N/A  Will negates [harmless]  None  N/A  Will negates (harmless)	1 standard 1 round/level action  1 standard 1 minute/level action  1 slong as it is being held ready or used. 1 swift Instantaneous action  1 standard 10 minutes/level; see text action  1 standard 1 round/level action  1 hour 1 round/level  1 standard 1 hour/level action  Spot and Listen, gain scent ability. Must remain with 1 standard 1 minute/level action  1 minute Instantaneous  cause up to the time of casting.	Target: You Touch Target: Your specia Touch Target: One item 5 ft./2 levels; see text Target: You Touch Target: One willing Medium (150 ft.) Target: One creatu 30 ft. Target: One summ Personal Target: You inin Touch Target: Creature to Touch Target: One mount	V,S all mount V,S,DF  V,S,DF  V,S,DF  re V,S,DF  oned spirit V,S,DF  V,S,M/DF  uched V,S	No N/A Yes [harmless] uched/3 levels No No No N/A Yes No Yes [harmless]	Transmutation  Caster Level: 5  Enchantment  Caster Level: 5  Transmutatin (Teleportation) Caster Level: 5  Abjuration [Lawful Caster Level: 5  Necromancy  Caster Level: 5  Conjuration (Calling) [Good] Caster Level: 5  Divination  Caster Level: 5  Transmutation  Caster Level: 5  Conjuration  Caster Level: 5  Conjuration  Caster Level: 5  Caster Level: 5  Conjuration  Caster Level: 5	SC: Pg.115  FH.P: pg.36  SC: Pg.129  J SC: Pg.134  PHB II: pg.119  CoD.P: pg.56  SC: Pg.149  PHB: pg.259  FH.P: pg.37

				npion of Mystra					
Remove Paralysis	14	Will negates (harmless)	1 standard action	Instantaneous	Close (35 ft.)  Target: Up to four c	V,S reatures, no	Yes (harmless) two of which can be	Conjuration (Healing) Caster Level: 5	PHB: pg.271
Frees one or more creatures from paralysis or slow effect		Forth Incomme	4 - 1 - 1 - 1	10 minutes/level	more than 30 ft. apa	art			DUD 070
I□□□□ Resist Energy  ffect:	14	Fortitude negates (harmless)	action	10 minutes/ievei	Touch  Target: Creature to	V,S, DF uched	Yes (harmless)	Abjuration  Caster Level: 5	PHB: pg.272
Ignores first 10 points of damage/attack from specified er	nergy ty 14	rpe. Will negates	1 standard	1 minute/level	Touch	V,S	No	Abjuration [Good]	SC: Pq.188
ffect:		[object,harmless]	action		Target: One shield	or buckler to	ouched	Caster Level: 5	, and the second
Grants +1 sacred bonus to Armor Class and Reflex Save	s, +1 p	er five caster levels [ma Will negates		1 hour/level [D]	Close (35 ft.)	V,S,F	Yes (harmless)	Abjuration	PHB: pg.278
ffect:		(harmless)	action		Target: One creatur		(	Caster Level: 5	
You take half of subject's damage.  Chariot	14	N/A	1 standard	1 hour/level	Close (35 ft.)	V,S,DF	N/A	Conjuration	SC: Pg.202
: ::ffect:			action		Target: One special			(Creation) [Force] Caster Level: 5	
Creates a special chariot behind the paladin's special mo	unt. 14	Will negates	1 swift	Instantaneous	See text	V,S,DF	Yes [harmless]	Conjuration	SC: Pg.204
ffect:		[harmless]; see text	action		Target: 50-ftradius	burst cente	ered on you	(Healing) Caster Level: 5	-
Spell designed for battle fields, heals all creatures for 1 h	p to sta 14	balize them, undead tal N/A	te 1 point of 1 swift	damage [Will negates]. 1 round	Personal	V,S,DF	No	Transmutation	SC: Pg.211
iffect:			action		Target: You			Caster Level: 5	Ü
+8 enhancement bonus to Strength.	14	Will negates (object)	1 standard	24 hours	Close (35 ft.)	V,S	Yes (object)	Abjuration	PHB: pg.297
□□□□□ Undetectable Alignment  ffect:		Triii Hogaloo (object)	action	21110010	Target: One creatur		1 00 (00)001)	•	1 115. pg.201
Conceals alignment for 24 hours.	14	None	1 standard	10 minutes/level	Personal or touch	,	No	Caster Level: 5 Abjuration	CoD.P: pg.58
□□□□□ Unstoppable	14	140116	action	TO MINUTES/IEVEL				•	оор.г. pg.эв
ffect: When your movement is negated by magic such as hold the a partial action each round.	d perso	on, or web or by effects	such as pa	ralysis, you are not immobolized but i	Target: You or crea may	ture touche	a	Caster Level: 5	
ıke a partial action each round. ☑□□□□ Zeal	14	N/A		1 round/level	Personal	V,S	N/A	Abjuration	SC: Pg.244
ffect:			action		Target: You			Caster Level: 5	
Creates a divine shield to protect you as you close with a popularity other than your chosen foe. You may move through the control of the con	ough er	nemies as if they were a	lies. See te:	d.					
□□□□ Zone of Truth	14	Will negates	1 standard action	1 minute/level	Close (35 ft.)	V,S, DF	Yes	Enchantment (Compulsion) [Mind-Affecting]	PHB: pg.303
Effect: Subjects within range cannot lie.					Target: 20-ftradius	emanation		Caster Level: 5	
				LEVEL 3					
Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
Axiomatic Storm	15	None	1 standard action	1 round/level	N/A	V,S,M,DF	No	Conjuration (Creation) [Lawful	SC: Pg.22
								Water]	
ffect:					Target: Cylinder [20	-ft. radius,	20 ft. high]	Caster Level: 5	
Rain falls around you4 to Listen, Spot, Search and	ranged	attacks. Deals 2d6 da	mage to ch	naotic creature [Double to outsiders]		-ft. radius,	20 ft. high]	Caster Level: 5	
Rain falls around you4 to Listen, Spot, Search and andom chaotic outsider takes additional 5d6 acid.	ranged	attacks. Deals 2d6 da	-	naotic creature [Double to outsiders] 1 round/level		V,S,M	20 ft. high] N/A	Caster Level: 5  Abjuration [Good]	SC: Pg.31
Rain falls around you. 4 to Listen, Spot, Search and andom chaotic outsider takes additional 5d6 acid.	-		1 standard		and				SC: Pg.31
Effect: Rain falls around you4 to Listen, Spot, Search and andom chaotic outsider takes additional 5d6 acid.  Blessing of Bahamut  Ffect: Gain damage reduction 10/magic.	-		1 standard action		Personal			Abjuration [Good]  Caster Level: 5  Conjuration,	SC: Pg.31 FH.P: pg.35
Rain falls around you4 to Listen, Spot, Search and andom chaotic outsider takes additional 5d6 acid.  DDDDDBlessing of Bahamut  Street: Gain damage reduction 10/magic.	15		1 standard action	1 round/level	Personal  Target: You  Close (35 ft.)	V,S,M		Abjuration [Good]  Caster Level: 5  Conjuration, Transmutation (Healing)	·
Rain falls around you4 to Listen, Spot, Search and andom chaotic outsider takes additional 5d6 acid.  Diplessing of Bahamut  iffect: Gain damage reduction 10/magic.  Channel Healing  iffect: Ranged touch to use Lay on Hands at a distance.	15	N/A	1 standard action  1 standard action	1 round/level 1 minute/level	Personal Target: You Close (35 ft.) Target: One target	V,S,M V,S	N/A	Abjuration [Good]  Caster Level: 5  Conjuration, Transmutation (Healing)  Caster Level: 5	FH.P: pg.35
Rain falls around you4 to Listen, Spot, Search and andom chaotic outsider takes additional 5d6 acid.  Dipidic Blessing of Bahamut  ffect: Gain damage reduction 10/magic. Channel Healing  ffect: Ranged touch to use Lay on Hands at a distance.	15		1 standard action  1 standard action	1 round/level	Personal Target: You Close (35 ft.) Target: One target Touch	V,S,M V,S V,S		Abjuration [Good]  Caster Level: 5  Conjuration, Transmutation (Healing)  Caster Level: 5  Conjuration (Healing)	·
Rain falls around you4 to Listen, Spot, Search and andom chaotic outsider takes additional 5d6 acid.  Discrete Bahamut  The ct: Gain damage reduction 10/magic. Channel Healing  The ct: Ranged touch to use Lay on Hands at a distance. Cure Moderate Wounds	15	N/A Will half (harmless);	1 standard action  1 standard action  1 standard action	1 round/level 1 minute/level Instantaneous	Personal Target: You Close (35 ft.) Target: One target	V,S,M V,S V,S	N/A Yes (harmless); see	Abjuration [Good] Caster Level: 5 Conjuration, Transmutation (Healing) Caster Level: 5 Conjuration (Healing) Caster Level: 5	FH.P: pg.35 PHB: pg.216
Rain falls around you4 to Listen, Spot, Search and andom chaotic outsider takes additional 5d6 acid.  DDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDD	15	N/A Will half (harmless);	1 standard action  1 standard action  1 standard action	1 round/level 1 minute/level	Personal Target: You Close (35 ft.) Target: One target Touch Target: Creature to	V,S,M V,S V,S V,S V,S	N/A Yes (harmless); see	Abjuration [Good]  Caster Level: 5  Conjuration, Transmutation (Healing)  Caster Level: 5  Conjuration (Healing)	FH.P: pg.35 PHB: pg.216
Rain falls around you4 to Listen, Spot, Search and andom chaotic outsider takes additional 5d6 acid.	15 15	N/A Will half (harmless); see text	1 standard action  1 standard action  1 standard action  1 standard action	1 round/level 1 minute/level Instantaneous	Personal Target: You Close (35 ft.) Target: One target Touch Target: Creature to	V,S,M V,S V,S V,S V,S	N/A  Yes (harmless); see text	Abjuration [Good]  Caster Level: 5  Conjuration, Transmutation (Healing) Caster Level: 5  Conjuration (Healing) Caster Level: 5	FH.P: pg.35 PHB: pg.216
Rain falls around you4 to Listen, Spot, Search and andom chaotic outsider takes additional 5d6 acid.  Discrete Blessing of Bahamut  Flect: Gain damage reduction 10/magic.  Channel Healing  Flect: Ranged touch to use Lay on Hands at a distance.  Cure Moderate Wounds  Flect: Cures 2d8 +1/level [max +10] damage.  Daylight  Flect: 60-ft. radius of bright light.	15 15	N/A Will half (harmless); see text	1 standard action  1 standard action  1 standard action  1 standard action	1 round/level 1 minute/level Instantaneous	Personal Target: You Close (35 ft.) Target: One target Touch Target: Creature to	V,S,M V,S V,S V,S V,S	N/A  Yes (harmless); see text	Abjuration [Good]  Caster Level: 5  Conjuration, Transmutation (Healing) Caster Level: 5  Conjuration (Healing) Caster Level: 5  Evocation [Light]	FH.P: pg.35 PHB: pg.216
Rain falls around you4 to Listen, Spot, Search and andom chaotic outsider takes additional 5d6 acid.  DDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDD	15 15 15	N/A  Will half (harmless); see text  None	1 standard action	1 round/level 1 minute/level Instantaneous 10 minutes/level [D]	Personal Target: You Close (35 ft.) Target: One target Touch Target: Creature tou Touch Target: Object toucl	V,S,M V,S V,S v,S uched V,S ned V,S,M	N/A  Yes (harmless); see text  No  Yes [object]	Abjuration [Good] Caster Level: 5 Conjuration, Transmutation (Healing) Caster Level: 5 Conjuration (Healing) Caster Level: 5 Evocation [Light] Caster Level: 5	PHB: pg.216
Rain falls around you4 to Listen, Spot, Search and andom chaotic outsider takes additional 5d6 acid.  DDBlessing of Bahamut  ffect: Gain damage reduction 10/magic. Channel Healing  ffect: Ranged touch to use Lay on Hands at a distance. Cure Moderate Wounds  ffect: Cures 2d8 +1/level [max +10] damage. DDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDD	15 15 15	N/A  Will half (harmless); see text  None	1 standard action	1 round/level 1 minute/level Instantaneous 10 minutes/level [D]	Personal Target: You Close (35 ft.) Target: One target Touch Target: Creature to Touch Target: Object touch	V,S,M  V,S  V,S  uched  V,S  ed  V,S,M	N/A  Yes (harmless); see text  No  Yes [object]	Abjuration [Good] Caster Level: 5 Conjuration, Transmutation (Healing) Caster Level: 5 Conjuration (Healing) Caster Level: 5 Evocation [Light] Caster Level: 5 Transmutation	PHB: pg.216
Rain falls around you4 to Listen, Spot, Search and andom chaotic outsider takes additional 5d6 acid.	15 15 15 15	N/A  Will half (harmless); see text  None  Will negates [object]	1 standard action	1 round/level  1 minute/level  Instantaneous  10 minutes/level [D]  1 round/level	and Personal Target: You Close (35 ft.) Target: One target Touch Target: Creature toi Touch Target: Object touci Touch Target: Suit of meta Close (35 ft.) Target: 1 creature/li	V,S,M V,S V,S uched V,S ned V,S,M Il armor tou	N/A  Yes (harmless); see text  No  Yes [object] ched	Abjuration [Good] Caster Level: 5 Conjuration, Transmutation (Healing) Caster Level: 5 Conjuration (Healing) Caster Level: 5 Evocation [Light] Caster Level: 5 Transmutation Caster Level: 5 Divination	FH.P: pg.35  PHB: pg.216  PHB: pg.216  SC: Pg.64
Rain falls around you4 to Listen, Spot, Search and andom chaotic outsider takes additional 5d6 acid.  DDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDD	15 15 15 15	N/A  Will half (harmless); see text  None  Will negates [object]	1 standard action	1 round/level  1 minute/level  Instantaneous  10 minutes/level [D]  1 round/level	Personal Target: You Close (35 ft.) Target: One target Touch Target: Creature touch Touch Target: Object touch Touch Target: Suit of meta	V,S,M V,S V,S uched V,S ned V,S,M Il armor tou	N/A  Yes (harmless); see text  No  Yes [object] ched  No	Abjuration [Good] Caster Level: 5 Conjuration, Transmutation (Healing) Caster Level: 5 Conjuration (Healing) Caster Level: 5 Evocation [Light] Caster Level: 5 Transmutation Caster Level: 5 Divination	FH.P: pg.35  PHB: pg.216  PHB: pg.216  SC: Pg.64
Rain falls around you4 to Listen, Spot, Search and andom chaotic outsider takes additional 5d6 acid.  DDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDD	15 15 15 15 15	N/A  Will half (harmless); see text  None  Will negates [object]  Will negates	1 standard action	1 round/level  1 minute/level  Instantaneous  10 minutes/level [D]  1 round/level  Concentration, up to 1 round/level	and Personal Target: You Close (35 ft.) Target: One target Touch Target: Creature touch Touch Target: Object touch Touch Target: Suit of meta Close (35 ft.) Target: 1 creature/than 30 ft. apart Medium (150 ft.) Target: One spellca	V,S,M V,S V,S v,S uched V,S ned V,S,M Il armor tou V,S, DF evel, no two V,S	N/A  Yes (harmless); see text  No  Yes (object) ched  No of which can be more No	Abjuration [Good] Caster Level: 5 Conjuration, Transmutation (Healing) Caster Level: 5 Conjuration (Healing) Caster Level: 5 Evocation [Light] Caster Level: 5 Transmutation Caster Level: 5 Divination Caster Level: 5	FH.P: pg.35  PHB: pg.216  PHB: pg.216  SC: Pg.64  PHB: pg.221
Rain falls around you4 to Listen, Spot, Search and andom chaotic outsider takes additional 5d6 acid.	15 15 15 15 15	N/A  Will half (harmless); see text  None  Will negates [object]  Will negates	1 standard action	1 round/level  1 minute/level  Instantaneous  10 minutes/level [D]  1 round/level  Concentration, up to 1 round/level	Personal Target: You Close (35 ft.) Target: One target Touch Target: Creature to Touch Target: Object touc Touch Target: Suit of meta Close (35 ft.) Target: 1 creature/hthan 30 ft. apart Medium (150 ft.)	V,S,M V,S V,S v,S uched V,S ned V,S,M Il armor tou V,S, DF evel, no two V,S	N/A  Yes (harmless); see text  No  Yes (object) ched  No of which can be more No	Abjuration [Good] Caster Level: 5 Conjuration, Transmutation (Healing) Caster Level: 5 Conjuration (Healing) Caster Level: 5 Evocation [Light] Caster Level: 5 Transmutation Caster Level: 5 Divination Caster Level: 5 Abjuration	FH.P: pg.35  PHB: pg.216  PHB: pg.216  SC: Pg.64  PHB: pg.221
Rain falls around you4 to Listen, Spot, Search and andom chaotic outsider takes additional 5d6 acid.  DDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDD	15 15 15 15 15 15 15 15	N/A  Will half (harmless); see text  None  Will negates [object]  Will negates  None	1 standard action	1 round/level 1 minute/level Instantaneous 10 minutes/level [D] 1 round/level Concentration, up to 1 round/level Instantaneous IUntil used [max 1 hour/level]	and Personal Target: You Close (35 ft.)  Target: One target Touch Target: Creature tou Touch Target: Object touc Touch Target: Suit of meta Close (35 ft.)  Target: 1 creature/Ithan 30 ft. apart Medium (150 ft.)  Target: One spellca 20-ftradius burst Personal Target: You	V,S,M V,S V,S uched V,S med V,S,M Il armor tou V,S,DF evel, no two V,S ster, creatu	N/A  Yes (harmless); see text  No  Yes [object] ched  No of which can be more No re, or object; or	Abjuration [Good] Caster Level: 5 Conjuration, Transmutation (Healing) Caster Level: 5 Conjuration (Healing) Caster Level: 5 Evocation [Light] Caster Level: 5 Transmutation Caster Level: 5 Divination Caster Level: 5 Abjuration Caster Level: 5	PHB: pg.216  PHB: pg.216  SC: Pg.64  PHB: pg.221  PHB: pg.223
Rain falls around you4 to Listen, Spot, Search and andom chaotic outsider takes additional 5d6 acid.  DDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDD	15 15 15 15 15 15 15 15 16 17 17 18 18 19 18 19 18 19 18 19 18 18 18 18 18 18 18 18 18 18 18 18 18	Will half (harmless); see text  None  Will negates [object]  Will negates  None  None  Soped is equal to the CHJ still affected fully.	1 standard action	1 round/level 1 minute/level Instantaneous 10 minutes/level [D] 1 round/level Concentration, up to 1 round/level Instantaneous Until used [max 1 hour/level] vel, after the limit is reached the spell	and Personal Target: You Close (35 ft.) Target: One target Touch Target: Creature touch Touch Target: Object touch Touch Target: Suit of mete Close (35 ft.) Target: 1 creature/It than 30 ft. apart Medium (150 ft.) Target: One spellca 20-ftradius burst Personal Target: You will	V,S,M V,S V,S uched V,S,M Il armor tou V,S, DF evel, no two V,S ster, creatu	N/A  Yes (harmless); see text  No  Yes [object] ched  No of which can be more  No re, or object; or	Abjuration [Good] Caster Level: 5 Conjuration, Transmutation (Healing) Caster Level: 5 Conjuration (Healing) Caster Level: 5 Evocation [Light] Caster Level: 5 Transmutation Caster Level: 5 Divination Caster Level: 5 Abjuration Caster Level: 5 Abjuration Caster Level: 5 Abjuration Caster Level: 5	FH.P: pg.35  PHB: pg.216  PHB: pg.216  SC: Pg.64  PHB: pg.221  PHB: pg.223  FH.P: pg.36
Rain falls around you4 to Listen, Spot, Search and andom chaotic outsider takes additional 5d6 acid.  DDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDD	15 15 15 15 15 15 15 15 16 17 17 18 18 18 18 18 18 18 18 18 18 18 18 18	N/A  Will half (harmless); see text  None  Will negates [object]  Will negates  None  None	1 standard action	1 round/level 1 minute/level Instantaneous 10 minutes/level [D] 1 round/level Concentration, up to 1 round/level Instantaneous IUntil used [max 1 hour/level]	and Personal Target: You Close (35 ft.) Target: One target Touch Target: Creature to Touch Target: Object toucl Touch Target: Suit of meta Close (35 ft.) Target: 1 creature/t than 30 ft. apart Medium (150 ft.) Target: adius burst Personal Target: You will Personal	V,S,M V,S V,S uched V,S med V,S,M Il armor tou V,S,DF evel, no two V,S ster, creatu	N/A  Yes (harmless); see text  No  Yes [object] ched  No of which can be more No re, or object; or	Abjuration [Good] Caster Level: 5 Conjuration, Transmutation (Healing) Caster Level: 5 Conjuration (Healing) Caster Level: 5 Evocation [Light] Caster Level: 5 Transmutation Caster Level: 5 Divination Caster Level: 5 Abjuration Caster Level: 5 Abjuration Caster Level: 5 Abjuration Caster Level: 5 Divination Caster Level: 5 Abjuration Caster Level: 5	PHB: pg.216  SC: Pg.64  PHB: pg.221  PHB: pg.221
Rain falls around you4 to Listen, Spot, Search and andom chaotic outsider takes additional 5d6 acid.  Dipipipipipipipipipipipipipipipipipipi	15 15 15 15 15 15 15 15 15 15 15 15 15 1	N/A  Will half (harmless); see text  None  Will negates [object]  Will negates  None  None  None  oped is equal to the CH-still affected fully.  N/A	1 standard action	1 round/level  1 minute/level  Instantaneous  10 minutes/level [D]  1 round/level  Concentration, up to 1 round/level  Instantaneous  IUntil used [max 1 hour/level]  vel, after the limit is reached the spell  1 round/level	and Personal Target: You Close (35 ft.)  Target: One target Touch Target: Creature to Touch Target: Object touch Target: Suit of mete Close (35 ft.)  Target: 1 creature/Inthan 30 ft. apart Medium (150 ft.)  Target: One spellca 20-ftradius burst Personal Target: You will  Personal Target: You	V,S,M  V,S  V,S  v,S  uched  V,S  ned  V,S,M  Il armor tou  V,S, DF  evel, no two  V,S  ster, creatu  V,S	N/A  Yes (harmless); see text  No  Yes [object]  ched  No of which can be more  No re, or object; or  No	Abjuration [Good] Caster Level: 5 Conjuration, Transmutation (Healing) Caster Level: 5 Conjuration (Healing) Caster Level: 5 Evocation [Light] Caster Level: 5 Transmutation Caster Level: 5 Divination Caster Level: 5 Abjuration Caster Level: 5 Abjuration Caster Level: 5 Divination Caster Level: 5 Divination Caster Level: 5 Divination Caster Level: 5	FH.P: pg.35  PHB: pg.216  PHB: pg.216  SC: Pg.64  PHB: pg.221  PHB: pg.223  FH.P: pg.36  SC: Pg.91
Rain falls around you4 to Listen, Spot, Search and andom chaotic outsider takes additional 5d6 acid.  DDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDD	15 15 15 15 15 15 15 15 16 17 17 18 18 19 18 19 18 19 18 19 18 18 18 18 18 18 18 18 18 18 18 18 18	Will half (harmless); see text  None  Will negates [object]  Will negates  None  None  Soped is equal to the CHJ still affected fully.	1 standard action	1 round/level 1 minute/level Instantaneous 10 minutes/level [D] 1 round/level Concentration, up to 1 round/level Instantaneous Until used [max 1 hour/level] vel, after the limit is reached the spell	and Personal Target: You Close (35 ft.)  Target: One target Touch Target: Creature tout Touch Target: Object touch Touch Target: Suit of meta Close (35 ft.)  Target: 1 creature/than 30 ft. apart Medium (150 ft.)  Target: One spellca 20-ftradius burst Personal Target: You will  Personal Target: You Close (35 ft.)	V,S,M V,S V,S v,S ned V,S,M Il armor tou V,S,DF avel, no two V,S ster, creatu V,S V	N/A  Yes (harmless); see text  No  Yes [object]  ched  No  of which can be more  No  re, or object; or  No  N/A  Yes (harmless)	Abjuration [Good] Caster Level: 5 Conjuration, Transmutation (Healing) Caster Level: 5 Conjuration (Healing) Caster Level: 5 Evocation [Light] Caster Level: 5 Transmutation Caster Level: 5 Divination Caster Level: 5 Abjuration Caster Level: 5 Abjuration Caster Level: 5 Divination Caster Level: 5 Conjuration Caster Level: 5 Conjuration Chealing)	FH.P: pg.35  PHB: pg.216  PHB: pg.216  SC: Pg.64  PHB: pg.221  PHB: pg.223  FH.P: pg.36
Rain falls around you4 to Listen, Spot, Search and andom chaotic outsider takes additional 5d6 acid.  Dipipipipipipipipipipipipipipipipipipi	15 15 15 15 15 15 15 15 15 15 15 15 15 1	N/A  Will half (harmless); see text  None  Will negates [object]  Will negates  None  None  None  oped is equal to the CH <sub>c</sub> still affected fully.  N/A  Will half (harmless)	1 standard action	1 round/level  1 minute/level  Instantaneous  10 minutes/level [D]  1 round/level  Concentration, up to 1 round/level  Instantaneous  Until used [max 1 hour/level]  vel, after the limit is reached the spell 1 round/level	and Personal Target: You Close (35 ft.)  Target: One target Touch Target: Creature to Touch Target: Object touch Target: Suit of mete Close (35 ft.)  Target: 1 creature/Inthan 30 ft. apart Medium (150 ft.)  Target: One spellca 20-ftradius burst Personal Target: You will  Personal Target: You	V,S,M V,S V,S v,S ned V,S,M Il armor tou V,S,DF avel, no two V,S ster, creatu V,S V	N/A  Yes (harmless); see text  No  Yes [object]  ched  No  of which can be more  No  re, or object; or  No  N/A  Yes (harmless)	Abjuration [Good] Caster Level: 5 Conjuration, Transmutation (Healing) Caster Level: 5 Conjuration (Healing) Caster Level: 5 Evocation [Light] Caster Level: 5 Transmutation Caster Level: 5 Divination Caster Level: 5 Abjuration Caster Level: 5 Abjuration Caster Level: 5 Divination Caster Level: 5 Conjuration	FH.P: pg.35  PHB: pg.216  PHB: pg.216  SC: Pg.64  PHB: pg.221  PHB: pg.223  FH.P: pg.36  SC: Pg.91
Rain falls around you4 to Listen, Spot, Search and andom chaotic outsider takes additional 5d6 acid.  DDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDD	15 15 15 15 15 15 15 15 15 15 15 15 15 1	N/A  Will half (harmless); see text  None  Will negates [object]  Will negates  None  None  None  oped is equal to the CH <sub>c</sub> still affected fully.  N/A  Will half (harmless)	1 standard action	1 round/level  1 minute/level  Instantaneous  10 minutes/level [D]  1 round/level  Concentration, up to 1 round/level  Instantaneous  Until used [max 1 hour/level]  vel, after the limit is reached the spell 1 round/level	and Personal Target: You Close (35 ft.)  Target: One target Touch Target: Creature tout Touch Target: Object touch Touch Target: Suit of meta Close (35 ft.)  Target: 1 creature/than 30 ft. apart Medium (150 ft.)  Target: One spellca 20-ftradius burst Personal Target: You will  Personal Target: You Close (35 ft.)	V,S,M V,S V,S v,S ned V,S,M Il armor tou V,S,DF avel, no two V,S ster, creatu V,S V	N/A  Yes (harmless); see text  No  Yes [object]  ched  No  of which can be more  No  re, or object; or  No  N/A  Yes (harmless)	Abjuration [Good] Caster Level: 5 Conjuration, Transmutation (Healing) Caster Level: 5 Conjuration (Healing) Caster Level: 5 Evocation [Light] Caster Level: 5 Transmutation Caster Level: 5 Divination Caster Level: 5 Abjuration Caster Level: 5 Abjuration Caster Level: 5 Divination Caster Level: 5 Conjuration Caster Level: 5 Conjuration Chealing)	FH.P: pg.35  PHB: pg.216  PHB: pg.216  SC: Pg.64  PHB: pg.221  PHB: pg.223  FH.P: pg.36  SC: Pg.91
Rain falls around you4 to Listen, Spot, Search and andom chaotic outsider takes additional 5d6 acid.  DDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDD	15 15 15 15 15 15 15 15 15 15 16 d are d	Will half (harmless); see text  None  Will negates [object]  Will negates  None  None  oped is equal to the CH- still affected fully.  N/A  Will half (harmless)  lealt damage] Files at 30  Will negates	1 standard action	1 round/level  1 minute/level  Instantaneous  10 minutes/level [D]  1 round/level  Concentration, up to 1 round/level  Instantaneous  Until used [max 1 hour/level]  vel, after the limit is reached the spell 1 round/level  1 round/2 levels	and Personal Target: You Close (35 ft.)  Target: One target Touch Target: Creature tou Touch Target: Object touci Touch Target: Suit of meta Close (35 ft.)  Target: 1 creature/Ithan 30 ft. apart Medium (150 ft.)  Target: One spellca 20-ftradius burst Personal Target: You will  Personal Target: You Close (35 ft.) Target: One conjure	V,S,M V,S V,S v,S v,S uched V,S,M Il armor tou V,S, DF evel, no two V,S ster, creatu V,S V V,S d healing s V,S	N/A  Yes (harmless); see text  No  Yes [object]  ched  No  of which can be more  No  re, or object; or  No  N/A  Yes (harmless)  pirit	Abjuration [Good] Caster Level: 5 Conjuration, Transmutation (Healing) Caster Level: 5 Conjuration (Healing) Caster Level: 5 Evocation [Light] Caster Level: 5 Transmutation Caster Level: 5 Divination Caster Level: 5 Abjuration Caster Level: 5 Divination Caster Level: 5 Conjuration Caster Level: 5 Conjuration Caster Level: 5 Conjuration Caster Level: 5 Conjuration	FH.P: pg.35  PHB: pg.216  PHB: pg.216  SC: Pg.64  PHB: pg.221  PHB: pg.223  FH.P: pg.36  SC: Pg.91  PHB II: pg.114
Rain falls around you4 to Listen, Spot, Search and andom chaotic outsider takes additional 5d6 acid.  DDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDD	15 15 15 15 15 15 15 15 15 15 16 d are d	Will half (harmless); see text  None  Will negates [object]  Will negates  None  None  oped is equal to the CH- still affected fully.  N/A  Will half (harmless)  lealt damage] Files at 30  Will negates	1 standard action	1 round/level  1 minute/level  Instantaneous  10 minutes/level [D]  1 round/level  Concentration, up to 1 round/level  Instantaneous  Until used [max 1 hour/level]  vel, after the limit is reached the spell 1 round/level  1 round/2 levels	and Personal Target: You Close (35 ft.)  Target: One target Touch Target: Creature tout Touch Target: Object touch Touch Target: Suit of meta Close (35 ft.)  Target: 1 creature/It than 30 ft. apart Medium (150 ft.)  Target: One spellca 20-ftradius burst Personal Target: You will  Personal Target: You Close (35 ft.) Target: One conjure Touch	V,S,M V,S V,S v,S v,S uched V,S,M Il armor tou V,S, DF evel, no two V,S ster, creatu V,S V V,S d healing s V,S	N/A  Yes (harmless); see text  No  Yes [object] ched  No of which can be more No re, or object; or No  N/A  Yes (harmless)	Abjuration [Good] Caster Level: 5 Conjuration, Transmutation (Healing) Caster Level: 5 Conjuration (Healing) Caster Level: 5 Evocation [Light] Caster Level: 5 Transmutation Caster Level: 5 Divination Caster Level: 5 Abjuration Caster Level: 5 Divination Caster Level: 5 Conjuration	FH.P: pg.35  PHB: pg.216  PHB: pg.216  SC: Pg.64  PHB: pg.221  PHB: pg.223  FH.P: pg.36  SC: Pg.91  PHB II: pg.114
Rain falls around you4 to Listen, Spot, Search and andom chaotic outsider takes additional 5d6 acid.  DDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDD	15 15 15 15 15 15 15 15 15 16 17 15 15 15 15 15 15 15 15 15	Will half (harmless); see text  None  Will negates [object]  Will negates  None  None  None  Oped is equal to the CHastill affected fully.  N/A  Will half (harmless)  lealt damage] Flies at 30  Will negates (harmless)	1 standard action	1 round/level  1 minute/level  1 minute/level  Instantaneous  10 minutes/level [D]  1 round/level  Concentration, up to 1 round/level  Instantaneous  Until used [max 1 hour/level]  vel, after the limit is reached the spell 1 round/level  1 round/level  1 round/2 levels  Instantaneous	and Personal Target: You Close (35 ft.)  Target: One target Touch Target: Creature tout Touch Target: Object touch Touch Target: Suit of meta Close (35 ft.)  Target: 1 creature/Ithan 30 ft. apart Medium (150 ft.)  Target: One spellca 20-ftradius burst Personal Target: You will  Personal Target: You Close (35 ft.) Target: One conjure Touch Target: Your mount 20 ft.	V,S,M  V,S  V,S  uched  V,S,M  Il armor tou  V,S,DF  evel, no two  V,S  ster, creatu  V,S  V  V,S  touched  V,S,M,DF	N/A  Yes (harmless); see text  No  Yes [object]  ched  No  of which can be more  No  re, or object; or  No  N/A  Yes (harmless)  pirit  Yes (harmless)	Abjuration [Good] Caster Level: 5 Conjuration, Transmutation (Healing) Caster Level: 5 Conjuration (Healing) Caster Level: 5 Evocation [Light] Caster Level: 5 Transmutation Caster Level: 5 Divination Caster Level: 5 Abjuration Caster Level: 5 Abjuration Caster Level: 5 Conjuration Caster Level: 5	FH.P: pg.35  PHB: pg.216  PHB: pg.216  SC: Pg.64  PHB: pg.221  PHB: pg.223  FH.P: pg.36  SC: Pg.91  PHB II: pg.114  PHB: pg.239
Rain falls around you4 to Listen, Spot, Search and andom chaotic outsider takes additional 5d6 acid.  DDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDD	15 15 15 15 15 15 15 15 15 15 15 15 15 1	Will half (harmless); see text  None  Will negates [object]  Will negates  None  None  None  None  Vill aff (harmless); see text  Will negates  None  None  Lealt damage   Flies at 30  Will negates (harmless)  None  E. Evil creatures take 2dd	1 standard action  3 damage examples	1 round/level  1 minute/level  Instantaneous  10 minutes/level [D]  1 round/level  Concentration, up to 1 round/level  Instantaneous  IUntil used [max 1 hour/level]  vel, after the limit is reached the spell 1 round/level  1 round/level  1 round/levels  Instantaneous  1 round/level [D]  ach round [double if outsiders].	and Personal Target: You Close (35 ft.) Target: One target Touch Target: Creature touch Touch Target: Object touch Target: Suit of meta Close (35 ft.) Target: 1 creature/Inthan 30 ft. apart Medium (150 ft.) Target: One spellca 20-ftradius burst Personal Target: You will Personal Target: You Close (35 ft.) Target: One conjure Touch Target: Your mount 20 ft. Target: Cylinder [20	V,S,M  V,S  V,S  v,S  v,S  voluted  V,S,M  Il armor tou  V,S, DF  evel, no two  V,S  V  V,S  d healing s  V,S  touched  V,S,M,DF  -ft. radius,	Yes (harmless); see text  No Yes [object] ched No of which can be more No re, or object; or No  N/A  Yes (harmless) pirit Yes (harmless)	Abjuration [Good] Caster Level: 5 Conjuration, Transmutation (Healing) Caster Level: 5 Conjuration (Healing) Caster Level: 5 Evocation [Light] Caster Level: 5 Transmutation Caster Level: 5 Divination Caster Level: 5 Abjuration Caster Level: 5 Abjuration Caster Level: 5 Conjuration Caster Level: 5 Conjuration (Healing) Caster Level: 5 Conjuration (Greation) [Good, Water] Caster Level: 5	FH.P: pg.35  PHB: pg.216  PHB: pg.216  SC: Pg.64  PHB: pg.221  PHB: pg.223  FH.P: pg.36  SC: Pg.91  PHB II: pg.114  PHB: pg.239  SC: Pg.115
Rain falls around you4 to Listen, Spot, Search and andom chaotic outsider takes additional 5d6 acid.  DDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDD	15 15 15 15 15 15 15 15 15 15 15 15 15 1	Will half (harmless); see text  None  Will negates [object]  Will negates  None  None  None  Vill affected fully.  N/A  Will half (harmless)  ealt damage  Flies at 30  Will negates (harmless)	1 standard action  3 damage examples	1 round/level  1 minute/level  Instantaneous  10 minutes/level [D]  1 round/level  Concentration, up to 1 round/level  Instantaneous  IUntil used [max 1 hour/level]  vel, after the limit is reached the spell  1 round/level  1 round/2 levels  Instantaneous  1 round/level [D]	and Personal Target: You Close (35 ft.) Target: One target Touch Target: Creature to Touch Target: Object toucl Touch Target: Suit of meta Close (35 ft.) Target: 1 creature/Ithan 30 ft. apart Medium (150 ft.) Target: One spellca 20-ftradius burst Personal Target: You will Personal Target: You Close (35 ft.) Target: One conjure Touch Target: Your mount 20 ft. Target: Cylinder [20]	V,S,M  V,S  V,S  v,S  volumed  V,S,M  Il armor tou  V,S,DF  evel, no two  V,S  ster, creatu  V,S  V  V,S  d healing s  V,S  touched  V,S,M,DF  eft. radius, 2  V,S,M/DF	Yes (harmless); see text  No Yes [object] ched No of which can be more No re, or object; or No  N/A  Yes (harmless) pirit Yes (harmless)  No 20 ft. high] No; see text	Abjuration [Good]  Caster Level: 5 Conjuration, Transmutation (Healing) Caster Level: 5 Conjuration (Healing) Caster Level: 5 Evocation [Light] Caster Level: 5 Transmutation Caster Level: 5 Divination Caster Level: 5 Abjuration Caster Level: 5 Abjuration Caster Level: 5 Conjuration (Healing) Caster Level: 5 Conjuration (Caster Level: 5 Conjuration (Healing) Caster Level: 5 Conjuration (Healing) Caster Level: 5 Conjuration (Creation) [Good, Water] Caster Level: 5 Abjuration [Lawful	FH.P: pg.35  PHB: pg.216  PHB: pg.216  SC: Pg.64  PHB: pg.221  PHB: pg.223  FH.P: pg.36  SC: Pg.91  PHB II: pg.114  PHB: pg.239  SC: Pg.115
Rain falls around you4 to Listen, Spot, Search and andom chaotic outsider takes additional 5d6 acid.  DDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDD	15 15 15 15 15 15 15 15 15 15 15 15 15 1	Will half (harmless); see text  None  Will negates [object]  Will negates  None  None  None  Oped is equal to the CH- sitil affected fully.  N/A  Will half (harmless)  ealt damage  Files at 30  Will negates (harmless)  None  5. Evil creatures take 2d  Will negates (harmless)  s and outsiders in 10-ft.	1 standard action  1 standard action	1 round/level  1 minute/level  Instantaneous  10 minutes/level [D]  1 round/level  Concentration, up to 1 round/level  Instantaneous  IUntil used [max 1 hour/level]  vel, after the limit is reached the spell  1 round/level  1 round/2 levels  Instantaneous  1 round/level [D]  ach round [double if outsiders].  10 minutes/level.	and Personal Target: You Close (35 ft.)  Target: One target Touch Target: Creature to Touch Target: Object touc Touch Target: Suit of mete Close (35 ft.)  Target: 1 creature/than 30 ft. apart Medium (150 ft.)  Target: One spellce 20-ftradius burst Personal Target: You will Personal Target: You Close (35 ft.)  Target: One conjure Touch Target: Your mount 20 ft.  Target: Cylinder [20 Touch Target: 10-ftradius	V,S,M  V,S  V,S  uched  V,S,M  I armor tou  V,S,DF  evel, no two  V,S  ster, creatu  V,S  V  V,S  touched  V,S,M,DF  -ft. radius, :  V,S,M/DF  emanation	N/A  Yes (harmless); see text  No  Yes [object]  ched  No  of which can be more  No  re, or object; or  No  N/A  Yes (harmless)  pirit  Yes (harmless)  No  20 ft. high]  No; see text  from touched creature	Abjuration [Good]  Caster Level: 5  Conjuration, Transmutation (Healing) Caster Level: 5  Conjuration (Healing) Caster Level: 5  Evocation [Light] Caster Level: 5  Transmutation Caster Level: 5  Divination Caster Level: 5  Abjuration Caster Level: 5  Divination Caster Level: 5  Conjuration Caster Level: 5	FH.P: pg.35  PHB: pg.216  PHB: pg.216  SC: Pg.64  PHB: pg.221  PHB: pg.223  FH.P: pg.36  SC: Pg.91  PHB II: pg.114  PHB: pg.239  SC: Pg.115
Rain falls around you4 to Listen, Spot, Search and andom chaotic outsider takes additional 5d6 acid.  DDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDD	15 15 15 15 15 15 15 15 15 15 15 15 15 1	Will half (harmless); see text  None  Will negates [object]  Will negates  None  None  None  None  Vill agual to the CH, still affected fully.  N/A  Will half (harmless)  lealt damage] Flies at 30  Will negates (harmless)  None  E. Evil creatures take 2dt  Will negates (harmless)	1 standard action  1 standard action	1 round/level  1 minute/level  Instantaneous  10 minutes/level [D]  1 round/level  Concentration, up to 1 round/level  Instantaneous  Until used [max 1 hour/level]  vel, after the limit is reached the spell 1 round/level  1 round/level 1 round/levels  Instantaneous  1 round/level [D]  ach round [double if outsiders]. 10 minutes/level	and Personal Target: You Close (35 ft.) Target: One target Touch Target: Creature to Touch Target: Object toucl Touch Target: Suit of meta Close (35 ft.) Target: 1 creature/Ithan 30 ft. apart Medium (150 ft.) Target: One spellca 20-ftradius burst Personal Target: You will Personal Target: You Close (35 ft.) Target: One conjure Touch Target: Your mount 20 ft. Target: Cylinder [20]	V,S,M  V,S  V,S  uched  V,S,M  I armor tou  V,S,DF  evel, no two  V,S  ster, creatu  V,S  V  V,S  touched  V,S,M,DF  -ft. radius, :  V,S,M/DF  emanation	Yes (harmless); see text  No Yes [object] ched No of which can be more No re, or object; or No  N/A  Yes (harmless) pirit Yes (harmless)  No 20 ft. high] No; see text	Abjuration [Good]  Caster Level: 5 Conjuration, Transmutation (Healing) Caster Level: 5 Conjuration (Healing) Caster Level: 5 Evocation [Light] Caster Level: 5 Transmutation Caster Level: 5 Divination Caster Level: 5 Abjuration Caster Level: 5 Abjuration Caster Level: 5 Conjuration (Healing) Caster Level: 5 Conjuration (Caster Level: 5 Conjuration (Healing) Caster Level: 5 Conjuration (Healing) Caster Level: 5 Conjuration (Creation) [Good, Water] Caster Level: 5 Abjuration [Lawful	FH.P: pg.35  PHB: pg.216  PHB: pg.216  SC: Pg.64  PHB: pg.221  PHB: pg.223  FH.P: pg.36  SC: Pg.91  PHB II: pg.114  PHB: pg.239  SC: Pg.115

DEDERM : W. O		(	Cham	npion of Mystra S	pells				
⊒□□□□Magic Weapon, Greater	15	Will negates (harmless, object)	1 standard action		•	V,S,M/DF	Yes (harmless, object)	Transmutation	PHB: pg.251
Effect: Weapon gains +1/4 levels [max +5] bonus.		(Harringss, Object)	aouon		Target: One weapor must be in contact w casting]	n or fifty pro vith each ot	jectiles [all of which her at the time of	Caster Level: 5	
□□□□□ Mantle of Law	15	N/A	1 standard action	10 minutes/level [D]		V,S,M	N/A	Abjuration [Law]	SC: Pg.138
ffect:	ne doc	crintor	doudti		Target: You			Caster Level: 5	
Gain SR 12 + your caster level against spells with the chac	os des 15	criptor. N/A		1 hour/level	Personal	V,S,DF	N/A	Divination	SC: Pg.149
Effect:			action		Target: You			Caster Level: 5	
Both you and mount gain +2 bonus on melee damage and fust remain within 10 ft. of mount.		c rolls [while mounted] -	-		<i>.</i>				
□□□□□ Pious Strength	15		1 standard action	1 hour/level	Personal	V,S,DF		Transmutation	CoD.P: pg.57
Effect: Your Strength score gains an enhancement bonus of +2 or	r equa	I to your curent Wisdom	bonus, which	hever is greater.	Target: You			Caster Level: 5	
	15	None		1 round/level	40 ft.	V,S, DF	Yes	Enchantment (Compulsion)	PHB: pg.264
			action		T All . III	16	40 % 1 1	[Mind-Affecting]	
Effect: Allies +1 bonus on most rolls, enemies -1 penalty.					centered on you		a 40-ftradius burst	Caster Level: 5	
□□□□□ Regal Procession	15	None	1 round	2 hours/level [D]	Close (35 ft.)	V,S,M	No	Conjuration (Summoning)	SC: Pg.172
Effect: As mount, only you summon multiple mounts and they are	equip	ped; see text.			Target: One mount/l	level		Caster Level: 5	
	15	Fortitude negates (harmless)	1 standard action	Instantaneous	Touch	V,S	Yes (harmless)	Conjuration (Healing)	PHB: pg.270
iffect: Cures normal or magical conditions.		(			Target: Creature tou	ıched		Caster Level: 5	
	15	Will negates		Instantaneous	Touch	V,S	Yes (harmless)	Abjuration	PHB: pg.270
ffect:		(harmless)	action		Target: Creature or	item touche	ed	Caster Level: 5	
Frees object or person from curse.	15	Will negates		Instantaneous	Close (35 ft.)	V,S,DF	Yes [harmless]	Abjuration	SC: Pg.175
Effect:		[harmless]	action		Target: One creature	e/level, no t	wo of which can be	Caster Level: 5	
Same as resurgence, except it affects multiple targets upernatural ability.	Allows	one retry on a failed	save again	st an ongoing spell, spell-like ability, o	rmore than 30 ft. apa				
	15	N/A	1 standard action	1 minute/level	Personal	V,S,DF	N/A	Transmutation	SC: Pg.177
Effect: Gain 5 temp HP/level [max 50], +4 enhancement bonus Str	r				Target: You			Caster Level: 5	
Gain 5 temp HP/level [max 50], +4 ennancement bonus Sti	r. 15	N/A	1 standard	1 hour/level	Personal	V,DF	N/A	Conjuration	SC: Pg.182
Effect:			action		Target: You			(Healing) Caster Level: 5	
Improves your turning ability to that of a cleric.	15	None		1 round/level	Personal	V,S,DF	No	Abjuration	CoD.P: pg.57
iffect:			action		Target: See text			Caster Level: 5	· <del>-</del>
Sneak attacks provoke an AoO from you even if flat-footed	i. 15	Reflex negate	1 standard	Instantaneous; see text	-	V,DF	Yes	Evocation	CoD.P: pg.57
J⊒⊒⊒⊒Shield Flash ⊞ect:	.0	oox riogate	action				. 50		-00 pg.o/
Blinds evil foes for 1d4 rounds.	4-	Maria	4	4.1	Target: Evil creature		N	Caster Level: 5	0.00
JJJJCIIVOI DOGOOII	15	None	1 minute	1 hour/level [D]		V,S,DF	No	Conjuration (Calling) [Good]	CoD.P: pg.58
Effect: Summons a silvery, incorporeal spirit that flies [240 ft G	Good m	naneuverability]. It seek	ds out innoc	ents in danger with the radius and leads	Target: Guiding spir s	it		Caster Level: 5	
ne back to the paladin; see text.	15	Fortitude half	1 standard	1 round; see text	Medium (150 ft.)	V,S,DF	No	Evocation	FH.P: pg.37
Effect:			action		Target: One charact			Caster Level: 5	-
Paralyzes the target and deals 1d4/2 levels holy damage utsider the damage is doubled.	e [max	6d4] to evil creature [	except unde	ad or other souless creatures], if an ev					
	15	Will negates (harmless)	1 full round	1 round/2 levels	25 ft.	V,S	Yes (harmless)	Enchantment	FH.P: pg.37
iffect: Allies use the paladins saving throws instead of their own, i	if the				Target: All allies with	nin a 25-ft	radius, centered on you	Caster Level: 5	
ranco use the paradins saving throws instead of their own,	п шеу	are superior.			•		No		
□□□□ Undead Bane Weapon	15	None	1 standard	5 minutes	Touch	V,S, DF	NO	Transmutation	Race Sto: pg.117
Effect:			action		-		INO	Transmutation  Caster Level: 5	Race Sto: pg.117
Effect: Give weapon touched undead bane special ability; add +2			action ls +2d6 of bo		Touch  Target: Weapon tou		Yes [harmless,object]	Caster Level: 5	Race Sto: pg.117 SC: Pg.237
Effect: Give weapon touched undead bane special ability; add +2   UIIII Weapon of the Deity	enhan	ncement bonus and dea	action ls +2d6 of bo	onus damage.	Touch  Target: Weapon tou Touch	ched V,DF		Caster Level: 5 Transmutation	
Effect: Give weapon touched undead bane special ability; add +2	enhan 15 cemen	ncement bonus and dea Fortitude negates [harmless,object] ts and abilities. See tex	action  Is +2d6 of both 1 standard action	onus damage. 1 round/level	Touch  Target: Weapon tou  Touch  Target: Weapon tou	ched V,DF ched	Yes [harmless,object]	Caster Level: 5 Transmutation Caster Level: 5	SC: Pg.237
Effect: Give weapon touched undead bane special ability; add +2 Give weapon touched undead bane special ability; add +2 Give weapon of the Deity Effect: Imbue a weapon favored by your deity with special enhanc Give Timbue a weapon favored by hinding	enhan 15	ncement bonus and dea Fortitude negates [harmless,object]	action  Is +2d6 of both 1 standard action	onus damage.	Touch Target: Weapon tou Touch Target: Weapon tou Close (35 ft.)	ched V,DF ched V,DF	Yes [harmless,object] Yes	Caster Level: 5 Transmutation Caster Level: 5 Conjuration (Creation)	
iffect: Give weapon touched undead bane special ability; add +2  Give weapon touched undead bane special ability; add +2  Giffect: Imbue a weapon favored by your deity with special enhanc  Giffect:  More of Binding	enhan 15 cement 15	ncement bonus and dea Fortitude negates [harmless,object] ts and abilities. See tex Reflex negates	action  Is +2d6 of both 1 standard action  t. 1 standard	onus damage. 1 round/level	Touch  Target: Weapon tou  Touch  Target: Weapon tou	v,DF ched v,DF n or smaller	Yes [harmless,object] Yes	Caster Level: 5 Transmutation Caster Level: 5 Conjuration	SC: Pg.237
ffect: Give weapon touched undead bane special ability; add +2 Give weapon touched undead bane special ability; add +2 Giffect: Imbue a weapon favored by your deity with special enhance Giffect:	enhan 15 cement 15	ncement bonus and dea Fortitude negates [harmless,object] ts and abilities. See tex Reflex negates	action  Is +2d6 of both 1 standard action  t. 1 standard	onus damage. 1 round/level 1 round/level [D]	Touch Target: Weapon tou Touch Target: Weapon tou Close (35 ft.) Target: One Mediun	v,DF ched v,DF n or smaller	Yes [harmless,object] Yes	Caster Level: 5 Transmutation Caster Level: 5 Conjuration (Creation)	SC: Pg.237
Effect: Give weapon touched undead bane special ability; add +2  Give weapon touched undead bane special ability; add +2  Giffect: Imbue a weapon favored by your deity with special enhance  Giffect:	enhan 15 cement 15 rget; se	ncement bonus and dea Fortitude negates [harmless,object] ts and abilities. See tex Reflex negates	action  Is +2d6 of bot 1 standard action  t. 1 standard action	onus damage. 1 round/level	Touch Target: Weapon tou Touch Target: Weapon tou Close (35 ft.) Target: One Medium monstrous humanoi	v,DF ched v,DF n or smaller	Yes [harmless,object] Yes	Caster Level: 5 Transmutation Caster Level: 5 Conjuration (Creation)	SC: Pg.237
Effect: Give weapon touched undead bane special ability; add +2	enhan 15 cement 15 rget; se	ocement bonus and dea Fortitude negates [harmless,object] ts and abilities. See tex Reflex negates ee text.	action  Is +2d6 of bot 1 standard action  t. 1 standard action  Time	onus damage. 1 round/level 1 round/level [D]	Touch Target: Weapon tou Touch Target: Weapon tou Close (35 ft.) Target: One Medium monstrous humanoi	ched V,DF ched V,DF n or smaller	Yes [harmless,object] Yes humanoid or	Caster Level: 5 Transmutation Caster Level: 5 Conjuration (Creation) Caster Level: 5	SC: Pg.237 SC: Pg.242
Effect: Give weapon touched undead bane special ability; add +2	enhan 15 cement 15 rget; se	ocement bonus and dea Fortitude negates [harmless,object] ts and abilities. See tex Reflex negates ee text.	action  Is +2d6 of bot 1 standard action  t. 1 standard action  Time 1 standard	onus damage. 1 round/level [D]  LEVEL 4  Duration	Touch Target: Weapon tou Touch Target: Weapon tou Close (35 ft.) Target: One Medium monstrous humanoi	ched V,DF ched V,DF n or smaller d Comp.	Yes [harmless,object] Yes humanoid or	Caster Level: 5 Transmutation Caster Level: 5 Conjuration (Creation) Caster Level: 5 School	SC: Pg.237 SC: Pg.242 Source
iffect: Give weapon touched undead bane special ability; add +2	enhand 15 cement 15 rget; so	ocement bonus and dea Fortitude negates [harmless,object] ts and abilities. See tex Reflex negates ee text.	action Is +2d6 of bt 1 standard action  It 1 standard action  Time 1 standard action  1 standard	onus damage. 1 round/level [D]  LEVEL 4  Duration	Touch Target: Weapon tou Touch Target: Weapon tou Close (35 ft.) Target: One Medium monstrous humanoi  Range Personal Target: You	ched V,DF ched V,DF n or smaller d Comp.	Yes [harmless,object] Yes humanoid or  Spell Resistance	Caster Level: 5 Transmutation Caster Level: 5 Conjuration (Creation) Caster Level: 5 School Transmutation Caster Level: 5 Conjuration	SC: Pg.237 SC: Pg.242 Source
Effect: Give weapon touched undead bane special ability; add +2	enhan 15 cement 15 rget; sr	comment bonus and dea Fortitude negates (harmless,object) Its and abilities. See tex Reflex negates ee text.  Saving Throw  None	action  Is +2d6 of br 1 standard action  1 standard action  Time 1 standard action  1 standard action	nus damage. 1 round/level [D]  LEVEL 4  Duration 2 rounds/level	Touch Target: Weapon tou Touch Target: Weapon tou Close (35 ft.) Target: One Medium monstrous humanoi  Range Personal Target: You 30 ft. Target: All allies and	ched V,DF ched V,DF n or smaller d  Comp. V,S	Yes [harmless,object]  Yes humanoid or  Spell Resistance	Caster Level: 5 Transmutation Caster Level: 5 Conjuration (Creation) Caster Level: 5  School Transmutation Caster Level: 5	SC: Pg.237 SC: Pg.242 Source FH.P: pg.34
iffect: Give weapon touched undead bane special ability; add +2	enhan 15 cement 15 rget; sr	comment bonus and dea Fortitude negates [harmless,object] Is and abilities. See tex Reflex negates ee text.  Saving Throw  None  Volls. and -2 luck penalt Will negates	action  Is +2d6 of bot 1 standard action  1 standard action  Time 1 standard action  1 standard action  or on these rc 1 standard	nus damage. 1 round/level [D]  LEVEL 4  Duration 2 rounds/level	Touch Target: Weapon tou Touch Target: Weapon tou Close (35 ft.) Target: One Medium monstrous humanoi  Range Personal Target: You 30 ft. Target: All allies and centered on you	ched V,DF ched V,DF n or smaller d Comp. V,S V,S,DF,XP	Yes [harmless,object]  Yes humanoid or  Spell Resistance	Caster Level: 5 Transmutation Caster Level: 5 Conjuration (Creation) Caster Level: 5  School Transmutation Caster Level: 5 Conjuration (Creation)	SC: Pg.237 SC: Pg.242 Source FH.P: pg.34 CoD.P: pg.55
Effect: Give weapon touched undead bane special ability; add +2  """" Weapon of the Deity  Effect: Imbue a weapon favored by your deity with special enhance  """" Word of Binding  Effect: Creates masterwork manacles that attempt to bind your tar  Name  """ Avenger's Might  Effect: Add CHA bonus to damage and strength checks.  """ Battle Prayer  Effect: +2 luck bonus to attack, weapon damage, saves and skill of the Righteous  Effect:	enhan 15 cement 15 rget; se DC 16	comment bonus and dear Fortitude negates [harmless,object] tas and abilities. See tex Reflex negates ee text.  Saving Throw  None  rolls, and -2 luck penalt Will negates (harmless)	action  Is +2d6 of bot 1 standard action  1 standard action  Time 1 standard action  1 standard action  v on these rc 1 standard action	Duration 2 round/level 1 round/level [D]  LEVEL 4  Duration 2 rounds/level 1 round/level  Ils to your enemies. Exp Cost:100.	Touch Target: Weapon tou Touch Target: Weapon tou Close (35 ft.) Target: One Medium monstrous humanoi  Range Personal Target: You 30 ft. Target: All allies and centered on you 40 ft.	ched V,DF ched V,DF n or smaller d  Comp. V,S V,S,DF,XP	Yes [harmless,object] Yes humanoid or  Spell Resistance Yes a 30-ftradius burst,	Caster Level: 5 Transmutation Caster Level: 5 Conjuration (Creation) Caster Level: 5  School Transmutation Caster Level: 5 Conjuration (Creation) Caster Level: 5	SC: Pg.237 SC: Pg.242 Source FH.P: pg.34 CoD.P: pg.55
Effect: Give weapon touched undead bane special ability; add +2	enhan 15 cement 15 rget; se DC 16	comment bonus and dear Fortitude negates [harmless,object] tas and abilities. See tex Reflex negates ee text.  Saving Throw  None  rolls, and -2 luck penalt Will negates (harmless)	action  Is +2d6 of bot 1 standard action  It standard action  Time 1 standard action  1 standard action  1 standard action  1 standard action  are conside	Duration 2 round/level 1 round/level [D]  LEVEL 4  Duration 2 rounds/level 1 round/level  Ils to your enemies. Exp Cost:100.	Touch Target: Weapon tou Touch Target: Weapon tou Close (35 ft.) Target: One Medium monstrous humanoi  Range Personal Target: You 30 ft. Target: All allies and centered on you 40 ft. Target: All allies in a you	ched V,DF ched V,DF n or smaller d  Comp. V,S V,S,DF,XP	Yes [harmless,object] Yes humanoid or  Spell Resistance  Yes a 30-ftradius burst, Yes (harmless)	Caster Level: 5 Transmutation Caster Level: 5 Conjuration (Creation) Caster Level: 5  School Transmutation Caster Level: 5 Conjuration (Creation) Caster Level: 5 Evocation [Good] Caster Level: 5	SC: Pg.237  SC: Pg.242  Source FH.P: pg.34  CoD.P: pg.55  PHB II: pg.104
######################################	enhan 15 cement 15 rget; so DC 16 16 16 16 16	comment bonus and dea Fortitude negates [harmless,object] ts and abilities. See tex Reflex negates ee text.  Saving Throw  None  None  volls. and -2 luck penalt Will negates (harmless) holy damage, weapons See text	action  Is +2d6 of bot 1 standard action  It standard action  Time 1 standard action  1 standard action  1 standard action  1 standard action  are conside	Duration 2 round/level  1 round/level [D]  LEVEL 4  Duration 2 rounds/level  1 round/level  ills to your enemies. Exp Cost:100. 1 round/level  red good-aligned for overcoming DR.	Touch Target: Weapon tou Touch Target: Weapon tou Close (35 ft.) Target: One Medium monstrous humanoi  Range Personal Target: You 30 ft. Target: All allies and centered on you 40 ft. Target: All allies in a you Close (35 ft.) Target: Up to 1 crea	ched V,DF ched V,DF n or smaller d  Comp. V,S V,S,DF,XP d foes within V,S,DF a 40-ft-radia	Yes [harmless,object] Yes humanoid or  Spell Resistance Yes a 30-ftradius burst, Yes (harmless) us burst centered on No	Caster Level: 5 Transmutation Caster Level: 5 Conjuration (Creation) Caster Level: 5  School Transmutation Caster Level: 5 Conjuration (Creation) Caster Level: 5 Evocation [Good]	SC: Pg.237 SC: Pg.242 Source FH.P: pg.34 CoD.P: pg.55
### ### ##############################	enhan 15 cement 15 rget; sr DC 16 16 16 check to 16 16 d petrii	comment bonus and dea Fortitude negates [harmless,object] ts and abilities. See tex Reflex negates ee text.  Saving Throw  None  None  volls. and -2 luck penalt Will negates (harmless) holy damage, weapons See text	action  Is +2d6 of bot 1 standard action  It 1 standard action  Time 1 standard action  1 standard action  1 standard action  1 standard action  are conside 1 minute	Duration 2 round/level  1 round/level [D]  LEVEL 4  Duration 2 rounds/level  1 round/level  ills to your enemies. Exp Cost:100. 1 round/level  red good-aligned for overcoming DR.	Touch Target: Weapon tou Touch Target: Weapon tou Close (35 ft.) Target: One Medium monstrous humanoi  Range Personal Target: You 30 ft. Target: All allies and centered on you 40 ft. Target: All allies in a you Close (35 ft.) Target: Up to 1 crea other	ched V,DF ched V,DF n or smaller d  Comp. V,S V,S,DF,XP d foes within V,S,DF a 40-ft-radia	Yes [harmless,object] Yes humanoid or  Spell Resistance Yes a 30-ftradius burst, Yes (harmless) us burst centered on No	Caster Level: 5 Transmutation Caster Level: 5 Conjuration (Creation) Caster Level: 5  School Transmutation Caster Level: 5 Conjuration (Creation) Caster Level: 5 Evocation [Good] Caster Level: 5 Abjuration	SC: Pg.237  SC: Pg.242  Source FH.P: pg.34  CoD.P: pg.55  PHB II: pg.104  PHB: pg.207
### Indept of the Deity ### In	enhan 15 cement 15 rget; sr DC 16 16 16 check to 16 16 d petrii	comment bonus and dear Fortitude negates [harmless,object] ts and abilities. See tex Reflex negates ee text.  Saving Throw  None  None  Will negates (harmless) holy damage, weapons See text flication.	action  Is +2d6 of bot 1 standard action  It 1 standard action  Time 1 standard action  1 standard action  1 standard action  1 standard action  are conside 1 minute	Duration 2 round/level  1 round/level  red good-aligned for overcoming DR. Instantaneous	Touch  Target: Weapon tou  Touch  Target: Weapon tou  Close (35 ft.)  Target: One Medium monstrous humanoi  Range Personal  Target: You  30 ft.  Target: All allies and centered on you  40 ft.  Target: All allies in a you  Close (35 ft.)  Target: Up to 1 crea other  10 ft.	ched V,DF ched V,DF n or smaller d Comp. V,S V,S,DF,XP d foes within V,S,DF a 40-ftradio V,S	Yes [harmless,object] Yes humanoid or  Spell Resistance  Yes a 30-ftradius burst, Yes (harmless) us burst centered on No all within 30 ft. of each Yes	Caster Level: 5 Transmutation Caster Level: 5 Conjuration (Creation) Caster Level: 5  School Transmutation Caster Level: 5 Conjuration (Creation) Caster Level: 5 Evocation [Good] Caster Level: 5 Abjuration Caster Level: 5 Evocation [Good] Caster Level: 5 Evocation [Good]	SC: Pg.237  SC: Pg.242  Source FH.P: pg.34  CoD.P: pg.55  PHB II: pg.104  PHB: pg.207
### Add CHA bonus to attack, weapon damage, saves and skill of the Descriptiffect:  ### Description of the Deity  ### Add CHA bonus to damage and strength checks.  ### Description of the Deity  ### Add CHA bonus to damage and strength checks.  ### Description of the Deity  ### Add CHA bonus to attack, weapon damage, saves and skill of the Description of the Righteous  ### Add CHA bonus to attack, weapon damage, saves and skill of the Description of the Righteous  #### Add CHA bonus to attack, weapon damage, saves and skill of the Description of the Righteous  ###################################	enhan 15 cement 15 rget; so 16 16 16 16 16 16 16	comment bonus and dear Fortitude negates [harmless,object] ts and abilities. See tex Reflex negates ee text.  Saving Throw  None  None  None  Will negates (harmless) holy damage, weapons See text.  Fortitude half	action  Is +2d6 of bot 1 standard action  It 1 standard action  Time 1 standard action  1 standard action  1 standard action  or on these rot 1 standard action  are conside 1 minute  1 standard action  1 standard action	Duration 2 round/level 11 round/level [D]  LEVEL 4  Duration 2 rounds/level 11 round/level 11 round/level 11 round/level 12 rounds/level 13 round/level 14 round/level 15 rounds/level 16 rounds/level 17 rounds/level 18 rounds/level 18 rounds/level 18 rounds/level 19 rounds/level 19 rounds/level 10 rounds/level 10 rounds/level 11 rounds/level 12 rounds/level 13 rounds/level 14 rounds/level 15 rounds/level 16 rounds/level 17 rounds/level 18 rounds/level 18 rounds/level 18 rounds/level 18 rounds/level 18 rounds/level	Touch  Target: Weapon tou  Touch  Target: Weapon tou  Close (35 ft.)  Target: One Medium monstrous humanoi  Range Personal  Target: You  30 ft.  Target: All allies and centered on you 40 ft.  Target: All allies in a you  Close (35 ft.)  Target: Up to 1 creatother 10 ft.  Target: 10-ft. radius	ched V,DF ched V,DF n or smaller d  Comp. V,S V,S,DF,XP d foes within V,S,DF a 40-ftradio V,S turre/level, a	Yes [harmless,object] Yes humanoid or  Spell Resistance Yes a 30-ftradius burst, Yes (harmless) us burst centered on No all within 30 ft. of each Yes ared on you	Caster Level: 5 Transmutation Caster Level: 5 Conjuration (Creation) Caster Level: 5  School Transmutation Caster Level: 5 Conjuration (Creation) Caster Level: 5 Evocation [Good] Caster Level: 5 Abjuration Caster Level: 5 Evocation [Sonic] Caster Level: 5	SC: Pg.237  SC: Pg.242  Source FH.P: pg.34  CoD.P: pg.55  PHB II: pg.104  PHB: pg.207  SC: Pg.44
iffect: Give weapon touched undead bane special ability; add +2	enhan 15 cement 15 rget; sr DC 16 16 16 check to 16 16 d petrii	comment bonus and dear Fortitude negates [harmless,object] ts and abilities. See tex Reflex negates ee text.  Saving Throw  None  None  Will negates (harmless) holy damage, weapons See text flication.	action  Is +2d6 of bot 1 standard action  It 1 standard action  Time 1 standard action  1 standard action  1 standard action  or on these rot 1 standard action  are conside 1 minute  1 standard action  1 standard action	Duration 2 round/level  1 round/level  red good-aligned for overcoming DR. Instantaneous	Touch  Target: Weapon tou  Touch  Target: Weapon tou  Close (35 ft.)  Target: One Medium monstrous humanoi  Range  Personal  Target: You  30 ft.  Target: All allies and centered on you 40 ft.  Target: All allies in a you Close (35 ft.)  Target: Up to 1 creadents Target: 10-ft. radius  Touch	ched V,DF ched V,DF n or smaller d  Comp. V,S,DF,XP d foes within V,S,DF a 40-ftradiu V,S tuture/level, a V burst cente	Yes [harmless,object] Yes humanoid or  Spell Resistance  Yes a 30-ftradius burst, Yes (harmless) us burst centered on No all within 30 ft. of each Yes	Caster Level: 5 Transmutation Caster Level: 5 Conjuration (Creation) Caster Level: 5  School Transmutation Caster Level: 5 Conjuration (Creation) Caster Level: 5 Evocation [Good] Caster Level: 5 Evocation [Good] Caster Level: 5 Evocation [Sonic] Caster Level: 5 Conjuration Caster Level: 5 Conjuration Caster Level: 5 Conjuration (Healing)	SC: Pg.237  SC: Pg.242  Source FH.P: pg.34  CoD.P: pg.55  PHB II: pg.104  PHB: pg.207
### Add CHA bonus to attack, weapon damage, saves and skill or about better the Blessing of the Righteous  ###################################	enhan 15 cement 15 rget; si DC 16 16 16 d petrit 16	comment bonus and dea Fortitude negates [harmless.object] Is and abilities. See tex Reflex negates ee text.  Saving Throw  None  None  Viil negates  See text (harmless)  holy damage, weapons See text fication.  Fortitude half  Will half (harmless); see text	action  Is +2d6 of bot 1 standard action  Time 1 standard action  1 standard action  1 standard action  1 standard action  2 on these rc 1 standard action  are conside 1 minute  1 standard action	Duration 2 round/level  1 round/level [D]  LEVEL 4  Duration 2 rounds/level  1 round/level  Ils to your enemies. Exp Cost:100. 1 round/level  red good-aligned for overcoming DR. Instantaneous	Touch  Target: Weapon tou  Touch  Target: Weapon tou  Close (35 ft.)  Target: One Medium monstrous humanoi  Range Personal  Target: You  30 ft.  Target: All allies and centered on you  40 ft.  Target: All allies in a you  Close (35 ft.)  Target: Up to 1 crea other  10 ft.  Target: 10-ft. radius  Touch  Target: Creature tou	ched V,DF ched V,DF n or smaller d  Comp. V,S V,S,DF,XP d foes within V,S,DF ture/level, a V burst cente V,S	Yes [harmless,object] Yes humanoid or  Spell Resistance Yes a 30-ft-radius burst, Yes (harmless) us burst centered on No all within 30 ft. of each Yes ared on you Yes (harmless); see text	Caster Level: 5 Transmutation Caster Level: 5 Conjuration (Creation) Caster Level: 5  School Transmutation Caster Level: 5 Conjuration (Creation) Caster Level: 5 Evocation [Good] Caster Level: 5 Abjuration Caster Level: 5 Evocation [Sonic] Caster Level: 5 Conjuration (Caster Level: 5 Conjuration (Sonic) Caster Level: 5 Conjuration (Healing) Caster Level: 5	SC: Pg.237  SC: Pg.242  Source FH.P: pg.34  CoD.P: pg.55  PHB II: pg.104  PHB: pg.207  SC: Pg.44  PHB: pg.216
Effect: Give weapon touched undead bane special ability; add +2	enhan 15 cement 15 rget; so 16 16 16 16 16 16 16	cement bonus and dea Fortitude negates [harmless,object] ts and abilities. See tex Reflex negates ee text.  Saving Throw  None  None  Will negates (harmless) holy damage, weapons See text fication.  Fortitude half  Will half (harmless);	action  Is +2d6 of bot 1 standard action  Time 1 standard action  1 standard action  1 standard action  1 standard action  2 on these rc 1 standard action  are conside 1 minute  1 standard action	Duration 2 round/level 11 round/level [D]  LEVEL 4  Duration 2 rounds/level 11 round/level 11 round/level 11 round/level 12 rounds/level 13 round/level 14 round/level 15 rounds/level 16 rounds/level 17 rounds/level 18 rounds/level 18 rounds/level 18 rounds/level 19 rounds/level 19 rounds/level 10 rounds/level 10 rounds/level 11 rounds/level 12 rounds/level 13 rounds/level 14 rounds/level 15 rounds/level 16 rounds/level 17 rounds/level 18 rounds/level 18 rounds/level 18 rounds/level 18 rounds/level 18 rounds/level	Touch  Target: Weapon tou  Touch  Target: Weapon tou  Close (35 ft.)  Target: One Medium monstrous humanoi  Range Personal  Target: You  30 ft.  Target: All allies and centered on you  40 ft.  Target: All allies in a you  Close (35 ft.)  Target: Up to 1 crea other  10 ft.  Target: 10-ft. radius  Touch  Target: Creature tou	ched V,DF ched V,DF n or smaller d  Comp. V,S,DF,XP d foes within V,S,DF a 40-ftradiu V,S tuture/level, a V burst cente	Yes [harmless,object] Yes humanoid or  Spell Resistance  Yes a 30-ft-radius burst, Yes (harmless) us burst centered on No all within 30 ft. of each Yes ured on you Yes (harmless); see	Caster Level: 5 Transmutation Caster Level: 5 Conjuration (Creation) Caster Level: 5  School Transmutation Caster Level: 5 Conjuration (Creation) Caster Level: 5 Evocation [Good] Caster Level: 5 Evocation [Good] Caster Level: 5 Evocation [Sonic] Caster Level: 5 Conjuration Caster Level: 5 Conjuration Caster Level: 5 Conjuration (Healing)	SC: Pg.237  SC: Pg.242  Source FH.P: pg.34  CoD.P: pg.55  PHB II: pg.104  PHB: pg.207  SC: Pg.44
Effect: Give weapon touched undead bane special ability; add +2	enhan 15 cement 15 rget; sr DC 16 16 16 16 16	comment bonus and dear Fortitude negates [harmless,object] ts and abilities. See text Reflex negates ee text.  Saving Throw  None  None  None  None  None  Will negates (harmless) see text  Will half (harmless); see text  Will negates	action  Is +2d6 of bot 1 standard action  Time 1 standard action  1 standard action  1 standard action  1 standard action  2 on these ro 1 standard action  are conside 1 minute  1 standard action	Duration 2 round/level  1 round/level [D]  LEVEL 4  Duration 2 rounds/level  1 round/level  Ils to your enemies. Exp Cost:100. 1 round/level  red good-aligned for overcoming DR. Instantaneous	Touch  Target: Weapon tou  Touch  Target: Weapon tou  Close (35 ft.)  Target: One Medium monstrous humanoi  Range Personal  Target: You  30 ft.  Target: All allies and centered on you  40 ft.  Target: All allies in a you  Close (35 ft.)  Target: Up to 1 crea other  10 ft.  Target: 10-ft. radius  Touch  Target: Creature tou	ched  V,DF  ched  V,DF  n or smaller  Comp. V,S  V,S,DF,XP  d foes withir V,S,DF  a 40-ftradiu V,S  ture/level, a V  burst cente V,S  uched  V,S,DF	Yes [harmless,object] Yes humanoid or  Spell Resistance  Yes a 30-ft-radius burst, Yes (harmless) us burst centered on No all within 30 ft. of each Yes ared on you Yes (harmless); see text Yes (harmless)	Caster Level: 5 Transmutation Caster Level: 5 Conjuration (Creation) Caster Level: 5  School Transmutation Caster Level: 5 Conjuration (Creation) Caster Level: 5 Evocation [Good] Caster Level: 5 Abjuration Caster Level: 5 Evocation [Sonic] Caster Level: 5 Conjuration (Caster Level: 5 Conjuration (Sonic) Caster Level: 5 Conjuration (Healing) Caster Level: 5	SC: Pg.237  SC: Pg.242  Source FH.P: pg.34  CoD.P: pg.55  PHB II: pg.104  PHB: pg.207  SC: Pg.44  PHB: pg.216
### Weapon of the Deity  ###################################	enhan 15 cement 15 rget; sr DC 16 16 16 16 16	comment bonus and dear Fortitude negates [harmless,object] ts and abilities. See text Reflex negates ee text.  Saving Throw  None  None  None  None  None  Will negates (harmless) see text  Will half (harmless); see text  Will negates	action  Is +2d6 of bot 1 standard action  Time 1 standard action  1 standard action  1 standard action  1 standard action  are conside 1 minute  1 standard action  1 standard action	Duration 2 round/level [D]  LEVEL 4  Duration 2 rounds/level  11 round/level  11 round/level  11 round/level  12 rounds/level  13 round/level  14 round/level  15 round/level  16 round/level  16 round/level  17 round/level  18 round/level or until discharged,	Touch Target: Weapon tou Touch Target: Weapon tou Close (35 ft.) Target: One Medium monstrous humanoi  Range Personal Target: You 30 ft. Target: All allies and centered on you 40 ft. Target: All allies in a you Close (35 ft.) Target: Up to 1 crea other 10 ft. Target: 10-ft. radius Touch Target: Creature tou Touch Target: Living creat	ched  V,DF  ched  V,DF  n or smaller  d  Comp. V,S  V,S,DF,XP  d foes within V,S,DF  a 40-ftradio V,S  ture/level, a V  burst cente V,S  uched V,S,DF	Yes [harmless,object] Yes humanoid or  Spell Resistance  Yes a 30-ft-radius burst, Yes (harmless) us burst centered on No all within 30 ft. of each Yes ared on you Yes (harmless); see text Yes (harmless)	Caster Level: 5 Transmutation Caster Level: 5 Conjuration (Creation) Caster Level: 5  School Transmutation Caster Level: 5 Conjuration (Creation) Caster Level: 5 Evocation [Good] Caster Level: 5 Evocation [Good] Caster Level: 5 Conjuration Caster Level: 5 Conjuration Caster Level: 5 Evocation [Sonic] Caster Level: 5 Conjuration (Healing) Caster Level: 5 Necromancy	SC: Pg.237  SC: Pg.242  Source FH.P: pg.34  CoD.P: pg.55  PHB II: pg.104  PHB: pg.207  SC: Pg.44  PHB: pg.216  PHB: pg.217
Effect: Give weapon touched undead bane special ability; add +2	enhan 15 cement 15 rget; so 16 16 16 16 d petrif 16 16	comment bonus and dear Fortitude negates [harmless,object] ts and abilities. See tex Reflex negates ee text.  Saving Throw  None  rolls. and -2 luck penalt Will negates (harmless) holy damage, weapons See text fication.  Fortitude half  Will half (harmless); see text  Will negates (harmless)	action  Is +2d6 of bot 1 standard action  Time 1 standard action  1 standard action  1 standard action  1 standard action  are conside 1 minute  1 standard action  1 standard action	Instantaneous  In mund/level  In round/level [D]  LEVEL 4  Duration In round/level  In round/level  Instantaneous  Instantaneous  Instantaneous  Instantaneous	Touch Target: Weapon tou Touch Target: Weapon tou Close (35 ft.) Target: One Medium monstrous humanoi  Range Personal Target: You 30 ft. Target: All allies and centered on you 40 ft. Target: All allies in a you Close (35 ft.) Target: Up to 1 crea other 10 ft. Target: 10-ft. radius Touch Target: Creature tou Touch Target: Living creatt Touch Target: You and a to	ched  V,DF  ched  V,DF  n or smaller  Comp. V,S  V,S,DF,XP  d foes withir  V,S,DF  a 40-ftradiu  V,S  ture/level, a  V,S  uched  V,S,DF  ure touched  V,S,DF  puched cha	Yes [harmless,object] Yes humanoid or  Spell Resistance Yes a 30-ftradius burst, Yes (harmless) us burst centered on No all within 30 ft. of each Yes ered on you Yes (harmless); see text Yes (harmless)	Caster Level: 5 Transmutation Caster Level: 5 Conjuration (Creation) Caster Level: 5  School Transmutation Caster Level: 5 Conjuration (Creation) Caster Level: 5 Evocation [Good] Caster Level: 5 Evocation [Good] Caster Level: 5 Conjuration Caster Level: 5 Evocation [Sonic] Caster Level: 5 Conjuration (Healing) Caster Level: 5 Necromancy Caster Level: 5	SC: Pg.237  SC: Pg.242  Source FH.P: pg.34  CoD.P: pg.55  PHB II: pg.104  PHB: pg.207  SC: Pg.44  PHB: pg.216  PHB: pg.217

DDDDDDional Evil			Onan	npion of Mystra S	phelis				
⊒□□□□ Dispel Evil	16	See text	1 standard action	1 round/level or until discharged, whichever comes first	Touch	V,S, DF	See text	Abjuration [Good]	PHB: pg.222
Effect: +4 bonus against attacks.						n enchantm	creature from another ent or evil spell on a	Caster Level: 5	
Divine Aura	16		1 swift action	Instantaneous	60 ft. from caster			Abjuration	FH.P: pg.35
Effect:  1d4/2 levels damage and turns all evil creatures within 60	ft. This	s is used during a turnin None	g attempt. 1 swift	1 round	Target: All eligible to 0 ft.	-	radius, centered on you	Caster Level: 5  Evocation [Force]	DHP III na 110
□□□□□ Divine Retaliation  Effect:	10	None	action	Tround	Target: Magic weap		NO	Caster Level: 5	111b II. pg.110
Create divine weapon that mimics deity's favored weapo same as base weapon + 1-1/2 Str or Wis modifier [your cho									
Draconic Might	16	Fortitude negates [harmless]	1 standard action	1 minute/level [D]	Touch	V,S	Yes [harmless]	Transmutation	SC: Pg.72
Effect: Subject gains +4 bonus to Str, Dex, Con, Cha and Natura			,		Target: Living create			Caster Level: 5	
□□□□□ Favor of the Martyr  Effect:	16	None	1 standard action	1 minute/level	Medium (150 ft.)  Target: One willing	V,S	Yes [harmless]	Necromancy  Caster Level: 5	SC: Pg.89
Become immune to nonlethal damage, charm and compu							N		DUD 040
□□□□ Holy Sword  Effect:	16	None	action	1 round/level	Touch	V,S	No	Evocation [Good]	РНВ: pg.242
Weapon becomes +5, deals +2d6 damage against evil.	16	None	1 standard	1 round/level	Target: Melee weap Touch	V,S	No	Caster Level: 5 Evocation	SC: Pg.131
LILL Lawful Sword  Effect:	.0		action		Target: Weapon tou			Caster Level: 5	g
Like holy sword; weapon acts as +5 axiomatic [+5 enh damage to chaotic]; see text	anceme	nt bonus on attack an	d damage r	oll, lawful-aligned, deals an extra 2d6		IOU		Sudici Level. J	
□□□□□ Mark of Justice	16	None	10 minutes	Permanent;see text	Touch	V,S, DF	Yes	Necromancy	PHB: pg.252
Effect: Designates action that will trigger curse on subject.	40	No. of Bullion Lake	4	A consider of Factors	Target: Creature tou		0	Caster Level: 5	DUD II 400
Meteoric Strike	16	None or Reflex half; see text	1 swift action	1 round or until dischared	0 ft.	V,S	See text	Transmutation [Fire]	PHB II: pg.120
Effect: Your next successful melee attack deal 1d6 + 1d6/4 cas Reflex for half of that].	ter leve	ls fire damage; all adja	cent creatur	es take half the damage [SR applies ar	Target: Your melee	weapon		Caster Level: 5	
□□□□□ Neutralize Poison	16	Will negates (harmless, object)	1 standard action	10 minutes/level	Touch	V,S,M/DF	Yes (harmless, object)	Conjuration (Healing)	PHB: pg.257
Effect: Immunizes subject against poison, detoxifies venom in or	on sub				Target: Creature or touched	object of up	to 1 cu. ft./level.	Caster Level: 5	
One Soul	16	Will negates (harmless)	1 standard action	1 minute/level [D]	Touch	V,S,DF	Yes (harmless)	Abjuration	CoD.P: pg.57
Effect: You add your mounts HP to your total. Your mount has a	no HP a	and uses your total inst	ead. Any da	mage taken by you or the mount is take	Target: Special Mou en	int touched		Caster Level: 5	
from your HP total.  DDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDD	16	None	1 hour	Permanent	Touch	V,S,DF	No	Abjuration	FH.P: pg.37
Effect: Restore a creature to it's original state [Possession, Unde	ead]. Pa	ladin takes a -1 fatigue	penalty to a	Il rolls for next 24 hours though.	Target: One being of	of formerly g	ood alignment	Caster Level: 5	
□□□□□ Rally	16	Will negates (harmless)	1 standard action	See text	60 ft.	V,XP	Yes (harmless)	Evocation	CoD.P: pg.57
Effect: You and allies affected by Bless, Cure Light Wounds, Div	vine Fa	vor, Remove Fear and	Remove Pa	ralysis. The bless and divine favor last for	Target: You and all or	allies		Caster Level: 5	
one minute, the others are instantaneous. XP cost:250.  Restoration	16	Will negates	3 rounds	Instantaneous	Touch	V,S,M	Yes (harmless)	Conjuration	PHB: pg.272
Effect:		(harmless)			Target: Creature too	ıched		(Healing) Caster Level: 5	
Restores level and ability score drains.	16	None; see text		1 minute/level	Touch	V,S,DF	Yes [harmless]	Conjuration	SC: Pg.175
LLL Revenance			action					(Healing) Caster Level: 5	
Effect:			dollori		Target: Dead ally to	uched			
Effect: Brings an ally back to life for duration of spell; see text.	16	N/A	1 standard	1 hour/level	Target: Dead ally to Personal	uched V,S,DF	N/A	Abjuration [Good,	SC: Pg.177
Effect: Brings an ally back to life for duration of spell; see text. Brings an ally back to life for duration of spell; see text. Brings an ally back to life for duration of spell; see text.			1 standard action				N/A	Abjuration [Good, Light] Caster Level: 5	SC: Pg.177
Effect: Brings an ally back to life for duration of spell; see text. Righteous Aura		20 ft take 2d6 damage/li Will negates	1 standard action evel [max 20 1 standard		Personal		N/A Yes [harmless]	Light]	ū
Effect: Brings an ally back to life for duration of spell; see text. Righteous Aura Effect: Slow as if daylight, +4 sacred bonus to Cha; if you die all Sacred Haven Effect:	within 2 16	20 ft take 2d6 damage/li Will negates [harmless]	1 standard action evel [max 20 1 standard action	0d6]; see text. 1 minute/level	Personal  Target: You  30 ft.  Target: You and alli	V,S,DF V,S,DF		Light] Caster Level: 5 Abjuration [Good]	ū
☐☐☐ Righteous Aura  Effect: Glow as if daylight, +4 sacred bonus to Cha; if you die all	within 2 16	20 ft take 2d6 damage/li Will negates [harmless]	1 standard action evel [max 20 1 standard action aed by invisit 1 standard	0d6]; see text. 1 minute/level	Personal  Target: You  30 ft.  Target: You and allion you  5 ft. radius from the	V,S,DF V,S,DF es in a 30-ff	Yes [harmless]	Light] Caster Level: 5 Abjuration [Good]	ū
Effect: Brings an ally back to life for duration of spell; see text. Righteous Aura  Effect: Glow as if daylight, +4 sacred bonus to Cha; if you die all Sacred Haven  Effect: Creatures gains +2 sacred bonus to AC, plus retains Dex	within 2 16 even w 16	20 ft take 2d6 damage/l Will negates [harmless] /hen flatfooted or attack None	1 standard action evel [max 20 1 standard action sed by invisit 1 standard action	od6]; see text. 1 minute/level ble creature. 1 round/level	Personal Target: You 30 ft. Target: You and allion you 5 ft. radius from the caster Target: Caster and of	V,S,DF  V,S,DF  es in a 30-ft  V,S	Yes [harmless] radius burst centered No	Light] Caster Level: 5 Abjuration [Good] Caster Level: 5	SC: Pg.178
Effect: Brings an ally back to life for duration of spell; see text. Righteous Aura  Effect: Glow as if daylight, +4 sacred bonus to Cha; if you die all Sacred Haven  Effect: Creatures gains +2 sacred bonus to AC, plus retains Dex Safe Passage  Effect: Anyone attempting to harm the paladin or their charge man action, this includes cast an area affect spell that would	within 2 16 even w 16	20 ft take 2d6 damage/li Will negates [harmless] when flatfooted or attack None	1 standard action  evel [max 20 1 standard action  ded by invisit 1 standard action  CHA + Half tharge; see to	0d6]; see text.  1 minute/level  ble creature.  1 round/level  he casters level in order to carry out suc	Personal Target: You 30 ft. Target: You and allion you 5 ft. radius from the caster Target: Caster and of	V,S,DF  V,S,DF  es in a 30-ft  V,S	Yes [harmless] radius burst centered No	Light] Caster Level: 5 Abjuration [Good] Caster Level: 5 Abjuration	SC: Pg.178
Effect: Brings an ally back to life for duration of spell; see text.  Righteous Aura  Effect: Glow as if daylight, +4 sacred bonus to Cha; if you die all  Sacred Haven  Effect: Creatures gains +2 sacred bonus to AC, plus retains Dex  Safe Passage  Effect:	within 2 16 even w 16 ust makencomp	20 ft take 2d6 damage/li Will negates [harmless] when flatfooted or attack None te a Will save DC 10 + cass the paladin or his c	1 standard action  evel [max 20 1 standard action  ded by invisit 1 standard action  CHA + Half tharge; see to	0d6]; see text.  1 minute/level  ble creature.  1 round/level  the casters level in order to carry out sucest.	Personal Target: You 30 ft. Target: You and allis on you 5 ft. radius from the caster Target: Caster and oth	V,S,DF  V,S,DF  es in a 30-ft  V,S  one other in	Yes [harmless]radius burst centered No dividual	Light] Caster Level: 5 Abjuration [Good] Caster Level: 5 Abjuration Caster Level: 5	SC: Pg.178 FH.P: pg.37
Effect: Brings an ally back to life for duration of spell; see text.  Righteous Aura  Effect: Glow as if daylight, +4 sacred bonus to Cha; if you die all  Sacred Haven  Effect: Creatures gains +2 sacred bonus to AC, plus retains Dex  Safe Passage  Effect: Anyone attempting to harm the paladin or their charge man action, this includes cast an area affect spell that would in the control of the c	within 2 16 even w 16 ust makencomp	20 ft take 2d6 damage/li Will negates [harmless] when flatfooted or attack None te a Will save DC 10 + cass the paladin or his c	1 standard action  evel [max 2t 1 standard action  ted by invisit 1 standard action  CHA + Half 1 standard action  1 standard action	0d6]; see text.  1 minute/level  ble creature.  1 round/level  the casters level in order to carry out sucest.	Personal Target: You 30 ft. Target: You and allion you 5 ft. radius from the caster Target: Caster and oth	V,S,DF  V,S,DF  es in a 30-ft  V,S  one other in	Yes [harmless]radius burst centered No dividual	Light] Caster Level: 5 Abjuration [Good] Caster Level: 5 Abjuration Caster Level: 5 Divination	SC: Pg.178 FH.P: pg.37
Effect: Brings an ally back to life for duration of spell; see text. Righteous Aura  Effect: Glow as if daylight, +4 sacred bonus to Cha; if you die all Sacred Haven  Effect: Creatures gains +2 sacred bonus to AC, plus retains Dex Safe Passage  Effect: Anyone attempting to harm the paladin or their charge man action, this includes cast an area affect spell that would in Telepathic Aura  Effect: You can mentally communicate with all allies in range.	within 2 16 even w 16 ust mak encomp 16	20 ft take 2d6 damage/l Will negates [harmless] when flatfooted or attack None ee a Will save DC 10 + 0 ass the paladin or his of None	1 standard action  evel [max 2t 1 standard action  ted by invisit 1 standard action  CHA + Half 1 standard action  1 standard action	od6]; see text.  1 minute/level  le creature.  1 round/level  the casters level in order to carry out suc ext.  10 minutes/level [D]	Personal Target: You 30 ft. Target: You and allion you 5 ft. radius from the caster Target: Caster and the	V,S,DF  V,S,DF es in a 30-ft V,S one other in S,DF s emanatio	Yes [harmless]radius burst centered No dividual No n centered on you	Light] Caster Level: 5 Abjuration [Good] Caster Level: 5 Abjuration Caster Level: 5 Divination Caster Level: 5	SC: Pg.178  FH.P: pg.37  SC: Pg.219
Effect: Brings an ally back to life for duration of spell; see text.  Righteous Aura  Effect: Glow as if daylight, +4 sacred bonus to Cha; if you die all  Sacred Haven  Effect: Creatures gains +2 sacred bonus to AC, plus retains Dex  Safe Passage  Effect: Anyone attempting to harm the paladin or their charge man action, this includes cast an area affect spell that would an action, this rolludes cast an area affect spell that would are the company of the Deity, Lesser  Effect: You can mentally communicate with all allies in range.  Visage of the Deity, Lesser  Effect: Your form becomes more like your deity's; see text	within 2 16 even w 16 ust mak encomp 16	20 ft take 2d6 damage/l Will negates [harmless] when flatfooted or attack None ee a Will save DC 10 + 0 ass the paladin or his of None	1 standard action  evel [max 20 1 standard action  ted by invisit 1 standard action  CHA + Half tharge; see e 1 standard action  1 standard action	od6]; see text.  1 minute/level  le creature.  1 round/level  the casters level in order to carry out suc ext.  10 minutes/level [D]	Personal Target: You 30 ft. Target: You and allion you 5 ft. radius from the caster Target: Caster and oth 100 ft. Target: 100-ftradiu	V,S,DF  V,S,DF es in a 30-ft V,S one other in S,DF s emanatio	Yes [harmless]radius burst centered No dividual No n centered on you	Light] Caster Level: 5 Abjuration [Good] Caster Level: 5 Abjuration Caster Level: 5 Divination Caster Level: 5 Transmutation	SC: Pg.178  FH.P: pg.37  SC: Pg.219
Effect: Brings an ally back to life for duration of spell; see text. Righteous Aura  Effect: Glow as if daylight, +4 sacred bonus to Cha; if you die all Sacred Haven  Effect: Creatures gains +2 sacred bonus to AC, plus retains Dex Safe Passage  Effect: Anyone attempting to harm the paladin or their charge man action, this includes cast an area affect spell that would in Telepathic Aura  Effect: You can mentally communicate with all allies in range. To the Aura Safe Passage of the Deity, Lesser	within 2 16 even w 16 ust makencomp 16	20 ft take 2d6 damage/l Will negates [harmless] when flatfooted or attack None are a Will save DC 10 + 4 wass the paladin or his of None	1 standard action  evel [max 20 1 standard action  ted by invisit 1 standard action  CHA + Half tharge; see e 1 standard action  1 standard action	od6]; see text.  1 minute/level  ble creature.  1 round/level  he casters level in order to carry out succept.  10 minutes/level [D]	Personal Target: You 30 ft. Target: You and allion you 5 ft. radius from the caster Target: Caster and oth 100 ft. Target: 100-ftradiu Personal Target: You	V,S,DF  V,S,DF es in a 30-ft V,S one other in S,DF s emanatio V,S,DF	Yes [harmless]radius burst centered No dividual No n centered on you N/A	Light] Caster Level: 5 Abjuration [Good] Caster Level: 5 Abjuration Caster Level: 5 Divination Caster Level: 5 Transmutation Caster Level: 5	SC: Pg.178  FH.P: pg.37  SC: Pg.219  SC: Pg.231

# Sorcerer Spells

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

				LEVEL 0					
Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
Amanuesis	16	Will negates [object]		10 minute/level	Close (35 ft.)	V,S	Yes [object]	Transmutation	SC: Pq.9
Effect: Copies 250 words per minute.			action		Target: Object or ob	jects with v		Caster Level: 5	Ü
Copies 250 words per minute.	16	None	1 standard action	1 round/level	Close (35 ft.)	V,S	No	Conjuration (Creation)	SC: Pg.42
Effect: Caltrops cover one 5-foot-by-5-foot square, attack roll +( +2] for purpose of the caltrop attack] dealing 1 pt of damage				reatures AC is Base + Dex + [Foot Wea	Target: See text			Caster Level: 5	
Detect Magic	16	None		Concentration, up to 1 minutes/level [D]	60 ft.	V,S	No	Divination	PHB: pg.219
Effect: Detects spells and magic items within 60 ft.					Target: Cone-shape			Caster Level: 5	
ight	16	None	1 standard action	10 minutes/level [D]	Touch		No	Evocation [Light]	PHB: pg.248
Effect: Object shines like a torch.					Target: Object touch	ned		Caster Level: 5	
□□□□□ Read Magic	16	None	1 standard action	10 minutes/level	Personal	V,S,F	No	Divination	PHB: pg.269
Effect: Read scrolls and spellbooks.					Target: You			Caster Level: 5	
Calculation and spendocks.	16	Will negates [object]	1 standard	Instantaneous	Touch	V,S,M	Yes [object]	Transmutation	SC: Pg.206
Effect: Sticks one object to another; see text.					Target: Nonmagical 5lbs	, unattende	d object weighing up to	Caster Level: 5	
				LEVEL 1					
Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□□ Feather Fall	17	Will negates (harmless) or Will negates (object)	1 free action	Until landing or 1 round/level	Close (35 ft.)	V	Yes (object)	Transmutation	PHB: pg.229
Effect: Objects or creatures fall slowly.		negates (object)					r freefalling object or may be more than 20 f	Caster Level: 5 t.	
□□□□□ Scholar's Touch	17	None	1 standard	Concentration, up to 5 rounds	Personal	V,S,M,F	No	Divination	Is This : Races of Destin
Effect:					Target: One book/rd	ound		Caster Level: 5	<b>J</b>
Absorb the contents of an entire book as if you had read i	t once. 17	Not perfect recall and n None		to read the language.  1 minute/level [D]	Personal	V.S	No	Abjuration [Force]	PHR: ng 278
Effect:	.,	None	action	Timilato/iever[b]	Target: You	٧,٥	110	Caster Level: 5	111b. pg.270
Invisible disc gives +4 to AC, blocks magic missiles.					-				
True Strike	17	None	1 standard action	See text	Personal	V, F	No	Divination	PHB: pg.296
Effect: +20 on your next attack roll.					Target: You			Caster Level: 5	
				LEVEL 2					
Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
⊒⊒⊒⊒ Eagle's Splendor	18	Will negates (harmless)	1 standard action	1 minute/level	Touch	V,S,M/DF	Yes	Transmutation	PHB: pg.225
Effect: Subject gains +4 to Cha for 1 minutes/level.					Target: Creature to	ucriea		Caster Level: 5	
□□□□ Wraithstrike	18	N/A	1 swift action	1 round	Personal	V,S	N/A	Transmutation	SC: Pg.243
Effect: Makes your melee attacks become touch attacks.					Target: You			Caster Level: 5	
				* =Domain/Speciality Spell					

# Paladin Innate Spells

At Will Detect Evil (DC:13)

## **Notes:**

#### **Character Sheet Notes:**

Spell Points:20TOTAL Spell Points:13 [3+3+3+5+5+10-9]
Can cast 3rd level Paladin Spells

```
Spell Points: 13
2x3=6
2x5=10
Bonus = 6
Shield - 9 [22 - 9]
@Wisdom of 16 add +7 Spell Points
1st Cost = 3
2nd Cost = 5
3rd Cost = 7
```